

event
id [INTEGER(11)]
type [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
description [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
when [DATETIME]
hero_id [INTEGER(11)]

monster_template
id [INTEGER(11)]
name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
species [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
species_plural [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
level_min [INTEGER(11)]
level_max [INTEGER(11)]
experience_rewarded [INTEGER(11)]
city [TINYINT(1)]
forest [TINYINT(1)]
cave [TINYINT(1)]
level_modifier [INTEGER(11)]
agility [INTEGER(11)]
charisma [INTEGER(11)]
divinity [INTEGER(11)]
resilience [INTEGER(11)]
fortuity [INTEGER(11)]
pathfinding [INTEGER(11)]
quickness [INTEGER(11)]
willpower [INTEGER(11)]
brawn [INTEGER(11)]
survivalism [INTEGER(11)]
vitality [INTEGER(11)]
intellect [INTEGER(11)]

forum
id [INTEGER(11)]
title [VARCHAR(50) COLLATE utf8mb4_unicode_ci]

board
id [INTEGER(11)]
forum_id [INTEGER(11)]
title [VARCHAR(50) COLLATE utf8mb4_unicode_ci]

thread
id [INTEGER(11)]
board_id [INTEGER(11)]
title [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
creator [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
description [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
category [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
timestamp [DATETIME]

post
id [INTEGER(11)]
thread_id [INTEGER(11)]
user_id [INTEGER(11)]
content [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
timestamp [DATETIME]

trigger
id [INTEGER(11)]
event_name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
extra_info_for_humans [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
completed [TINYINT(1)]

condition
id [INTEGER(11)]
hero_attribute [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
comparison [VARCHAR(2) COLLATE utf8mb4_unicode_ci]
condition_attribute [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
code [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
location_id [INTEGER(11)]

user
id [INTEGER(11)]
username [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
password [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
email [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
reset_key [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
timestamp [DATETIME]
is_admin [TINYINT(1)]
inbox_alert [TINYINT(1)]
prestige [INTEGER(11)]

inbox
id [INTEGER(11)]
user_id [INTEGER(11)]

hero
id [INTEGER(11)]
creation_phase [TINYINT(1)]
name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
background [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
age [INTEGER(11)]
house [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
experience [INTEGER(11)]
experience_maximum [INTEGER(11)]
gold [INTEGER(11)]
basic_ability_points [INTEGER(11)]
archetype_ability_points [INTEGER(11)]
calling_ability_points [INTEGER(11)]
pantheon_ability_points [INTEGER(11)]
attribute_points [INTEGER(11)]
proficiency_points [INTEGER(11)]
current_terrain [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
random_encounter_monster [TINYINT(1)]
spellbook_page [INTEGER(11)]
timestamp [DATETIME]
last_login [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
login_alerts [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
user_id [INTEGER(11)]
map_id [INTEGER(11)]
current_location_id [INTEGER(11)]
city_id [INTEGER(11)]
last_city_id [INTEGER(11)]

display
id [INTEGER(11)]
name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
page_heading [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
page_image [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
paragraph [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
location_id [INTEGER(11)]

adjacent_location_association
out_adjacent_id [INTEGER(11)]
in_adjacent_id [INTEGER(11)]

handler
id [INTEGER(11)]
_master [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
trigger_id [INTEGER(11)]
hero_id [INTEGER(11)]

condition_to_trigger
condition_id [INTEGER(11)]
trigger_id [INTEGER(11)]

message
id [INTEGER(11)]
content [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
unread [TINYINT(1)]
sender_id [INTEGER(11)]
receiver_id [INTEGER(11)]
timestamp [VARCHAR(50) COLLATE utf8mb4_unicode_ci]

journal
id [INTEGER(11)]
hero_id [INTEGER(11)]

attribute
id [INTEGER(11)]
type_ [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
description [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
level [INTEGER(11)]
hero_id [INTEGER(11)]

specialization
id [INTEGER(11)]
template [TINYINT(1)]
name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
type [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
description [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
requirements [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
attrib_name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
hero_id [INTEGER(11)]

