managament

October 20, 2023

```
[1]: # Load the ipython-sql extension
     %load_ext sql

     # Connect to your MySQL database using the mysqlclient driver
     %sql mysql://root:12345678@localhost
```

```
[2]: %sql USE Aetheria
```

```
 * mysql://root:***@localhost
0 rows affected.
```

```
[2]: []
```

```
[ ]: import mysql.connector
     from datetime import datetime
     import time
     import os

     # MySQL database connection
     conn = mysql.connector.connect(
         host='localhost',
         user='root',
         password='12345678',
         database='Aetheria'
     )
     cursor = conn.cursor()

     def clear_screen():
         # Clear terminal screen (works on Unix-like systems and Windows)
         os.system('cls' if os.name == 'nt' else 'clear')

     def display_messages(chat_id):
         # Retrieve the last 10 messages for a specific chat
         cursor.execute('''
             SELECT SenderID, Content, Timestamp
             FROM Message
             WHERE ChatID = %s
             ORDER BY Timestamp DESC
```

```python
        LIMIT 10
    ''', (chat_id,))
    messages = cursor.fetchall()

    # Clear the screen before printing new messages
    clear_screen()

    for message in reversed(messages):  # Reverse to display the latest message␣
  ↪last
        print(f"{message[0]}: {message[1]} ({message[2]})")

def send_message(content, sender_id, chat_id):
    # Insert the message into the database
    cursor.execute('''
        INSERT INTO Message (Content, SenderID, Timestamp, ChatID)
        VALUES (%s, %s, %s, %s)
    ''', (content, sender_id, datetime.now(), chat_id))
    conn.commit()

if __name__ == '__main__':
    # Ask for user ID and chat ID
    user_id = input("Enter your user ID: ")
    chat_id = input("Enter the chat ID: ")

    while True:
        display_messages(chat_id)
        user_input = input("Type your message (or 'exit' to quit): ")

        if user_input.lower() == 'exit':
            break

        send_message(user_input, user_id, chat_id)

        # Introduce a delay before the next update
        time.sleep(1)

# Close the connection when done
conn.close()
```

```
Enter your user ID:  2
Enter the chat ID:  1

2: 12 (2023-10-10 15:09:47)
2: 3232 (2023-10-10 15:09:50)
2: asdsad (2023-10-10 15:10:40)

Type your message (or 'exit' to quit):  asdasd

2: 12 (2023-10-10 15:09:47)
```

```
2: 3232 (2023-10-10 15:09:50)
2: asdsad (2023-10-10 15:10:40)
2: asdasd (2023-10-10 15:12:10)

Type your message (or 'exit' to quit):  asdasdasdq

2: 12 (2023-10-10 15:09:47)
2: 3232 (2023-10-10 15:09:50)
2: asdsad (2023-10-10 15:10:40)
2: asdasd (2023-10-10 15:12:10)
2: asdasdasdq (2023-10-10 15:12:13)
```

[5]: `%sql DELETE FROM Message;`

```
 * mysql://root:***@localhost
5 rows affected.
```

[5]: `[]`

[3]: `%sql SHOW TABLES;`

```
 * mysql://root:***@localhost
17 rows affected.
```

[3]:
```
[('Character',),
 ('Chat',),
 ('ChatLog',),
 ('Combat',),
 ('Enemy',),
 ('Event',),
 ('Guild',),
 ('Inventory',),
 ('Item',),
 ('Message',),
 ('NPC',),
 ('Player',),
 ('Quest',),
 ('Question',),
 ('Region',),
 ('Team',),
 ('Transaction',)]
```

[20]:
```
%%sql
UPDATE Item
SET Value = FLOOR(RAND() * 1001);
```

```
 * mysql://root:***@localhost
94 rows affected.
```

[20]: []

[49]:
```
%sql SELECT * FROM Inventory;
```

 * mysql://root:***@localhost
0 rows affected.

[49]: []

[50]:
```
%%sql
UPDATE Inventory
SET ID = FLOOR(RAND() * 309);
```

 * mysql://root:***@localhost
0 rows affected.

