___ weapon seven_signs item_id DECIMAL(11,0) char obj id INT(11) name VARCHAR(70) cabal VARCHAR(4) bodypart VARCHAR(15) seal INT(1) crystallizable VARCHAR(5) red_stones INT(11) weight DECIMAL(4,0) ♦ blue_stones INT(11) soulshots DECIMAL(2,0) spiritshots DECIMAL(1,0) crystal_type ENUM(...) p_dam DECIMAL(5,0) rnd dam DECIMAL(2,0) weaponType VARCHAR(8) itemsonground critical DECIMAL(2,0) object_id INT(11) hit_modify DECIMAL(6,5) item id INT(11) avoid_modify DECIMAL(2,0) count INT(11) shield_def DECIMAL(3,0) oenchant level INT(11) shield_def_rate DECIMAL(2,0) x INT(11) atk_speed DECIMAL(3,0) y INT(11) mp_consume DECIMAL(2,0) m_dam DECIMAL(3,0) □ drop_time DECIMAL(20,0) duration DECIMAL(3,0) oquipable INT(1) price DECIMAL(11,0) crystal_count INT(4) sellable VARCHAR(5)

oropable VARCHAR(5)

destroyable VARCHAR(5

tradeable VARCHAR(5)

item_skill_id DECIMAL(11,0)

item_skill_lvl DECIMAL(11,0)

6 more..

💡 id INT(11)

odelay INT(11)

allowTransaction TINYINT(1)

allowAltg TINYINT(1)

giveDamage TINYINT(1)

takeAggro TINYINT(1)

gainExp TINYINT(1)

teamColor INT(11)

pvp INT(1)

karma INT(7)

wpn_enchant INT(7

right_hand INT(7)

left_hand INT(7)

gloves INT(7)

chest INT(7)

legs INT(7)

feet INT(7)

hair INT(7)

hair2 INT(7)

pledge INT(2)

cw_level INT(3)

clan_id INT(9)

ally_id INT(9)

clan_crest INT(9)

ally_crest INT(9)

5 more..

canDisableGmStatus TINYINT(1

accounts login VARCHAR(45) password VARCHAR(45) lastactive DECIMAL(20,0) access level INT(11) lastIP VARCHAR(20) enchant4_skill_id DECIMAL(11,0) lastServer INT(4) enchant4_skill_lvl DECIMAL(11,0)

item_obj_id DECIMAL(11,0) announcement VARCHAR(255) name VARCHAR(16) ♦ level DECIMAL(11,0) curHp DECIMAL(18,0) curMp DECIMAL(18,0) exp DECIMAL(20,0) sp DECIMAL(11,0) karma DECIMAL(11,0) pkkills DECIMAL(11,0) fed DECIMAL(11,0)

? accessLevel MEDIUMINT(9) 💡 id INT(11) name VARCHAR(255) task VARCHAR(50) nameColor CHAR(6) type VARCHAR(50) useNameColor TINYINT(1) ♦ last_activation DECIMAL(20,0) titleColor CHAR(6) param1 VARCHAR(100) useTitleColor TINYINT(1) param2 VARCHAR(100) isGm TINYINT(1) param3 VARCHAR(255) allowPeaceAttack TINYINT(1 allowFixedRes TINYINT(1)

> 💡 id INT(11) skill id INT(10) name VARCHAR(25) skill_level INT(10) upper_level INT(10) is magic class VARCHAR(5)

> > tradeable VARCHAR(5)

item_skill_id DECIMAL(11,0)

item_skill_lvl DECIMAL(11,0)

boxes 💡 id INT(11) item_id INT(11) spawn DECIMAL(11,0) name VARCHAR(70) npcid DECIMAL(11,0) bodypart VARCHAR(15) drawer VARCHAR(32) crystallizable VARCHAR(5) itemid DECIMAL(11,0) armor_type VARCHAR(5) name VARCHAR(32) weight INT(5) crystal_type ENUM(...) count DECIMAL(11,0) onchant DECIMAL(2,0) avoid_modify INT(1) duration INT(3) p_def INT(3) m_def INT(2) tvt_teams mp_bonus INT(3) teamld INT(4) price INT(11) teamName VARCHAR(255) crystal_count INT(4) teamX INT(11) sellable VARCHAR(5) teamY INT(11) dropable VARCHAR(5) teamZ INT(11) destroyable VARCHAR(5)

