```sql
CREATE OR REPLACE DATABASE Demons_Souls;

USE Demons_Souls;

CREATE TABLE Kentta
(
        Kentan_nimi VARCHAR(50) NOT NULL,
        Kuvaus VARCHAR(500),
        CONSTRAINT KENTTA_PRIMARY_KEY PRIMARY KEY (Kentan_nimi)
);

CREATE TABLE Pomot
(
        Pomon_nimi VARCHAR(50) NOT NULL,
        Sijainti VARCHAR(500),
        Heikkoudet VARCHAR(100),
        Elinvoima VARCHAR(20),
        Kuvaus VARCHAR(500),
        Sielut VARCHAR(20),
        Kentan_nimi VARCHAR(50) NOT NULL,
        CONSTRAINT POMOT_PRIMARY_KEY PRIMARY KEY (Pomon_nimi),
        CONSTRAINT POMOT_KENTAN_NIMI_FK FOREIGN KEY (Kentan_nimi) REFERENCES
Kentta(Kentan_nimi)
);

CREATE TABLE Tavarat
(
        Tavaran_nimi VARCHAR(50) NOT NULL,
        Sijainti VARCHAR(500),
        Tyyppi VARCHAR(50),
        Voima VARCHAR(500),
        Paino VARCHAR(20),
        Hinta VARCHAR(20),
        Kuvaus VARCHAR(500),
        CONSTRAINT TAVARAT_PRIMARY_KEY PRIMARY KEY (Tavaran_nimi)
);

CREATE TABLE Arkkikivi
(
        Arkkikiven_nimi VARCHAR(50) NOT NULL,
        Kuvaus VARCHAR(500),
        Kentan_nimi VARCHAR(50) NOT NULL,
        Pomon_nimi VARCHAR(50) NOT NULL,
        CONSTRAINT ARKKIKIVI_PRIMARY_KEY PRIMARY KEY (Arkkikiven_nimi,
Kentan_nimi, Pomon_nimi),
        CONSTRAINT ARKKIKIVI_KENTAN_NIMI_FK FOREIGN KEY (Kentan_nimi) REFERENCES
Kentta(Kentan_nimi),
        CONSTRAINT ARKKIKIVI_POMON_NIMI_FK FOREIGN KEY (Pomon_nimi) REFERENCES
Pomot(Pomon_nimi)
);

CREATE TABLE Pomon_tavarat
(
        Tavaran_nimi VARCHAR(50) NOT NULL,
        Pomon_nimi VARCHAR(50) NOT NULL,
        CONSTRAINT POMON_TAVARAT_PRIMARY_KEY PRIMARY KEY (Tavaran_nimi,
Pomon_nimi),
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            CONSTRAINT POMON_TAVARAT_TAVARAN_NIMI_FK FOREIGN KEY (Tavaran_nimi)
REFERENCES Tavarat(Tavaran_nimi),
            CONSTRAINT POMON_TAVARAT_POMON_NIMI_FK FOREIGN KEY (Pomon_nimi)
REFERENCES Pomot(Pomon_nimi)
);

CREATE TABLE Alueen_tavarat
(
            Arkkikiven_nimi VARCHAR(50) NOT NULL,
            Tavaran_nimi VARCHAR(50) NOT NULL,
            CONSTRAINT ALUEEN_TAVARAT_PRIMARY_KEY PRIMARY KEY (Arkkikiven_nimi,
Tavaran_nimi),
            CONSTRAINT ALUEEN_TAVARAT_ARKKIKIVEN_NIMI_FK FOREIGN KEY
(Arkkikiven_nimi) REFERENCES Arkkikivi(Arkkikiven_nimi),
            CONSTRAINT ALUEEN_TAVARAT_TAVARAN_NIMI_NIMI_FK FOREIGN KEY
(Tavaran_nimi) REFERENCES Tavarat(Tavaran_nimi)
);

CREATE TABLE Kentan_tavarat
(
            Tavaran_nimi VARCHAR(50) NOT NULL,
            Kentan_nimi VARCHAR(50) NOT NULL,
            CONSTRAINT KENTAN_TAVARAT_PRIMARY_KEY PRIMARY KEY (Tavaran_nimi,
Kentan_nimi),
            CONSTRAINT KENTAN_TAVARAT_TAVARAN_NIMI_FK FOREIGN KEY (Tavaran_nimi)
REFERENCES Tavarat(Tavaran_nimi),
            CONSTRAINT KENTAN_TAVARAT_KENTAN_NIMI_FK FOREIGN KEY (Kentan_nimi)
REFERENCES Kentta(Kentan_nimi)
);

CREATE TABLE Viholliset
(
            Vihollisen_nimi VARCHAR(50) NOT NULL,
            Heikkoudet VARCHAR(50),
            Tyyppi VARCHAR(50),
            Sijainti VARCHAR(500),
            Elinvoima VARCHAR(20),
            Kuvaus VARCHAR(500),
            Sielut VARCHAR(20),
            Kentan_nimi VARCHAR(50) NOT NULL,
            Arkkikiven_nimi VARCHAR(50) NOT NULL,
            CONSTRAINT VIHOLLISET_PRIMARY_KEY PRIMARY KEY (Vihollisen_nimi),
            CONSTRAINT VIHOLLISET_KENTAN_NIMI_FK FOREIGN KEY (Kentan_nimi)
REFERENCES Kentta(Kentan_nimi),
            CONSTRAINT VIHOLLISET_ARKKIKIVEN_NIMI_FK FOREIGN KEY (Arkkikiven_nimi)
REFERENCES Arkkikivi(Arkkikiven_nimi)
);

CREATE TABLE Hahmot
(
            Hahmon_nimi VARCHAR(50) NOT NULL,
            Tyyppi VARCHAR(50),
            Sijainti VARCHAR(500),
            Kuvaus VARCHAR(500),
            Sielut VARCHAR(20),
            Arkkikiven_nimi VARCHAR(50) NOT NULL,
            Kentan_nimi VARCHAR(50) NOT NULL,
```

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        CONSTRAINT HAHMOT_PRIMARY_KEY PRIMARY KEY (Hahmon_nimi),
        CONSTRAINT HAHMOT_PRIMARY_ARKKIKIVEN_NIMI_FK FOREIGN KEY
(Arkkikiven_nimi) REFERENCES Arkkikivi(Arkkikiven_nimi),
        CONSTRAINT HAHMOT_PRIMARY_KENTAN_NIMI_FK FOREIGN KEY (Kentan_nimi)
REFERENCES Kentta(Kentan_nimi)
);

CREATE TABLE Vihollisen_tavarat
(
        Vihollisen_nimi VARCHAR(50) NOT NULL,
        Tavaran_nimi VARCHAR(50) NOT NULL,
        CONSTRAINT VIHOLLISEN_TAVARAT_PRIMARY_KEY PRIMARY KEY (Vihollisen_nimi,
Tavaran_nimi),
        CONSTRAINT VIHOLLISEN_TAVARAT_VIHOLLISEN_NIMI_FK FOREIGN KEY
(Vihollisen_nimi) REFERENCES Viholliset(Vihollisen_nimi),
        CONSTRAINT VIHOLLISEN_TAVARAT_TAVARAN_NIMI_FK FOREIGN KEY (Tavaran_nimi)
REFERENCES Tavarat(Tavaran_nimi)
);

CREATE TABLE Hahmon_tavarat
(
        Hahmon_nimi VARCHAR(50) NOT NULL,
        Tavaran_nimi VARCHAR(50) NOT NULL,
        CONSTRAINT HAHMON_TAVARAT_PRIMARY_KEY PRIMARY KEY (Hahmon_nimi,
Tavaran_nimi),
        CONSTRAINT HAHMON_TAVARAT_HAHMON_NIMI_FK FOREIGN KEY (Hahmon_nimi)
REFERENCES Hahmot(Hahmon_nimi),
        CONSTRAINT HAHMON_TAVARAT_TAVARAN_NIMI_FK FOREIGN KEY (Tavaran_nimi)
REFERENCES Tavarat(Tavaran_nimi)
);
/**
*       Kentät
*/
INSERT INTO kentta(Kentan_nimi, Kuvaus) VALUES ('0 - Nexus', 'This sacred space,
which holds together the northern land of Boletaria, connects to all other
Archstones across the earth.The Old One is contained inside the nexus');
INSERT INTO kentta(Kentan_nimi, Kuvaus) VALUES ('1 - Boletarian Palace', 'A huge
stone castle in the heart of the northern kingdom of Boletaria.');
INSERT INTO kentta(Kentan_nimi, Kuvaus) VALUES ('2 - Stonefang Tunnel', 'The
Stonefang Tunnel features a city of miners who maintain the giant tunnel.');
INSERT INTO kentta(Kentan_nimi, Kuvaus) VALUES ('3 - Tower of Latria', 'Latria,
land of the queens ivory tower. An old man took revenge on the Queen by locking her
family in a prison with inhuman guards.');
INSERT INTO kentta(Kentan_nimi, Kuvaus) VALUES ('4 - Shrine of Storms', 'Shrine of
Storms feature the island shrine of the Shadowmen, who worshiped storms and mourned
the dead.');
INSERT INTO kentta(Kentan_nimi, Kuvaus) VALUES ('5 - Valley of Defilement', 'This
humid valley is a haven for the used and forgotten.');
INSERT INTO kentta(Kentan_nimi, Kuvaus) VALUES ('6 - Below the Nexus', ' Players
arrive at this destination after defeating all the bosses that guard the
Archstones, and are giving the opportunity to select an Ending');
/**
*       Pomot
*/
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Phalanx', 'Phalanx is found behind a locked door straight
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from the start of World 1-1', 'Fire-based attacks','1150', 'The Phalanx itself is a
blob of viscous purple slime', '1270', '1 - Boletarian Palace');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Tower Knight', 'Tower Knight is encountered in a large
courtyard at the end of the second section', 'Poison Cloud, Death Cloud','1365', 'A
large knight covered in thick metal armor', '8570', '1 - Boletarian Palace');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Penetrator', 'Penetrator can be found at The Main Plaza
behind the barricades', 'Blunt weapons, magic', '2960', 'Knight-like demon, the
Penetrator wields a long Penetrating Sword', '35850', '1 - Boletarian Palace');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Old King Allant', 'Old King Allant is found at the end of the
long walkway', 'Pierce Damage', '5370', 'Allant, driven by a lust for power, became
a demon after he made a pact with The Old One', '75500', '1 - Boletarian Palace');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Blue Dragon (1st encounter)', 'This boss is optional. World
(1-1) Gates of Boletaria', 'Cannot be killed', '??', 'Big blue Dragon', '??', '1 -
Boletarian Palace');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Blue Dragon (2nd encounter)', 'The Blue Dragon will stand on
a broken tower and breathe fire from there. (1-4) The Kings Tower)', 'None',
'6102', 'Big blue Dragon', '26830', '1 - Boletarian Palace');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Red Dragon (1st encounter)', 'This boss is optional. The Red
Dragon can be encountered beyond the Archstone of the Small King and beyond the
Phalanx Archstone.(1-1) Gates of Boletaria', 'Cannot be killed', '??', 'Flying big
red Dragon', '??', '1 - Boletarian Palace');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Red Dragon (2nd encounter)', '(1-2) The Lords Path)', 'None',
'1340', 'Flying big red Dragon', '7630', '1 - Boletarian Palace');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Primeval Demon 1', 'Boletarian Palace 1-3: From the
archstone, go past where you find the Officials Cap. Take the right stairs and past
two guards with their backs to you, you should see the Primeval Demon.',
'Everything', '1', 'Primeval Demons are for the most part harmless but if the
player stands in front of the demons mouth, it will bite.', '0', '1 - Boletarian
Palace');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Armor Spider', 'The boss can be found by descending a lift