[50]: []

[63]:
```
%%sql
UPDATE `Character`
SET RegionID = (SELECT ID FROM Region ORDER BY RAND() LIMIT 1)
WHERE RegionID IS NULL;
```

 * mysql://root:***@localhost
142 rows affected.

[63]: []

[92]:
```
%%sql
UPDATE `Character`
SET TeamID = (SELECT ID FROM Team ORDER BY RAND() LIMIT 1)
WHERE TeamID IS NULL;
```

 * mysql://root:***@localhost
142 rows affected.

[92]: []

[95]:
```
%%sql
UPDATE `Character`
SET GuildID = (SELECT ID FROM Guild ORDER BY RAND() LIMIT 1)
WHERE GuildID IS NULL;
```

 * mysql://root:***@localhost
142 rows affected.

[95]: []

```
[98]: %%sql
      ALTER TABLE `Character`
      ADD COLUMN EnterOut DATETIME;

      UPDATE `Character`
      SET EnterOut = NOW() - INTERVAL FLOOR(RAND() * 365) DAY;
```

 * mysql://root:***@localhost
0 rows affected.
142 rows affected.

[98]: []

```
[100]: %%sql
       UPDATE `Character`
       SET LastLogin = NOW() - INTERVAL FLOOR(RAND() * 365) DAY;
```

 * mysql://root:***@localhost
142 rows affected.

[100]: []

```
[104]: %%sql
       UPDATE `Character`
       SET Level = FLOOR(RAND() * 101);
```

 * mysql://root:***@localhost
142 rows affected.

[104]: []

```
[107]: %%sql
       INSERT INTO Chat (Type)
       SELECT
           CASE WHEN RAND() > 0.5 THEN 'One-on-One' ELSE 'Group' END
       FROM
           information_schema.tables
       LIMIT 100;
```

 * mysql://root:***@localhost
100 rows affected.

[107]: []

```
[109]: %%sql
       UPDATE `Character`
       SET ChatID = (SELECT ID FROM Chat ORDER BY RAND() LIMIT 1)
       WHERE ChatID IS NULL;
```

```
 * mysql://root:***@localhost
142 rows affected.
```

[109]: []

[37]:
```sql
%%sql
INSERT INTO Item (ItemName, Value, ItemType, InventoryID)
SELECT
    CASE FLOOR(RAND() * 5)
        WHEN 0 THEN  ' "Sword" '
        WHEN 1 THEN ' "Shield" '
        WHEN 2 THEN ' "Potion" '
        WHEN 3 THEN ' "Bow" '
        ELSE 'Arrow'
    END AS ItemName,
    FLOOR(RAND() * 1001) AS Value,
    CASE FLOOR(RAND() * 3)
        WHEN 0 THEN ' "Weapon" '
        WHEN 1 THEN ' "Armor" '
        ELSE ' "Consumable" '
    END AS ItemType,
    FLOOR(RAND() * (SELECT MAX(ID) FROM Inventory) + 1) AS InventoryID
FROM
    (SELECT 1 UNION ALL SELECT 2 UNION ALL SELECT 3 UNION ALL SELECT 4 UNION
 ↪ALL SELECT 5) AS a, -- This generates 5 rows
    (SELECT 1 UNION ALL SELECT 2 UNION ALL SELECT 3 UNION ALL SELECT 4 UNION
 ↪ALL SELECT 5) AS b; -- This generates 5 rows
```

```
 * mysql://root:***@localhost
25 rows affected.
```

[37]: []

[34]:
```sql
%%sql
DELETE FROM Item
WHERE ID IN (
    SELECT ID FROM (
        SELECT ID FROM Item
        ORDER BY ID DESC
        LIMIT 50
    ) AS temp
);
```

```
 * mysql://root:***@localhost
50 rows affected.
```

[34]: []

[126]:
```sql
%%sql
INSERT INTO Inventory (Size, Value)
SELECT
    FLOOR(RAND() * 10) + 1,
    FLOOR(RAND() * 1000) + 1
FROM
    information_schema.tables
LIMIT 100;
```

 * mysql://root:***@localhost
100 rows affected.