npc_to_pc_polymorph < ___ castle spawn INT(9) id INT(11) template INT(9) name VARCHAR(25) name VARCHAR(35) taxPercent INT(11) title VARCHAR(35) treasury INT(11) class_id INT(3) siegeDate DECIMAL(20,0) female INT(1) siegeDayOfWeek INT(11) hair_style INT(1) siegeHourOfDay INT(11 hair_color INT(1) face INT(1) name_color INT(7) title_color INT(7) noble INT(1) id INT(11) hero INT(1)

sellerld INT(11) sellerName VARCHAR(50) sellerClanName VARCHAR(50) itemType VARCHAR(25) itemId INT(11) itemObjectId INT(11) itemName VARCHAR(40) itemQuantity INT(11) startingBid INT(11) currentBid INT(11) endDate DECIMAL(20,0)

ofertas 💡 id_oferta INT login VARCHAR(45) item id INT cantidad_adena DECIMAL(10,2) cantidad_dinero DECIMAL(10,2) ♦ fecha inicio DATETIME fecha_hasta DATETIME estado INT

eventName VARCHAR(255) eventDesc VARCHAR(255) joiningLocation VARCHAR(255) minlvl INT(4) green_stones INT(11) maxlvl INT(4) npcld INT(8) ancient adena amount DECIMAL(20.0) npcX INT(11) contribution_score DECIMAL(20,0)

npcY INT(11) npcZ INT(11) npcHeading INT(11) rewardld INT(11) rewardAmount INT(11 teamsCount INT(4) joinTime INT(11) eventTime INT(11) minPlayers INT(4) maxPlayers INT(4) delayForNextEvent BIGINT(20)

custom_teleport v custom_armor item id INT(11) Description VARCHAR(75) name VARCHAR(70) id DECIMAL(11,0) bodypart VARCHAR(15) ♦ loc_x DECIMAL(9,0) crystallizable VARCHAR(5) armor_type VARCHAR(5) Oloc_z DECIMAL(9,0) price DECIMAL(6,0) weight INT(5) crystal_type ENUM(...) fornoble INT(1) avoid_modify INT(1) duration INT(3) p_def INT(3) m_def INT(2)

mp_bonus INT(3)

crystal_count INT(4)

sellable VARCHAR(5)

dropable VARCHAR(5)

destroyable VARCHAR(5)

item_skill_id DECIMAL(11,0)

item_skill_lvl DECIMAL(11,0)

four_sepulchers_spawnlist

location VARCHAR(19)

npc templateid INT(11)

💡 id INT(11)

count INT(9)

locx INT(9)

locy INT(9)

ocz INT(9)

randomx INT(9)

randomy INT(9)

heading INT(9)

key_npc_id INT(9

spawntype INT(9)

respawn_delay INT(9)

custom_etcitem

item_id DECIMAL(11,0)

name VARCHAR(100)

crystallizable VARCHAR(5)

consume_type VARCHAR(9)

item type VARCHAR(12)

weight DECIMAL(4,0)

crystal_type ENUM(...)

duration DECIMAL(3,0)

price DECIMAL(11,0)

crystal count INT(4)

sellable VARCHAR(5)

dropable VARCHAR(5)

destroyable VARCHAR(5)

tradeable VARCHAR(5)

oldname VARCHAR(100)

oldtype VARCHAR(100)

vanhalter_spawnlist

location VARCHAR(40)

npc_templateid INT(9)

💡 id INT(11)

count INT(9)

ocx INT(9)

locy INT(9)

♦ locz INT(9)

randomx INT(9)

randomy INT(9)

heading INT(9)

loc_id INT(9)

mpregen INT(11)

owner_exp_taken DECIMAL(3,2)

respawn_delay INT(9)

periodOfDay DECIMAL(2.0)

tradeable VARCHAR(5)

price INT(11)

🔲 characters_custom_data 🔻 ? obj Id DECIMAL(11,0) char_name VARCHAR(35) hero DECIMAL(1,0) noble DECIMAL(1,0) donator DECIMAL(1,0) hero_end_date BIGINT(20)

buff_templates

name VARCHAR(35)

skill_name VARCHAR(35)

skill_id INT(10)

skill_level INT(10)

skill_force INT(1)

skill_order INT(10)

poss id INT(11)

loc_x INT(11)