after traversing the caverns', 'Ranged weapon with Thief Ring equipped', '1732',
'Big nasty spider hanging from the ceiling', '5950', '2 - Stonefang Tunnel');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Flamelurker', 'Flamelurker can be found in The Tunnel City',
'Magic Damage', '3720', 'Trapped deep inside the Stonefang Tunnel, the Flamelurker
is a hulking humanoid demon completely covered withfire with powerful claws capable
of emitting energy shockwaves', '22500', '2 - Stonefang Tunnel');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Dragon God', 'Dragon God is found at the "Underground Temple"
', 'The player must complete a puzzle to fight the Dragon', '4340', 'Gigantic
Dragon standing lava', '26800', '2 - Stonefang Tunnel');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Primeval Demon 2', 'Stonefang Tunnel 2-1: From the archstone,
go into the area underneath the falling boulders. Find the crank, go out to the
balcony and take the lift down', 'Everything', '1', 'Primeval Demons are for the
most part harmless but if the player stands in front of the demons mouth, it will
bite.', '0', '2 - Stonefang Tunnel');
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INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Fools Idol', 'Fools Idol is found behind a big door', 'Ranged
weapon with Thief Ring equipped', '1864', 'Demon witch who is able to make
duplicates of herself and can be revived', '8430', '3 - Tower of Latria');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Maneater', 'Maneater is found at the end of the stairs,
behind fog door', 'None', '2790', 'They are chimaera-like beasts in appearance,
with the body of a beast, bat wings, a serpent in place of a tail,and a vaguely
human head with luminous green eyes', '13880', '3 - Tower of Latria');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Old Monk', 'Once you start from the archstone, go ahead and
turn right to climb up the stairs. Enter a small room with a fog door and he will
be there', 'None', '??', 'The Old Monk is a black phantom that was summoned by the
original Old Monk and is now being controlled by the golden robes', '??', '3 -
Tower of Latria');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Primeval Demon 3', 'Tower of Latria 3-2: In the swamp,
guarded by Giant Man Centipede off one of the boardwalks which leads to a dead end
on a cliff', 'Everything', '1', 'Primeval Demons are for the most part harmless but
if the player stands in front of the demons mouth, it will bite.', '0', '3 - Tower
of Latria');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Vanguard', 'It is the boss of the Tutorial Area. Appears as
an optional boss in Shrine of Storms.','Can easily be killed with ranged attacks',
'2970', 'A huge demon with grey skin covered with spikes. It has three yellow
glowing eyes and a little hole that works as a nose. On its head, it has two curved
horns and its mouth is covered with a row of sharp giant teeth. Inside its mouth,
there are two fibers connecting the mandible with the jaw and a normal set of sharp
teeth', '958', '4 - Shrine of Storms');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Adjudicator', 'Adjudicator is found behind the fog door. Go
through the door, take the stairs down and you will be facing the Adjudicator',
'His weak spot is the brown bird nesting in his crown', '1306', 'A strange-looking
demon with a golden crown on its head and an extremely long tonguewhich he uses to
attack victims who are out of the range of his cleavers', '11700', '4 - Shrine of
Storms');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Old Hero', 'After the narrow cave, take the stairs up. Enter
the fog door at the top to enter the boss area', 'Poison Damage', '4410', 'A
towering hero of legend brought to life by the Old One. It wields a massive curved
sword made of quartz crystal.The Hero is blind, with his eyes either being covered
or removed entirely', '33750', '4 - Shrine of Storms');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Storm King', 'Once you are at the archstone, go ahead and
pass the fog door', 'None', '1172', 'The Storm King is an oversized storm beast
with a large multi-spear attack which homes in on the players location', '40400',
'4 - Shrine of Storms');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Primeval Demon 4', 'After killing the first Reaper, fall down
and turn left. There is an illusionary wall in the stairwell on the left-hand side
of the Reapers room.Theres a body with an Eye, and on the way, a secret passage
entrance that can be destroyed. Theres a strong Dual-Katana Black Skeleton here,
which can kill you in one hit. After defeating him, continue left and upwards past
a Crystal Lizard towards where the White Bow is until you reach the Primeval
Demon', 'Everything', '1', 'Primeval Demons are for the most part harmless but if
the player stands in front of the demons mouth, it will bite.', '0', '4 - Shrine of
Storms');
```

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INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Leechmonger', 'Leechmonger can be found in World 5-1, Valley
of Defilement, after descending perilous ramparts towards a large rotten basin',
'Fire Damage', '2074', 'A predatory mass of blood-sucking leeches brought together
in a writhing, sentient blob by the power of a demons soul', '8249', '5 - Valley of
Defilement');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Dirty Colossus', 'As soon as you enter the fog gate you
should be able to see Dirty Colossus in the distance', 'Magic Damage, Fire Damage',
'3367', 'Deformed creature that arose from the compounded filth that accumulated in
the Valley of Defilement.It has a golem-like figure with a spiky red carapace that
is covered in slime and wooden planks', '33433', '5 - Valley of Defilement');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Maiden Astraea', 'Get down using the second ladder. Keep
going until you reach the fog door. Maiden Astraea is behind the door', 'None',
'3055', 'Tall, blonde lady who works to help the plague-stricken and disease
affected inhabitants of the Valley of Defilement.She is perched on a rock, blood,
swamp water and plague staining her skirt', '23400', '5 - Valley of Defilement');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Primeval Demon 5', 'Directly facing the Filthy Woman in the
"village", head directly left back into the swamp, towards the ramp which leads up
to the slug nest. Past some mosquitoes, you will encounter the Primeval Demon',
'Everything', '1', 'Primeval Demons are for the most part harmless but if the
player stands in front of the demons mouth, it will bite.', '0', '5 - Valley of
Defilement');
INSERT INTO pomot(Pomon_nimi, Sijainti, Heikkoudet, Elinvoima, Kuvaus, Sielut,
Kentan_nimi) VALUES ('Old One', 'Destroy Old King Allant, and then kill the Maiden
in Black', 'Everything', '1', 'The Old One in Demons Souls refers to an ancient
demon that has come to the land of Boletaria. This powerful demon must be lulled
back to slumber in order to stop the spread of its corruption, and is the main
motivation for the Player Characters actions in the game', '0', '0 - Nexus');

/**
 *          Consumable Tavarat
 */
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Cresent Moon Grass', 'Multible places', 'Consumable', 'Recovers 120 HP',
'0,1', '150', 'A Medical herb named for the lunar phase.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Half Moon Grass', 'Multible places', 'Consumable', 'Recovers 240 HP',
'0,1', '300-400', 'A Medical herb named for the lunar phase.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Late Moon Grass', 'Multible places', 'Consumable', 'Recovers 400 HP',
'0,1', '500-1000', 'A Medical herb named for the lunar phase.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Full Moon Grass', 'Multible places', 'Consumable', 'Recovers 600 HP',
'0,1', '1000-2000', 'A Medical herb named for the lunar phase.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('New Moon Grass', 'Multible places, sold by Patches, the Hyena',
'Consumable', 'Recovers 100% HP', '0,1', '5000', 'A Medical herb named for the
lunar phase.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dark Moon Grass', 'Sold by Patches, the Hyena. Trade Pure Mercurystone
with Sparkly the Crow to obtain 10 Dark Moon Grass. Sold by the Filthy Woman in
Swamp of Sorrow.','Consumable', 'Fully Restores Health Points and cures Bleed,
Poison and Plague Status Effects', '0,1', '10000', 'A Medical herb named for the
lunar phase.');
```

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INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Soldiers lotus', 'Multible places', 'Consumable', 'Stops the users
bleeding', '0,1', '200', 'The petal of a blue flower that floats on water.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Nobles lotus', 'Sold by Once Royal Mistress in Prison of Hope for 400
Souls, Filthy Woman in the Depraved Chasm for 1,000 Souls, Filthy Woman in the
