Account:

CREATE TABLE Account (

user_id int NOT NULL,

e_address   nchar(50)   NOT NULL,

pass   varchar(15)   NOT NULL,

username   nchar(50)   NOT NULL,

game_edition   varchar(30)   NOT NULL,

date   date   NOT NULL,

PRIMARY KEY (user_id)

)

user_id	e_address	pass	username	game_edition	date
100	emcleod@live.com	kpKeP3	JosiahHuff	Deluxe	2011-01-31
101	nullchar@verizon.net	X228Z5	DannyLindsay	Standard	2011-06-24
102	sequin@yahoo.ca	FRdRA6	MayaRaymond	Standard	2011-07-01
103	pedwards@yahoo.ca	azXkac	LaytonButler	Standard	2012-09-27
104	hyper@msn.com	MfR8H4	Loanpoole	Prepare to Die	2012-07-22
105	mwilson@yahoo.ca	YFNUDv	Leonpayne	Deluxe	2011-03-23
106	tubajon@yahoo.ca	mkTx6F	Mclaughlyn	Prepare to Die	2012-07-08
107	murty@me.com	hWByLV	Garrygarret	Standard	2014-04-09
108	seano@yahoo.com	KtaWdG	Oscarthelizard	Deluxe	2011-12-10
109	empathy@yahoo.ca	xxQYFN	Lukaskaufman	Deluxe	2012-11-24
110	mdielmann@optonline.net	AHvQhn	SiennaMisty	Standard	2011-02-05
111	wkrebs@gmail.com	ZL7bgs	KajaRostam	Deluxe	2013-08-30

CREATE TABLE Armor (

    armor_id   int   NOT NULL,

    armor_name   varchar(50)   NOT NULL,

    armor_desc   varchar(500)   NOT NULL,

    armor_weight   numeric(3, 1)   NOT NULL,

    armor_defence   numeric(4, 1)   NOT NULL,

    PRIMARY KEY (armor_id)

)

armor_id	armor_name	armor_desc	armor_weight	armor_defence
3000	Eastern Set	Exquisitely crafted, this helm offers excellent defense, particulary versus slashing attacks, which are one of the main threats in battles in the East.	22.5	128.8
3001	Artorias' Set	Armor of Artorias the Abysswalker, one of Gwyn's Four Knights.	24.8	159.6
3002	Wanderer Set	Made from sturdy leather, it offers protection.	9.1	146.0
3003	Thief Set	Mask of sinners. They hide their faces, stifle their voices and hide in the shadows. It does not provide much in the way of defense.	9.1	141.5
3004	Bandit Set	"Worn by the brigands who raid mountain hamlets and attack travelers" Hood- In addition to protecting against the blazing sun, dust, and sand.	7.9	146.0
3005	Hunter Set	Broad-brimmed hat favored by the archer hero Pharis. Made of soft leather.	11.5	133.0
3006	Sorcerer Set	Worn by proper sorcerers who studied at Vinheim Dragon School.	6.0	125.8
3007	Pyromancer Set	Worn by the pyromancers of the Great Swamp. Though it appears tattered, it is actually quite strong.	7.0	128.2
3008	Holy Set	Distinctive hat worn only by Way of White priests in Thorolund.	7.9	118.6
3009	Warrior Set	A sturdy helm made of iron with armor made of thick leather. It is wise to wear a sturdy form of head protection against arrows and other physical thr	16.4	165.0
3010	Knight Set	Helm/Armor/Gauntlets/Leggings- Equipment of a lower a rank knight. Despite the thin metal used, the grooved texture gives them added protection.	25.0	217.7