♦ loc z INT(11)

heading INT(11)

respawn_time BIGINT(20)

currentHP DECIMAL(8,0)

currentMP DECIMAL(8,0)

status TINYINT(4)

char_min_level INT(10)

char_max_level INT(10)

price_adena DECIMAL(10,0)

☐ grandboss_data ▼

💡 id INT(11)

castle_manor_procure castle id INT(11) crop_id INT(11) can_buy INT(11) start buy INT(11) price INT(11) reward_type INT(11) period INT(11)

doorld INT(11) fortld INT(11) hp INT(11) pDef INT(11) mDef INT(11)

characters

crit DECIMAL(10,0)

evasion DECIMAL(11,0)

mAtk DECIMAL(11,0)

mDef DECIMAL(11,0)

mSpd DECIMAL(11.0)

pAtk DECIMAL(11,0)

pDef DECIMAL(11,0)

pSpd DECIMAL(11,0)

str DECIMAL(11,0)

con DECIMAL(11,0)

dex DECIMAL(11,0)

int DECIMAL(11,0)

men DECIMAL(11,0)

wit DECIMAL(11,0)

face DECIMAL(11,0)

hairStyle DECIMAL(11,0)

hairColor DECIMAL(11,0)

53 more..

runSpd DECIMAL(11,0)

walkSpd DECIMAL(11,0)

___ clanhall account name VARCHAR(45) ? id INT(11) ? obj_ld DECIMAL(11,0) name VARCHAR(40) char_name VARCHAR(35) ownerld INT(11) lease INT(10) level DECIMAL(11,0) odesc TEXT maxHp DECIMAL(11,0) curHp DECIMAL(18,0) location VARCHAR(15) paidUntil DECIMAL(20,0) maxCp DECIMAL(11,0) curCp DECIMAL(18,0) maxMp DECIMAL(11,0) paid INT(1) curMp DECIMAL(18,0) acc DECIMAL(11,0)

☐ fort_door ▼ ofortld INT(11) ? id INT(11) name VARCHAR(30) x INT(11) range xmin INT(11) range_ymin INT(11) range_zmin INT(11) range_xmax INT(11) range_ymax INT(11) range_zmax INT(11) ♦ hp INT(11) pDef INT(11) mDef INT(11)

level INT(2)

npc npc

id DECIMAL(11,0)

idTemplate INT(11)

title VARCHAR(45)

serverSideTitle INT(1)

class VARCHAR(200)

level DECIMAL(2.0)

sex VARCHAR(6)

type VARCHAR(20)

attackrange INT(11

hp DECIMAL(8,0)

mp DECIMAL(5,0)

hpreg DECIMAL(8,2)

mpreg DECIMAL(5,2)

str DECIMAL(7,0)

on DECIMAL(7,0)

dex DECIMAL(7,0)

int DECIMAL(7,0)

wit DECIMAL(7,0)

omen DECIMAL(7,0)

open DECIMAL(9,0)

⇒ sp DECIMAL(8,0)

patk DECIMAL(5,0)

opdef DECIMAL(5,0)

matk DECIMAL(5,0)

mdef DECIMAL(5,0)

atkspd DECIMAL(3,0)

12 more..

collision_radius DECIMAL(5,2)

collision_height DECIMAL(5,2)

name VARCHAR(200)

serverSideName INT(1)

class_index INT(1)

votedate DATETIME ? char obj id DECIMAL(11,0) ocharName VARCHAR(32) rclass_id INT(2) exp DECIMAL(20,0) sp DECIMAL(11,0)

seven_signs_festival ☐ char_templates ▼ ClassId INT(11) festivalld INT(1) ? cabal VARCHAR(4) ClassName VARCHAR(20) ? cycle INT(4) Raceld INT(1) date BIGINT(50) STR INT(2) score INT(5) ON INT(2) members VARCHAR(255) DEX INT(2) ↓ INT INT(2) WIT INT(2)

MEN INT(2) ◆P ATK INT(3) ◆P DEF INT(3) pets_stats type VARCHAR(25) ♦ M DEF INT(2) typeID INT(5) P_SPD INT(3) Plevel INT(11) M_SPD INT(3) expMax INT(20) ACC INT(3) hpMax INT(11) CRITICAL INT(3) mpMax INT(11) EVASION INT(3) patk INT(11) MOVE SPD INT(3)