inventory
id [INTEGER(11)]
hero_id [INTEGER(11)]

quest
id [INTEGER(11)]
name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
description [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
reward_experience [INTEGER(11)]
position [INTEGER(11)]
trigger_id [INTEGER(11)]

quest_path
id [INTEGER(11)]
template [TINYINT(1)]
name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
description [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
reward_experience [INTEGER(11)]
stage [INTEGER(11)]
is_default [TINYINT(1)]
completed [TINYINT(1)]
journal_id [INTEGER(11)]
handler_id [INTEGER(11)]

quest_path_to_quest_association
quest_path_id [INTEGER(11)]
quest_id [INTEGER(11)]

entry
id [INTEGER(11)]
timestamp [DATETIME]
position [INTEGER(11)]
info [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
description [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
type [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
journal_id [INTEGER(11)]
_beast [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
_person [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
_place [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
_quest_path_id [INTEGER(11)]

achievements
id [INTEGER(11)]
journal_id [INTEGER(11)]
deepest_dungeon_floor [INTEGER(11)]
current_dungeon_floor [INTEGER(11)]
current_dungeon_floor_progress [INTEGER(11)]
player_kills [INTEGER(11)]
monster_kills [INTEGER(11)]
deaths [INTEGER(11)]
wolf_kills [INTEGER(11)]

achievement
id [INTEGER(11)]
achievements_id [INTEGER(11)]
completed [TINYINT(1)]
name [VARCHAR(100) COLLATE utf8mb4_unicode_ci]
current_level [INTEGER(11)]
next_level [INTEGER(11)]
experience [INTEGER(11)]

ability
id [INTEGER(11)]
name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
level [INTEGER(11)]
max_level [INTEGER(11)]
description [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
castable [TINYINT(1)]
_current [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
_next [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
sanctity_cost [INTEGER(11)]
endurance_cost [INTEGER(11)]
type [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
hidden [TINYINT(1)]
learnable [TINYINT(1)]
tree [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
tree_type [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
image [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
hero_id [INTEGER(11)]

item
id [INTEGER(11)]
template [TINYINT(1)]
name [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
image [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
buy_price [INTEGER(11)]
type [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
description [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
broken [TINYINT(1)]
consumable [TINYINT(1)]
consumed [TINYINT(1)]
item_rating [INTEGER(11)]
garment [TINYINT(1)]
weapon [TINYINT(1)]
jewelry [TINYINT(1)]
max_durability [INTEGER(11)]
wearable [TINYINT(1)]
affinity [INTEGER(11)]
inventory_id [INTEGER(11)]
equipped [TINYINT(1)]
ring_position [INTEGER(11)]
unequipped_position [INTEGER(11)]
style [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
one_handed_weapon [TINYINT(1)]
shield [TINYINT(1)]
two_handed_weapon [TINYINT(1)]
head_armour [TINYINT(1)]
shoulder_armour [TINYINT(1)]
chest_armour [TINYINT(1)]
leg_armour [TINYINT(1)]
foot_armour [TINYINT(1)]
arm_armour [TINYINT(1)]
hand_armour [TINYINT(1)]
ring [TINYINT(1)]
healing_amount [INTEGER(11)]
sanctity_amount [INTEGER(11)]
quest_item [TINYINT(1)]

proficiency
id [INTEGER(11)]
template [TINYINT(1)]
hero_id [INTEGER(11)]
ability_id [INTEGER(11)]
item_id [INTEGER(11)]
level [INTEGER(11)]
base [INTEGER(11)]
modifier [FLOAT]
type_ [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
attribute_type [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
description [VARCHAR(200) COLLATE utf8mb4_unicode_ci]
reason_for_zero [VARCHAR(50) COLLATE utf8mb4_unicode_ci]
current [INTEGER(11)]
hidden [TINYINT(1)]
error [VARCHAR(50) COLLATE utf8mb4_unicode_ci]