CREATE TABLE Boss (

    boss_name   varchar(20)   NOT NULL,

    boss_location   varchar(20)   NOT NULL,

    boss_defeat_reward   varchar(30)   NOT NULL,

    item_id   int   NOT NULL,

    boss_hitpoint   smallint   NOT NULL,

    boss_damage   smallint   NOT NULL,

    PRIMARY KEY (boss_name),

    FOREIGN KEY (item_id) REFRENCES Item

)

boss_name	boss_location	boss_defeat_reward	item_id	boss_hitpoint	boss_damage
Asylum Demon	Undead Asylum	Demon Greathammer	34	825	200
Bell Gargoyle	Undead Parish	Gargoyle's Shield	35	1000	150
Capra Demon	Undead Burg	Humanity	36	1176	300
Ceaseless Discharge	Demon Ruins	Gold-Hemmed Armor	37	4200	123
Gravelord Nito	Tomb of Giants	Orange Charred Ring	38	4317	350

```sql
CREATE TABLE Character (

    chr_id   int   NOT NULL,

    class_name   char(10)   NOT NULL,

    level   smallint   NOT NULL,

    play_time   smallint   NOT NULL,

    user_id   int   NOT NULL,

    char_name   varchar(50)   NOT NULL,

    inventory_id   varchar(50)   NOT NULL,

    PRIMARY KEY (chr_id),

    FOREIGN KEY (user_id) REFRENCES Account,

    FOREIGN KEY (inventory_id) REFRENCES Inventory

)
```

chr_id	class_name	level	play_time	user_id	char_name	inventory_id
1	knight	11	80	100	soggedmassive	A2000
2	pyromancer	8	10	101	forsoothgrowling	A2001
3	cleric	14	110	102	gargalesisfluid	A2002
4	warrior	9	46	103	snopabashed	A2003
5	deprived	11	78	104	flonkinghumble	B3000
6	hunter	9	15	105	dismolishclear	B2807
7	wanderer	8	150	106	libbetssudden	C0100
8	thief	11	30	107	maggottyablaze	Z0278
9	bandit	10	78	108	flobywrong	W0139
10	deprived	11	69	109	spudgleexotic	M8926
11	knight	11	37	110	crumdemonic	A1000
12	sorcerer	8	90	111	silvingvibrant	G6207

```sql
CREATE TABLE Class (

    class_name   varchar(12)   NOT NULL,

    vit   smallint   NOT NULL,

    end   smallint   NOT NULL,

    str   smallint   NOT NULL,

    int   smallint   NOT NULL,

    fth   smallint   NOT NULL,

    weapon_id   int   NOT NULL,

    armor_id   int   NULL,

    item_id   int   NULL,

    PRIMARY KEY (class_name),

    FOREIGN KEY (weapon_id) REFRENCES Weapon,

    FOREIGN KEY (armor_id) REFRENCES Armor,

    FOREIGN KEY (item_id) REFRENCES Item

)
```

class_name	vit	end	str	dex	int	fth	weapon_id	armor_id	item_id
Bandit	12	14	14	9	8	10	1001	3004	10
Cleric	11	9	12	8	8	14	1013	3008	17
Deprived	11	11	11	11	11	11	1005	3000	10
Hunter	11	11	12	14	9	9	1004	3005	14
Knight	14	10	11	11	9	11	1000	3000	10
Pyromancer	10	11	12	9	10	8	1012	3007	16
Thief	9	9	9	15	12	11	1000	3003	13
Wanderer	10	10	10	14	11	8	1002	3002	12
Warrior	11	12	13	13	9	9	1003	NULL	NULL

```
CREATE TABLE Dialogue (

        dialogue_id   int   NOT NULL,

        dialogue   varchar(300)   NOT NULL,

        PRIMARY KEY (dialogue_id)

)
```

dialogue_id	dialogue
6000	"The murk shifts and stirs.. Yet another stands before us.. Then so be it. For the curse of life, is the curse of want. And so, you peer.. Into the fog, in hope of answers."
6001	"Have you business with me? The way yonder's all blocked up, you see. By this... god-awful statue. Heavens above! Who thought it a good idea to put it there? Sigh... I'm in quite the pickle, now."
6002	"Who are you? Oh it doesn't matter.. Just help me open this door. I packed my tools in here, seeing it was vacant. But now somebody's gone and locked the door. I'm a blacksmith. I'm nothing without my tools."
6003	"Tear em' to shreds, tear em' to bits! Gather around and ring the bell swift!"
6004	Heh heh, this is what I do, my friend. The trinkets I'll be stripping off your corpse; that's the real treasure! Nyah hah hah hah!

```
CREATE TABLE Enemies (

        enemie_name   varchar(20)   NOT NULL,

        enemie_hitpoint   smallint   NOT NULL,

        enemie_location   varchar(20)   NOT NULL,

        drop_rate   smallint   NOT NULL,

        enemie_defeat_reward   varchar(20)   NOT NULL,

        item_id   int   NOT NULL,

        enemie_damage   smallint   NOT NULL,

        PRIMARY KEY (enemie_name)

        FOREIGN KEY (item_id) REFRENCES Item

)
```