Output

Description:

Output

Description: pdef INT(11) ◆_LOAD INT(11) matk INT(11) mdef INT(11) y INT(9) acc INT(11) z INT(9) evasion INT(11) canCraft INT(1) crit INT(11) M_UNK1 DECIMAL(4,2) speed INT(11) → M_UNK2 DECIMAL(8,6) atk_speed INT(11) M COL R DECIMAL(3,1)

Output

Description:

M COL R DECIMAL(3,1)

M COL R DECIMAL cast_speed INT(11) feedMax INT(11) ♦ F_UNK1 DECIMAL(4,2) feedbattle INT(11) F UNK2 DECIMAL(8,6) feednormal INT(11) 7 more.. loadMax INT(11) hpregen INT(11)

> ___ random_spawn_loc ▼ henna_trees ? class_id DECIMAL(10,0) groupId INT(11) 💡 x INT(11) y symbol_id DECIMAL(10,0) 💡 y INT(11) 💡 z INT(11) neading INT(11)

 castle_manor_production ▼ ☐ character_offline_trade_items castle id INT(11) ocharld INT(10) red id INT(11) item INT(10) can_produce INT(11) count INT(20) start_produce INT(11) price INT(20) seed_price INT(11) enchant INT(20) period INT(11)

☐ fortsiege_clans ▼

fort_id INT(1)

clan id INT(11)

fort_owner INT(1)

auto_chat

chatDelay BIGINT(20)

seven_signs_status

id INT(3)

current_cycle INT(10)

festival_cycle INT(10)

active_period INT(10)

previous_winner INT(10)

dawn_festival_score INT(10)

dusk_festival_score INT(10)

avarice_dawn_score INT(10)

gnosis_dawn_score INT(10)

strife_dawn_score INT(10)

avarice_dusk_score INT(10)

gnosis_dusk_score INT(10)

strife_dusk_score INT(10)

accumulated_bonus0 INT(10)

accumulated_bonus1 INT(10)

accumulated bonus2 INT(10)

accumulated_bonus3 INT(10)

accumulated bonus4 INT(10)

var VARCHAR(20)

? class_index INT(1)

value VARCHAR(255)

avarice_owner INT(10)

gnosis_owner INT(10)

strife owner INT(10)

dawn_stone_score DECIMAL(20,0)

dusk_stone_score DECIMAL(20,0)

date INT(10)

groupld INT(11)

npcld INT(11)

type INT(1)

☐ engraved_log object_id INT(11) actiondate DECIMAL(12,0) process VARCHAR(64) itemName VARCHAR(64) form_char VARCHAR(64) to_char VARCHAR(64)

 custom_spawnlist ▼ itemId INT(11) count INT(9) npc templateid INT(9) Olocx INT(9) locy INT(9) olocz INT(9) randomx INT(9) randomy INT(9) heading INT(9) respawn_delay INT(9) ■ pledge_skill_trees loc_id INT(9)

periodOfDay DECIMAL(2,0)

? charld INT(11)

time BIGINT(20)

type TINYINT(4)

title VARCHAR(100)

Description VARCHAR(255) repCost INT(11) itemId INT(11) III fish 💡 id INT(5) level INT(5) name VARCHAR(40) hp INT(5) hpregen INT(3) fish_type INT(1) ish_group INT(1) fish_guts INT(4) guts_check_time INT(4)

wait_time INT(5)

ownerld INT(10)

id INT(10)

level INT(10)

combat time INT(5)

scheme VARCHAR(20)

☐ character_recipebook ▼

account_data
 ▼

account_name VARCHAR(45)

yar VARCHAR(20)

value VARCHAR(255)

cursed_weapons

playerld INT(11)

nbKills INT(11)

skill_id INT(11)

clan_lvl INT(11)

name VARCHAR(25)

level INT(11)

playerKarma INT(11)

playerPkKills INT(11)

endTime DECIMAL(20,0)

char_id DECIMAL(11,0)

id DECIMAL(11,0)

type INT(11)

___ paystream

msgid VARCHAR(32)

paymentdate DATETIME

numebr to VARCHAR(32)

char_name VARCHAR(32)

summ DECIMAL(12,2)

currency VARCHAR(6)