Swamp of Sorrow for 1,000 Souls.Dropped by Poison Jelly in the Swamp of Sorrow',
'Consumable', 'Cures Poison', '0,1', '400 - 1000', 'The petal of a crimson flower
that floats on water.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Widows lotus', 'Sold by Once Royal Mistress in Prison of Hope for 1,000,
Filthy Woman in the Depraved Chasm for 2,000 Souls, Filthy Woman in the Swamp of
Sorrow for 2,000 Souls.','Consumable', 'Cures Plague', '0,1', '1000-2000', 'The
petal of a dark flower that floats on water.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Fresh Spice', 'Multible places', 'Consumable', 'Recovers 50 MP', '0,1',
'300-800', 'A sweet-smelling spice which soothes the soul. It is used by royalty as
a luxury, and by the magician as a necessity');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Aged Spice', 'Multible places', 'Consumable', 'Recovers 100 MP', '0,1',
'300-800', 'An aged spice with an acutely sweet aroma.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pine Resin', 'Sold by Dregling Merchant', 'Consumable', '80 extra fire
damage for 60 seconds', '0,2', '500', 'Natural resin collected from a pine
tree.Apply it to the right-hand weapon to cover it in fire.Cannot be applied to
wooden weapons.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Black Pine Resin', 'Sold by Filthy Woman', 'Consumable', '150 extra fire
damage for 30 seconds.', '0,2', '1500', 'Natural resin collected from a pine
tree.Apply it to the right-hand weapon to cover it in fire.Cannot be applied to
wooden weapons.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Grass Jelly', 'Sold by Filthy Woman', 'Consumable', 'Recovers some of the
users HP over time.', '0,1', '1000', 'Jelly made of Grass');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Gold Coin', 'Dropped by Fat Officials (Very rare drop)', 'Consumable',
'Increases Luck Temporarily', '0,5', '0', 'Shiny magical relic. Crushing the coin
boosts luck for a small period of time. The engraving has faded over time beyond
the point of recognition');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Eds Grindstone', 'Multible places', 'Consumable', 'When used on a right-
hand weapon, it completely repairs the durability', '0,3', '2000', 'A sharpening
stone used by Ed, the blacksmith of Stonefang. Reduces the wear on the right-hand
weapon and restores its durability.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Archstone Shard', 'Multible places', 'Consumable', 'When used on a right-
hand weapon, it completely repairs the durability', '0,3', '5000', 'A shard scraped
off of the Archstones that are scattered about in each area.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Stone of Ephemeral Eyes', 'Multible places', 'Consumable', 'Revive
yourself to body form at any time, with full HP and MP', '0,1', '50000', 'An eye
stone which has deteriorated more than halfway.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Soul Remains', 'Multible places. Sold by Graverobber Blige in Islands Edge
and in The Ritual Path.', 'Consumable','An item you can throw that sticks to
whatever object it hits first and can be thrown on a locked target.','0,1', '500',
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'The remnants of an old heros Soul drifting partially into another world. Attracts
those who are hungy for Souls.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Sticky White Slime', 'Sold by Patches, the Hyena. Sold by Graverobber
Blige in Islands Edge and in The Ritual Path. Dropped by Phosphorescent Slug in The
Ritual Path.Can be traded with Sparkly the Crow for a Faintstone Chunk.',
'Consumable', 'Deals 110 extra magic damage for 60 seconds.','0,2', '5000', 'A
sticky, white, wax-like substance. Apply it to the right-hand weapon for a magical
effect.It is said to be the waste product of a magical slug that bathed in
fluorescent water.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Augite of Guidance', 'Sold by Once Royal Mistress.', 'Consumable', 'Can be
used as a marker, the color is completely random.','0,1', '50', 'A stone that
temporarily radiates light when it comes into contact with air.It is prized as a
one-of-a-kind jewel, but with no use in crafting,it is mostly employed simply as a
guidepost.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Bright Water', 'Included in the list of starting gifts for the Deluxe
Edition. Sold by Once Royal Mistress. On the west side of the 1st floor where you
encounter the Prisoner Horde.Inside a small cell.', 'Consumable', 'Recovers some of
the users MP over time.', '0,5', '500', 'Only available in Demons Souls Remake.');

/**
*        Crafting Tavarat
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Meltstone', 'Dropped by Fire Lizard in Stonefang Tunnel', 'Crafting
material', 'Use a meltstone to remove any ugprades from a weapon. Your ores and
souls will not be returned.','0,1', '', 'A shard of lava containing intense heat.
This unique ore can melt all other ores and return an enhanced weapon to its
orignal state.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Hardstone', 'Dropped by Hoplite, sold by Filthy Man', 'Crafting
material', 'Upgrade equipment', '0,1', '500', 'Hard ore. Enhances straight swords,
axes, hammers, and so on');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Large Hardstone Shard', 'Dropped by Hoplite sold by Filthy Man', 'Crafting
material', 'Upgrade equipment', '0,2', '1500', 'Hard ore. Enhances straight swords,
axes, hammers, and so on');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Hardstone', '1-2 Crystal Lizards, 1-3 Crystal Lizards, 1-4
Crystal Lizards, 2-1 Scale Miners (Fire-tipped Blade) (Rare),2-2 Scale Miners
(Rare), 2-2 Crystal Lizards','Crafting material', 'Upgrade equipment', '0,7', '',
'Hard ore. Enhances straight swords, axes, hammers, and so on');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Hardstone', '1-3 Crystal Lizards, 1-4 Crystal Lizards, 2-2 Treasure,
dead body above Crystal Lizards nest, 2-2 Crystal Lizards, 2-3 Crystal
Lizards','Crafting material', 'Upgrade equipment', '2,0', '', 'Hard ore. Enhances
straight swords, axes, hammers, and so on');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Sharpstone', 'Dropped by Hoplite, sold by Filthy Man', 'Crafting
material', 'Upgrade equipment', '0,1', '500', 'Sharp ore. Enhances daggers, curved
swords, spears and so on');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Large Sharpstone Shard', 'Dropped by Hoplite, sold by Filthy Man',
'Crafting material', 'Upgrade equipment', '0,2', '1500', 'Sharp ore. Enhances
daggers, curved swords, spears and so on');
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INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Sharpstone', '1-2 Crystal Lizards, 1-3 Crystal Lizards, 1-4
Crystal Lizards, 2-1 Treasure. On dead body after Fat Official and 3 Dog ambush.,
2-2 Scale Miners (Pickaxe) (Rare),2-2 Treasure. Lower level, after coming out of
the long passage. Proceed left until you see a dead body., 2-2 Crystal Lizards, 2-3
Crystal Lizards', 'Crafting material', 'Upgrade equipment','0,7', '', 'Sharp ore.
Enhances daggers, curved swords, spears and so on');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Sharpstone', '1-3 Crystal Lizards, 1-4 Crystal Lizards, 2-2 Crystal
Lizards, 2-3 Crystal Lizards', 'Crafting material', 'Upgrade equipment','2,0', '',
'Sharp ore. Enhances daggers, curved swords, spears and so on');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Clearstone', 'Dropped by Imperial Spy, sold by Filthy Man',
'Crafting material', 'Upgrade equipment', '0,1', '500', 'Crystalized white ore.
Capable of enhancing a variety of weapons');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Clearstone', 'Dropped by Imperial Spy, Hoplite and Crystal
Lizard', 'Crafting material', 'Upgrade equipment', '0,7', '0', 'Crystalized white
ore. Capable of enhancing a variety of weapons');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Clearstone', '1-3 Rescue Ostrava, 2-3 Crystal Lizards', 'Crafting
material', 'Upgrade equipment', '2,0', '0', 'Crystalized white ore. Capable of
enhancing a variety of weapons');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Dragonstone', 'Dropped by Bearbug, Large Bearbug, Giant Bearbug
and Flying Bearbug in The Tunnel City. Sold by Filthy Man in The Tunnel City.',
'Crafting material', 'Upgrade equipment', '0,1', '3000', 'A shard of Dragonstone
found floating in lava. Reinforces straight swords, axes, hammers, and the like.
Dragonstone imbues weapons with fire.Weapons can be reinforced by dragonstones up
to level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Dragonstone', '2-2 Large Bearbugs, 2-2 Great Club Black Phantom
drop (x3), 2-2 Lava (x4 - 2 lots of 2), 2-2 Treasure - Flamelurker area (2)',
'Crafting material', 'Upgrade equipment', '0,7', '', 'A shard of Dragonstone found
floating in lava. Reinforces straight swords, axes, hammers, and the like.
