Database Schemas – Tyrant’s Realm

**Server**

CREATE TABLE Server (  
  server\_id mediumint(6) unsigned NOT NULL auto\_increment,  
  server\_name varchar(255) NOT NULL default 'Cerulean Pond’,

server\_ip varchar(15) NOT NULL,

server\_hostname varchar(255) NOT NULL,

  next\_reboot\_date date NOT NULL default '0000-00-00',  
  next\_reboot\_time time NOT NULL default '00:00:00',  
 PRIMARY KEY (server\_id),  
  UNIQUE KEY (server\_name)

);

**Account**

CREATE TABLE Account (  
  account\_id mediumint(6) unsigned NOT NULL auto\_increment,  
  email varchar(255) NOT NULL default '',  
  password varchar(255) NOT NULL default '',  
  permission\_level mediumint(6) unsigned NOT NULL default 2,  
  account\_status mediumint(6) unsigned NOT NULL default 0,

date\_time\_created TIMESTAMP DEFAULT NOW()’,  
  date\_last\_entered date NOT NULL default '0000-00-00',  
  time\_last\_entered time NOT NULL default '00:00:00',  
  PRIMARY KEY (account\_id),  
  UNIQUE KEY (email)  
);

*Notes:*

// permission\_level

0: administrator

1: moderator

2: standard player

// account\_status

0: unverified account

1: verified

2: inactive

3: locked

**Player**

CREATE TABLE Player (  
  player\_id mediumint(6) unsigned NOT NULL auto\_increment,  
  player\_name varchar(255) NOT NULL default '',  
 player\_server mediumint(6) unsigned NOT NULL default 1,

player\_account mediumint(6) unsigned NOT NULL,

  town\_coordinate\_X mediumint(6) unsigned NOT NULL default 0,  
  town\_coordinate\_Y mediumint(6) unsigned NOT NULL default 0,  
  faction mediumint(6) unsigned NOT NULL default 0,

denarii bigint NOT NULL default 0,

stater bigint NOT NULL default 0,

pvp\_wins mediumint(6) unsigned NOT NULL default 0,

pvp\_losses mediumint(6) unsigned NOT NULL default 0,

num\_of\_battles mediumint(6) unsigned NOT NULL default 0,

lowest\_dungeon\_level\_entered tinyint unsigned NOT NULL default 0,

highest\_boss\_level\_killed tinyint unsigned NOT NULL default 0,

highest\_boss\_killed mediumint(6) unsigned,

highest\_npc\_level\_killed tinyint unsigned NOT NULL default 0,

highest\_npc\_killed mediumint(6) unsigned,

num\_of\_quests\_completed mediumint(6) unsigned NOT NULL default 0,

num\_of\_dailes\_completed mediumint(6) unsigned NOT NULL default 0,

num\_of\_raids\_completed mediumint(6) unsigned NOT NULL default 0,

most\_gold\_at\_one\_time int unsigned NOT NULL default 0,

num\_of\_new\_craftings mediumint(6) unsigned NOT NULL default 0,

num\_of\_upgrades\_performed mediumint(6) unsigned NOT NULL default 0,

highest\_upgrade\_level tinyint unsigned NOT NULL default 0,

PRIMARY KEY (player\_id),  
  UNIQUE KEY (player\_name),

FOREIGN KEY (player\_account) references Account(account\_id),

FOREIGN KEY (player\_server) references Server(server\_id)

);

*Notes*:

// faction

0: Order of the Enlightened

1: Circle of Tribes

2: Houses of the Risen

**Skill\_Spell\_Researched**

CREATE TABLE Skill\_Spell\_Researched (  
  skill\_spell\_researched\_id mediumint(6) unsigned NOT NULL auto\_increment,  
  owning\_player mediumint(6) unsigned NOT NULL default 0,  
 skill\_spell\_type mediumint(6) unsigned NOT NULL,

level\_known mediumint(6) unsigned NOT NULL default 1,

upgrade\_start\_date date NOT NULL default '0000-00-00',

upgrade\_start\_time time NOT NULL default '00:00:00',

PRIMARY KEY (skill\_spell\_researched\_id),  
 FOREIGN KEY (owning\_player) references Player(player\_id)

);

*Notes*: This table holds the player information on what skills or spells they have researched.

// skill\_spell\_type corresponds with the skill or spell identifier found in Skill Spell – Tyrant’s Realm.docx

**Building**

CREATE TABLE Building (  
  building\_id mediumint(6) unsigned NOT NULL auto\_increment,  
  building\_type mediumint(6) unsigned NOT NULL default 0,  
 building\_level mediumint(6) unsigned NOT NULL default 0,

building\_owner mediumint(6) unsigned NOT NULL,

upgrade\_start\_date date NOT NULL default '0000-00-00',

upgrade\_start\_time time NOT NULL default '00:00:00',

PRIMARY KEY (building\_id),  
 FOREIGN KEY (building\_owner) references Player(player\_id)

);

*Notes*:

// building\_type

0: Adventurer’s Hall / Headhunter’s Tavern / Open Grave

1: Shop / Shop / Shop

2: Administrator’s Home / Chief’s Hut / Master Lich’s Demesne

3: Blacksmith Shop / Forge / Black Iron Crypt

4: Training Field / Field of Bones / Meadow of War

5: Market / Trader’s Market / Black Market

6: Monastery / Shrine of Trachamen / Dark Temple

7: Mystic Tower / Shaman’s Hut / Death Tower

8: Amphitheater / Gathering Point / Platform of Command

9: Archery Range / Archery Range / Archery Range

10: Vault / Niche / Locked Coffin

11: Portal / Portal / Portal

12: Stables / Holding Pens / Wings of Perdition

13: Graveyard / Field of Ancestors / Crypt of Forgotten Parts

14: Sewers / Deep Caves / Silent Warrens

**Adventurer**

CREATE TABLE Adventurer (  
  adventurer\_id bigint unsigned NOT NULL auto\_increment,  
  owner mediumint(6) unsigned NOT NULL default 0,

