
Tibia.py Documentation

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Tibia.py is a library for parsing HTML content from [Tibia.com](#). into Python objects. It can also parse json content from [TibiaData](#).

Features:

- Converts data into well-structured Python objects.
- Type consistent attributes.
- All objects can be converted to JSON strings.
- Can be used with any networking library.
- Support for characters, guilds, houses and worlds.

1.1 Introduction

1.1.1 Prerequisites

Tibia.py requires Python 3.5 or higher. Dependencies are installed automatically when installing the package.

However, since it uses `lxml` for parsing, on Linux you may require to install `libxml` on your system.

```
sudo apt-get install libxml2-dev libxslt-dev python-dev
```

Windows users are usually safe from this. For more information check out [lxml installation page](#).

1.1.2 Installation

Tibia.py can be installed from [PyPi](#) using:

```
python -m pip install tibia.py
```

1.1.3 Usage

This library only performs parsing, to fetch content you need to use external libraries.

The main models have a `get_url/get_url_tibiadata` method that can be used to get their [Tibia.com/TibiaData.com](#) page. With the url, the `html/json` content can be fetched and then passed to their `from_content/from_tibiadata` methods.

```
import aiohttp
import requests
import tibiapy
```

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```
# Asynchronously
async def get_character(name):
    url = tibiapy.Character.get_url(name)

    try:
        async with aiohttp.ClientSession() as session:
            async with session.get(url) as resp:
                content = await resp.text()
            character = tibiapy.Character.from_content(content)
    return character

# Synchronously
def get_character_sync(name):
    url = tibiapy.Character.get_url(name)

    r = requests.get(url)
    content = r.text
    character = tibiapy.Character.from_content(content)
    return character
```

1.2 API Reference

This module implements a variety of classes used to hold the data parsed from Tibia.com.

These objects are generally obtained from their respective `from_content` methods. It is possible to create and edit these objects as desired, but it may lead to unexpected behaviour if not done properly.

1.2.1 Enumerations

Enumerations are provided for various values in order to avoid depending on strings.

```
class tibiapy.HouseType
    The types of house available.

    HOUSE = 'house'

    GUILDHALL = 'guildhall'

class tibiapy.AccountStatus
    Possible account statuses.

    FREE_ACCOUNT = 'Free Account'

    PREMIUM_ACCOUNT = 'Premium Account'

class tibiapy.Category
    The different highscores categories.

    ACHIEVEMENTS = 'achievements'

    AXE_FIGHTING = 'axe'

    CLUB_FIGHTING = 'club'

    DISTANCE_FIGHTING = 'distance'

    EXPERIENCE = 'experience'
```



```
FISHING = 'fishing'
FIST_FIGHTING = 'fist'
LOYALTY_POINTS = 'loyalty'
MAGIC_LEVEL = 'magic'
SHIELDING = 'shielding'
SWORD_FIGHTING = 'sword'

class tibiapy.HouseStatus
    Renting statuses of a house.

    RENTED = 'rented'
    AUCTIONED = 'auctioned'

class tibiapy.PvpType
    The possible PvP types a World can have.

    OPEN_PVP = 'Open PvP'
    OPTIONAL_PVP = 'Optional PvP'
    RETRO_OPEN_PVP = 'Retro Open PvP'
    RETRO_HARDCORE_PVP = 'Retro Hardcore PvP'
    HARDCORE_PVP = 'Hardcore PvP'

class tibiapy.Sex
    Possible character sexes.

    MALE = 'male'
    FEMALE = 'female'

class tibiapy.TransferType
    The possible special transfer restrictions a world may have.

    REGULAR = 'regular'
        No special transfer restrictions
    BLOCKED = 'blocked'
        Can't transfer to this world, but can transfer out of this world.
    LOCKED = 'locked'
        Can transfer to this world, but can't transfer out of this world.

class tibiapy.Vocation
    The possible vocation types.

    NONE = 'None'
    DRUID = 'Druid'
    KNIGHT = 'Knight'
    PALADIN = 'Paladin'
    SORCERER = 'Sorcerer'
    ELDER_DRUID = 'Elder Druid'
    ELITE_KNIGHT = 'Elite Knight'
    ROYAL_PALADIN = 'Royal Paladin'
```

```
MASTER_SORCERER = 'Master Sorcerer'
```

```
class tibiapy.VocationFilter
```

The vocation filters available for Highscores.

```
classmethod from_name(name, all_fallback=True)
```

Gets a vocation filter from a vocation's name.

Parameters

- **name** (`str`) – The name of the vocation.
- **all_fallback** (`bool`) – Whether to return `ALL` if no match is found. Otherwise, `None` will be returned.

Returns The matching vocation filter.

Return type `VocationFilter`, optional

```
ALL = 0
```

```
KNIGHTS = 1
```

```
PALADINS = 2
```

```
SORCERERS = 3
```

```
DRUIDS = 4
```

```
class tibiapy.WorldLocation
```

The possible physical locations for servers.

```
EUROPE = 'Europe'
```

```
NORTH_AMERICA = 'North America'
```

```
SOUTH_AMERICA = 'South America'
```

1.2.2 Main Models

The following models all contain their respective `from_content` methods. They all have their respective section in `Tibia.com`

Character