[126]: []

[137]:
```sql
%%sql
UPDATE Inventory
SET OwnerID = (
    SELECT ID
    FROM `Character`
    WHERE Inventory.OwnerID IS NULL
    ORDER BY RAND()
    LIMIT 1
)
WHERE OwnerID IS NULL;
```

 * mysql://root:***@localhost
500 rows affected.

[137]: []

[140]:
```sql
%%sql
UPDATE Item
SET InventoryID = (
    SELECT ID
    FROM Inventory
    WHERE Item.InventoryID IS NULL
    ORDER BY RAND()
    LIMIT 1
)
WHERE InventoryID IS NULL;
```

 * mysql://root:***@localhost
144 rows affected.

[140]: []

```
[148]: %%sql
       UPDATE NPC
       SET QuestionID = (
           SELECT ID
           FROM Question
           WHERE NPC.QuestionID IS NULL
           ORDER BY RAND()
           LIMIT 1
       )
       WHERE QuestionID IS NULL;
```

 * mysql://root:***@localhost
167 rows affected.

[148]: []

```
[200]: %%sql
       INSERT INTO Message (Content, Timestamp, SenderID, ChatID)
       SELECT
           CONCAT('Random Content ', FLOOR(RAND() * 1000)),
           NOW() - INTERVAL FLOOR(RAND() * 365) DAY - INTERVAL FLOOR(RAND() * 24) HOUR,
           (SELECT ID FROM `Character` ORDER BY RAND() LIMIT 1),
           (SELECT ID FROM Chat ORDER BY RAND() LIMIT 1)
       FROM
           (SELECT 1 AS n UNION SELECT 2 UNION SELECT 3 UNION SELECT 4 UNION SELECT 5␣
        ↪UNION
             SELECT 6 UNION SELECT 7 UNION SELECT 8 UNION SELECT 9 UNION SELECT 10 UNION
             SELECT 11 UNION SELECT 12 UNION SELECT 13 UNION SELECT 14 UNION SELECT 15␣
        ↪UNION
             SELECT 16 UNION SELECT 17 UNION SELECT 18 UNION SELECT 19 UNION SELECT 20␣
        ↪UNION
             SELECT 21 UNION SELECT 22 UNION SELECT 23 UNION SELECT 24 UNION SELECT 25␣
        ↪UNION
             SELECT 26 UNION SELECT 27 UNION SELECT 28 UNION SELECT 29 UNION SELECT 30␣
        ↪UNION
             SELECT 31 UNION SELECT 32 UNION SELECT 33 UNION SELECT 34 UNION SELECT 35␣
        ↪UNION
             SELECT 36 UNION SELECT 37 UNION SELECT 38 UNION SELECT 39 UNION SELECT 40␣
        ↪UNION
             SELECT 41 UNION SELECT 42 UNION SELECT 43 UNION SELECT 44 UNION SELECT 45␣
        ↪UNION
             SELECT 46 UNION SELECT 47 UNION SELECT 48 UNION SELECT 49 UNION SELECT 50␣
        ↪UNION
             SELECT 51 UNION SELECT 52 UNION SELECT 53 UNION SELECT 54 UNION SELECT 55␣
        ↪UNION
```

```
        SELECT 56 UNION SELECT 57 UNION SELECT 58 UNION SELECT 59 UNION SELECT 60↵
    ↳UNION
        SELECT 61 UNION SELECT 62 UNION SELECT 63 UNION SELECT 64 UNION SELECT 65↵
    ↳UNION
        SELECT 66 UNION SELECT 67 UNION SELECT 68 UNION SELECT 69 UNION SELECT 70↵
    ↳UNION
        SELECT 71 UNION SELECT 72 UNION SELECT 73 UNION SELECT 74 UNION SELECT 75↵
    ↳UNION
        SELECT 76 UNION SELECT 77 UNION SELECT 78 UNION SELECT 79 UNION SELECT 80↵
    ↳UNION
        SELECT 81 UNION SELECT 82 UNION SELECT 83 UNION SELECT 84 UNION SELECT 85↵
    ↳UNION
        SELECT 86 UNION SELECT 87 UNION SELECT 88 UNION SELECT 89 UNION SELECT 90↵
    ↳UNION
        SELECT 91 UNION SELECT 92 UNION SELECT 93 UNION SELECT 94 UNION SELECT 95↵
    ↳UNION
        SELECT 96 UNION SELECT 97 UNION SELECT 98 UNION SELECT 99 UNION SELECT↵
    ↳100) AS temp;
```

 * mysql://root:***@localhost
100 rows affected.