Dragonstone imbues weapons with fire.Weapons can be reinforced by dragonstones up
to level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Dragonstone', '2-2 Lava area, 2-2 Giant Bearbugs (Rare), 2-3 Boss
Archstone', 'Crafting material', 'Upgrade equipment', '2,0', '','A shard of
Dragonstone found floating in lava. Reinforces straight swords, axes, hammers, and
the like. Dragonstone imbues weapons with fire.Weapons can be reinforced by
dragonstones up to level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Greystone', '2-1, 2-2 Scale Miners (hammer), 2-2 Rock Worm',
'Crafting material', 'Upgrade equipment', '0,1', '', 'Grey ore that gives off a
dull light. Enhances straight swords, axes, hammers, and so on. An ore used to make
weapons whose sheer power can bludgeon foes.Weapons can be strengthened by
Greystones up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Greystone', '2-2 Treasure. 2-2 Rock Worms(rare)', 'Crafting
material', 'Upgrade equipment', '0,7', '', 'Grey ore that gives off a dull light.
Enhances straight swords, axes, hammers, and so on. An ore used to make weapons
whose sheer power can bludgeon foes.Weapons can be strengthened by Greystones up to
a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Greystone', '2-2 Show Scirvir a Dragon Bone Smasher (requires Pure
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White World Tendency), 2-2 Rock Worms(very rare)', 'Crafting material', 'Upgrade equipment', '2,0', '', 'Grey ore that gives off a dull light. Enhances straight swords, axes, hammers, and so on. An ore used to make weapons whose sheer power can bludgeon foes.Weapons can be strengthened by Greystones up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Bladestone', 'Shrine of Storms, Skeletons (very common)', 'Crafting material', 'Upgrade equipment', '0,1', '', 'A shard of ore damp with dew. Reinforces thrusting swords, curved swords, spears, and the like. Used to craft dexterity-dependent weapons that slash foes.Weapons can be reinforced by bladestones up to level 5, but beware -fortification reduces a weapons sturdiness.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Bladestone', 'Shrine of Storms, Skeletons, 4-1 Dual Katana Black Skeleton (turn left after first trap in passage under 2 Skeleton Archers), 4-1 Dual Katana Black Skeleton (just before the Adjudicators chamber), 4-2 Dual Katana Black Skeleton in hidden passage (often), 4-2 Golden Skeletons (uncommon), 4-2 Black Phantom Dual Katana Black Skeleton (Black World Tendency) (more often than regular black skeleton), 4-2 Black Phantom Golden Skeletons (Black World Tendency)','Crafting material', 'Upgrade equipment', '0,7', '', 'A shard of ore damp with dew. Reinforces thrusting swords, curved swords, spears, and the like.Used to craft dexterity-dependent weapons that slash foes. Weapons can be reinforced by bladestones up to level 5, but beware -fortification reduces a weapons sturdiness.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Bladestone', '4-2 Black Phantom Dual Katana Black Skeleton (requires Pure Black World Tendency) - extremely rare, 4-2 Dual Katana Black Skeleton in hidden passage - very extremely rare', 'Crafting material', 'Upgrade equipment', '2,0', '','A shard of ore damp with dew. Reinforces thrusting swords, curved swords, spears, and the like.Used to craft dexterity-dependent weapons that slash foes. Weapons can be reinforced by bladestones up to level 5, but beware -fortification reduces a weapons sturdiness.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Suckerstone', 'Dropped by Phosphorescent Slug in The Ritual Path and the Swamp of Sorrow.', 'Crafting material', 'Upgrade equipment', '0,1', '', 'A shard of bloodsucking ore that clings to the skin. Reinforces curved swords, katanas, and the like. Suckerstone imbues weapons with a bloodletting effect.Weapons can be reinforced by suckerstones up to level 5');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Suckerstone', 'Dropped by Phosphorescent Slug in The Ritual Path and the Swamp of Sorrow. 2x Found in the Swamp of Sorrow near Meat Cleaver Black Phantom.','Crafting material', 'Upgrade equipment', '0,7', '', 'A shard of bloodsucking ore that clings to the skin. Reinforces curved swords, katanas, and the like.Suckerstone imbues weapons with a bloodletting effect. Weapons can be reinforced by suckerstones up to level 5');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Suckerstone', 'Dropped by Phosphorescent Slug in The Ritual Path and the Swamp of Sorrow. Found in the Swamp of Sorrow near Meat Cleaver Black Phantom.Found in the Plague Swamp in the Rotting Haven.', 'Crafting material', 'Upgrade equipment', '2,0', '','A shard of bloodsucking ore that clings to the skin. Reinforces curved swords, katanas, and the like. Suckerstone imbues weapons with a bloodletting effect.Weapons can be reinforced by suckerstones up to level 5');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Mercurystone', '3-1 Prisoners (Estoc), 3-2 Man Centipedes and Giant Man Centipedes, 3-3 Man Centipedes and Giant Man Centipedes', 'Crafting material', 'Upgrade equipment','0,1', '', 'Melted, poisonous ore. Enhances knives,

curved swords, spears, and so on. An ore that applies a strong poison to the weapon.Weapons can be strengthened by Mercurystones up to a maximum of level 5');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Mercurystone', '3-1 Prison of Hope, 2F, East, treasure on dead body in cells, 3-2 Man Centipedes and Giant Man Centipedes,3-2 Treasure on dead body in swamp near the Prisoner Horde, 3-3 Man Centipedes and Giant Man Centipedes', 'Crafting material', 'Upgrade equipment','0,7', '', 'Melted, poisonous ore. Enhances knives, curved swords, spears, and so on. An ore that applies a strong poison to the weapon.Weapons can be strengthened by Mercurystones up to a maximum of level 5');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Mercurystone', '3-2 Giant Man Centipedes, 5-3 Treasure - dead Body in Plague Babies swamp', 'Crafting material', 'Upgrade equipment','2,0', '', 'Melted, poisonous ore. Enhances knives, curved swords, spears, and so on. An ore that applies a strong poison to the weapon.Weapons can be strengthened by Mercurystones up to a maximum of level 5');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Marrowstone', '5-1 Giant Ticks, 5-2 Giant Mosquitos', 'Crafting material', 'Upgrade equipment', '0,1', '','Very thin, sharp, ore. Enhances daggers, knives, spears and so on. An ore used to make close-range stabbing weapons that easily deliver critical strikes.Thought to be the crystallized form of minerals inside human blood. Weapons can be strengthened by Marrowstones up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Marrowstone', '5-1 Giant Ticks, 5-2 Giant Mosquitos', 'Crafting material', 'Upgrade equipment', '0,7', '','Very thin, sharp, ore. Enhances daggers, knives, spears and so on. An ore used to make close-range stabbing weapons that easily deliver critical strikes.Thought to be the crystallized form of minerals inside human blood. Weapons can be strengthened by Marrowstones up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Marrowstone', '5-1 Giant Ticks, 5-3 Treasure - dead Body in Plague Babies swamp', 'Crafting material', 'Upgrade equipment', '2,0', '','Very thin, sharp, ore. Enhances daggers, knives, spears and so on. An ore used to make close-range stabbing weapons that easily deliver critical strikes.Thought to be the crystallized form of minerals inside human blood. Weapons can be strengthened by Marrowstones up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Moonlightstone', '3-1 Prisoners (unarmed), Sold by Once Royal Mistress, 3-1 Crystal Lizards, 3-2 Treasure, 3-2 Prisoners on both Latria Towers (Very rare)','Crafting material', 'Upgrade equipment', '0,1', '3000', 'Ore which reflects moonlight. Enhances straight swords, curved swords, axes, hammers, and so on.An ore that applies a strong magical effect to a weapon. Weapons can be strengthened by Moonlightstones up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Moonlightstone', '3-1 Kill the Babys Nail Black Phantom in front of Fools Idol (3), 3-2 Crystal Lizards, 3-2 Treasure, 3-2 Prisoners on both Latria Towers (Very rare),3-3 Crystal Lizards', 'Crafting material', 'Upgrade equipment', '0,7', '', 'Ore which reflects moonlight. Enhances straight swords, curved swords, axes, hammers, and so on.An ore that applies a strong magical effect to a weapon. Weapons can be strengthened by Moonlightstones up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Moonlightstone', '3-2 Crystal Lizards, 3-3 Crystal Lizards', 'Crafting material', 'Upgrade equipment', '2,0', '', 'Ore which reflects moonlight.Enhances straight swords, curved swords, axes, hammers, and so on. An ore that applies a strong magical effect to a weapon.Weapons can be strengthened by Moonlightstones up to a maximum of level 5.');

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INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Moonshadestone', '4-1 Crystal Lizards near Sparkly the Crow, 4-2
Reaper, Sold by Graverobber Blige','Crafting material', 'Upgrade equipment', '0,1',
'3000', 'Moonshadow. Enhances daggers, knives, and so on.The darkmoonstones power
will also cause the user of a weapon enhanced with it to slowly regenerate MP.