```
class tibiapy.Character(name=None, world=None, vocation=None, level=0, sex=None,
                        **kwargs)
```

Represents a Tibia character.

name

`str` – The name of the character.

deletion_date

`datetime.datetime`, optional – The date when the character will be deleted if it is scheduled for deletion.

former_names

`list` of `str` – Previous names of the character.

sex

`Sex` – The character's sex.

vocation

Vocation – The character’s vocation.

level

int – The character’s level.

achievement_points

int – The total of achievement points the character has.

world

str – The character’s current world.

former_world

str, optional – The previous world the character was in, in the last 6 months.

residence

str – The current hometown of the character.

married_to

str, optional – The name of the character’s spouse.

house

CharacterHouse, optional – The house currently owned by the character.

guild_membership

GuildMembership, optional – The guild the character is a member of.

last_login

datetime.datetime, optional – The last time the character logged in. It will be *None* if the character has never logged in.

position

str, optional – The position of the character (e.g. CipSoft Member), if any.

comment

str, optional – The displayed comment.

account_status

AccountStatus – Whether the character’s account is Premium or Free.

achievements

list of *Achievement* – The achievements chosen to be displayed.

deaths

list of *Death* – The character’s recent deaths.

account_information

AccountInformation, optional – The character’s account information, if visible.

other_characters

list of *OtherCharacter* – Other characters in the same account. It will be empty if the character is hidden, otherwise, it will contain at least the character itself.

deleted

bool – Whether the character is scheduled for deletion or not.

guild_name

str – The name of the guild the character belongs to, or *None*.

guild_rank

str – The character’s rank in the guild they belong to, or *None*.

guild_url

str – The character’s rank in the guild they belong to, or *None*.

hidden

bool – Whether this is a hidden character or not.

married_to_url

str – The URL to the husband/spouse information page on Tibia.com, if applicable.

classmethod from_content (*content*)

Creates an instance of the class from the html content of the character's page.

Parameters **content** (*str*) – The HTML content of the page.

Returns The character contained in the page, or None if the character doesn't exist

Return type *Character*

Raises *InvalidContent* – If content is not the HTML of a character's page.

classmethod from_tibiadata (*content*)

Builds a character object from a TibiaData character response.

Parameters **content** (*str*) – The JSON content of the response.

Returns The character contained in the page, or None if the character doesn't exist

Return type *Character*

Raises *InvalidContent* – If content is not a JSON string of the Character response.

classmethod get_url (*name*)

Gets the Tibia.com URL for a given character name.

Parameters **name** (*str*) – The name of the character.

Returns The URL to the character's page.

Return type *str*

classmethod get_url_tibiadata (*name*)

Gets the TibiaData.com URL for a given character name.

Parameters **name** (*str*) – The name of the character.

Returns The URL to the character's page on TibiaData.com.

Return type *str*

to_json (*, *indent=None*, *sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, None will return the shortest possible string.
- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

url

str – The URL of the character's information page on Tibia.com

url_tibiadata

str – The URL of the character's information on TibiaData.com.

Guild

class tibiapy.**Guild** (*name=None, world=None, **kwargs*)

Represents a Tibia guild.

name

str – The name of the guild.

logo_url

str – The URL to the guild’s logo.

description

str, optional – The description of the guild.

world

str – The world this guild belongs to.

founded

datetime.date – The day the guild was founded.

active

bool – Whether the guild is active or still in formation.

guildhall

GuildHouse, optional – The guild’s guildhall if any.

open_applications

bool – Whether applications are open or not.

disband_date

datetime.datetime, optional – The date when the guild will be disbanded if the condition hasn’t been met.

disband_condition

str, optional – The reason why the guild will get disbanded.

homepage

str, optional – The guild’s homepage, if any.

members

list of *GuildMember* – List of guild members.

invites

list of *GuildInvite* – List of invited characters.

member_count

int – The number of members in the guild.

online_count

int – The number of online members in the guild.

online_members

list of *GuildMember* – List of currently online members.

ranks

list of *str* – Ranks in their hierarchical order.

classmethod **from_content** (*content*)

Creates an instance of the class from the HTML content of the guild’s page.

Parameters **content** (*str*) – The HTML content of the page.

Returns The guild contained in the page or None if it doesn’t exist.

Return type *Guild*

Raises *InvalidContent* – If content is not the HTML of a guild’s page.

classmethod `from_tibiadata (content)`

Builds a guild object from a TibiaData character response.

Parameters `content` (*str*) – The json string from the TibiaData response.

Returns The guild contained in the description or *None*.

Return type *Guild*

Raises *InvalidContent* – If content is not a JSON response of a guild’s page.

classmethod `get_url (name)`

Gets the Tibia.com URL for a given guild name.

Parameters `name` (*str*) – The name of the guild.

Returns The URL to the guild’s page

Return type *str*

classmethod `get_url_tibiadata (name)`

Gets the TibiaData.com URL for a given guild name.

Parameters `name` (*str*) – The name of the guild.

Returns The URL to the guild’s page on TibiaData.com.

Return type *str*

to_json (**, indent=None, sort_keys=False*)

Gets the object’s JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

url

str – The URL to the guild’s information page on Tibia.com.

url_tibiadata

str – The URL to the guild on TibiaData.com.

Highscores

class `tibiapy.Highscores (world, category, **kwargs)`

Represents the highscores of a world.

Tibia.com only shows 25 entries per page. TibiaData.com shows all results at once.

world

str – The world the highscores belong to.

category

Category – The selected category to displays the highscores of.

vocation
VocationFilter – The selected vocation to filter out values.

results_count
int – The total amount of highscores entries in this category. These may be shown in another page.

from_rank
int – The starting rank of the provided entries.

to_rank
int – The last rank of the provided entries.

page
int – The page number the shown results correspond to on Tibia.com

total_pages
int – The total of pages of the highscores category.

url
str – The URL to the highscores page on Tibia.com containing the results.

url_tibiadata
str – The URL to the highscores page on TibiaData.com containing the results.

classmethod from_content (*content*)
 Creates an instance of the class from the html content of a highscores page.

Notes

Tibia.com only shows up to 25 entries per page, so in order to obtain the full highscores, all 12 pages must be parsed and merged into one.