☐ character_skills_save ▼

char_obj_id INT(11)

g skill id INT(11)

skill_level INT(11)

effect_count INT(11)

effect_cur_time INT(11)

reuse_delay INT(8)

systime BIGINT(20)

restore_type INT(1)

class_index INT(1)

buff index INT(2)

char id INT(11)

spawnlist

location VARCHAR(40)

npc_templateid INT(9)

💡 id INT(11)

count INT(9)

locx INT(9)

locy INT(9)

olocz INT(9)

randomx INT(9)

randomy INT(9)

heading INT(9)

♦ loc_id INT(9)

rchar_id INT(11)

friend_id INT(11)

not_blocked INT(11)

pkkills

💡 id INT(11)

name VARCHAR(25)

siegeDate DECIMAL(20,0)

siegeDayOfWeek INT(11)

siegeHourOfDay INT(11)

clanhall_siege

name VARCHAR(40)

siege_data DECIMAL(20,0)

custom_notspawned

💡 id INT(11)

isCustom INT(1)

siege_clans ▼

castle id INT(1)

clan_id INT(11)

castle owner INT(1)

type INT(1)

💡 id INT(11)

owner INT(11)

killerld VARCHAR(45)

killedld VARCHAR(45)

♦ kills DECIMAL(11,0)

friend_name VARCHAR(35)

respawn_delay INT(9)

periodOfDay DECIMAL(2,0)

💡 target_id INT(11)

number_from VARCHAR(32)

💡 id INT(3) ? chest DECIMAL(11,0) legs DECIMAL(11,0) head DECIMAL(11,0) gloves DECIMAL(11,0) feet DECIMAL(11,0) skill_id DECIMAL(11,0) shield DECIMAL(11,0) shield_skill_id DECIMAL(11,0) enchant6skill DECIMAL(11,0)

__ clan_skills a CHAR(1) ? clan id INT(11) rskill_id INT(11) skill_level INT(5) skill_name VARCHAR(26)

■ merchant_buylists ▼ merchant_lease v item_id DECIMAL(9,0) merchant_id INT(11) price DECIMAL(11,0) 💡 player_id INT(11) ? shop_id DECIMAL(9,0) bid INT(11) type INT(11) roder DECIMAL(4,0) count INT(11) player name VARCHAR(35) currentCount INT(11) time INT(11) savetimer DECIMAL(20,0)

mods_wedding 💡 id INT(11) player1ld INT(11) player2ld INT(11) married VARCHAR(5) affianceDate DECIMAL(20,0) weddingDate DECIMAL(20,0)

coupleType INT(11) ☐ character_skills

? char obj id INT(11) g skill_id INT(11) skill_level VARCHAR(5) skill name VARCHAR(40) class_index INT(1)

■ engraved_items

object id INT(11)

item_id INT(11)

engraver_id INT(11)

character_raid_points

? charld INT(10)

poss_id INT(10)

opoints INT(10)

___ character_hennas

rhar_obj_id INT(11)

symbol_id INT(11)

? class_index INT(1)

auction_watch

? charObjld INT(11)

auctionId INT(11)

💡 slot INT(11)

merchant_areas_list merchant area id INT(10) tax DOUBLE(3,2)

clan id INT(11)

clan_level INT(11)

hasCastle INT(11)

ally_id INT(11)

reputation score INT(11)

ally name VARCHAR(45)

class_list

parent_id INT(11)

🔲 clan_privs 🔻

clan_id INT(11)

rank INT(11)

party INT(11)

privs INT(11)

💡 id INT(10)

class name VARCHAR(19)

merchant_area_name VARCHAR(25) Chaotic INT(11)

merchants npc_id INT(11) clan_name VARCHAR(45) merchant_area_id TINYINT(4)

leader_id INT(11) crest_id INT(11) crest_large_id INT(11) ally_crest_id INT(11) ■ auto_chat_text ▼ auction_bid_at INT(11) groupId INT(11) ally_penalty_expiry_time DECIMAL(20,0) chatText VARCHAR(255) ally_penalty_type DECIMAL(1,0) char_penalty_expiry_time DECIMAL(20,0) dissolving_expiry_time DECIMAL(20,0)

clanhall_functions hall id INT(2) type INT(1) Ivl INT(3) lease INT(10) rate DECIMAL(20,0) ondTime DECIMAL(20,0) opost id INT(8) post_owner_name VARCHAR(255) post_ownerid INT(8) post date DECIMAL(20,0) post_topic_id INT(8) post_forum_id INT(8) post_txt TEXT