image\_large varchar(1024) default ‘’,

image\_icon varchar(1024) default ‘’,

adventurer\_type tinyint unsigned NOT NULL default 0,

npc\_type mediumint(6),  
 experience bigint unsigned NOT NULL default 0,

defender\_level mediumint(6) unsigned NOT NULL default 0,

berserker\_level mediumint(6) unsigned NOT NULL default 0,

tempus\_level mediumint(6) unsigned NOT NULL default 0,

scout\_level mediumint(6) unsigned NOT NULL default 0,

elementalist\_level mediumint(6) unsigned NOT NULL default 0,

summoner\_level mediumint(6) unsigned NOT NULL default 0,

hand\_level mediumint(6) unsigned NOT NULL default 0,

enhancer\_level mediumint(6) unsigned NOT NULL default 0,

current\_class tinyiny unsigned NOT NULL,

careers tinyint unsigned NOT NULL default 0,

current\_fitness tinyint unsigned NOT NULL,

max\_fitness tinyint unsigned NOT NULL,

current\_spirit tinyint unsigned NOT NULL,

max\_spirit tinyint unsigned NOT NULL,

current\_mental tinyint unsigned NOT NULL,

max\_mental tinyint unsigned NOT NULL,

current\_coordination tinyint unsigned NOT NULL,

max\_coordination tinyint unsigned NOT NULL,

current\_eloquence tinyint unsigned NOT NULL,

max\_eloquence tinyint unsigned NOT NULL,

current\_health int NOT NULL,

max\_health int NOT NULL,

current\_spirae int NOT NULL,

max\_spirae int NOT NULL,

gender tinyint unsigned NOT NULL default 0,

avoidance tinyint unsigned NOT NULL,

hit tinyint unsigned NOT NULL,

min\_damage mediumint(6) unsigned NOT NULL default 1,

max\_damage mediumint(6) unsigned NOT NULL default 1,

damage\_res mediumint(6) unsigned NOT NULL default 0,

cold\_res mediumint(6) unsigned NOT NULL default 0,

heat\_res mediumint(6) unsigned NOT NULL default 0,

magic\_res mediumint(6) unsigned NOT NULL default 0,

party\_position tinyint unsigned NOT NULL default 0,

party\_leader tinyint unsigned NOT NULL default 0,

activity\_start\_date date NOT NULL default '0000-00-00',

activity\_start\_time time NOT NULL default '00:00:00',

duration mediumint(6) NOT NULL default 0,

PRIMARY KEY (adventurer\_id),  
 FOREIGN KEY (owner) references Player(player\_id)

);

*Notes*:

// images are just the filename

// adventurer\_type

0: Player Avatar

1: Player Adventurer (fully controlled character)

2: NPC Adventurer (limited player control)

// npc\_type: if adventurer\_type ==2 then, this will be the NPC id for the character.

// current\_class (or equivalent faction class identifier)

0: Defender (etc)

1: Berserker

2: Tempus Diem Fur

3: Scout

4: Elementalist

5: Summoner

6: Hand of Grace

7: Enhancer

// party\_position

0: not in a party

1: slot 1

2: slot 2 etc

// party\_leader

0: not in a party

1: not party leader

2: party leader

// activity\_start\_date (and time)

This can be used to identify work for researching skills/spells, building construction, etc. If the

the adventurer is an NPC, then this would be the recruit time.

**Quest**

CREATE TABLE Quest (  
 quest\_id mediumint(6) unsigned NOT NULL auto\_increment,  
 quest\_title varchar(255) NOT NULL,

short\_description varchar(1024) NOT NULL,

art\_id\_ initial mediumint(6) unsigned NOT NULL,

art\_id\_completion mediumint(6) unsigned NOT NULL,

quest\_description varchar(4096) NOT NULL,

raid tinyint unsigned NOT NULL default 0,

daily tinyint unsigned NOT NULL default 0,

location int(6) NOT NULL,

dungeon\_type tinyint,

dungeon\_level tinyint,

completion\_msg varchar(4096) NOT NULL,

PRIMARY KEY (quest\_id),

FOREIGN KEY (art\_image) references Art(art\_id)

);

*Notes*:

// raid

0: is not a raid quest

1: is a raid quest

// daily

0: is not a daily quest

1: can be a daily quest

// location

-1: Adventurer’s Hall / Headhunter’s Tavern / Open Grave

-2: Shop / Shop / Shop

-3: Administrator’s Home / Chief’s Hut / Master Lich’s Demesne

-4: Blacksmith Shop / Forge / Black Iron Crypt

-5: Training Field / Field of Bones / Meadow of War

-6: Market / Trader’s Market / Black Market

-7: Monastery / Shrine of Trachamen / Dark Temple

-8: Mystic Tower / Shaman’s Hut / Death Tower

-9: Amphitheater / Gathering Point / Platform of Command

-10: Archery Range / Archery Range / Archery Range

-11: Vault / Niche / Locked Coffin

-12: Portal / Portal / Portal

-13: Stables / Holding Pens / Wings of Perdition

-14: Graveyard / Field of Ancestors / Crypt of Forgotten Parts

-15: Sewers / Deep Caves / Silent Warrens

0+ holds the dungeon map ID if custom.

// dungeon\_type

0: None

1: Den

2: Submerged City

3: Swamp

4: Ruins

5: Caverns

6: Forests

7: Crypts

8: Village

9: Temple

10: Volcano

**Active\_Quests**

CREATE TABLE Active\_Quests (  
  active\_quest\_id bigint unsigned NOT NULL auto\_increment,  
 player mediumint(6) unsigned NOT NULL,

quest mediumint(6) unsigned NOT NULL,

quest\_start\_date date NOT NULL default '0000-00-00',

quest\_start\_time time NOT NULL default '00:00:00',

duration mediumint(6) NOT NULL default 0,

PRIMARY KEY (active\_quest\_id),

FOREIGN KEY (player) references Player(player\_id),

FOREIGN KEY (quest) references Quest(quest\_id)

);

**Completed\_Quests**

CREATE TABLE Completed\_Quests (  
  completed\_quest\_id bigint unsigned NOT NULL auto\_increment,  
 player mediumint(6) unsigned NOT NULL,

quest mediumint(6) unsigned NOT NULL,

quest\_end\_date date NOT NULL default '0000-00-00',

quest\_end\_time time NOT NULL default '00:00:00',

PRIMARY KEY (completed\_quest\_id),

FOREIGN KEY (player) references Player(player\_id),

FOREIGN KEY (quest) references Quest(quest\_id)