[200]: []

[204]:
```
%%sql
ALTER TABLE Transaction
ADD COLUMN Time DATETIME;
```

 * mysql://root:***@localhost
0 rows affected.

[204]: []

[221]:
```
%%sql
INSERT INTO Transaction (ItemID, CharacterID, Amount, Time)
SELECT
  (SELECT ID FROM Item ORDER BY RAND() LIMIT 1),
  (SELECT ID FROM `Character` ORDER BY RAND() LIMIT 1),
  FLOOR(RAND() * 100),
  NOW() - INTERVAL FLOOR(RAND() * 365) DAY - INTERVAL FLOOR(RAND() * 24) HOUR
FROM
  (SELECT 1 AS n UNION SELECT 2 UNION SELECT 3 UNION SELECT 4 UNION SELECT 5↵
  ↳UNION
   SELECT 6 UNION SELECT 7 UNION SELECT 8 UNION SELECT 9 UNION SELECT 10 UNION
   SELECT 11 UNION SELECT 12 UNION SELECT 13 UNION SELECT 14 UNION SELECT 15↵
  ↳UNION
```

```
    SELECT 16 UNION SELECT 17 UNION SELECT 18 UNION SELECT 19 UNION SELECT 20⌴
    ↪UNION
    SELECT 21 UNION SELECT 22 UNION SELECT 23 UNION SELECT 24 UNION SELECT 25⌴
    ↪UNION
    SELECT 26 UNION SELECT 27 UNION SELECT 28 UNION SELECT 29 UNION SELECT 30⌴
    ↪UNION
    SELECT 31 UNION SELECT 32 UNION SELECT 33 UNION SELECT 34 UNION SELECT 35⌴
    ↪UNION
    SELECT 36 UNION SELECT 37 UNION SELECT 38 UNION SELECT 39 UNION SELECT 40⌴
    ↪UNION
    SELECT 41 UNION SELECT 42 UNION SELECT 43 UNION SELECT 44 UNION SELECT 45⌴
    ↪UNION
    SELECT 46 UNION SELECT 47 UNION SELECT 48 UNION SELECT 49 UNION SELECT 50⌴
    ↪UNION
    SELECT 51 UNION SELECT 52 UNION SELECT 53 UNION SELECT 54 UNION SELECT 55⌴
    ↪UNION
    SELECT 56 UNION SELECT 57 UNION SELECT 58 UNION SELECT 59 UNION SELECT 60⌴
    ↪UNION
    SELECT 61 UNION SELECT 62 UNION SELECT 63 UNION SELECT 64 UNION SELECT 65⌴
    ↪UNION
    SELECT 66 UNION SELECT 67 UNION SELECT 68 UNION SELECT 69 UNION SELECT 70⌴
    ↪UNION
    SELECT 71 UNION SELECT 72 UNION SELECT 73 UNION SELECT 74 UNION SELECT 75⌴
    ↪UNION
    SELECT 76 UNION SELECT 77 UNION SELECT 78 UNION SELECT 79 UNION SELECT 80⌴
    ↪UNION
    SELECT 81 UNION SELECT 82 UNION SELECT 83 UNION SELECT 84 UNION SELECT 85⌴
    ↪UNION
    SELECT 86 UNION SELECT 87 UNION SELECT 88 UNION SELECT 89 UNION SELECT 90⌴
    ↪UNION
    SELECT 91 UNION SELECT 92 UNION SELECT 93 UNION SELECT 94 UNION SELECT 95⌴
    ↪UNION
    SELECT 96 UNION SELECT 97 UNION SELECT 98 UNION SELECT 99 UNION SELECT 100)⌴
    ↪AS temp;
```

 * mysql://root:***@localhost
100 rows affected.