enemie_name	enemie_hitpoint	enemie_location	drop_rate	enemie_defeat_reward	item_id	enemie_damage
Basilisk	193	Ash Lake	6	Purging Stone	20	227
Demon	419	Anor Londo	2	Green Blossom	18	226
Ghost	231	New Londo Ruins	5	Throwing Knife	25	167
Giant	1726	Sen's Fortress	100	Titanite Chunk	28	446
Hollow	220	Undead Burg	2	Standard Arrow	10	159
Skeleton	196	Catacombs	2	Titanite Shard	17	264

```sql
CREATE TABLE Equipped (

        chr_id   int   NOT NULL,

        armor_id   int   NULL

        weapon_id   int   NULL,

        talisman_id   int   NULL,

        spell_id   int   NULL,

        weight   numeric(4, 1)   NOT NULL,

        weight_status   varchar(20)   NOT NULL,

        FOREIGN KEY (chr_id) REFRENCES Character,

        FOREIGN KEY (armor_id) REFRENCES Armor,

        FOREIGN KEY (weapon_id) REFRENCES Weapon,

        FOREIGN KEY (talisman_id) REFRENCES Talisman,

        FOREIGN KEY (spell_id) REFRENCES Spell

)
```

chr_id	armor_id	weapon_id	talisman_id	spell_id	weight	weight_status
1	3009	1010	5003	4004	34.9	Heavy Load
2	3000	1002	5001	4011	24.5	Light Load
3	3010	1022	5011	4005	31.5	Heavy Load
4	3001	1011	5002	4002	32.8	Heavy Load
5	3002	1009	NULL	4010	15.1	Med Load
6	NULL	1001	5001	4001	2.0	Light Load
7	3003	1020	5004	4009	12.6	Med Load
8	NULL	1003	NULL	NULL	3.0	Light Load
9	3008	1021	5009	4003	21.4	Med Load
10	NULL	1008	NULL	4006	6.0	Light Load
11	3004	1004	5005	4011	11.9	Med Load
12	3005	1005	5006	4007	19.0	Med Load

```sql
CREATE TABLE Inventory (

    inventory_id   varchar(50)   NOT NULL,

    size   smallint   NOT NULL,

    item_id   int   NULL,

    item_cout   int   NOT NULL,

    PRIMARY KEY (inventory_id),

    FOREIGN KEY (item_id) REFRENCES Item

)
```

inventory_id	size	item_id	item_cout
A1000	240	18	230
A2000	100	10	90
A2001	85	11	99
A2002	120	20	25
A2003	55	17	30
B2807	120	13	56
B3000	70	28	14
C0100	190	12	72
G6207	999	12	999
M8926	10	16	5
W0139	45	22	2
Z0278	30	11	20

```sql
CREATE TABLE Item (

    item_id   int   NOT NULL,

    item_name   varchar(50)   NOT NULL,

    item_weight   numeric(3, 1)   NOT NULL,

    item_desc   varchar(300)   NOT NULL,

    PRIMARY KEY (item_id)

)
```