);

**Daily\_Quests**

CREATE TABLE Daily\_Quests (  
  daily\_quest\_id bigint unsigned NOT NULL auto\_increment,  
 quest mediumint(6) unsigned NOT NULL,

PRIMARY KEY (daily\_quest\_id),

FOREIGN KEY (quest) references Quest(quest\_id)

);

**Quest\_Prereq**

CREATE TABLE Quest\_Prereq (  
 quest\_prereq\_id mediumint(6) unsigned NOT NULL auto\_increment,

quest mediumint(6) unsigned NOT NULL,

prereq\_quest mediumint(6) unsigned NOT NULL,

prereq\_type tinyint unsigned default 0,

prereq\_val1 mediumint unsigned default 0,

prereq\_val2 mediumint unsigned default 0,

prereq\_val3 varchar(255),

PRIMARY KEY (quest\_prereq\_id),

FOREIGN KEY (quest) references Quest(quest\_id),

FOREIGN KEY (prereq\_quest) references Quest(quest\_id)

);

// prereq\_quest: for when the requirement is another quest id.

// prereq\_type/prereq\_val1/prereq\_val2:

0: prereq is for a quest to have been completed before this quest is available

1: Class (of avatar)

Val1: 1: Warrior

2: Defender / Champion / Guardian

3: Berserker / Brute / Frenzied

4: Thief

5: Tempus Diem Fur / Tempus Crepusculum Fur / Temus Nox Fur

6: Scout / Forerunners / Shadow of Fear

7: Mage

8: Elementalist / Shaman / Magi

9: Summoner / Spirit Guide / Warlock

10: Priest

11: Hand of Grace / Crimson Order / Shadow of Death

12: Enhancer / Artificer / Scions of Ge

13: Any

Val 2: Level

Val3: Unused

2: Gender (of avatar)

Val1: 1: Male

2: Female

Val2: Unused

Val3: Unused

3: Level (for adventurers owned by the player)

Val1: Min Level

Val 2: Max Level

Val3: Unused

4: Chapter

Val1: Min Level

Val 2: Max Level

Val3: Unused

5: Building

Val1: 0: Adventurer’s Hall / Headhunter’s Tavern / Open Grave

1: Shop

2: Administrator’s Home / Chief’s Hut / Master Lich’s Demesne

3: Blacksmith Shop / Forge / Black Iron Crypt

4: Training Field / Field of Bones / Meadow of War

5: Market / Trader’s Market / Black Market

6: Monastery / Shrine of Trachamen / Dark Temple

7: Mystic Tower / Shaman’s Hut / Death Tower

8: Amphitheater / Gathering Point / Platform of Command

9: Archery Range

10: Vault / Niche / Locked Coffin

11: Portal

12: Stables / Holding Pens / Wings of Perdition

13: Graveyard / Field of Ancestors / Crypt of Forgotten Parts

14: Sewers / Deep Caves / Silent Warrens

Val2: Minimum Building Level

Val3: Unused

6: Guild (must be in a guild)

Val1: Level of Guild

Val2: Unused

Val3: Unused

7: Item level

Val1: Min Level

Val2: Max Level

Val3: Unused

8: Item enhancement

Val1: Min Level

Val2: Max Level

Val3: Unused

9: Faction

Val1: 1: OofE

2: HotR

3: CoT

Val2: Unused

Val3: Unused

10: Classes of Adventurers

Val1: 1: Warrior

2: Defender / Champion / Guardian

3: Berserker / Brute / Frenzied

4: Thief

5: Tempus Diem Fur / Tempus Crepusculum Fur / Temus Nox Fur

6: Scout / Forerunners / Shadow of Fear

7: Mage

8: Elementalist / Shaman / Magi

9: Summoner / Spirit Guide / Warlock

10: Priest

11: Hand of Grace / Crimson Order / Shadow of Death

12: Enhancer / Artificer / Scions of Ge

13: Any

Val 2: Quantity of the class

Val3: Unused

11: Flag

Val1: Time in minutes since flag was applied

Val2: >= val1 of the flag

Val3: Name of the flag

**Quest\_Goal**

CREATE TABLE Quest\_Goal (  
 quest\_goal\_id mediumint(6) unsigned NOT NULL auto\_increment,  
 quest mediumint(6) unsigned NOT NULL,

quest\_type tinyint unsigned NOT NULL,

goal\_need mediumint(6) unsigned NOT NULL,

quantity mediumint(6) unsigned NOT NULL default 0,

timer mediumint(6) unsigned NOT NULL default 0,

location\_X mediumint(6) unsigned NOT NULL,

location\_Y mediumint(6) unsigned NOT NULL,

answer varchar(255) NOT NULL default ‘’,

PRIMARY KEY (quest\_goal\_id),

FOREIGN KEY (quest) references Quest(quest\_id)

);

*Notes*:

// quest\_type

0: Kill

1: Get

2: Goto

3: PvP

4: Construct

5: Knowledge

// goal\_need : id will either be an NPC (if quest\_type ==0), Item (if quest\_type == 1), or building id as below if quest\_type == 4. It may also have a dungeon identifier if quest\_type == 2.

Building ID:

1: Adventurer’s Hall / Headhunter’s Tavern / Open Grave

2: Shop / Shop / Shop

3: Administrator’s Home / Chief’s Hut / Master Lich’s Demesne

4: Blacksmith Shop / Forge / Black Iron Crypt

5: Training Field / Field of Bones / Meadow of War

6: Market / Trader’s Market / Black Market

7: Monastery / Shrine of Trachamen / Dark Temple

8: Mystic Tower / Shaman’s Hut / Death Tower

9: Amphitheater / Gathering Point / Platform of Command

10: Archery Range / Archery Range / Archery Range

11: Vault / Niche / Locked Coffin

12: Portal / Portal / Portal

13: Stables / Holding Pens / Wings of Perdition

14: Graveyard / Field of Ancestors / Crypt of Forgotten Parts

15: Sewers / Deep Caves / Silent Warrens

Dungeon ID: (used to goto a dungeon but not necessarily enter)

0: use x,y coordinates for inside the dungeon given in quest.