Parameters **content** (*str*) – The HTML content of the page.

Returns The highscores results contained in the page.

Return type *Highscores*

Raises *InvalidContent* – If content is not the HTML of a highscore's page.

classmethod from_tibiadata (*content*, *vocation=None*)
 Builds a highscores object from a TibiaData highscores response.

Notes

Since TibiaData.com's response doesn't contain any indication of the vocation filter applied, *vocation* can't be determined from the response, so the attribute must be assigned manually.

If the attribute is known, it can be passed for it to be assigned in this method.

Parameters

- **content** (*str*) – The JSON content of the response.
- **vocation** (*VocationFilter*, optional) – The vocation filter to assign to the results.
 Note that this won't affect the parsing.

Returns The highscores contained in the page, or None if the content is for the highscores of a nonexistent world.

Return type *Highscores*

Raises `InvalidContent` – If content is not a JSON string of the highscores response.

classmethod `get_url` (*world*, *category*=<`Category.EXPERIENCE`: 'experience'>, *vocation*=<`VocationFilter.ALL`: 0>, *page*=1)

Gets the Tibia.com URL of the highscores for the given parameters.

Parameters

- **world** (`str`) – The game world of the desired highscores.
- **category** (`Category`) – The desired highscores category.
- **vocation** (`VocationFilter`) – The vocation filter to apply. By default all vocations will be shown.
- **page** (`int`) – The page of highscores to show.

Returns

Return type The URL to the Tibia.com highscores.

classmethod `get_url_tibiadata` (*world*, *category*=<`Category.EXPERIENCE`: 'experience'>, *vocation*=<`VocationFilter.ALL`: 0>)

Gets the TibiaData.com URL of the highscores for the given parameters.

Parameters

- **world** (`str`) – The game world of the desired highscores.
- **category** (`Category`) – The desired highscores category.
- **vocation** (`VocationFilter`) – The vocation filter to apply. By default all vocations will be shown.

Returns

Return type The URL to the TibiaData.com highscores.

to_json (*, *indent*=None, *sort_keys*=False)

Gets the object's JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, None will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

House

class `tibiapy.House` (*name*, *world*=None, ***kwargs*)

Represents a house in a specific world.

id

`int` – The internal ID of the house. This is used on the website to identify houses.

name

`str` – The name of the house.

world

`str` – The name of the world the house belongs to.

status
HouseStatus – The current status of the house.

type
HouseType – The type of the house.

image_url
str – The URL to the house’s minimap image.

beds
int – The number of beds the house has.

size
int – The number of SQM the house has.

rent
int – The monthly cost paid for the house, in gold coins.

owner
str – The current owner of the house, if any.

owner_sex
Sex – The sex of the owner of the house, if applicable.

paid_until
datetime.datetime, optional – The date the last paid rent is due.

transfer_date
datetime.datetime, optional – The date when the owner will move out of the house, if applicable.

transferee
str, optional – The character who will receive the house when the owner moves, if applicable.

transfer_price
int – The price that will be paid from the transferee to the owner for the house transfer.

transfer_accepted
bool – Whether the house transfer has already been accepted or not.

highest_bid
int – The currently highest bid on the house if it is being auctioned.

highest_bidder
str, optional – The character that holds the highest bid.

auction_end
datetime.datetime, optional – The date when the auction will end.

owner_url
str – The URL to the Tibia.com page of the house’s owner, if applicable.

transferee_url
str – The URL to the Tibia.com page of the character receiving the house, if applicable.

highest_bidder_url
str – The URL to the Tibia.com page of the character with the highest bid, if applicable.

classmethod from_content (*content*)
 Parses a Tibia.com response into a House object.

Parameters **content** (*str*) – HTML content of the page.

Returns The house contained in the page, or None if the house doesn’t exist.

Return type *House*

Raises *InvalidContent* – If the content is not the house section on Tibia.com

classmethod `from_tibiadata (content)`

Parses a TibiaData response into a House object.

Parameters `content` (*str*) – The JSON content of the TibiaData response.

Returns The house contained in the response, if found.

Return type *House*

Raises *InvalidContent* – If the content is not a house JSON response from TibiaData

classmethod `get_url (house_id, world)`

Gets the Tibia.com URL for a house with the given id and world.

Parameters

- `house_id` (*int*) – The internal id of the house.
- `world` (*str*) – The world of the house.

Returns

Return type The URL to the house in Tibia.com

classmethod `get_url_tibiadata (house_id, world)`

Gets the TibiaData.com URL for a house with the given id and world.

Parameters

- `house_id` (*int*) – The internal id of the house.
- `world` (*str*) – The world of the house.

Returns

Return type The URL to the house in TibiaData.com

to_json (*, *indent=None, sort_keys=False*)

Gets the object's JSON representation.

Parameters

- `indent` (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- `sort_keys` (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

url

str – The URL to the Tibia.com page of the house.

url_tibiadata

str – The URL to the TibiaData.com page of the house.

ListedGuild

class `tibiapy.ListedGuild (name, world, logo_url=None, description=None, active=False)`

Represents a Tibia guild in the guild list of a world.

name
 `str` – The name of the guild.

logo_url
 `str` – The URL to the guild’s logo.

description
 `str`, optional – The description of the guild.

world
 `str` – The world this guild belongs to.

active
 `bool` – Whether the guild is active or still in formation.

classmethod `get_world_list_url` (*world*)
 Gets the Tibia.com URL for the guild section of a specific world.

Parameters **world** (`str`) – The name of the world.

Returns The URL to the guild’s page

Return type `str`

classmethod `get_world_list_url_tibiadata` (*world*)
 Gets the TibiaData.com URL for the guild list of a specific world.

Parameters **world** (`str`) – The name of the world.

Returns The URL to the guild’s page.

Return type `str`

classmethod `list_from_content` (*content*)
 Gets a list of guilds from the HTML content of the world guilds’ page.

Parameters **content** (`str`) – The HTML content of the page.

Returns List of guilds in the current world. `None` if it’s the list of a world that doesn’t exist.

Return type `list` of `ListedGuild`

Raises `InvalidContent` – If content is not the HTML of a guild’s page.

classmethod `list_from_tibiadata` (*content*)
 Builds a character object from a TibiaData character response.

Parameters **content** (`str`) – A string containing the JSON response from TibiaData.

Returns The list of guilds contained.

Return type `list` of `ListedGuild`

Raises `InvalidContent` – If content is not a JSON response of TibiaData’s guild list.

classmethod `get_url` (*name*)
 Gets the Tibia.com URL for a given guild name.

