```
select a.realm, a.theme, a.quest as #quest, b.player as #player,
c.avatar as #avatar, d.actor as #actor, e.offered,
coalesce(f.rewarded,0) as rewarded from (select a.realm, a.theme,
count(a.day) as quest from quest a group by a.realm, a.theme) a join
(select distinct  a.realm, a.theme, count(distinct a.login) as player
from actor a group by a.realm, a.theme) b on a.realm=b.realm and
a.theme=b.theme join (select realm, theme, sum(avatar) as avatar from
(select a.realm, a.theme,b.login, count(distinct b.name) as avatar
from actor a, visit b where a.login=b.login and a.day=b.day group by
a.realm, a.theme,b.login) group by realm, theme) c on a.realm=c.realm
and a.theme=c.theme join (select  a.realm, a.theme, count(a.login) as
actor from actor a group by a.realm, a.theme) d on a.realm=d.realm and
a.theme=d.theme join (select a.realm, a.theme, sum(b.sql) as offered
from loot a, treasure b where a.treasure=b.treasure group by a.realm,
a.theme) e on a.realm=e.realm and a.theme=e.theme left join (select
a.realm, a.theme, sum(b.sql) as rewarded from loot a, treasure b where
a.treasure=b.treasure and not login='NULL' group by a.realm, a.theme)
f on a.realm=f.realm and a.theme=f.theme order by a.realm, a.theme
```