1: Den

2: Submerged City

3: Swamp

4: Ruins

5: Caverns

6: Forests

7: Crypts

8: Village

9: Temple

10: Volcano

// timer represents the duration allowed for the quest in real-time minutes from acceptance of the quest.

// answer is used in coordination with quest\_type 5.

**Quest\_Reward**

CREATE TABLE Quest\_Reward (  
 quest\_reward\_id mediumint(6) unsigned NOT NULL auto\_increment,

quest mediumint(6) unsigned NOT NULL,  
 reward\_type mediumint(6) unsigned NOT NULL,

item mediumint(6) unsigned NOT NULL,

quantity int unsigned,

PRIMARY KEY (quest\_reward\_id),

FOREIGN KEY (quest) references Quest(quest\_id)

);

*Notes:*

// reward\_type

0: denarii

1: item

2: chest (hardcoded)

3: experience

4: building

5: stater

**Add\_Quest\_Flag**

CREATE TABLE Add\_Quest\_Flag (  
 add\_quest\_flag\_id mediumint(6) unsigned NOT NULL auto\_increment,  
 quest mediumint(6) unsigned NOT NULL,

flag\_name varchar(128) NOT NULL,

flag\_type tinyint unsigned NOT NULL default 0,

flag\_value1 int,

flag\_value2 int,

flag\_value3 int,

flag\_value4 varchar(255),

flag\_value5 varchar(255),

PRIMARY KEY (add\_quest\_flag\_id),

FOREIGN KEY (quest) references Quest(quest\_id)

);

*Notes*:

// flag\_type

0: acceptance flag

1: completion flag

**Remove\_Quest\_Flag**

CREATE TABLE Remove\_Quest\_Flag (  
 remove\_quest\_flag\_id mediumint(6) unsigned NOT NULL auto\_increment,  
 quest mediumint(6) unsigned NOT NULL,

flag\_name varchar(128) NOT NULL,

flag\_type tinyint unsigned NOT NULL default 0,

PRIMARY KEY (remove\_quest\_flag\_id),

FOREIGN KEY (quest) references Quest(quest\_id)

);

*Notes*:

// flag\_type

0: acceptance flag

1: completion flag

**Active\_Flags**

CREATE TABLE Active\_Flags (  
  active\_flag\_id bigint unsigned NOT NULL auto\_increment,  
 player mediumint(6) unsigned NOT NULL,

quest mediumint(6) unsigned NOT NULL,

flag\_name varchar(128) NOT NULL,

flag\_received\_date date NOT NULL default '0000-00-00',

flag\_received\_time time NOT NULL default '00:00:00',

PRIMARY KEY (active\_flag\_id),

FOREIGN KEY (player) references Player(player\_id),

FOREIGN KEY (quest) references Quest(quest\_id)

);

**Art**

CREATE TABLE Art (  
 art\_id mediumint(6) unsigned NOT NULL auto\_increment,

filename varchar (1024) NOT NULL default ‘’,

art\_type tinyint unsigned NOT NULL,

faction tinyint unsigned,

gender tinyint unsigned,

position tinyint unsigned,  
 art\_desc varchar(1024),

PRIMARY KEY (art\_id)

);

*Notes*:

// art\_type

0: pc

1: npc

2: item

3: model

4: texture

5: building

6: dungeon icon

7: background

8: model overlay

9: misc

// faction (only needed for pc and model overlays)

0: OotE

1: HotR

2: CoT

3: BT

// gender (only needed for pc and model overlays)

0: Male

1: Female

// position (only needed for model overlays)

0: eyes

1: hair

2: ears

3: skin tone

4: earrings

5: facial hair

**Game\_Map**

CREATE TABLE Game\_Map (  
  game\_map\_id mediumint(6) unsigned NOT NULL auto\_increment,  
 location\_X mediumint(6) unsigned NOT NULL,

location\_Y mediumint(6) unsigned NOT NULL,

location\_type mediumint(6) unsigned NOT NULL,

location\_level tinyint unsigned NOT NULL,

player\_location mediumint(6) unsigned,

PRIMARY KEY (game\_map\_id)

);

*Note*:

// location\_type

0: Order of the Enlightened PC hometown

1: Circle of Tribes PC hometown

2: Houses of the Risen PC hometown

3: Den

4: Submerged City

5: Swamp

6: Ruins

7: Caverns

8: Forests

9: Crypts

10: Village

11: Temple

12: Volcano

// player\_location will have the player id for the location if a player resides there.

// location\_level is only applicable for dungeons

**Dungeon\_Maps**

CREATE TABLE Dungeon\_Maps (  
  map\_id mediumint(6) unsigned NOT NULL auto\_increment,  
 dungeon\_type tinyint unsigned NOT NULL,

dungeon\_level tinyint unsigned NOT NULL,

custom tinyint unsigned NOT NULL default 0,

map text NOT NULL,

PRIMARY KEY (dungeon\_maps\_id)

);

*Notes*:

// dungeon\_type (mods aren’t presently saved in db)

1: Den

2: Submerged City

3: Swamp

4: Ruins

5: Caverns

6: Forests

7: Crypts

8: Village

9: Temple

10: Volcano

// custom identifies if the map is part of the generic base dungeons or custom for a quest.