[221]: []

[227]:
```
%%sql
UPDATE Transaction
SET Amount = Amount / 50;
```

 * mysql://root:***@localhost
103 rows affected.

[227]: []

[240]:
```sql
%%sql
ALTER TABLE Transaction
ADD COLUMN Location float;
```

 * mysql://root:***@localhost
0 rows affected.

[240]: []

[242]:
```sql
%%sql
UPDATE Transaction
SET location = RAND()
WHERE location IS NULL;
```

 * mysql://root:***@localhost
103 rows affected.

[242]: []

[244]:
```sql
%%sql
UPDATE Transaction
SET location = location*20;
```

 * mysql://root:***@localhost
103 rows affected.

[244]: []

[251]:
```sql
%%sql
CREATE TABLE GuildMembershipLog (
    LogID INT PRIMARY KEY AUTO_INCREMENT,
    CharacterID INT,
    GuildID INT,
    JoinDate DATETIME,
    LeaveDate DATETIME,
    FOREIGN KEY (CharacterID) REFERENCES `Character`(ID),
    FOREIGN KEY (GuildID) REFERENCES Guild(ID)
);
```

 * mysql://root:***@localhost
0 rows affected.

[251]: []

[253]:
```sql
%%sql
INSERT INTO GuildMembershipLog (CharacterID, GuildID, JoinDate)
```

```sql
SELECT ID AS CharacterID, GuildID, LastLogin AS JoinDate
FROM `Character`
WHERE GuildID IS NOT NULL;
```

 * mysql://root:***@localhost
142 rows affected.

[253]: []

[255]:
```sql
%%sql
UPDATE GuildMembershipLog
SET LeaveDate = JoinDate + INTERVAL FLOOR(RAND() * 30) DAY;
```

 * mysql://root:***@localhost
142 rows affected.

[255]: []

[258]:
```sql
%%sql
ALTER TABLE Quest
CHANGE COLUMN RewardItemType ItemID INT;
```

 * mysql://root:***@localhost
0 rows affected.

[258]: []

[260]:
```sql
%%sql
INSERT INTO Quest (Description, RegionID, Type, ItemID)
SELECT
    CONCAT('Quest ', t.n) AS Description,
    FLOOR(1 + RAND() * 4) AS RegionID,
    ELT(1 + RAND() * 3, 'Combat', 'Exploration', 'Gathering') AS Type,
    FLOOR(1 + RAND() * 50) AS ItemID
FROM (
    SELECT 0 AS n
    UNION ALL SELECT 1 UNION ALL SELECT 2 UNION ALL SELECT 3 UNION ALL SELECT 4
    UNION ALL SELECT 5 UNION ALL SELECT 6 UNION ALL SELECT 7 UNION ALL SELECT 8
  ↪UNION ALL SELECT 9
) t
CROSS JOIN (
    SELECT 0 AS m
    UNION ALL SELECT 1 UNION ALL SELECT 2 UNION ALL SELECT 3 UNION ALL SELECT 4
    UNION ALL SELECT 5 UNION ALL SELECT 6 UNION ALL SELECT 7 UNION ALL SELECT 8
  ↪UNION ALL SELECT 9
) u
LIMIT 100;
```

```
 * mysql://root:***@localhost
100 rows affected.
```

[260]: []

[263]:
```sql
%%sql
CREATE TABLE QuestLog (
    LogID INT PRIMARY KEY AUTO_INCREMENT,
    QuestID INT,
    CharacterID INT,
    CompletionTime DATETIME,
    RewardedItem INT,
    FOREIGN KEY (QuestID) REFERENCES Quest(ID),
    FOREIGN KEY (CharacterID) REFERENCES `Character`(ID),
    FOREIGN KEY (RewardedItem) REFERENCES Item(ID)
);
```

```
 * mysql://root:***@localhost
0 rows affected.
```

[263]: []