Parameters **name** (`str`) – The name of the guild.

Returns The URL to the guild’s page

Return type `str`

classmethod `get_url_tibiadata` (*name*)
 Gets the TibiaData.com URL for a given guild name.

Parameters **name** (`str`) – The name of the guild.

Returns The URL to the guild's page on TibiaData.com.

Return type `str`

to_json (*, *indent=None*, *sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

url

`str` – The URL to the guild's information page on Tibia.com.

url_tibiadata

`str` – The URL to the guild on TibiaData.com.

ListedHouse

class `tibiapy.ListedHouse` (*name*, *world*, *houseid*, ***kwargs*)

Represents a house from the house list in Tibia.com.

id

`int` – The internal ID of the house. This is used on the website to identify houses.

name

`str` – The name of the house.

world

`str` – The name of the world the house belongs to.

status

`HouseStatus` – The current status of the house.

type

`HouseType` – The type of house.

town

`str` – The town where the house is located.

size

`int` – The size of the house in SQM.

rent

`int` – The monthly cost of the house, in gold coins.

time_left

`datetime.timedelta`, optional – The number of days or hours left until the bid ends, if it has started. This is not an exact measure, it is rounded to hours or days.

highest_bid

`int` – The highest bid so far, if the auction has started.

classmethod `list_from_content` (*content*)

Parses the content of a house list from Tibia.com into a list of houses

Parameters `content` (`str`) – The raw HTML response from the house list.

Returns

Return type `list` of `ListedHouse`

Raises `InvalidContent` – Content is not the house list from Tibia.com

classmethod `list_from_tibiadata` (`content`)

Parses the content of a house list from TibiaData.com into a list of houses

Parameters `content` (`str`) – The raw JSON response from TibiaData

Returns

Return type `list` of `ListedHouse`

Raises `InvalidContent` – Content is not the house list from TibiaData.com

classmethod `get_list_url` (`world`, `town`, `house_type`: `tibiapy.enums.HouseType` = `<HouseType.HOUSE: 'house'>`)

Gets the URL to the house list on Tibia.com with the specified parameters.

Parameters

- `world` (`str`) – The name of the world.
- `town` (`str`) – The name of the town.
- `house_type` (`HouseType`) – Whether to search for houses or guildhalls.

Returns The URL to the list matching the parameters.

Return type `str`

classmethod `get_list_url_tibiadata` (`world`, `town`, `house_type`: `tibiapy.enums.HouseType` = `<HouseType.HOUSE: 'house'>`)

Gets the URL to the house list on Tibia.com with the specified parameters.

Parameters

- `world` (`str`) – The name of the world.
- `town` (`str`) – The name of the town.
- `house_type` (`HouseType`) – Whether to search for houses or guildhalls.

Returns The URL to the list matching the parameters.

Return type `str`

classmethod `get_url` (`house_id`, `world`)

Gets the Tibia.com URL for a house with the given id and world.

Parameters

- `house_id` (`int`) – The internal id of the house.
- `world` (`str`) – The world of the house.

Returns

Return type The URL to the house in Tibia.com

classmethod `get_url_tibiadata` (`house_id`, `world`)

Gets the TibiaData.com URL for a house with the given id and world.

Parameters

- `house_id` (`int`) – The internal id of the house.

- **world** (*str*) – The world of the house.

Returns

Return type The URL to the house in TibiaData.com

to_json (*, *indent=None*, *sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

url

str – The URL to the Tibia.com page of the house.

url_tibiadata

str – The URL to the TibiaData.com page of the house.

ListedWorld

class tibiapy.**ListedWorld** (*name*, *location=None*, *pvp_type=None*, ***kwargs*)

Represents a game server listed in the World Overview section.

name

str – The name of the world.

status

str – The current status of the world.

online_count

int – The number of currently online players in the world.

location

WorldLocation – The physical location of the game servers.

pvp_type

PvpType – The type of PvP in the world.

transfer_type

TransferType – The type of transfer restrictions this world has.

battleye_protected

bool – Whether the server is currently protected with BattlEye or not.

battleye_date

datetime.date – The date when BattlEye was added to this world. If this is *None* and the world is protected, it means the world was protected from the beginning.

experimental

bool – Whether the world is experimental or not.

premium_only

bool – Whether only premium account players are allowed to play in this server.

classmethod `get_list_url()`

Gets the URL to the World Overview page in Tibia.com

Returns The URL to the World Overview's page.

Return type `str`

classmethod `get_list_url_tibiadata()`

Gets the URL to the World Overview page in Tibia.com

Returns The URL to the World Overview's page.

Return type `str`

classmethod `list_from_content(content)`

Parses the content of the World Overview section from Tibia.com and returns only the list of worlds.

Parameters `content` (`str`) – The HTML content of the World Overview page in Tibia.com

Returns A list of the worlds and their current information.

Return type `list` of `ListedWorld`

Raises `InvalidContent` – If the provided content is not the HTML content of the worlds section in Tibia.com

classmethod `list_from_tibiadata(content)`

Parses the content of the World Overview section from TibiaData.com.

Notes

Due to TibiaData limitations, the listed worlds lack some information. The following attributes are unavailable:

- `status` is always Online.
- `battleeye_protected` is always False
- `battleeye_date` is always None.

Parameters `content` (`str`) – The JSON response of the worlds section in TibiaData.com

Returns A list of the worlds and their current information.

Return type `list` of `ListedWorld`

Raises `InvalidContent` – If the provided content is the json content of the world section in TibiaData.com

classmethod `get_url(name)`

Gets the URL to the World's information page on Tibia.com.

Parameters `name` (`str`) – The name of the world.

Returns The URL to the world's information page.

Return type `str`

classmethod `get_url_tibiadata(name)`

Gets the URL to the World's information page on TibiaData.com.

Parameters `name` (`str`) – The name of the world.

Returns The URL to the world's information page on TibiaData.com.

Return type `str`

to_json (*, *indent=None*, *sort_keys=False*)
Gets the object's JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

url

`str` – URL to the world's information page on Tibia.com.

url_tibiadata

`str` – URL to the world's information page on TibiaData.com.

World

class `tibiapy.World` (*name*, *location=None*, *pvp_type=None*, ***kwargs*)
Represents a Tibia game server.

name

`str` – The name of the world.

status

`str` – The current status of the world.

online_count

`int` – The number of currently online players in the world.

record_count

`int` – The server's online players record.

record_date

`datetime.datetime` – The date when the online record was achieved.

location

`WorldLocation` – The physical location of the game servers.

pvp_type

`PvpType` – The type of PvP in the world.

creation_date

`str` – The month and year the world was created. In YYYY-MM format.

transfer_type

`TransferType` – The type of transfer restrictions this world has.