Weapons can be strengthened by Darkmoonstones up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Moonshadestone', '4-1 Crystal Lizard, 4-2 Reaper, 4-2 Uchigatana
Black Phantom guarding Urbain (x3), 4-2 Treasure, 4-2 Crystal Lizard - near White
Bow','Crafting material', 'Upgrade equipment', '0,7', '', 'Moonshadow. Enhances
daggers, knives, and so on.The darkmoonstones power will also cause the user of a
weapon enhanced with it to slowly regenerate MP. Weapons can be strengthened by
Darkmoonstones up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Moonshadestone', '4-2 Crystal Lizards, 4-3 Crystal Lizards',
'Crafting material', 'Upgrade equipment', '2,0', '', 'Moonshadow. Enhances daggers,
knives, and so on.The darkmoonstones power will also cause the user of a weapon
enhanced with it to slowly regenerate MP. Weapons can be strengthened by
Darkmoonstones up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Faintstone', '5-1 Crystal Lizards, 5-1 Dead body around
Leechmonger (x2), 5-2 Shaman Depraved Ones, Sold by Filthy Woman, 5-2 Dead body in
building (x2)','Crafting material', 'Upgrade equipment', '0,1', '10000', 'Cold,
holy ore that shines dimly. Enhances straight swords, axes, hammers, and so on.The
faintstones power will also cause the user of a weapon blessed with it to slowly
regenerate HP. Weapons can be strengthened by Faintstone up to a maximum of level
5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Faintstone', '5-1 Dead body around Leechmonger, 5-2 Shaman
Depraved Ones (rare), 5-2 Meat Cleaver Black Phantom drop (x3), 5-2/3 Crystal
Lizards, 5-2 Dead body in building','Crafting material', 'Upgrade equipment',
'0,7', '', 'Cold, holy ore that shines dimly. Enhances straight swords, axes,
hammers, and so on.The faintstones power will also cause the user of a weapon
blessed with it to slowly regenerate HP. Weapons can be strengthened by Faintstone
up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Faintstone', '5-2/3 Crystal Lizards, 5-2 Shaman Depraved Ones, 5-2
Giant Depraved Ones (rare), Talk to Worshipper of God (Urbains Female Follower) in
the Nexus (requires 20 Faith)','Crafting material', 'Upgrade equipment', '2,0', '',
'Cold, holy ore that shines dimly. Enhances straight swords, axes, hammers, and so
on.The faintstones power will also cause the user of a weapon blessed with it to
slowly regenerate HP. Weapons can be strengthened by Faintstone up to a maximum of
level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Spiderstone', '2-1, 2-2 Scale Miners (Fist), 2-1 Crystal
Lizards', 'Crafting material', 'Upgrade equipment', '0,1', '','A shard of fibrous,
transparent ore. Mainly used to fortify bows, and to craft delicate, dexterity-
dependent sticky bows. Weapons can be reinforced by spiderstones up to level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Spiderstone', '2-2 Scale Miners (Fist), 2-1 Crystal Lizards, 2-1
Treasure (Armor Spider Arena and just before the arena)', 'Crafting material',
'Upgrade equipment', '0,7', '','A shard of fibrous, transparent ore. Mainly used to
fortify bows, and to craft delicate, dexterity-dependent sticky bows. Weapons can
be reinforced by spiderstones up to level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Spiderstone', '2-1 Armor Spider archstone, 2-1 Crystal Lizards
(rare)', 'Crafting material', 'Upgrade equipment', '2,0', '','A shard of fibrous,
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transparent ore. Mainly used to fortify bows, and to craft delicate, dexterity-
dependent sticky bows. Weapons can be reinforced by spiderstones up to level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shard of Cloudstone', '4-x Storm Beast, Sold by Graverobber Blige',
'Crafting material', 'Upgrade equipment', '0,1', '3000','Green ore said to be found
in the sky. Enhances shields in particular. An ore that blocks light and increases
a shields capacity to block magic.Shields can be strengthened by Cloudstones up to
a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chunk of Cloudstone', '4-x Storm Beast, 4-3 Treasure on dead body near
Stormruler', 'Crafting material', 'Upgrade equipment', '0,7', '','Green ore said to
be found in the sky. Enhances shields in particular. An ore that blocks light and
increases a shields capacity to block magic.Shields can be strengthened by
Cloudstones up to a maximum of level 5.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pure Cloudstone', '4-3 Storm King Archstone, 4-1 Storm Beast (Very Rare),
4-3 Storm Beast (Very Rare)', 'Crafting material', 'Upgrade equipment', '2,0',
'','Green ore said to be found in the sky. Enhances shields in particular. An ore
that blocks light and increases a shields capacity to block magic.Shields can be
strengthened by Cloudstones up to a maximum of level 5.');
/**
*        Projectile Tavarat
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Throwing Knife', 'Dropped by Blue Eye Knight, sold by Dregling Merchant',
'Projectile', 'Deals a small amount of damage', '0,2', '1000', 'A knife altered for
throwing. Throw it to attack.Lightly-equipped knights often carried this as a
backup weapon');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Secret Throwing Dagger', 'Dropped by Imperial Spy', 'Projectile', 'Deals a
small amount of damage', '0,2', '1000', 'A unique short katana altered for
throwing. Throw it horizontally to attack. An unbelievably evil-looking weapon used
by spies in service of the King');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Firebomb', 'Sold by Dregling Merchant', 'Projectile', 'Deals a small
amount of splash damage and fire damage.', '0,2', '500', 'An oil flask with a
burning cloth fuse. Shatters and ignites on impact.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Kunai', 'Sold by Graverobber Blige. Can be found on left side after
entering the first Shadowlurker room in The Ritual Path', 'Projectile','Throwing
Weapon. Deals a small amount of damage and a chance to inflict poison','0,2',
'200', 'A dark weapon dipped in poison used for throwing. Throw it to attack. Like
a katana, it is a weapon from a distant land.');
/**
*        Fist weapons
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Claws', 'Dropped by Imperial Spy. Found in: Prison of Hope, 4F cell
floor', 'Fist Weapon', '70 / 0 / 0 / 120 / 0 / - / 0 / 0 / 130', '1,0', '', 'A
hand-to-hand weapon with protruding sharp claws. It has a slashing attack type. Not
swaying from its wicked appearance, it is the weapon of the Kings covert
operatives');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Hands of God', 'Dropped by: Blacksmith Boldwin and Blacksmith Ed. (2-2)
The Tunnel City treasure. Can be found on a corpse guarded by three Rock Worms. To
reach it, you have to go down all the way from the area full of wooden platforms.
Take the tunnel to the right. Once past it turn left to find it.', 'Fist Weapon',
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'50 / 70 / 0 / 0 / 0 / - / 0 / 0 / 727', '4,0', '', 'A fist weapon bearing Gods
name. There was once a strong man who slaughtered dragons with his bare hands. His
God-like fists earned him the title of the "Legendary Big M');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Iron Knuckles', 'Dropped BY: Scale Miner.', 'Fist Weapon', '65 / 0 / 0 / 0
/ 0 / - / 0 / 0 / 300', '1,0', '', 'A hand- TO-hand weapon held in the fist. Its
reach IS the lowest of levels,but it hits fast. Stonefangs rough blacksmiths love
this weapon AND sometimes get drunk AND slug it out.');
/**
*        Daggers
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dagger', 'Sold by Blacksmith Boldwin for 700 souls. Sold by Graverobber
Blige for 1000 souls. Found in: The Ritual Path, before the second fog
door','Dagger', '65 / 0 / 0 / 0 / 0 / - / 0 / 0 / 200', '0,5', '700-1000', 'Simple
Dagger');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Parrying Dagger', 'Found in: Prison of Hope. Can be located in Prison of
Hope 2F East, need to free Lord Rydell to access it and let him live. (White World
Tendency required)Dropped by: Mephistopheles', 'Dagger', '65 / 0 / 0 / 0 / 0 / - /
0 / 0 / 200', '0,5', '700-1000', 'A dagger made for parrying. Normally equipped in
the left hand.It is the weapon used by those of a masked society who meet in secret
to discuss the harnessing of Souls.Women of this order have become adept in using
this unique dagger in place of a heavier shield.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Secret Dagger', 'Dropped by Imperial Spy at Inner Ward. Found in: Prison
of Hope, second floor cell', 'Dagger', '70 / 0 / 0 / 0 / 0 / - / 0 / 0 / 100',
'0,5', '', 'This versatile single-edged dagger is standard issue for the Kings
spies. Slashing weapons inflict heavy damage on soft flesh but have a limited
effect on metal armor and hard scales');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Babys Nail', 'Found in: Prison of Hope, behind the ceremonial table in the
room where you fight Fools Idol. Be mindful that after the Fool Idol
fight,approaching the altar from the front will result in the gargoyles taking you
away, so you should approach from the right or left and hug the edges. Dropped by:
Sage Freke', 'Dagger','55 / 0 / 0 / 0 / 0 / - / 120 / 0 / 100','0,7', '', 'A dagger
treated with plague. The blade is curved like a talon. A dagger often used by women
and children for assassination.Among the various unique weapons, this is one of the
especially sinister.');
/**
*        Straight Swords
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Broken Sword', 'Found in: Swamp of Sorrow, in one of the islands of the
swamp. Drop by Dregling','Straight Sword', '20 / 0 / 0 / 0 / 0 / - / 0 / 0 / 11',
'1,0', '', 'A small straight sword with a broken blade. Completely covered in rust
with blood stuck to the blade, its sharpness is negligible.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Short Sword', 'Sold by Blacksmith Boldwin','Weapon', '75 / 0 / 0 / 0 / 0 /
- / 0 / 0 / 200', '1,0', '1000', 'A small straight sword. Straight swords are the
most standard and most versatile weapons. In addition to a stable "standard" attack
type against most targets, it also has a high powered thrusting attack');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Broad Sword', 'Sold by Dregling Merchant.','Straight Sword', '80 / 0 / 0 /
120 / 0 / - / 0 / 0 / 150', '2,0', '2000', 'A straight sword with a broad blade
designed for slashing.');
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INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Long Sword', 'Sold by Dregling Merchant', 'Straight Sword', '80 / 0 / 0 /
0 / 0 / - / 0 / 0 / 200', '2,0', '1500', 'A standard straight sword. Straight
swords are the most standard and most versatile weapons. In addition to a stable
"standard" attack type against most targets, it also has a powerful thrusting
attack');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Knight Sword', 'Sold by Dregling Merchant. Dropped by Red Eye
Knight','Straight Sword', '85 / 0 / 0 / 0 / 0 / - / 0 / 0 / 220', '6,0', '20000',
'The straight sword of the Boletarian Knights. Proof of investiture by the King
Using Stonefangs hard iron. It is heavier than the standard straight sword, and has
higher attack power.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Rune Sword', 'Dropped by Ostrava, of Boletaria (Black Phantom)', 'Straight
Sword', '30 / 140 / 0 / 0 / 0 / - / 0 / 0 / 80', '6,0', '0', 'A gilded sword
crafted with exquisite design.Its physical attack power is close to non-existant,
but is strongly magically enhanced and also protects its wielder from magical
attacks.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Kris Blade', 'To get the Kris Blade, player must go to Smithing Grounds
until the final elevator and take the ramp on the left.  At the end will be the
Kris Blade on a body.','Straight Sword', '20 / 62 / 0 / 0 / 0 / - / 0 / 0 / 120',
'1,0', '0', 'A small ceremonial straight sword. Etched with numerous ancient runes,
this sword serves as a catalyst in occult rituals. Amplifies the damage dealt and
received by magic.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Penetrating Sword', 'Dropped by Metas, Knight of the Lance. Found in:
Inner Ward', 'Straight Sword', '90 / 0 / 0 / 0 / 0 / - / 0 / 0 / 240', '6,0', '0',
'As the name states, its thrusts are especially powerful. Because of its irregular
size for a straight sword, it requires great strength and technique');

/**
*          Large Swords
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Bastard Sword', '(1-1) Gates of Boletaria. Before the stairs with the
rolling boulder, theres an inaccessible treasure on the lower level. Once the
rolling boulder comes crashing down, you can drop yourself there and grab it.