[265]:
```sql
%%sql
INSERT INTO QuestLog (QuestID, CharacterID, CompletionTime, RewardedItem)
SELECT
    q.ID AS QuestID,
    c.ID AS CharacterID,
    NOW() AS CompletionTime,
    i.ID AS RewardedItem
FROM
    Quest q
    CROSS JOIN `Character` c
    CROSS JOIN Item i
ORDER BY RAND()
LIMIT 100;
```

```
 * mysql://root:***@localhost
100 rows affected.
```

[265]: []

[269]:
```sql
%%sql
UPDATE `Character`
SET LastLogin = DATE_FORMAT(LastLogin, '%Y-%m-%d %H:%i:%s') + INTERVAL␣
    ↪FLOOR(RAND() * 24) HOUR;
```

```
 * mysql://root:***@localhost
142 rows affected.
```

```
[269]:  []

[274]:  %sql SELECT * FROM Item;

         * mysql://root:***@localhost
        144 rows affected.

[274]:  [(1, '"Potion of Eternal Vigor"', 619, '"Potion"', 226),
         (4, '"Quiver of the Wind"', 409, '"Ring"', 217),
         (6, '"Blade of Eternal Night"', 186, '"Ring"', 91),
         (9, '"Cloak of Elvenkind"', 705, '"Bow"', 24),
         (10, '"Goblin-made Flail"', 964, '"Shield"', 419),
         (12, '"Veil of the Tempest"', 706, '"Staff"', 153),
         (15, '"Crystal of the Ancients"', 637, '"Dagger"', 70),
         (18, '"Champion\'s Greatsword"', 66, '"Ring"', 15),
         (21, '"Elixir of the Moon"', 424, '"Potion"', 301),
         (23, '"Bow of the Eternal Forest"', 920, '"Potion"', 28),
         (24, '"Rod of Wondrous Echoes"', 326, '"Shield"', 229),
         (26, '"Staff of Eldritch Power"', 873, '"Staff"', 461),
         (28, '"Boots of the Pathfinder"', 382, '"Sword"', 521),
         (29, '"Warrior\'s Battleaxe"', 293, '"Dagger"', 207),
         (31, '"Staff of Tranquility"', 321, '"Amulet"', 178),
         (34, '"Armor of the Sea Spirit"', 726, '"Sword"', 10),
         (35, '"Amethyst Soul Amulet"', 666, '"Staff"', 461),
         (38, '"Bow of the Eternal Forest"', 152, '"Potion"', 88),
         (40, '"Wand of Time"', 765, '"Staff"', 332),
         (41, '"Goblin-made Flail"', 368, '"Ring"', 568),
         (44, '"Emerald Saber of Souls"', 544, '"Dagger"', 92),
         (47, '"Dagger of the Trickster"', 615, '"Sword"', 143),
         (49, '"Ring of the Fallen King"', 442, '"Potion"', 525),
         (50, '"Stormbringer Blade"', 365, '"Shield"', 325),
         (52, '"Demon\'s Blood Elixir"', 500, '"Amulet"', 207),
         (55, '"Aegis of the Sun"', 406, '"Ring"', 517),
         (58, '"Orb of the Soul Reaver"', 530, '"Dagger"', 184),
         (60, '"Blade of the Fallen"', 433, '"Ring"', 188),
         (61, '"Robes of the Archmage"', 574, '"Bow"', 21),
         (64, '"Rune-etched Crossbow"', 569, '"Shield"', 104),
         (65, '"Heartstone Amulet"', 124, '"Amulet"', 225),
         (66, '"Dragon\'s Breath Bow"', 913, '"Sword"', 23),
         (69, '"Ring of the Fallen"', 192, '"Potion"', 331),
         (71, '"Rod of Wondrous Echoes"', 225, '"Shield"', 68),