world_quest_titles

`list of str` – List of world quest titles the server has achieved.

battleye_protected

`bool` – Whether the server is currently protected with BattlEye or not.

battleye_date

`datetime.date` – The date when BattlEye was added to this world. If this is `None` and the world is protected, it means the world was protected from the beginning.

experimental

`bool` – Whether the world is experimental or not.

online_players

`list` of *OnlineCharacter*. – A list of characters currently online in the server.

premium_only

`bool` – Whether only premium account players are allowed to play in this server.

creation_year

`int` – Returns the year when the world was created.

creation_month

`int` – Returns the month when the world was created.

classmethod from_content (content)

Parses a Tibia.com response into a *World*.

Parameters `content` (`str`) – The raw HTML from the server’s information page.

Returns The *World* described in the page, or `None`.

Return type *World*

Raises *InvalidContent* – If the provided content is not the html content of the world section in Tibia.com

classmethod from_tibiadata (content)

Parses a TibiaData.com response into a *World*

Parameters `content` (`str`) – The raw JSON content from TibiaData

Returns The *World* described in the page, or `None`.

Return type *World*

Raises *InvalidContent* – If the provided content is not a TibiaData world response.

classmethod get_url (name)

Gets the URL to the World’s information page on Tibia.com.

Parameters `name` (`str`) – The name of the world.

Returns The URL to the world’s information page.

Return type `str`

classmethod get_url_tibiadata (name)

Gets the URL to the World’s information page on TibiaData.com.

Parameters `name` (`str`) – The name of the world.

Returns The URL to the world’s information page on TibiaData.com.

Return type `str`

to_json (*, indent=None, sort_keys=False)

Gets the object’s JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.

- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

url

str – URL to the world’s information page on Tibia.com.

url_tibiadata

str – URL to the world’s information page on TibiaData.com.

WorldOverview

class `tibiapy.WorldOverview` (***kwargs*)

Container class for the World Overview section.

record_count

int – The overall player online record.

record_date

datetime.datetime – The date when the record was achieved.

worlds

list of *ListedWorld* – List of worlds, with limited info.

total_online

int – Total players online across all worlds.

classmethod `get_url()`

Gets the URL to the World Overview page in Tibia.com

Returns The URL to the World Overview’s page.

Return type *str*

classmethod `get_url_tibiadata()`

Gets the URL to the World Overview page in Tibia.com

Returns The URL to the World Overview’s page.

Return type *str*

classmethod `from_content(content)`

Parses the content of the World Overview section from Tibia.com into an object of this class.

Parameters **content** (*str*) – The HTML content of the World Overview page in Tibia.com

Returns An instance of this class containing all the information.

Return type *WorldOverview*

Raises *InvalidContent* – If the provided content is not the HTML content of the worlds section in Tibia.com

classmethod `from_tibiadata(content)`

Parses the content of the World Overview section from TibiaData.com into an object of this class.

Notes

Due to TibiaData limitations, `record_count` and `record_date` are unavailable object.

Additionally, the listed worlds in `worlds` lack some information when obtained from TibiaData. The following attributes are unavailable:

- `ListedWorld.status` is always Online.
- `ListedWorld.battleye_protected` is always False
- `ListedWorld.battleye_date` is always None.

Parameters `content` (`str`) – The JSON response of the worlds section in TibiaData.com

Returns An instance of this class containing only the available worlds.

Return type `WorldOverview`

Raises `InvalidContent` – If the provided content is the json content of the world section in TibiaData.com

`to_json` (*, `indent=None`, `sort_keys=False`)

Gets the object's JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, None will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

1.2.3 Auxiliary Classes

Auxiliary classes are used to hold certain data in a standardized way, in some cases, introducing additional methods and properties for their use.

AccountInformation

class `tibiapy.AccountInformation` (`created`, `loyalty_title=None`, `position=None`)

Represents the account information of a character.

created

`datetime.datetime` – The date when the account was created.

position

`str`, optional – The special position of this account, if any.

loyalty_title

`str`, optional – The loyalty title of the account, if any.

`to_json` (*, `indent=None`, `sort_keys=False`)

Gets the object's JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

Achievement

class `tibiapy.Achievement` (*name, grade*)

Represents an achievement listed on a character's page.

name

str – The name of the achievement.

grade

int – The grade of the achievement, also known as stars.

to_json (*, *indent=None, sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

CharacterHouse

class `tibiapy.CharacterHouse` (*_id, name, world=None, town=None, owner=None, paid_until_date=None*)

Represents a House owned by a character.

id

int – The internal ID of the house. This is used on the website to identify houses.

name

str – The name of the house.

world

str – The name of the world the house belongs to.

status

HouseStatus – The current status of the house.

type

HouseType – The type of the house.

town

str – The town where the city is located in.

owner

str – The owner of the house.

paid_until_date

`datetime.date` – The date the last paid rent is due.

classmethod `get_url` (*house_id*, *world*)

Gets the Tibia.com URL for a house with the given id and world.

Parameters

- **house_id** (`int`) – The internal id of the house.
- **world** (`str`) – The world of the house.

Returns

Return type The URL to the house in Tibia.com

classmethod `get_url_tibiadata` (*house_id*, *world*)

Gets the TibiaData.com URL for a house with the given id and world.

Parameters

- **house_id** (`int`) – The internal id of the house.
- **world** (`str`) – The world of the house.

Returns

Return type The URL to the house in TibiaData.com

to_json (*, *indent=None*, *sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

url

`str` – The URL to the Tibia.com page of the house.

url_tibiadata

`str` – The URL to the TibiaData.com page of the house.

ExpHighscoresEntry

class `tibiapy.ExpHighscoresEntry` (*name*, *rank*, *vocation*, *value*, *level*)

Represents an entry for the highscores's experience category.

name

`str` – The name of the character.

rank

`int` – The character's rank in the respective highscores.

vocation

`Vocation` – The character's vocation.

value
`int` – The character’s experience points.

level
`int` – The character’s level.

classmethod `get_url` (*name*)
Gets the Tibia.com URL for a given character name.

Parameters **name** (`str`) – The name of the character.

Returns The URL to the character’s page.

Return type `str`

classmethod `get_url_tibiadata` (*name*)
Gets the TibiaData.com URL for a given character name.

Parameters **name** (`str`) – The name of the character.