Dropped by: Scale Miner', 'Large Sword', '95 / 0 / 0 / 0 / 0 / - / 0 / 100 / 220',
'5,0', '','This large sword, similar to a straight sword, is a versatile weapon,
but its weight means it usually required the use of both hands');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Claymore', 'Sold by Dregling Merchant. Dropped by Blue Eye Knight', 'Large
Sword', '105 / 0 / 0 / 0 / 0 / - / 0 / 0 / 220', '6,0', '6000', 'This very large
sword, similar to a straight sword, is a versatile weapon, but its weight means it
usually requeres the use of both hands.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Demonbrandt', '(1-1) Gates of Boletaria. The Demonbrandt can only be
obtained once per play through. In order to obtain the Demonbrandt you must obtain
the Mausoleum Key from Ostrava.','Large Sword', '130 / 110 / 0 / 0 / 0 / - / 0 / 0
/ 400', '5,5', '', 'A white blade made to be wielded against demons, held for
generations by the Boletarian Royal Family');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Flamberge', 'Dropped by Imperial Spy(rare). Found in: Upper Latria',
'Large Sword', '100 / 0 / 0 / 120 / 0 / - / 0 / 0 / 150', '5,0', '0', 'A unique
large sword with a rippled blade. So named because of its shape resembling a flame,
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the blade is made for rending flesh and forces the letting large amounts of
blood');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Large Sword of Moonlight', 'Found in: Swamp of Sorrow, where you find the
nest of Phosphorescent Slugs. Once you hit it enough times, many slugs will drop to
the ground.Now go to where they have fallen and you will find the sword, among all
the hostile slugs', 'Large Sword', '0 / 100 / 0 / 0 / 0 / - / 0 / 0 / 900', '2,0',
'0','The legendary large sword that reflects moonlight. Widely known in association
with Moonlight Knight Bito. It is one of the few Revelations from God.The blue
crystal blade is composed only of light, so it is impossible to block with a
shield.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Northern Regalia', 'Can be created at Blacksmith Ed requires a False King
Demon Soul. It must be created by having both of the following: Soulbrandt+0,
Demonbrandt+0','Large Sword', '135 / 135 / 0 / 0 / 0 / - / 0 / 0 / 400', '6,5',
'0','Old symbol of the King of Boletaria. The shape of this blade unites both
Soulbrandt and Demonbrandt as one.Even Boletarian Royal Family legend scarcely
mentions its origins, but it is believed that a malicious force left it behind in
this world, along with the Old One.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Morion Blade', 'Can be created at Blacksmith Ed requires a Storm Demon
Soul. Can be created using any of the following: Short Sword+8, Long Sword+8,
Knight Sword+8, Bastard Sword+8, Claymore+8, Great Sword+8', 'Large Sword', '210 /
0 / 0 / 0 / 0 / - / 0 / 0 / 400', '3,0', '0','A gnarled, thorny large sword of
black quartz. Forged from the soul of the Demon "Storm King",it is actually the
marrow of the storm beasts. These beasts take pleasure in the wielders peril, and
in these situations, the blades attack power is greatly increased.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Soulbrandt', 'There is only one chance to obtain this sword each
playthrough. At the very end of the game, enter The Old One and fight King Allant.
After the battle,the Soulbrandt will be on the ground next to where he died.',
'Large Sword', '120 / 130 / 0 / 0 / 0 / - / 0 / 0 / 400', '5,5', '0','A blade that
can cut the very soul, held for generations by the Boletarian Royal Family. Paired
with its counterpart, Demonbrandt, to form Northern Regalia. Since his coronation,
the sword has never left King Allants side.The closer the soul of the wielder is to
a demon, the more powerful this blade becomes. No wonder it was chosen by Old King
Allant.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Storm Ruler', 'There is only one chance to obtain this sword per play
through. When you enter Altar of Storms to fight the Storm King, turn to your right
and follow the path downhilltowards where all the Storm Beast are flying.', 'Large
Sword', '150 / 0 / 0 / 0 / 0 / - / 0 / 0 / 10', '6,0', '0','A large sword with a
thorny, spiraled blade.Now abandoned and most of its power lost, it seems that it
once dominated foes, but in an area with ancestral spirits or a monolith forest,
you may be able to see its past sky-cutting power.');
*/**
*   Very Large Swords*
/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Great Sword', 'Dropped by: Red Eye Knight. Found in: Inner Ward, on the
balcony next to the Dregling Merchant.', 'Very Large Sword', '130 / 0 / 0 / 0 / 0 /
- / 0 / 0 / 230','10,0', '', 'An extremely large straight sword.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dragon Bone Smasher', 'Found in: Underground Temple, Pure White World
Tendency required. The debris on the left path will be cleared, beyond which you
will find a unique Dragon Bone Smasher.', 'Very Large Sword', '200 / 0 / 0 / 0 / 0
/ - / 0 / 0 / 600', '20,0', '', 'A bladeless, thick mass of iron used for

smashing.According to the ancestors of Stonefangs excavators, it is said this weapon was created to face dragons, and is imbued with magic to protect the wielder from fire.');
```
/**
*       Curved Swords
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Scimitar', 'Sold by Graverobber Blige for 1000 souls. Found in: (1-1) Gates of Boletaria, where you fight a Blue Eye Knight with Ostrava, on the left side there is a corpse that contains one Scimitar.', 'Curved Sword', '80 / 0 / 0 / 120 / 0 / - / 0 / 0 / 120', '1,0', '1000', 'A small curved sword weapon');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Shotel', 'Found in: Swamp of Sorrow, near the last fog door of the level, on the shanty town full of Depraved Ones. Dropped by: Silver Skeleton', 'Curved Sword','70 / 0 / 0 / 120 / 0 / - / 0 / 0 / 100', '1,5', '', 'A unique curved sword especially designed to counter shields. It can be awkward to use, but a wielder who can control it cangreatly reduce the effectiveness of the enemys guard. It has an ominous silhouette, and is said to be favored by a certain group of assassins.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Falchion', 'Sold by Graverobber Blige. Wanderer starting weapon', 'Curved Sword','85 / 0 / 0 / 120 / 0 / - / 0 / 0 / 120', '1,5', '1500', 'A standard curved sword. A slash-based weapon, whose main attack — by way of thrusting the blade — inflicts heavy damage upon soft flesh,but conversely has limited effect on metal armor, or hard scales. Also, it causes the target to bleed.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Kijil', 'Found in: Islands Edge, the area where you fight the Vanguard, on a corpse near a well. Dropped by: Gold Skeleton', 'Curved Sword','90 / 0 / 0 / 120 / 0 / - / 0 / 0 / 140', '3,0', '', 'A large and heavy curved sword used mainly for severing. A slashing weapon that inflicts heavy damage upon soft flesh,but has a limited effect on metal armor- and hard scales. In addition, it causes its target to bleed.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Blind', 'Dropped by: Black Phantom Selen Vinland at Swamp of Sorrow.', 'Curved Sword', '70 / 0 / 0 / 120 / 0 / - / 2.125 / 0 / 50', '0,1', '','A curved sword with a perfectly transparent blade. Selen Vinland, the dull-gold knight, was famously dauntless, and this sword was equally well-known as a Vinland family treasure.The blade is illusory, and as light as a feather, allowing it to pass through any shields defenses.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Large Sword of Searching', 'This weapon is created at Blacksmith Ed using a Hero Demon Soul and one of the following items: Claws +8, Broad Sword +8, Flamberge +8, Shotel +8,        Scimitar +8, Falchion +8, Kilij +8, Uchigatana +8, War Scythe +8', 'Curved Sword', '170 / 0 / 0 / 120 / 0 / - / 0 / 0 / 400', '8,0', '','A large, curved sword made of crystal, with an enormous crescent blade. It was forged from the Soul of the Demon " OLD Hero."The rickety blade has become severely weathered due to years of fighting.The Old Hero is also called the "Searcher of Storms", and its Soul brings its wielder good fortune in obtaining more items.');

/**
*       Katanas