         (72, '"Belt of the Wyrm"', 546, '"Bow"', 355),
         (74, '"Rune-etched Crossbow"', 56, '"Shield"', 518),
         (77, '"Spectral Chainmail"', 643, '"Sword"', 22),
         (80, '"Crown of the Lost King"', 45, '"Dagger"', 55),
         (81, '"Stoneforged Mace"', 300, '"Sword"', 456),
         (83, '"Golden Chalice of Eternity"', 364, '"Ring"', 282),
```

```
(84, '"Bracelet of Divine Fates"', 922, '"Dagger"', 74),
(86, '"Dragon\'s Breath Bow"', 514, '"Dagger"', 397),
(88, '"Bracers of the Hunter"', 808, '"Dagger"', 517),
(91, '"Greatsword of Heavenly Wrath"', 493, '"Dagger"', 550),
(92, '"Guardian\'s Shield"', 45, '"Amulet"', 138),
(95, '"Orb of Chaos"', 746, '"Sword"', 137),
(96, '"Warhammer of the Earthshaker"', 591, '"Dagger"', 537),
(99, '"Veil of the Tempest"', 721, '"Staff"', 48),
(102, '"Amulet of the Moon"', 830, '"Sword"', 10),
(104, '"Maul of the Frost Giant"', 989, '"Dagger"', 147),
(106, '"Amulet of the Moon"', 451, '"Sword"', 218),
(107, '"Orb of the Soul Reaver"', 288, '"Bow"', 178),
(109, '"Rod of Wondrous Echoes"', 91, '"Ring"', 468),
(112, '"Sunfire Cape"', 591, '"Bow"', 428),
(115, '"Harvest Moon Scepter"', 682, '"Amulet"', 463),
(116, '"Cloak of Shadows"', 636, '"Dagger"', 63),
(117, '"Dragonbone Greataxe"', 134, '"Amulet"', 262),
(118, '"Ring of Arcane Mastery"', 766, '"Potion"', 270),
(120, '"Dragon\'s Breath Bow"', 422, '"Dagger"', 69),
(121, '"Essence of the Wild"', 815, '"Ring"', 192),
(123, '"Tome of the Elders"', 807, '"Shield"', 436),
(124, '"Stormbringer Blade"', 588, '"Potion"', 68),
(125, '"Stormbringer Blade"', 520, '"Sword"', 428),
(126, '"Warhammer of the Earthshaker"', 837, '"Ring"', 195),
(129, '"Dagger of Betrayal"', 622, '"Dagger"', 149),
(132, '"Rod of Wondrous Echoes"', 603, '"Sword"', 261),
(134, '"Boots of the Shadow Dancer"', 145, '"Sword"', 484),
(136, '"Stormbringer Blade"', 919, '"Bow"', 469),
(139, '"Axe of the Moon Chieftain"', 158, '"Sword"', 391),
(140, '"Titanium Gauntlet"', 34, '"Amulet"', 386),
(143, '"Ring of the Sages"', 696, '"Sword"', 167),
(146, '"Flask of Infinite Courage"', 377, '"Shield"', 7),
(148, '"Crossbow of Fiery Vengeance"', 797, '"Potion"', 569),
(149, '"Pauldrons of the Bear"', 854, '"Dagger"', 92),
(150, '"Champion\'s Greatsword"', 878, '"Sword"', 339),
(153, '"Ring of Arcane Mastery"', 827, '"Ring"', 610),
(155, '"Staff of Tranquility"', 500, '"Amulet"', 471),
(156, '"Rune-etched Crossbow"', 20, '"Amulet"', 208),
(159, '"Enchanted Waterskin"', 603, '"Staff"', 88),
(161, '"Armor of the Sea Spirit"', 955, '"Staff"', 10),
(163, '"Potion of Dire Strength"', 963, '"Shield"', 406),
(165, '"Amulet of the Wind Whisperer"', 949, '"Amulet"', 597),
(168, '"Wand of Time"', 856, '"Potion"', 602),
(171, '"Greaves of the Vanguard"', 431, '"Dagger"', 192),