Returns The URL to the character’s page on TibiaData.com.

Return type `str`

`to_json` (*, *indent=None*, *sort_keys=False*)
Gets the object’s JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

url
`str` – The URL of the character’s information page on Tibia.com

url_tibiadata
`str` – The URL of the character’s information on TibiaData.com.

Death

class `tibiapy.Death` (*name=None*, *level=0*, ***kwargs*)
Represents a death by a character

name
`str` – The name of the character this death belongs to.

level
`int` – The level at which the death occurred.

killers
`list` of *Killer* – A list of all the killers involved.

assists
`list` of *Killer* – A list of characters that were involved, without dealing damage.

time
`datetime.datetime` – The time at which the death occurred.

by_player

bool – Whether the kill involves other characters.

killer

Killer – The first killer in the list.

This is usually the killer that gave the killing blow.

to_json (*, *indent=None*, *sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

GuildHouse

class `tibiapy.GuildHouse` (*name*, *world=None*, *owner=None*, *paid_until_date=None*)

Represents a House owned by a guild.

name

str – The name of the house.

world

str – The name of the world the house belongs to.

status

HouseStatus – The current status of the house.

type

HouseType – The type of the house.

owner

str – The owner of the guildhall.

paid_until_date

datetime.date – The date the last paid rent is due.

classmethod `get_url` (*house_id*, *world*)

Gets the Tibia.com URL for a house with the given id and world.

Parameters

- **house_id** (*int*) – The internal id of the house.
- **world** (*str*) – The world of the house.

Returns

Return type The URL to the house in Tibia.com

classmethod `get_url_tibiadata` (*house_id*, *world*)

Gets the TibiaData.com URL for a house with the given id and world.

Parameters

- **house_id** (*int*) – The internal id of the house.

- **world** (`str`) – The world of the house.

Returns

Return type The URL to the house in TibiaData.com

to_json (*, *indent=None, sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

GuildInvite

class `tibiapy.GuildInvite` (*name=None, date=None*)

Represents an invited character

name

`str` – The name of the character

date

`datetime.date` – The day when the character was invited.

classmethod `get_url` (*name*)

Gets the Tibia.com URL for a given character name.

Parameters **name** (`str`) – The name of the character.

Returns The URL to the character's page.

Return type `str`

classmethod `get_url_tibiadata` (*name*)

Gets the TibiaData.com URL for a given character name.

Parameters **name** (`str`) – The name of the character.

Returns The URL to the character's page on TibiaData.com.

Return type `str`

to_json (*, *indent=None, sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

url
 `str` – The URL of the character’s information page on Tibia.com

url_tibiadata
 `str` – The URL of the character’s information on TibiaData.com.

GuildMember

class tibiapy.**GuildMember** (*name=None, rank=None, title=None, level=0, vocation=None, **kwargs*)

Represents a guild member.

rank
 `str` – The rank the member belongs to

name
 `str` – The name of the guild member.

title
 `str`, optional – The member’s title.

level
 `int` – The member’s level.

vocation
 `Vocation` – The member’s vocation.

joined
 `datetime.date` – The day the member joined the guild.

online
 `bool` – Whether the member is online or not.

classmethod **get_url** (*name*)
 Gets the Tibia.com URL for a given character name.

Parameters **name** (`str`) – The name of the character.

Returns The URL to the character’s page.

Return type `str`

classmethod **get_url_tibiadata** (*name*)
 Gets the TibiaData.com URL for a given character name.

Parameters **name** (`str`) – The name of the character.

Returns The URL to the character’s page on TibiaData.com.

Return type `str`

to_json (*, *indent=None, sort_keys=False*)
 Gets the object’s JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

url

`str` – The URL of the character’s information page on Tibia.com

url_tibiadata

`str` – The URL of the character’s information on TibiaData.com.

GuildMembership

class `tibiapy.GuildMembership` (*name*, *rank*)

Represents the guild information of a character.

name

`str` – The name of the guild.

rank

`str` – The name of the rank the member has.

classmethod `get_url` (*name*)

Gets the Tibia.com URL for a given guild name.

Parameters **name** (`str`) – The name of the guild.

Returns The URL to the guild’s page

Return type `str`

classmethod `get_url_tibiadata` (*name*)

Gets the TibiaData.com URL for a given guild name.

Parameters **name** (`str`) – The name of the guild.

Returns The URL to the guild’s page on TibiaData.com.

Return type `str`

to_json (*, *indent=None*, *sort_keys=False*)

Gets the object’s JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

url

`str` – The URL to the guild’s information page on Tibia.com.

url_tibiadata

`str` – The URL to the guild on TibiaData.com.

HighscoresEntry

class `tibiapy.HighscoresEntry` (*name*, *rank*, *vocation*, *value*)

Represents a entry for the highscores.

name
`str` – The name of the character.

rank
`int` – The character’s rank in the respective highscores.

vocation
`Vocation` – The character’s vocation.

value
`int` – The character’s value for the highscores.

classmethod `get_url` (*name*)
 Gets the Tibia.com URL for a given character name.

Parameters **name** (`str`) – The name of the character.

Returns The URL to the character’s page.

Return type `str`

classmethod `get_url_tibiadata` (*name*)
 Gets the TibiaData.com URL for a given character name.

Parameters **name** (`str`) – The name of the character.

Returns The URL to the character’s page on TibiaData.com.

Return type `str`

`to_json` (*, *indent=None*, *sort_keys=False*)
 Gets the object’s JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

url
`str` – The URL of the character’s information page on Tibia.com

url_tibiadata
`str` – The URL of the character’s information on TibiaData.com.

Killer

class `tibiapy.Killer` (*name*, *player=False*, *summon=None*)
 Represents a killer.

A killer can be:

1. A creature.
2. A character.
3. A creature summoned by a character.

name
`str` – The name of the killer. In the case of summons, the name belongs to the owner.

player
`bool` – Whether the killer is a player or not.

summon
`str`, optional – The name of the summoned creature, if applicable.

url
`str`, optional – The URL of the character’s information page on Tibia.com, if applicable.

to_json (*, *indent=None*, *sort_keys=False*)
Gets the object’s JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

LoyaltyHighscoresEntry

class tibiapy.LoyaltyHighscoresEntry (*name*, *rank*, *vocation*, *value*, *title*)

Represents a entry for the highscores loyalty points category.

name
`str` – The name of the character.

rank
`int` – The character’s rank in the respective highscores.

vocation
`Vocation` – The character’s vocation.

value
`int` – The character’s loyalty points.

title
`str` – The character’s loyalty title.

classmethod get_url (*name*)
Gets the Tibia.com URL for a given character name.

Parameters **name** (`str`) – The name of the character.

Returns The URL to the character’s page.

Return type `str`

classmethod get_url_tibiadata (*name*)