☐ character_macroses ▼

? char_obj_id INT(11)

name VARCHAR(40)

odescr VARCHAR(80)

acronym VARCHAR(4)

___ fishing_skill_trees

name VARCHAR(25)

min_level INT(10)

costid INT(10)

isfordwarf INT(1)

___ teleport

id DECIMAL(11,0)

Oloc_x DECIMAL(9,0)

♦ loc_y DECIMAL(9,0)

Oloc_z DECIMAL(9,0)

price DECIMAL(6,0)

fornoble INT(1)

___ forums

forum_id INT(8)

forum_parent INT(8)

oforum_post INT(8)

forum_type INT(8)

forum_perm INT(8)

oforum_owner_id INT(8)

shop_id DECIMAL(9,0)

npc_id VARCHAR(9)

doorld INT(11)

hp INT(11)

pDef INT(11)

mDef INT(11)

■ dimensional_rift ▼

type TINYINT(1)

xMin INT(11)

xMax INT(11)

yMin INT(11)

yMax INT(11)

>zMin INT(11)

zMax INT(11)

yT INT(11)

>zT INT(11)

boss TINYINT(1)

room_id TINYINT(1)

forum_name VARCHAR(255

Description VARCHAR(75

cost INT(10)

rskill_id INT(10)

level INT(10)

commands VARCHAR(255)

💡 id INT(11)

icon INT(11)

castle_door ▼

name VARCHAR(30)

range xmin INT(11)

range_ymin INT(11)

range_zmin INT(11)

range xmax INT(11)

range_ymax INT(11)

range_zmax INT(11)

☐ clan_notices ▼

notice VARCHAR(512)

onabled VARCHAR(5)

clan_subpledges

rsub_pledge_id INT(11)

name VARCHAR(45)

leader_name VARCHAR(35)

admin_command_access_rights

adminCommand VARCHAR(255)

accessLevels VARCHAR(255)

mobld INT(11)

itemId INT(11)

min INT(11)

max INT(11)

? category INT(11)

chance INT(11)

owner id INT(11)

object_id INT(11)

item_id INT(11)

count INT(11)

enchant_level INT(11

♦ loc VARCHAR(10)

price_sell INT(11)

price_buy INT(11)

time_of_use INT(11)

custom_type1 INT(11)

custom_type2 INT(11)

UlPinfo ■

teamID INT(11)

endx INT(11)

endy INT(11)

ondz INT(11)

startx INT(11)

starty INT(11)

startz INT(11)

games

idnr INT(11)

number1 INT(11)

number2 INT(11)

newprize INT(11)

prize INT(11)

prize1 INT(11)

prize2 INT(11)

prize3 INT(11)

finished INT(11)

oenddate DECIMAL(20,0)

💡 id INT(11)

mana_left DECIMAL(3,0)

Oloc data INT(11)

clan id INT(11)

clan_id INT(32)

hp INT(11)

pDef INT(11)

mDef INT(11)

castleld INT(11)

💡 id INT(11)

x INT(11)

y INT(11)

💡 id INT(3) chest DECIMAL(11,0) legs DECIMAL(11,0) head DECIMAL(11,0) gloves DECIMAL(11,0) feet DECIMAL(11,0) skill_id DECIMAL(11,0) shield DECIMAL(11,0) shield_skill_id DECIMAL(11,0) enchant6skill DECIMAL(11.0) 🔲 skill_learn 🔻 🖡

npc id INT(11) ? class_id INT(11)

■ enchant_skill_trees 💡 skill_id INT(10) level INT(10) name VARCHAR(25) base_lvl INT(2) onchant_type VARCHAR(25) sp INT(10) exp INT(20) min_skill_lvl INT(2) success_rate76 INT(3) success_rate77 INT(3)

success_rate78 INT(3) success_rate79 INT(3) success rate80 INT(3)

> shop_id DECIMAL(9,0) npc_id VARCHAR(9)

random_spawn groupld INT(11) npcld INT(11) count INT(11) initialDelay BIGINT(20) respawnDelay BIGINT(20)

despawnDelay BIGINT(20) broadcastSpawn VARCHAR(5) randomSpawn VARCHAR(5) mods_buffer_skills v