0: No

1: Yes

**Guild**

CREATE TABLE Guild (  
  guild\_id mediumint(6) unsigned NOT NULL auto\_increment,  
 guild\_level mediumint(6) unsigned NOT NULL default 1,

guild\_motd varchar(1024) NOT NULL default 'Welcome to the Guild Menu',

guild\_gold bigint unsigned NOT NULL default 0,

guild\_experience bigint unsigned NOT NULL default 0,

create\_date date NOT NULL default '0000-00-00',

create\_time time NOT NULL default '00:00:00',

PRIMARY KEY (guild\_id)

);

**Guild\_Bonus**

CREATE TABLE Guild\_Bonus (  
  guild\_bonus\_id mediumint(6) unsigned NOT NULL auto\_increment,  
 guild mediumint(6) unsigned NOT NULL,

bonus\_type mediumint(6) unsigned NOT NULL default 0,

bonus\_amount mediumint(6) unsigned NOT NULL default 0,

PRIMARY KEY (guild\_bonus\_id)

);

*Note:*

// bonus\_type

0: Experience Gain

1: PvP Cold Resistance Bonus

2: PvP Heat Resistance Bonus

3: PvP Magic Resistance Bonus

4: PvP Physical Resistance Bonus

5: Gold Gained Bonus

6: Increased Chance of Find Items

7: Reduction in Research Time

**Guild\_Members**

CREATE TABLE Guild\_Members (  
  guild\_members\_id bigint unsigned NOT NULL auto\_increment,  
  guild mediumint(6) unsigned NOT NULL,  
 member mediumint(6) unsigned NOT NULL,

guild\_rank mediumint(6) unsigned NOT NULL default 1,

contributed\_gold bigint unsigned NOT NULL default 0,

contributed\_experience bigint unsigned NOT NULL default 0,

join\_date date NOT NULL default '0000-00-00',

join\_time time NOT NULL default '00:00:00',

PRIMARY KEY (guild\_members\_id),  
 FOREIGN KEY (guild) references Guild(guild\_id),

FOREIGN KEY (member) references Player(player\_id)

);

*Note*:

// guild\_rank

0: No longer a member

1: basic member

2: officer

2: 2nd officer

4: leader

**Party**

CREATE TABLE Party (  
  party\_id bigint unsigned NOT NULL auto\_increment,  
 party\_owner mediumint(6) unsigned NOT NULL,

 party\_leader mediumint(6) unsigned NOT NULL,  
 party\_member1 bigint unsigned NOT NULL,

party\_member2 bigint unsigned,

party\_member3 bigint unsigned,

party\_member4 bigint unsigned,

party\_member5 bigint unsigned,

party\_member6 bigint unsigned,

party\_member7 bigint unsigned,

party\_member8 bigint unsigned,

party\_member9 bigint unsigned,

party\_member10 bigint unsigned,

party\_location\_type mediumint(6) unsigned NOT NULL default 0,

party\_surface\_X mediumint(6) unsigned NOT NULL,

party\_surface\_Y mediumint(6) unsigned NOT NULL,

party\_destination\_X mediumint(6) unsigned NOT NULL default 0,

party\_destination\_Y mediumint(6) unsigned NOT NULL default 0,

direction\_faced mediumint(6) unsigned NOT NULL default 0,

map\_number mediumint(6) unsigned,

party\_level mediumint(6) unsigned NOT NULL default 0,

party\_dungeon\_X mediumint(6) unsigned,

party\_dungeon\_Y mediumint(6) unsigned,

start\_date date NOT NULL default '0000-00-00',

start\_time time NOT NULL default '00:00:00',

duration mediumint(6) unsigned NOT NULL default 0,

PRIMARY KEY (party\_id),  
 FOREIGN KEY (party\_owner) references Player(player\_id),

FOREIGN KEY (party\_member1) references Adventurer(adventurer\_id)

);

*Notes:*

// party\_location\_type

0: Town

1: Dungeon Surface

2: Dungeon Auto-Exploration

3: Dungeon Crawling

4: Traveling

5: Arena

6: Espionage

// direction\_faced

0: N

1: NE

2: E

3: SE

4: S

5: SW

6: W

7: NW

**NPC**

CREATE TABLE Npc (  
  npc\_id mediumint(6) unsigned NOT NULL,

npc\_short\_name\_single varchar(255) NOT NULL,  
 npc\_short\_name\_plural varchar(255) NOT NULL,  
 npc\_description varchar(4096) NOT NULL,