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Uchigatana', 'Found in: Islands Edge Treasure, behind where the Vanguard is. Can be obtained without fighting it if you take the underground route through the illusory wall corridor.Dropped by: Black Skeleton', 'Katana', '95 / 0 / 0 / 180 / 0 / - / 0 / 0 / 70', '5,0', '', 'A keen, thinly bladed katana forged in a distant
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country. The long black blade is heavier than it looks.It has very high attack power and causes enemies to bleed, but the fragile blade is easily nicked.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Hiltless', 'Found in: The Ritual Path, on a small room in the area full of Slugs. It is being protected by four Phosphorescent Slug. Dropped by: Black Phantom Satsuki', 'Katana', '121 / 0 / 0 / 180 / 0 / - / 0 / 0 / 70', '4,5', '', 'This uchigatana is named for its lack of a hilt.The blade appears somehow wet. A fine piece of work with an intricate design forged by a famous swordsmith in a distant land. Extremely difficult to handle owing to the fact that it must be held by the blade, inevitably injuring the wielder.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Magic Sword "Makoto"', 'Found in: Fort The Ritual Path, after the first reaper on a rock in the hole that Patches the Hyena kicks you in (Pure White World Tendency required)', 'Katana', '210 / 0 / 0 / 327 / 0 / - / 0 / 0 / 70', '5,5', '', 'A cursed katana that has appeared in folklore through the ages. Named for Makoto the giant, who lived in a distant land.Countless, unique teeth have been carved into its blade. These teeth ravage the flesh, never to heal again. Cursed weapons, like the Makoto, are said to devour the wielders essence and rob their warmth. Innumerable warriors continue to be taken by the Makotos allure nevertheless.');
        /**
*   Thrusting Swords
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Mail Breaker', '(1-1) Gates of Boletaria, after the first fog door, turn right and go ahead until the end of the corridor. Dropped by: Dregling','Thrusting Sword', '70 / 0 / 0 / 0 / 0 / - / 0 / 0 / 200', '0,5', '', 'An extremely small rapier');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Rapier', 'Sold by Once Royal Mistress, at Prison of Hope. Found in: Prison of Hope, on the first floor on the edge of the balcony. You obtain a Mercury Rapier +1.Royalty Class starting weapon', 'Thrusting Sword', '75 / 0 / 0 / 0 / 0 / - / 0 / 0 / 150', '0,8', '1500', 'Small rapier. They are effect against metal armor etc,but hard to overpower shield holders, and easily parried. It is also can attack while holding a shield. When used in the left hand, it is more effective with parrying than defending.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Epee Rapier', 'Found in: Upper Latria. Can be found, where the heart used to be. Dropped by: Mephistopheles','Thrusting Sword', '50 / 0 / 80 / 0 / 0 / - / 0 / 0 / 400', '1,5', '', 'A ceremonial rapier with intricate golden designs. It is a weapon favored by those of a masked society who meet in secretto discuss the harnessing of Souls. It is imbued with a strong, magical flame, which is one reason why these vicious people are feared.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Spiral Rapier', 'Dropped by: Gargoyle', 'Thrusting Sword', '70 / 0 / 0 / 180 / 0 / - / 0 / 0 / 100', '1,5', '','A rare rapier with spiral grooves carved into the blade. It is the weapon of choice of the stone gargoyles in Latria.It is meant to inflict pain and cause bleeding rather than deal damage, which provides a glimpse into the insanity of the Old Monk.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Estoc', 'Dropped by: Prisoner. Found in: Prison of Hope treasure, on the first floor on the end of one balcony. It can be looted from a corpse that is by the rubble.', 'Thrusting Sword','80 / 0 / 0 / 0 / 0 / - / 0 / 0 / 150', '1,5', '', 'Large rapier.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Geris Stiletto', 'Prison of Hope reward - for rescuing Sage Freke, the Visionary.', 'Thrusting Sword','50 / 40 / 0 / 0 / 0 / - / 0 / 0 / 200', '0,7', '', 'Though this exceedingly small rapier lacks a cutting edge, it is enchanted by a

unique spell.Crafted by Geri, known for his magic handicrafts, and friend to Sage
Freke the Visionary. Drains a small amount of MP from targets.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Needle of Eternal Agony', 'Can be created at Blacksmith Ed, requires a
using a Mixed Demon Soul and can be created from any of the following weapons:
Parrying Dagger +7, Secret Dagger +7,Mail Breaker +7, Rapier +7, Estoc +7.',
'Thrusting Sword', '10 / 50 / 0 / 0 / 0 / - / 0 / 0 / 400', '0,5', '', 'A large,
curved needle with barbed stingers.This weapon was forged from the Soul of the
Demon "Maneater." It stabs its target, hooks into the flesh, and slowly grinds away
at the Soul.Could it symbolize the relationship between the host and snake within
the Maneater?');
/**
* Axes
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Battle Axe', 'Sold by Blacksmith Boldwin', 'Axe', '80 / 0 / 0 / 0 / 0 / -
/ 0 / 0 / 220', '2,5', '1500', 'A standard axe');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Guillotine Axe', 'Dropped by Executioner Miralda Black Phantom in Gates of
Boletaria, past the gate on the left side of the first bridge. Pure Black World
Tendency requiredRare drop from the Axe wielding Boletaria Soldier', 'Axe', '87 / 0
/ 0 / 0 / 0 / - / 0 / 0 / 250', '6,0', '', 'An axe which is used for beheadings
which has seen a lot of wear and tear.It is fat-handled, short and heavy, but can
sever the cervical vertebra in a single blow. It is disdained as a beheaders weapon
especially in Boletaria.');
/**
* Large Axes
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Cresent Axe', 'Dropped by Fat Officials, sold by Dregling Merchant',
'Large Axe', '115 / 0 / 0 / 0 / 0 / - / 0 / 0 / 200', '7,0', '10000','A long
Handled large Axe with a crescent blade');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dozer Axe', 'This weapon is created at Blacksmith Ed using a Gray Demon
Soul. It can be created from any of the following: Battle Axe+6, Guillotine Axe+6,
Crescent Axe+6, Great Axe+6, Halberd+6', 'Large Axe', '340 / 0 / 0 / 0 / 0 / - / 0
/ 0 / 400', '22', '', 'A tremendously heavy, and bladeless axe.A weapon born from
the soul of the demon "Vanguard". Humans are crushed in one fell swoop from this
axe');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Great Axe', 'Rare drop by Soldier (Axe) in Boletarian Palace. Found in
Smithing Grounds, in the cavern where Patches, the Hyena and the Filthy Man
are.Head up the stairs to the right, after entering the cliffside. Looted off a
corpse at The Tunnel City. Alternatively, If you take the left path from the
archstone, after the elevator room,keep going straight. Once you reach the open
cavern, turn right and head towards the wooden platform. Walk up a bit and drop
down to the third platform below.', 'Large Axe','130 / 0 / 0 / 0 / 0 / - / 0 / 0 /
230', '10,0', '', 'A large axe. A Cleaver. Similar to an axe, it is very versatile
but it is too heavy to wield with ordinary strength.Using that weight, this weapon
blows enemies away. The effect of a direct hit is also larger than that of a
standard axe.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Ritual Blade', 'Digital Deluxe Edition Bonus. To find or gain access to
your digital deluxe bonus item, speak to Stockpile Thomas at The Nexus.', 'Large
Axe','130 / 0 / 0 / 0 / 0 / - / 0 / 0 / 230', '10,0', '', 'A large ceremonial blade
of an ancient tribe from an isolated island. An unorthodox weapon that uses its

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heavy weight to sever enemies.The effect of an optimal hit deals more damage than
normal.');
/**
 *        Hammers
 */
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Club', 'Sold by Dregling Merchant', 'Hammer', '75 / 0 / 0 / 0 / 0 / - / 0
/ 0 / 120', '1,0', '500', 'A coarse wooden club.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Mace', 'Sold Filthy Woman. Found in: Depraved Chasm, behind a lonely Giant
Tick. Priest Class starting weapon', 'Hammer', '80 / 0 / 0 / 0 / 0 / - / 0 / 0 /
250', '2,5', '3000','A standard hammer. It is great effect against metal armor etc,
as well as stealing the targets stamina and destroying shielded carriers. Also by
carefully swinging and landing a direct hit it deals more damage than normal.