item_id	item_name	item_weight	item_desc
10	Standard Arrow	2.0	Standard arrow. Arrows must be equipped to be fired
11	Feather Arrow	1.5	Red feather arrows of the Lord's hunters. Their long range makes them effective for sniping.
12	Large Arrow	3.0	Heavier arrows cause more damage, but have a shorter range.
13	Dragonslayer Arrow	5.0	Giant dragon-hunting arrows, resembling iron spears. Used by Hawkeye Gough and his Dragonslayers.
14	Standard Bolt	2.5	Standard crossbow bolt. Used mainly with the Light Crossbow. Equip crossbow with a bolt to fire
15	Heavy Bolt	3.5	These weighty bolts inflict high damage, but have reduced range.
16	Estus Flask	1.0	The Undead treasure these dull green flasks. Fill with Estus at Bonfire. Fills HP.
17	Homeward Bone	0.5	Bone fragment reduced to white ash. Return to last bonfire used for resting.
18	Green Blossom	0.1	Green weed, shaped like a flower. Temporary boost to stamina recovery speed.
19	Gold Pine Resin	0.2	Applies Lightning to the right handed weapon
20	Purging Stone	0.7	Ash-colored stone encasing a skull. Secret treasure of Arstor, the Earl of Carim.
21	Soul of a Lost Undead	0.1	Soul of a lost Undead who has long ago gone Hollow.
22	Soul of a Nameless Soldier	0.3	Large soul of a lost Undead who has long ago gone Hollow. Use to acquire souls.
23	Firebomb	0.3	isque urn filled with black powder. Explodes, inflicting fire damage.
24	Black Firebomb	0.4	Black bisque urn filled with black powder. Explodes, inflicting fire damage.
25	Throwing Knife	0.1	Throwing Knife. Used as a projectile.
26	Titanite Shard	0.2	Titanite shard for weapon reinforcement. Most common titanite material.
27	Large Titanite Shard	0.5	Titanite shard for weapon reinforcement. Larger titanite material.
28	Titanite Chunk	0.7	Titanite chunk for weapon reinforcement. Not found outside of Lordran.
29	Lithic Bond	0.9	10% increased health, increased both Fire/Lightning resist and gives 25 poise
30	Rite of Kindling	0.1	This secret rite allows bonfires to be bolstered further with Kindling, so that even more Estus can be collected.
31	Twinkling Titanite	1.0	Reinforce non-infusable weapons and rare armor to +5
32	Divine Ember	1.5	Ember required for weapon ascension.
33	Key to Depths	2.0	Key opening the door from the lower Undead Burg to the Depths.
34	Demon's Greathammer	22.0	Demon weapon built from the stone archtrees. Used by lesser demons at North Undead Asylum.
35	Gargoyle Shield	4.0	Bronze shield of the gargoyle guarding the Bell of Awakening in the Undead Church.
36	Humanity	1.0	Rare tiny black sprite found on corpses. Use to gain 1 humanity and restore a large amount of HP.
37	Gold-Hemmed Armor	9.1	Worn by the witch Quelana of Izalith, mother of pyromancy and Daughter of Chaos.
38	Orange Charred Ring	3.0	An orange ring enchanted by a witch. Reduces lava damage. Since his sores were inflamed by lava from birth, his witch sisters gave him this special ring.

CREATE TABLE Merchant (

    mrch_name   varchar(20)   NOT NULL,

    mrch_location   varchar(20)   NOT NULL,

    item_id   int   NOT NULL,

    cost   smallint   NOT NULL,

    qty   smallint   NOT NULL,

    PRIMARY KEY (mrch_name),

    FOREIGN KEY (item_id) REFRENCES Item

)

mrch_name	mrch_location	item_id	cost	qty
Crestfallen	Sen's Fortress	12	5000	30
Domnhall of Zena	Depths	13	1500	99
Elizabeth	Dusk of Oolacile	15	25000	20
Oswald of Carim	Undead Parish	14	2300	10
Shiva of the East	Forest Hunter	20	10000	15

CREATE TABLE Quest (

       quest_id   int   NOT NULL,

       quest_desc   varchar(300)   NOT NULL,

       quest_reward_item   varchar(20) NOT NULL,

       item_id   int   NOT NULL,

       PRIMARY KEY (quest_id)

       FOREIGN KEY (item_id) REFRENCES Item

)

quest_id	quest_desc	quest_reward_item	item_id
1	Fetch the Pale Eye Orb and use it to unlock a statue.	Lithic Bond	29
2	Talk to Jeremiah to start his quest.	Rite of Kindling	30
3	Talk to Ciaran to start her quest.	Twinkling Titanite	31
4	Kill Havel to finish the quest.	Divine Ember	32
5	Speak with Velka to obtain the reward.	Key to Depths	33