  image\_large varchar(1024) default ‘’,

image\_icon varchar(1024) default ‘’,

fitness mediumint unsigned NOT NULL,

mental\_prowess mediumint unsigned NOT NULL,

spirit mediumint unsigned NOT NULL,

eloquence mediumint unsigned NOT NULL,

coordination mediumint unsigned NOT NULL,

health int NOT NULL,

spirae int NOT NULL,

experience\_given mediumint unsigned NOT NULL,

level mediumint unsigned NOT NULL,

gender tinyint unsigned NOT NULL default 0,

avoidance tinyint unsigned NOT NULL default 0,

hit tinyint unsigned NOT NULL default 50,

min\_denarii int unsigned NOT NULL,

max\_denarii int unsigned NOT NULL,

boss\_id mediumint(6) unsigned NOT NULL,

dmg\_resist mediumint(6) unsigned NOT NULL default 0,

cold\_resist mediumint(6) unsigned NOT NULL default 0,

heat\_resist mediumint(6) unsigned NOT NULL default 0,

magic\_resist mediumint(6) unsigned NOT NULL default 0,

combat1\_id mediumint(6) unsigned NOT NULL default 0,

combat1\_chance tinyint unsigned NOT NULL default 0,

combat1\_min mediumint(6) unsigned NOT NULL default 0,

combat1\_max mediumint(6) unsigned NOT NULL default 0,

combat2\_id mediumint(6) unsigned NOT NULL default 0,

combat2\_chance tinyint unsigned NOT NULL default 0,

combat2\_min mediumint(6) unsigned NOT NULL default 0,

combat2\_max mediumint(6) unsigned NOT NULL default 0,

combat3\_id mediumint(6) unsigned NOT NULL default 0,

combat3\_chance tinyint unsigned NOT NULL default 0,

combat3\_min mediumint(6) unsigned NOT NULL default 0,

combat3\_max mediumint(6) unsigned NOT NULL default 0,

combat4\_id mediumint(6) unsigned NOT NULL default 0,

combat4\_chance tinyint unsigned NOT NULL default 0,

combat4\_min mediumint(6) unsigned NOT NULL default 0,

combat4\_max mediumint(6) unsigned NOT NULL default 0,

combat5\_id mediumint(6) unsigned NOT NULL default 0,

combat5\_chance tinyint unsigned NOT NULL default 0,

combat5\_min mediumint(6) unsigned NOT NULL default 0,

combat5\_max mediumint(6) unsigned NOT NULL default 0,

combat6\_id mediumint(6) unsigned NOT NULL default 0,

combat6\_chance tinyint unsigned NOT NULL default 0,

combat6\_min mediumint(6) unsigned NOT NULL default 0,

combat6\_max mediumint(6) unsigned NOT NULL default 0,

combat7\_id mediumint(6) unsigned NOT NULL default 0,

combat7\_chance tinyint unsigned NOT NULL default 0,

combat7\_min mediumint(6) unsigned NOT NULL default 0,

combat7\_max mediumint(6) unsigned NOT NULL default 0,

combat8\_id mediumint(6) unsigned NOT NULL default 0,

combat8\_chance tinyint unsigned NOT NULL default 0,

combat8\_min mediumint(6) unsigned NOT NULL default 0,

combat8\_max mediumint(6) unsigned NOT NULL default 0,

combat9\_id mediumint(6) unsigned NOT NULL default 0,

combat9\_chance tinyint unsigned NOT NULL default 0,

combat9\_min mediumint(6) unsigned NOT NULL default 0,

combat9\_max mediumint(6) unsigned NOT NULL default 0,

combat10\_id mediumint(6) unsigned NOT NULL default 0,

combat10\_chance tinyint unsigned NOT NULL default 0,

combat10\_min mediumint(6) unsigned NOT NULL default 0,

combat10\_max mediumint(6) unsigned NOT NULL default 0,

item1\_id mediumint(6) unsigned NOT NULL,

item1\_chance mediumint(6) unsigned NOT NULL,

item2\_id mediumint(6) unsigned NOT NULL,

item2\_chance mediumint(6) unsigned NOT NULL,

item3\_id mediumint(6) unsigned NOT NULL,

item3\_chance mediumint(6) unsigned NOT NULL,

item4\_id mediumint(6) unsigned NOT NULL,

item4\_chance mediumint(6) unsigned NOT NULL,

item5\_id mediumint(6) unsigned NOT NULL,

item5\_chance mediumint(6) unsigned NOT NULL,

mat\_id mediumint(6) unsigned NOT NULL,

mat\_chance mediumint(6) unsigned NOT NULL,

PRIMARY KEY (npc\_id)

);

*Notes*:

// gender

0: male

1: female

2: neutral

3: group (swarm, etc)

**Item**

CREATE TABLE Item (  
  item\_id mediumint(6) unsigned NOT NULL,

title varchar(255) NOT NULL,

short\_name\_singular varchar(255) NOT NULL,

short\_name\_plural varchar(255) NOT NULL,

 image\_large varchar(1024) default ‘’,

 image\_large\_female varchar(1024) default ‘’,

image\_icon varchar(1024) default ‘’,

tier tinyint unsigned NOT NULL default 1,

value mediumint(6) unsigned NOT NULL,

type tinyint unsigned NOT NULL,

slot tinyint unsigned NOT NULL,

class\_restrict tinyint unsigned NOT NULL default 0,

description varchar(4096) NOT NULL,

constructed tinyint NOT NULL default 0,

enhanceable tinyint NOT NULL default 1,

stackable tinyint NOT NULL default 0,

sellable tinyint NOT NULL default 1,

dropable tinyint NOT NULL default 1,

tradeable tinyint NOT NULL default 1,

cursed tinyint NOT NULL default 0,

PRIMARY KEY (item\_id)  
);

*Notes*:

// type

0: Melee

1: Ranged

2: Robe

3: Tunic

4: Chain

5: Plate

6: Speedup

7: Benefit

8: Material

9: Quest

// Slot

0: Head

1: Torso

2: Legs

3: Feet

4: Hands

5: Shoulders

6: Cloak

7: Off Hand

8: Ring

9: Neck

10: Belt

11: Attachment

12: Trailing

13: Weapon

14: None

// class\_restrict

0: Any Class can use

1: Warrior

2: Defender / Champion / Guardian

3: Berserker / Brute / Frenzied

4: Thief

5: Tempus Diem Fur / Tempus Crepusculum Fur / Temus Nox Fur

6: Scout / Forerunners / Shadow of Fear

7: Mage

8: Elementalist / Shaman / Magi

9: Summoner / Spirit Guide / Warlock

10: Priest

11: Hand of Grace / Crimson Order / Shadow of Death

12: Enhancer / Artificer / Scions of Ge

**Item\_Recipes**

CREATE TABLE Item\_Recipes (  
  item\_recipes\_id mediumint(6) unsigned NOT NULL,

item mediumint(6) unsigned NOT NULL,

material mediumint(6) unsigned NOT NULL,

recipe\_quantity mediumint(6) unsigned NOT NULL,

PRIMARY KEY (item\_benefit\_id),

FOREIGN KEY (item) references Item(item\_id),

FOREIGN KEY (material) reference Item(item\_id)  
);

**Item\_Benefit**

CREATE TABLE Item\_Benefit (  
  item\_benefit\_id mediumint(6) unsigned NOT NULL,

item mediumint(6) unsigned NOT NULL,

benefit\_type mediumint(6) unsigned NOT NULL,

benefit\_value mediumint(6) unsigned NOT NULL,

PRIMARY KEY (item\_benefit\_id),

FOREIGN KEY (item) references Item(item\_id)  
);

*Notes*:

// benefit\_type

0: Fitness

1: Mental

2: Spirit

3: Eloquence

4: Coordination

5: Health

6: Spirae

7: Experience Bonus

8: Gold Bonus

9: Avoidance

10: Hit

11: Dmg Res

12: Cold Res

13: Heat Res

14: Magic Res

15: Max Physical Damage

16: Min Physical Damage

17: Max Magic Damage

18: Min Magic Damage

19: Wander

20: Construction Cost

**Inventory**

CREATE TABLE Inventory (  
  inventory\_id bigint unsigned NOT NULL auto\_increment,  
  inventory\_item mediumint(6) unsigned NOT NULL default 0,  
  player\_item mediumint(6) unsigned NOT NULL default 0,  
 item\_location bigint unsigned NOT NULL default 0,

equipped\_status mediumint(6) unsigned NOT NULL default 0,

experience mediumint(6) unsigned NOT NULL default 0,

item\_level mediumint(6) unsigned NOT NULL default 1,

upgrades\_completed mediumint(6) unsigned NOT NULL default 0,

upgrade\_start\_date date NOT NULL default '0000-00-00',

upgrade\_start\_time time NOT NULL default '00:00:00',

PRIMARY KEY (inventory\_id),  
 FOREIGN KEY (inventory\_item) references Item(item\_id),

FOREIGN KEY (player\_item) references Player(player\_id),

FOREIGN KEY (item\_location) references Adventurer(adventurer\_id)

);

Note:

// item\_location

The first adventurer (id 0) will be reserved for the vault (which is also where auction items will be stored.