Gets the TibiaData.com URL for a given character name.

Parameters **name** (`str`) – The name of the character.

Returns The URL to the character’s page on TibiaData.com.

Return type `str`

to_json (*, *indent=None*, *sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

url

str – The URL of the character's information page on Tibia.com

url_tibiadata

str – The URL of the character's information on TibiaData.com.

OnlineCharacter

class `tibiapy.OnlineCharacter` (*name*, *world*, *level*, *vocation*)

Represents an online character.

name

str – The name of the character.

world

str – The name of the world.

vocation

Vocation – The vocation of the character.

level

int – The level of the character.

classmethod `get_url` (*name*)

Gets the Tibia.com URL for a given character name.

Parameters **name** (*str*) – The name of the character.

Returns The URL to the character's page.

Return type *str*

classmethod `get_url_tibiadata` (*name*)

Gets the TibiaData.com URL for a given character name.

Parameters **name** (*str*) – The name of the character.

Returns The URL to the character's page on TibiaData.com.

Return type *str*

to_json (*, *indent=None*, *sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.

- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

url

str – The URL of the character’s information page on Tibia.com

url_tibiadata

str – The URL of the character’s information on TibiaData.com.

OtherCharacter

class `tibiapy.OtherCharacter` (*name*, *world*, *online=False*, *deleted=False*)

Represents other character’s displayed in the Character’s information page.

name

str – The name of the character.

world

str – The name of the world.

online

bool – Whether the character is online or not.

deleted

bool – Whether the character is scheduled for deletion or not.

classmethod `get_url` (*name*)

Gets the Tibia.com URL for a given character name.

Parameters **name** (*str*) – The name of the character.

Returns The URL to the character’s page.

Return type *str*

classmethod `get_url_tibiadata` (*name*)

Gets the TibiaData.com URL for a given character name.

Parameters **name** (*str*) – The name of the character.

Returns The URL to the character’s page on TibiaData.com.

Return type *str*

to_json (*, *indent=None*, *sort_keys=False*)

Gets the object’s JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

url

str – The URL of the character’s information page on Tibia.com

url_tibiadata

str – The URL of the character’s information on TibiaData.com.

1.2.4 Base Classes

The following classes are not meant to be used or instantiated, but are documented here for informational purposes. They implement methods and properties that can be inherited by other classes to implement their functionality.

class `tibiapy.abc.BaseCharacter`

Base class for all character classes.

Implements common properties methods for characters.

The following implement this class:

- *Character*
- *GuildInvite*
- *GuildMember*
- *OnlineCharacter*
- *OtherCharacter*

name

str – The name of the character.

url

str – The URL of the character’s information page on Tibia.com

url_tibiadata

str – The URL of the character’s information on TibiaData.com.

classmethod `get_url (name)`

Gets the Tibia.com URL for a given character name.

Parameters **name** (*str*) – The name of the character.

Returns The URL to the character’s page.

Return type *str*

classmethod `get_url_tibiadata (name)`

Gets the TibiaData.com URL for a given character name.

Parameters **name** (*str*) – The name of the character.

Returns The URL to the character’s page on TibiaData.com.

Return type *str*

to_json (*, *indent=None, sort_keys=False*)

Gets the object’s JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

class `tibiapy.abc.BaseGuild`

Base class for Guild classes.

The following implement this class:

- `Guild`
- `GuildMembership`

name

`str` – The name of the guild.

url

`str` – The URL to the guild’s information page on Tibia.com.

url_tibiadata

`str` – The URL to the guild on TibiaData.com.

classmethod `get_url(name)`

Gets the Tibia.com URL for a given guild name.

Parameters `name` (`str`) – The name of the guild.

Returns The URL to the guild’s page

Return type `str`

classmethod `get_url_tibiadata(name)`

Gets the TibiaData.com URL for a given guild name.

Parameters `name` (`str`) – The name of the guild.

Returns The URL to the guild’s page on TibiaData.com.

Return type `str`

to_json (*, `indent=None`, `sort_keys=False`)

Gets the object’s JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

class `tibiapy.abc.BaseHouse`

Base class for all house classes

The following implement this class:

- `abc.BaseHouseWithId`
- `GuildHouse`

name

`str` – The name of the house.

world

`str` – The name of the world the house belongs to.

status

HouseStatus – The current status of the house.

type

HouseType – The type of the house.

classmethod `get_url (house_id, world)`

Gets the Tibia.com URL for a house with the given id and world.

Parameters

- **house_id** (`int`) – The internal id of the house.
- **world** (`str`) – The world of the house.

Returns

Return type The URL to the house in Tibia.com

classmethod `get_url_tibiadata (house_id, world)`

Gets the TibiaData.com URL for a house with the given id and world.

Parameters

- **house_id** (`int`) – The internal id of the house.
- **world** (`str`) – The world of the house.

Returns

Return type The URL to the house in TibiaData.com

to_json (*, *indent=None, sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type `str`

class `tibiapy.abc.BaseHouseWithId`

A derivative of `BaseHouse`

Implements the `id` attribute and dependant functions and properties.

The following implement this class:

- `House`
- `CharacterHouse`

id

`int` – The internal ID of the house. This is used on the website to identify houses.

name

`str` – The name of the house.

world

`str` – The name of the world the house belongs to.

status

HouseStatus – The current status of the house.

type

HouseType – The type of the house.

url

str – The URL to the Tibia.com page of the house.

url_tibiadata

str – The URL to the TibiaData.com page of the house.

classmethod get_url (*house_id*, *world*)

Gets the Tibia.com URL for a house with the given id and world.

Parameters

- **house_id** (*int*) – The internal id of the house.
- **world** (*str*) – The world of the house.

Returns

Return type The URL to the house in Tibia.com

classmethod get_url_tibiadata (*house_id*, *world*)

Gets the TibiaData.com URL for a house with the given id and world.

Parameters

- **house_id** (*int*) – The internal id of the house.
- **world** (*str*) – The world of the house.

Returns

Return type The URL to the house in TibiaData.com

to_json (*, *indent=None*, *sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

class tibiapy.abc.**BaseWorld**

Base class for all World classes.

The following implement this class:

- *ListedWorld*
- *World*

name

str – The name of the world.

status

str – The current status of the world.