CREATE TABLE Sidechr (

       schr_name   varchar(20)   NOT NULL,

       dialogue_id   int   NOT NULL,

       quest_id   int   NOT NULL,

       PRIMARY KEY (schr_name),

       FOREIGN KEY (dialogue_id) REFRENCES Dialogue,

       FOREIGN KEY (quest_id) REFRENCES Quest

)

schr_name	dialogue_id	quest_id
Ciaran	6001	3
Havel	6002	4
Jeremiah	6000	2
Patches	6004	1
Velka	6003	5

CREATE TABLE Spell (

        spell_id   int   NOT NULL,

        spell_name   varchar(20)   NOT NULL,

        spell_desc   varchar(300)   NOT NULL,

        spell_type   varchar(20)   NOT NULL,

        spell_damage   numeric(4, 1)   NULL,

        PRIMARY KEY (spell_id),

)

spell_id	spell_name	spell_desc	spell_type	spell_damage
4000	Soul Arrow	Fires a magical projectile. Excellent starting spell which does very good damage against most enemies in the early game areas.	Sorcerie	50.0
4001	Soul Spear	Fire piercing soul spear.	Sorcerie	60.0
4002	Magic Weapon	Enhances the right-hand weapon. Weapon must be standard, crystal, or raw. Some Dragon and Unique weapons can be enchanted too.	Sorcerie	45.0
4003	Dark Orb	After a brief charge, fires a large shot at your target.	Sorcerie	55.0
4004	Fireball	Standard pyromancy of the Great Swamp. Hurl fireball.	Pyromancy	35.0
4005	Firestorm	Primal pyromancy taught by Quelana of Izalith. Erect fire pillars in vicinity.	Pyromancy	38.0
4006	Combustion	Elementary pyromancy. Create powerful flame in hand Note: Good 'melee' range spell, very quick too.	Pyromancy	56.0
4007	Fire Surge	Pyromancy foreign to the Great Swamp. Create a surge of flame from palm of hand.	Pyromancy	28.0
4008	Heal	Heals a moderate amount of the casters HP, depending on faith.	Miracle	NULL
4009	Force	AoE effect that does no damage but knocks back most surrounding enemies Must be very close to cause knockdown Can deflect sorceries such as Homing Soulmass.	Miracle	NULL
4010	Magic Barrier	Reduces incoming magic damage for a short duration.	Miracle	NULL
4011	Homeward	Transports you back to the last used bonfire.	Miracle	NULL

CREATE TABLE Talisman (

        talisman_id   int   NOT NULL,

        talisman_name   varchar(20)   NOT NULL,

        talisman_desc   varchar(300)   NOT NULL,

        talisman_weight   numeric(4, 1)   NOT NULL,

        PRIMARY KEY (talisman_id)

)

talisman_id	talisman_name	talisman_desc	talisman_weight
5000	Cloranthy Ring	Stamina regeneration: +20%	0.5
5001	Havel's Ring	Maximum equip load: +50%	1.0
5002	Ring Of Protection	Physical defense: +50 points	3.0
5003	Bloodbite Ring	Bleed resistance: +400%	2.5
5004	Cursebite Ring	Curse resistance: +400%	2.5
5005	Ring of Sacrifice	Lose nothing upon death Ring breaks when used	1.0
5006	Gold Serpent Ring	Item discovery: +200 points	1.5
5007	Silver Serpent Ring	Souls absorbed for each kill: +20%	1.5
5008	Ring of Favor	Maximum HP: +20% Stamina: +20% Maximum equip load: +20%. Breaks when removed	4.0
5009	Calamity Ring	The player receives twice the amount of damage they normally would	0.5
5010	Rusted Iron Ring	Removes the movement speed penalty in water, poison swamp, tar, etc.	0.5
5011	Wolf Ring	Poise: +40 points	0.5

```sql
CREATE TBALE Weapon (

        weapon_id   int   NOT NULL,

        weapon_name   varchar(50)   NOT NULL,

        weapon_desc   varchar(200)   NOT NULL,

        weapon_weight   numeric(3, 1)   NOT NULL,

        weapon_type   varchar(20)   NOT NULL,

        weapon_damage   smallint   NOT NULL,

        PRIMARY KEY (weapon_id)

)
```