// equipped\_status

0: inventory

1: worn

2: upgrade

3: vault

4: auction

**Item\_Upgrades**

CREATE TABLE Item\_Upgrades (  
  upgrade\_id bigint unsigned NOT NULL auto\_increment,  
 target\_item mediumint(6) unsigned NOT NULL,  
  upgrade\_type mediumint(6) unsigned NOT NULL default 0,  
 upgrade\_amount mediumint(6) unsigned NOT NULL default 0,

upgrade\_applied\_date date NOT NULL default '0000-00-00',

upgrade\_applied\_time time NOT NULL default '00:00:00',

PRIMARY KEY (upgrade\_id),  
 FOREIGN KEY (target\_item) references Inventory(inventory\_id)

);

*Note:*

// upgrade\_type

0: Fitness

1: Coordination

2: Physical Damage

3: Physical Resistance

4: Mental Prowess

5: Gold Found

6: Spirituality

7: Eloquence

8: Hit

9: Health

10: Avoidance

11: Spirae

12: Experience Gain

13: Decreased Monster Frequency

14: Increased Monster Frequency

15: Cold Resistance

16: Spell Damage

17: Magic Resistance

18: Heat Resistance

// upgrade\_amount

This will either be a percentage or a flat value depending on the upgrade\_type

**Crafting**

CREATE TABLE Crafting (  
  crafting\_id bigint unsigned NOT NULL auto\_increment,  
 target\_item bigint unsigned NOT NULL,

new\_item mediumint(6) unsigned NOT NULL,

crafting\_type tinyint unsigned NOT NULL default 0,  
  upgrade\_type mediumint(6) unsigned NOT NULL default 0,

upgrade\_amount mediumint(6) unsigned NOT NULL default 0,

crafter bigint unsigned NOT NULL default 0,

crafting\_start\_date date NOT NULL default '0000-00-00',

crafting\_start\_time time NOT NULL default '00:00:00',

crafting\_duration mediumint(6) unsigned NOT NULL,

PRIMARY KEY (craftng\_id),  
 FOREIGN KEY (target\_item) references Inventory(inventory\_id),

FOREIGN KEY (crafter) references Adventurer(adventurer\_id)

);

*Notes*:

// target\_item is used if crafting an upgrade to an existing item (crafting\_type is 2). Should match to an item in the inventory menu.

// new\_item is used if crafting a new item (crafting\_type is 1). This is mutually exclusive with target\_item. Item should match in the item database if the player knows the appropriate recipe.

// crafter is the adventurer assigned to do the crafting.

// crafting\_type

0: research

1: crafting new

2: upgrading an item

// upgrade\_type

0: Fitness

1: Coordination

2: Physical Damage

3: Physical Resistance

4: Mental Prowess

5: Gold Found

6: Spirituality

7: Eloquence

8: Hit

9: Health

10: Avoidance

11: Spirae

12: Experience Gain

13: Decreased Monster Frequency

14: Increased Monster Frequency

15: Cold Resistance

16: Spell Damage

17: Magic Resistance

18: Heat Resistance

**Skills\_Spells\_Known**

CREATE TABLE Skills\_Spells\_Known (  
  skills\_spells\_known\_id mediumint(6) unsigned NOT NULL auto\_increment,  
 adventurer mediumint(6) unsigned NOT NULL,

skill\_spell mediumint(6) unsigned NOT NULL default 0,

level\_known mediumint(6) unsigned NOT NULL default 1,

PRIMARY KEY (skills\_spells\_known\_id),

FOREIGN KEY (adventurer) references Adventurer(adventurer\_id)

);

*Note*: This table reflects the skills and spells that a given adventurer currently knows.

// skill\_spell represents the skill or spell id found in the Skills and Spells – Tyrant’s Realm.docx file.

**Combat\_Msgs**

CREATE TABLE Combat\_Msgs (  
 combat\_msgs\_id mediumint(6) unsigned NOT NULL,  
 msg varchar(255) NOT NULL,

PRIMARY KEY (combat\_msgs\_id)

);

**Known\_Recipes**

CREATE TABLE Known\_Recipes (  
 known\_recipes\_id int unsigned NOT NULL auto\_increment,  
 recipe\_owner mediumint(6) unsigned NOT NULL,

recipe mediumint(6) unsigned NOT NULL,

recipe\_experience int unsigned NOT NULL default 0,

PRIMARY KEY (known\_recipes\_id),

FOREIGN KEY (recipe) references Item(item\_id),

FOREIGN KEY (recipe\_owner) references Player(player\_id)

);

*Note*: These are the recipes that a given player knows.

**Player\_Effects**

CREATE TABLE Player\_Effects (  
 player\_effects\_id bigint unsigned NOT NULL auto\_increment,  
 player mediumint(6) unsigned NOT NULL,

effect mediumint(6) unsigned NOT NULL,

value mediumint(6) unsigned,

effect\_date date NOT NULL default '0000-00-00',  
  effect\_time time NOT NULL default '00:00:00',

duration mediumint(6) unsigned NOT NULL default 0;  
 PRIMARY KEY (player\_effects\_id),

FOREIGN KEY (player) references Player(player\_id)

);

*Notes*:

// effect

0: Reduced Construction Time

1: Increased Gold

2: Increased Experience Gain

3: Reduced Travel Time

4: Improved Espionage

5: Reduced Crafting Time

6: Reduced Reseach Time

7: Reduced Construction Costs

8: Reduced Leveling Costs

9: Increased Item Find Rates

10: Improved Guild Experience Contribution

11: Increased Weapon Experience Gain

**Party\_Effects**

CREATE TABLE Party\_Effects (  
 party\_effects\_id bigint unsigned NOT NULL auto\_increment,  
 party mediumint(6) unsigned NOT NULL,

effect mediumint(6) unsigned NOT NULL,

value mediumint(6) unsigned,

effect\_date date NOT NULL default '0000-00-00',  
  effect\_time time NOT NULL default '00:00:00',

duration mediumint(6) unsigned NOT NULL default 0,  
 PRIMARY KEY (party\_effects\_id),