💡 id INT(10) level INT(10) skill_group VARCHAR(20) adena INT(11)

augmentations

attributes INT(11)

castle_siege_guards ▼

castleld INT(11)

npcld INT(11)

💡 id INT(11)

x INT(11)

y INT(11)

z INT(11)

heading INT(11)

isHired INT(11)

☐ locations ▼

loc_id INT(9)

Ploc_x INT(9)

loc_y INT(9)

loc_zmin INT(9)

loc_zmax INT(9)

proc INT(3)

Ivlupgain

? classid INT(3)

defaulthpbase DECIMAL(5,1)

defaulthpadd DECIMAL(4,2)

defaulthpmod DECIMAL(4,2)

defaultcpbase DECIMAL(5,1)

defaultcpadd DECIMAL(4,2)

defaultcpmod DECIMAL(4.2)

defaultmpbase DECIMAL(5,1)

defaultmpadd DECIMAL(4,2)

defaultmpmod DECIMAL(4.2)

class_lvl INT(3)

respawnDelay INT(11)

item id INT(11)

skill INT(11)

level INT(11)

rebirth_manager

playerld INT(20) rebirthCount INT(2)

> ☐ clan_wars ▼ clan1 VARCHAR(35) clan2 VARCHAR(35) wantspeace1 DECIMAL(1,0) wantspeace2 DECIMAL(1,0)

ctf_teams teamld INT(4) teamName VARCHAR(255) teamX INT(11) teamY INT(11) teamZ INT(11) teamColor INT(11) flagX INT(11) flagY INT(11)

flagZ INT(11)

___ fort_siege_guards

ofortld INT(11)

npcld INT(11)

💡 id INT(11)

heading INT(11)

isHired INT(11)

respawnDelay INT(11)

name VARCHAR(100) crystallizable VARCHAR(5) item_type VARCHAR(12) weight DECIMAL(4,0) consume_type VARCHAR(9) crystal type ENUM(...) duration DECIMAL(3,0) price DECIMAL(11,0) crystal_count INT(4) sellable VARCHAR(5) oropable VARCHAR(5) destrovable VARCHAR(5) tradeable VARCHAR(5) oldname VARCHAR(100) oldtype VARCHAR(100)

item id DECIMAL(11,0)

olympiad_nobles_eom ? charld DECIMAL(11,0) class_id DECIMAL(3,0) char_name VARCHAR(45)

olympiad_points DECIMAL(10,0) competitions_done DECIMAL(3,0) competitions_won DECIMAL(3,0) competitions lost DECIMAL(3,0) competitions_drawn DECIMAL(3,0)

npcskills

skillid INT(11)

level INT(11)

___ heroes

? charld DECIMAL(11,0)

class_id DECIMAL(3,0)

count DECIMAL(3,0)

played DECIMAL(1,0)

topic_id INT(8)

topic_forum_id INT(8)

topic_ownerid INT(8)

topic_type INT(8)

id INT(11)

auctionId INT(11)

pidderld INT(11)

maxBid INT(11)

💡 id INT(11)

x INT(11)

y INT(11)

order INT(11)

custom_merchant_buylists

item_id DECIMAL(9,0)

price DECIMAL(11,0)

rshop_id DECIMAL(9,0)

order DECIMAL(4,0)

currentCount INT(11)

skill_trees ▼

? class_id INT(10)

rskill_id INT(10)

level INT(10)

sp INT(10)

droplist

mobld INT(11)

itemId INT(11)

min INT(11)

max INT(11)

category INT(11)

chance INT(11)

custom_weapon

item id DECIMAL(11,0)

name VARCHAR(70)

bodypart VARCHAR(15)

weight DECIMAL(4,0)

soulshots DECIMAL(2,0)

spiritshots DECIMAL(1,0)

crystal_type ENUM(...)