weapon_id	weapon_name	weapon_desc	weapon_weight	weapon_type	weapon_damage
1000	Parrying Dagger	A favorite of the knights of Carim, who are famous for fighting without a shield.	0.5	Dagger	135
1001	Bandit's Knife	This wide single-edged shortsword is the favorite of lowly thieves and bandits.	1.0	Dagger	140
1002	Priscilla's Dagger	This sword, one of the rare dragon weapons, came from the tail of Priscilla, the Dragon Crossbreed in the painted world of Ariamis.	1.0	Dagger	120
1003	Longsword	An accessible sword which inflicts consistent regular damage and high slash damage, making it applicable to a variety of situations.	3.0	Straight Sword	200
1004	Balder Sword	Balder was the home of Knight King Rendal, but the kingdom was reduced to ruins after a widespread outbreak of Undead.	3.0	Straight Sword	200
1005	Darksword	When the Four Kings were seduced by evil, their knights became Darkwraiths, servants of the Dark who wielded these darkswords.	6.0	Straight Sword	205
1006	Drakesword	This sword, one of the rare dragon weapons, is formed by a drake's tail. Drakes are seen as undeveloped imitators of the dragons, but they are likely their distant kin.	6.0	Straight Sword	300
1007	Abyss Greatsword	This greatsword belonged to Lord Gwyn's Knight Artorias, who fell to the Abyss.	9.0	Greatsword	240
1008	Claymore	This larger type of greatsword is normally wielded with two hands due to its weight.	6.0	Greatsword	257
1009	Moonlight Greatsword	Seath is the grandfather of sorcery, and this sword is imbued with his magic, which shall be unleashed as a wave of moonlight.	6.0	Greatsword	198
1010	Golem Axe	An axe born from the soul of the Iron Golem, guardian of Sen's Fortress who repelled countless heroes who sought Anor Londo.	16.0	Axe	255
1011	Gargoyle Axe	liced tail of the gargoyle guarding the Bell of Awakening in the Undead Church or patrolling in Anor Londo.	5.0	Axe	232
1012	Crescent Axe	One of the blessed weapons of the Way of White. The Crescent Axe is bequeathed to cleric warriors who have proven their faith.	7.0	Axe	172
1013	Mace	Iron hammer with a protrusive pommel. This simple bladeless strike weapon is effective against most foes, and can break the guard of a shield. However, one miss leaves one wide open.	4.0	Hammer	227
1014	Morning Star	Hammer with a sharp spike on its pommel. One of the more barbaric cleric weapons. Uniquely, this hammer inflicts thrust damage, and causes bleeding.	4.0	Hammer	207
1015	Warpick	Hammer with a large beak-shaped pommel. Originally a pickaxe; redesigned for battle.	3.5	Hammer	227
1016	Partizan	Spear with blade attached to a broad point. Boasts long reach, can slice.	4.5	Spear	200
1017	Dragonslayer spear	Cross spear born from the soul of Ornstein, a Dragonslayer guarding Anor Londo cathedral.	10.0	Spear	142
1018	Demon's Spear	Carved from the bones of fellow demons. Wielded by the slim lesser Batwing demons.	4.0	Spear	150
1019	Short Bow	Small bow. Standard projectile weapon." Equip arrows to use.	0.5	Bow	77
1020	Darkmoon Bow	Bow born from the soul of the Dark Sun Gwyndolin, Darkmoon deity who watches over the abandoned city of the Gods, Anor Londo.	1.0	Bow	127
1021	Gough's Greatbow	Greatbow used by Hawkeye Gough, of Lord Gwyn's Four Knights, for dragon slaying.	13.0	Greatbow	127
1022	Avelyn	epeating crossbow cherished by the weapon craftsman Eidas. Its elaborate design makes it closer to a work of art than a weapon.	6.0	Crossbow	229