FOREIGN KEY (party) references Party(party\_id)

);

*Notes*:

// effect

300: Physical Resistance (Defender Avatar)

301: Physical Damage (Berserker Avatar)

302: Magic Damage (Elementalist Avatar)

303: Join % (Summoner Avatar)

304: Item/Gold Bonus (Tempus Diem Fur Avatar)

305: Combat Experience (Scout Avatar)

306: Spell Healing Bonus (Hand of Grace Avatar)

307: Duration of Effects (Enhancer Avatar)

(spell #) for those that give effects

**Adventurer\_Effects**

CREATE TABLE Adventurer\_Effects (  
 adventurer\_effects\_id bigint unsigned NOT NULL auto\_increment,  
 adventurer mediumint(6) unsigned NOT NULL,

effect mediumint(6) unsigned NOT NULL,

value mediumint(6) unsigned,

effect\_date date NOT NULL default '0000-00-00',  
  effect\_time time NOT NULL default '00:00:00',

duration mediumint(6) unsigned NOT NULL default 0,  
 PRIMARY KEY (adventurer\_effects\_id),

FOREIGN KEY (adventurer) references Adventuer(adventurer\_id)

);

*Notes*:

// effect

(spell # for those that give effects)

Any other will be recorded starting at 300.

**Achievement**

CREATE TABLE Achievement (  
 achievement\_id bigint unsigned NOT NULL auto\_increment,  
 achievement\_name varchar(1024) NOT NULL,

achievement \_type mediumint(6) unsigned NOT NULL default 0,

achievement\_value mediumint(6) unsigned NOT NULL default 0,

PRIMARY KEY (achievement\_id)

);

*Notes*:

// This is the list of all potential achievements that a player may gain.

// achievement\_type

0: # of battles

1: # of pvp wins

2: level of adventurer

3: level of building

4: level of skill

5: level of item

6: level of guild

7: # of people in guild

8: # of pvp loses

9: lowest dungeon level entered

10: highest boss level killed

11: # of quests completed

12: # of dailies completed

13: # of raid quests completed

14: Amount of denarii

15: # of times changed profession

16: # of new crafting

17: # of upgrades

18: level of upgraded item

19: # of recipes learned

20: # of skills learned

21: # of spells learned

22: highest npc level killed

**Achievement\_Obtained**

CREATE TABLE Achievement\_Obtained (  
 achievement\_obtained\_id bigint unsigned NOT NULL auto\_increment,  
 achievement\_owner mediumint(6) unsigned NOT NULL,

achievement mediumint(6) unsigned NOT NULL,

PRIMARY KEY (achievement\_obtained\_id),

FOREIGN KEY (achievement\_owner) references Player(player\_id),

FOREIGN KEY (achievement) references Achievement(achievement\_id)

);

*Note:*

*// This is a list of all achievements that some player has earned.*

**Mail**

CREATE TABLE Mail (  
 mail\_id bigint unsigned NOT NULL auto\_increment,  
 owner mediumint(6) unsigned NOT NULL,

header varchar(60) NOT NULL,

body varchar(4096) NOT NULL,

read tinyint unsigned NOT NULL default 0,

mail\_date date NOT NULL default '0000-00-00',  
  mail\_time time NOT NULL default '00:00:00',  
 PRIMARY KEY (messages\_id),

FOREIGN KEY (owner) references Player(player\_id)

);

*Note*:

// read

0: not read

1: read

**Messages**

CREATE TABLE Messages (  
 messages\_id bigint unsigned NOT NULL auto\_increment,  
 owner mediumint(6) unsigned NOT NULL,

msg varchar(1024) NOT NULL,

msg\_type mediumint(6) unsigned NOT NULL default 0,

msg\_date date NOT NULL default '0000-00-00',  
  msg\_time time NOT NULL default '00:00:00',  
 PRIMARY KEY (messages\_id),

FOREIGN KEY (owner) references Player(player\_id)

);

*Note*:

// msg\_type

0: System Message

1: Research Message

2: Crafting Message

4: Guild Message

5: Exploration Message

6: Queue Notification

**Auction**

CREATE TABLE Auction (  
  auction\_id bigint unsigned NOT NULL auto\_increment,  
 auctioner mediumint(6) unsigned NOT NULL,

auction\_item mediumint(6) unsigned NOT NULL,

post\_date date NOT NULL default '0000-00-00',  
  post\_time time NOT NULL default '00:00:00',

duration mediumint(6) unsigned NOT NULL,

start\_price mediumint(6) unsigned NOT NULL,

buyout\_price mediumint(6) unsigned,

bidder mediumint(6) unsigned,  
 PRIMARY KEY (auction\_id),

FOREIGN KEY (auctioner) references Player(player\_id),

FOREIGN KEY (auction\_item) references Inventory(inventory\_id)

);

**Raid\_Queue**

CREATE TABLE Raid\_Queue (  
  raid\_queue\_id bigint unsigned NOT NULL auto\_increment,  
 raider bigint unsigned NOT NULL,

dungeon\_type mediumint(6) unsigned NOT NULL default 0,

PRIMARY KEY (raid\_queue\_id),

FOREIGN KEY (raider) references Adventurer(adventurer\_id)

);

*Notes*:

// dungeon\_type

0: Any dungeon

1: Den

2: Submerged City

3: Swamp

4: Ruins

5: Caverns

6: Forests

7: Crypts

8: Village

9: Temple

10: Volcano

**Arena\_Queue**

CREATE TABLE Arena\_Queue (  
  arena\_queue\_id bigint unsigned NOT NULL auto\_increment,  
 contestant mediumint(6) unsigned NOT NULL,

contestant\_team bigint unsigned NOT NULL,

PRIMARY KEY (arena\_queue\_id),

FOREIGN KEY (contestant) references Player(player\_id),

FOREIGN KEY (contestant\_team) references Party(party\_id)

);