p_dam DECIMAL(5,0)

rnd dam DECIMAL(2,0)

critical DECIMAL(2,0)

hit modify DECIMAL(6,5)

shield_def DECIMAL(3,0)

weaponType VARCHAR(8)

crystallizable VARCHAR(5)

name VARCHAR(40

min_level INT(10)

savetimer DECIMAL(20,0)

count INT(11)

time INT(11)

bidderName VARCHAR(50)

clan_name VARCHAR(50

time bid DECIMAL(20,0)

topic_reply INT(8)

topic_name VARCHAR(255)

topic_date DECIMAL(20,0)

topic_ownername VARCHAR(255)

char_name VARCHAR(45)

npcid INT(11)

grandboss_list player_id DECIMAL(11,0) > zone DECIMAL(11.0)

minlvl INT(4)

maxlvl INT(4)

npcld INT(8)

npcX INT(11)

npcY INT(11)

npcZ INT(11)

smsonline

mestamp DECIMAL(12,2)

y user_phone VARCHAR(32)

char_name VARCHAR(64)

service VARCHAR(16)

eventName VARCHAR(255) poss_id INT(11) eventDesc VARCHAR(255) minion_id INT(11) ioiningLocation VARCHAR(255) amount_min INT(4) amount_max INT(4)

object_id INT(11)

minions

poss_id INT(11)

amount INT(11)

loc_x INT(11)

loc_y INT(11)

loc_z INT(11)

heading INT(11)

respawn_min_delay INT(11)

respawn_max_delay INT(11)

currentHp DECIMAL(8,0)

currentMp DECIMAL(8,0)

eventName VARCHAR(255)

eventDesc VARCHAR(255) joiningLocation VARCHAR(255

minlvl INT(4)

npcld INT(8)

npcX INT(11)

npcY INT(11)

npcZ INT(11)

npcHeading INT(11)

maxlvl INT(4)

npcHeading INT(11) rewardld INT(11) ___ olympiad_nobles rewardAmount INT(11) ? charld DECIMAL(11,0) teamsCount INT(4) class_id DECIMAL(3,0) joinTime INT(11) char_name VARCHAR(45) eventTime INT(11) olympiad_points DECIMAL(10,0) minPlayers INT(4) competitions_done DECIMAL(3,0) maxPlayers INT(4) competitions_won DECIMAL(3,0) delayForNextEvent BIGINT(20) competitions_lost DECIMAL(3,0) competitions_drawn DECIMAL(3,0)

character_shortcuts rchar_obj_id DECIMAL(11,0) slot DECIMAL(3,0) page DECIMAL(3,0) type DECIMAL(3,0) shortcut_id DECIMAL(16,0) class index INT(1)

quest_name VARCHAR(40) yar VARCHAR(20) value VARCHAR(255)

skill_spellbooks skill_id INT(11) item_id INT(11)

gameservers ? server_id INT(11) hexid VARCHAR(50) host VARCHAR(50)

rewardId INT(11) rewardAmount INT(11) joinTime INT(11) eventTime INT(11) minPlayers INT(11)

maxPlayers INT(11) olor INT(11) playerX INT(11) oplayerY INT(11) playerZ INT(11) delayForNextEvent BIGINT(20)

custom_npc id DECIMAL(11,0) idTemplate INT(11) name VARCHAR(200) serverSideName INT(1) title VARCHAR(45) serverSideTitle INT(1) sex VARCHAR(6) hp DECIMAL(8,0) mp DECIMAL(5,0) str DECIMAL(7,0) on DECIMAL(7,0) dex DECIMAL(7,0) int DECIMAL(7,0)

class VARCHAR(200) ○ collision_radius DECIMAL(5,2) collision_height DECIMAL(5,2) ♦ level DECIMAL(2,0) type VARCHAR(20) attackrange INT(11) hpreg DECIMAL(8,2) mpreg DECIMAL(5,2) men DECIMAL(7,0) exp DECIMAL(9,0) ⇒ sp DECIMAL(8,0) patk DECIMAL(5,0) opdef DECIMAL(5,0) matk DECIMAL(5,0) mdef DECIMAL(5,0) atkspd DECIMAL(3,0)

atk_speed DECIMAL(3,0) mp_consume DECIMAL(2,0) m dam DECIMAL(3,0) duration DECIMAL(3,0) price DECIMAL(11,0) sellable VARCHAR(5) odropable VARCHAR(5) destroyable VARCHAR(5) tradeable VARCHAR(5) item skill id DECIMAL(11,0) item_skill_lvl DECIMAL(11,0) enchant4_skill_id DECIMAL(11,0) enchant4 skill Ivl DECIMAL(11,0) 12 more...

avoid_modify DECIMAL(2,0) shield def rate DECIMAL(2,0)

boxaccess spawn DECIMAL(11,0) charname VARCHAR(32)