online_count`int` – The number of currently online players in the world.**location**`WorldLocation` – The physical location of the game servers.**pvp_type**`PvpType` – The type of PvP in the world.**transfer_type**`TransferType` – The type of transfer restrictions this world has.**battleye_protected**`bool` – Whether the server is currently protected with BattlEye or not.**battleye_date**`datetime.date` – The date when BattlEye was added to this world. If this is `None` and the world is protected, it means the world was protected from the beginning.**experimental**`bool` – Whether the world is experimental or not.**premium_only**`bool` – Whether only premium account players are allowed to play in this server.**url**`str` – URL to the world’s information page on Tibia.com.**url_tibiadata**`str` – URL to the world’s information page on TibiaData.com.**classmethod get_url (name)**

Gets the URL to the World’s information page on Tibia.com.

Parameters `name` (`str`) – The name of the world.**Returns** The URL to the world’s information page.**Return type** `str`**classmethod get_url_tibiadata (name)**

Gets the URL to the World’s information page on TibiaData.com.

Parameters `name` (`str`) – The name of the world.**Returns** The URL to the world’s information page on TibiaData.com.**Return type** `str`**to_json (*, indent=None, sort_keys=False)**

Gets the object’s JSON representation.

Parameters

- **indent** (`int`, optional) – Number of spaces used as indentation, `None` will return the shortest possible string.
- **sort_keys** (`bool`, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.**Return type** `str`

class `tibiapy.abc.Serializable`

Contains methods to make a class convertible to JSON.

Note:

There's no way to convert JSON strings back to their original object.

Attempting to do so may result in data loss.

to_json (*, *indent=None*, *sort_keys=False*)

Gets the object's JSON representation.

Parameters

- **indent** (*int*, optional) – Number of spaces used as indentation, *None* will return the shortest possible string.
- **sort_keys** (*bool*, optional) – Whether keys should be sorted alphabetically or preserve the order defined by the object.

Returns JSON representation of the object.

Return type *str*

1.2.5 Exceptions

class `tibiapy.TibiapyException`

Base exception for the tibiapy module.

All exceptions thrown by the module are inherited from this.

class `tibiapy.InvalidContent`

Exception thrown when the provided content is unrelated for the calling function.

This usually means that the content provided belongs to a different website or section of the website. This serves as a way to differentiate those cases from a parsing that returned no results (e.g. Character not found)

In some cases this can mean that Tibia.com's format has changed and the library needs updating.

1.2.6 Utility functions

`tibiapy.utils.parse_tibia_datetime(datetime_str) → Optional[datetime.datetime]`

Parses date and time from the format used in Tibia.com

Accepted format:

- MMM DD YYYY, HH:mm:ss ZZZ, e.g. Dec 10 2018, 21:53:37 CET.

Parameters **datetime_str** (*str*) – The date and time as represented in Tibia.com

Returns The represented datetime, in UTC.

Return type *datetime.datetime*, optional

`tibiapy.utils.parse_tibia_date(date_str) → Optional[datetime.date]`

Parses a date from the format used in Tibia.com

Accepted format:

- MMM DD YYYY, e.g. Jul 23 2015

Parameters `date_str` (`str`) – The date as represented in Tibia.com

Returns The represented date.

Return type `datetime.date`, optional

`tibiapy.utils.parse_tibia_full_date` (`date_str`) → `Optional[datetime.date]`

Parses a date in the fuller format used in Tibia.com

Accepted format:

- MMMM DD, YYYY, e.g. July 23, 2015

Parameters `date_str` (`str`) – The date as represented in Tibia.com

Returns The represented date.

Return type `datetime.date`, optional

`tibiapy.utils.parse_tibiadata_datetime` (`date_dict`) → `Optional[datetime.datetime]`

Parses time objects from the TibiaData API.

Time objects are made of a dictionary with three keys: `date`: contains a string representation of the time
`timezone`: a string representation of the timezone the date time is based on
`timezone_type`: the type of representation used in the `timezone` key

Parameters `date_dict` (`dict`) – Dictionary representing the time object.

Returns The represented datetime, in UTC.

Return type `datetime.date`, optional

`tibiapy.utils.parse_tibiadata_date` (`date_str`) → `Optional[datetime.date]`

Parses a date from the format used in TibiaData.

Parameters `date_str` (`str`) – The date as represented in Tibia.com

Returns The represented date.

Return type `datetime.date`, optional

`tibiapy.utils.try_datetime` (`obj`) → `Optional[datetime.datetime]`

Attempts to convert an object into a datetime.

If the date format is known, it's recommended to use the corresponding function This is meant to be used in constructors.

Parameters `obj` (`str`, `dict`, `datetime.datetime`) – The object to convert.

Returns The represented datetime, or `None` if conversion wasn't possible.

Return type `datetime.datetime`, optional

`tibiapy.utils.try_date` (`obj`) → `Optional[datetime.date]`

Attempts to convert an object into a date.

If the date format is known, it's recommended to use the corresponding function This is meant to be used in constructors.

Parameters `obj` (`str`, `datetime.datetime`, `datetime.date`) – The object to convert.

Returns The represented date.

Return type `datetime.date`, optional

`tibiapy.utils.parse_tibiacom_content` (*content*, *, *html_class*=*'BoxContent'*, *tag*=*'div'*,
builder=*'lxml'*)

Parses HTML content from Tibia.com into a BeautifulSoup object.

Parameters

- **content** (*str*) – The raw HTML content from Tibia.com
- **html_class** (*str*) – The HTML class of the parsed element. The default value is `BoxContent`.
- **tag** (*str*) – The HTML tag select. The default value is `div`.
- **builder** (*str*) – The builder to use. The default value is `lxml`.

Returns The parsed content.

Return type `bs4.BeautifulSoup`, optional

`tibiapy.utils.try_enum` (*cls*: *Type[T]*, *val*, *default*: *D = None*) → `Union[T, D]`

Attempts to convert a value into their enum value

Parameters

- **cls** (*Enum*) – The enum to convert to.
- **val** – The value to try to convert to Enum
- **default** (*optional*) – The value to return if no enum value is found.

Returns The enum value if found, otherwise `None`.

Return type `obj`

`tibiapy.utils.parse_json` (*content*)

Tries to parse a string into a json object.

This also performs a trim of all values, recursively removing leading and trailing whitespace.

Parameters **content** (*A JSON format string.*) –

Returns The object represented by the json string.

Return type `obj`

Raises `InvalidContent` – If the content is not a valid json string.

1.3 Changelog

1.3.1 1.1.0 (2019-01-09)

- Parsing Highscores from Tibia.com and TibiaData.
- Some strings from TibiaData had unpredictable trailing whitespaces, all leading and trailing whitespaces are removed.
- Added type hints to many variables and methods.

1.3.2 1.0.0 (2018-12-23)

- Added support for TibiaData JSON parsing. To have interoperability between Tibia.com and TibiaData.
- Added support for parsing Houses, House lists, World and World list

- Added support for many missing attributes in Character and Guilds.
- All objects are now serializable to JSON strings.

1.3.3 0.1.0 (2018-08-17)

Initial release:

- Parses content from tibia.com
 - Character pages
 - Guild pages
 - Guild list pages
- Parses content into JSON format strings.
- Parses content into Python objects.
- genindex
- search

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