(172, '"Helm of the Silver Knight"', 590, '"Shield"', 211),
(173, '"Pauldrons of the Bear"', 656, '"Ring"', 259),
(176, '"Runic Vestments"', 511, '"Bow"', 77),
```

```
(179, '"Staff of Eldritch Power"', 588, '"Bow"', 539),
(181, '"Orb of the Soul Reaver"', 404, '"Bow"', 610),
(182, '"Lunar Tear Bracelet"', 256, '"Dagger"', 419),
(184, '"Gauntlets of the Berserker"', 70, '"Ring"', 74),
(187, '"Shield of the Dwarven Lords"', 582, '"Staff"', 47),
(189, '"Scroll of the Phoenix"', 699, '"Dagger"', 311),
(192, '"Harvest Moon Scepter"', 750, '"Ring"', 171),
(255, 'Arrow', 928, ' "Weapon" ', 560),
(256, ' "Sword" ', 311, ' "Weapon" ', 78),
(257, 'Arrow', 658, ' "Armor" ', 99),
(258, ' "Potion" ', 397, ' "Consumable" ', 428),
(259, 'Arrow', 813, ' "Armor" ', 296),
(260, 'Arrow', 677, ' "Consumable" ', 413),
(261, 'Arrow', 173, ' "Armor" ', 525),
(262, ' "Bow" ', 617, ' "Weapon" ', 421),
(263, 'Arrow', 466, ' "Consumable" ', 227),
(264, 'Arrow', 845, ' "Consumable" ', 281),
(265, ' "Shield" ', 945, ' "Weapon" ', 323),
(266, ' "Sword" ', 483, ' "Armor" ', 40),
(267, ' "Shield" ', 58, ' "Weapon" ', 589),
(268, ' "Shield" ', 76, ' "Weapon" ', 263),
(269, ' "Sword" ', 337, ' "Weapon" ', 226),
(270, ' "Sword" ', 552, ' "Armor" ', 18),
(271, ' "Shield" ', 886, ' "Weapon" ', 464),
(272, ' "Potion" ', 949, ' "Weapon" ', 288),
(273, ' "Potion" ', 595, ' "Armor" ', 481),
(274, 'Arrow', 86, ' "Armor" ', 99),
(275, ' "Sword" ', 514, ' "Armor" ', 296),
(276, 'Arrow', 197, ' "Weapon" ', 278),
(277, ' "Bow" ', 134, ' "Armor" ', 216),
(278, ' "Bow" ', 140, ' "Armor" ', 342),
(279, ' "Potion" ', 263, ' "Armor" ', 404),
(286, ' "Bow" ', 835, ' "Weapon" ', 159),
(287, ' "Potion" ', 858, ' "Consumable" ', 28),
(288, 'Arrow', 473, ' "Armor" ', 27),
(289, 'Arrow', 864, ' "Consumable" ', 5),
(290, ' "Sword" ', 995, ' "Consumable" ', 559),
(291, ' "Shield" ', 87, ' "Consumable" ', 178),
(292, ' "Potion" ', 462, ' "Consumable" ', 304),
(293, ' "Potion" ', 385, ' "Weapon" ', 276),
(294, ' "Sword" ', 807, ' "Armor" ', 525),
(295, ' "Potion" ', 442, ' "Consumable" ', 397),
(296, ' "Bow" ', 274, ' "Weapon" ', 290),
(297, 'Arrow', 192, ' "Weapon" ', 600),
(298, ' "Bow" ', 616, ' "Consumable" ', 155),
(299, ' "Shield" ', 564, ' "Consumable" ', 596),
(300, ' "Shield" ', 473, ' "Armor" ', 77),
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(301, ' "Sword" ', 757, ' "Armor" ', 458),
(302, ' "Sword" ', 74, ' "Armor" ', 200),
(303, ' "Sword" ', 407, ' "Consumable" ', 592),
(304, ' "Potion" ', 543, ' "Weapon" ', 76),
(305, ' "Bow" ', 379, ' "Weapon" ', 284),
(306, ' "Bow" ', 89, ' "Weapon" ', 150),
(307, ' "Potion" ', 67, ' "Weapon" ', 336),
(308, ' "Shield" ', 854, ' "Armor" ', 298),
(309, 'Arrow', 412, ' "Weapon" ', 449),
(310, ' "Shield" ', 255, ' "Armor" ', 476)]
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