(Critical Hit).');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Morning Star', 'Found in: Depraved Chasm, on a platform near the beginning
of the area. You have to push a vertical plank to reach it. Dropped by: Giant
Depraved One.', 'Hammer','75 / 0 / 0 / 100 / 0 / - / 0 / 0 / 210', '2,5', '3000','
hammer with multiple spines on a circular head. Especially used by the soldiers of
the Gods. Succeeding the plusses of a blunt type weapon, the bleeding effect from
the spines can be expected.A weapon with a high level of completion.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pickaxe', 'Sold by Filthy Man. Found in: (3-1) Smithing Grounds. Found in
a room after 3 Scale Miners. Dropped by: Scale Miner', 'Hammer', '80 / 0 / 0 / 0 /
0 / - / 0 / 0 / 300','3,0', '500', 'A Pickaxe used by miners at work. Not intended
for combat, but the hard protusion allows it to function as a thrusting weapon. The
signature tool of the Stonefang mine.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('War Pick', 'Sold by Filthy Woman in Depraved Chasm or Swamp of Sorrow.',
'Hammer', '80 / 0 / 0 / 0 / 0 / - / 0 / 0 / 170','1,5', '4000', 'A hammer that
specializes in pierce attacks. A pickaxe modified for use in battle, this hammer
has a hard, break-like protrusion that pierces even hard metal armor to deal
damage.Following through with ones swing and landing the hit will deal a Direct
Hit, which does more damage than normal.');
/**
 *        Large Hammers
 */
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Meat Cleaver', 'Can be created at Blacksmith Ed requires a Swollen Demon
Soul. It can be created from any of the following: Club+0, Great Club+0, War
Pick+6, Mace+6, Pickaxe+6,        Morning Star+6, Iron Knuckles+6, Mirdan Hammer+6',
'Large Hammer', '90 / 90 / 0 / 0 / 0 / - / 0 / 0 / 400', '10,0', '', 'A large
cleaver forged from the soul of the Demon "Adjudicator."It is the Adjudicators own
weapon, and transforms sinners into delicious-looking cuts of meat It also steals a
small amount of HP from its target when attacking,reflecting the original Souls
avaricious nature.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Great Club', 'Found in: Smithing Grounds, can be found near the exploding
barrel. Depraved Chasm Boss area. Dropped by: Giant Depraved One ', 'Large
Hammer','100 / 0 / 0 / 0 / 0 / - / 0 / 0 / 140', '5,0', '', 'A large wooden club
that is fortified with iron spikes. Among the larger weapons whick knock enemies
back,this one is made of wood, making it relatively lightweight and easy to
handle.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Bramd', 'Dropped by: Black Phantom Garl Vinland.', 'Large Hammer','210 / 0
/ 0 / 0 / 0 / - / 0 / 0 / 900', '36', '', 'A dreadfully large, crude iron hammer.
```

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One of the Vinland family treasures. Said to have been bent into its shape by an
old killer of giants.Increases resistance to plague and poison, but impossible to
wield properly by anyone of ordinary strength, even when grasped with both
hands.');
/**
*         Spears
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Short Spear', 'Sold by Dregling Merchant', 'Spear', '80 / 0 / 0 / 0 / 0 /
- / 0 / 0 / 180', '2,5', '1500', 'A standard spear. Spears function as rapiers with
a longer reach');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Winged Spear', '(1-2) The Lords Path, on the first bridge where the Red
Dragon does the bombing run. Dropped by: Red Eye Knight', 'Spear', '85 / 0 / 0 / 0
/ 0 / - / 0 / 0 / 160', '3,0', '', 'A long spear with winged lugs near the tip.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Scraping Spear', 'Created by Blacksmith Ed, requires a Lead Demon Soul.
Can be created using any one of the following items: Short Spear+7, Winged Spear+
7', 'Spear', '100 / 0 / 0 / 0 / 0 / - / 0 / 0 / 400', '4,0', '', 'A long spear with
numerous barbs on the tip. Forged from the soul of the Phalanx Demon. Gradually
corrodes the enemys equipment,reducing durability.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Istarelle', 'Found in: Depraved Chasm (Requires Pure White World
Tendency). About halfway across the ledge connecting the 2 areas there will be a
ladder to your left.Climb it and proceed across many ledges. You will have to kill
Depraved Ones and a Giant Depraved One to cross the bridge. You will see three
Giant Depraved Ones in a cave,Istarelle is right there.', 'Spear', '20 / 100 / 0 /
0 / 0 / - / 0 / 0 / 800', '1,0', '', 'A short spear of hard oak. It is covered with
engravings and is one of the few Revelations from God.Once belonged to the Holy
Knight Lizaia. Its holiness increases the wielders resistance to plague and
poison.');
/**
*         Polearms
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Halberd', 'Sold by Filthy Woman. Dropped by: Soldiers. Temple Knight
starting weapon', 'Polearm', '95 / 0 / 0 / 0 / 0 / - / 0 / 0 / 200', '3,5', '5000',
'A standard pole weapon.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Mirdan Hammer', 'Dropped by: Scale Miner. Found in the Swamp of Sorrow,
where you drop the plank for the shortcut, drop to your left to find it',
'Polearm','95 / 0 / 0 / 0 / 0 / - / 0 / 0 / 200', '3,5', '', 'A pole weapon with a
hard protrusion. The first temple was built in Mird, a land that fell long ago.This
weapon holds special significance for those of the faith.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Phosphorescent Pole', 'Dropped by: Lord Rydell Black Phantom', 'Polearm',
'60 / 110 / 0 / 0 / 0 / - / 0 / 0 / 250', '4,0', '','A long rod inlaid with a blue
jewel that emits phosphorescent light. Bladeless and lightweight, and due to a
magical magical enhancement,it slowly regenerates the wielders MP. One of Lord
Rydyells most storied exploits is his theft of this weapon from the witch in the
sky.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('War Scythe', 'Found in the Swamp of Sorrow, can be found on one of the
islands of the swamp. Near to one that contains x1 Shard of Suckerstone. Dropped
by: Reaper', 'Polearm','95 / 0 / 0 / 0 / 0 / - / 0 / 0 / 130', '3,0', '', 'A pole
weapon used for slash attacks.');
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INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Reaper Scythe', 'Obtained as a Pre-order bonus for the Demons Souls
Remake. To find or gain access to your digital deluxe bonus item, speak to
Stockpile Thomas at The Nexus', 'Polearm','95 / 0 / 0 / 180 / 0 / - / 0 / 0 / 130',
'3,0', '', 'A pole weapon with a curved blade on one end used for slash attacks.
Originally wielded by a sorcerer that commanded spirits of the dead.Pole weapons
can mow down many targets in a single blow but are difficult to handle and require
both strength and dexterity to use..');
/**
*        Bows
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Short Bow', 'Thief starting weapon. Sold by Graverobber Blige', 'Bow', '30
/ 0 / 0 / 0 / 0 / - / 0 / 0 / 100', '0,6', '1500', 'A small bow. The most basic of
ranged weapons.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Compound Short Bow', 'One can be found atop the second tower in (1-2) The
Lords Path. Dropped by: Silver Skeleton', 'Bow', '40 / 0 / 0 / 0 / 0 / - / 0 / 0 /
100', '1,0', '', 'A small composite bow, fortified with materials other than wood,
requiring additional strength to wield properly.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Long Bow', 'Sold by Graverobber Blige. The starting bow of the Hunter
class.', 'Bow', '35 / 0 / 0 / 0 / 0 / - / 0 / 0 / 100', '1,2', '3000','A large bow.
It has a longer range of fire than a small bow.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Compound Long Bow', 'Found in: Islands Edge treasure. Past the first fog
door, on the tower where a single Silver Skeleton archer is shooting at you.
Dropped by: Silver Skeleton','Bow', '45 / 0 / 0 / 0 / 0 / - / 0 / 0 / 100', '2,0',
'', 'A large bow. It has a longer range of fire than a small bow.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Lava Bow', 'Can be created at Blacksmith Ed requires a Hard Demon Soul. It
can be created from any of the following: Short Bow+7, Long Bow+7, Compound Short
Bow+7, Compound Long Bow+7','Bow', '55 / 0 / 100 / 0 / 0 / 0 / 0 / 0 / 400', '2,0',
'0', 'A long bow with limbs like a spiders leg. It was forged from the Soul of the
Demon "Armor Spider."It imbues all arrows fired with fire attributes.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('White Bow', 'Dropped by Long Bow Oolan. Found in: The Ritual Path on a
dead body', 'Bow', '100 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 300', '1,5', '0', 'A longbow
made of gnarled wood. With its two intertwined strings, this legendary weapon is
said to be impossible for a human to handle. Extremely long range');
/**
*        Catalysts
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Wooden Catalyst', 'In (1-2) The Lords Path go ahead to the bridge above,
then go through it. Turn right below the first tower, then go up the stairs. Loot
the corpse at the right corner to get the Wooden Catalyst. Found in Prison of Hope,
3F cell, along with Wizards Clothes set.', 'Catalyst', '55 / 0 / 0 / 0 / 0 / 126 /
0 / 0 / 30', '1,0', '', 'A wooden catalyst, and the most rudimentary tool for
casting magic.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Silver Catalyst', 'Found in: Prison of Hope, room opposite the "liar" and
the Special Key', 'Catalyst', '57 / 0 / 0 / 0 / 0 / 119 / 0 / 0 / 40', '0,5', '',
'A silver catalyst for casting magic.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Insanity Catalyst', 'Created at Blacksmith Ed from a Golden Demon Soul.
Can be created using any of the following: Wooden Catalyst+0, Silver Catalyst+0',
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'Catalyst', '59 / 0 / 0 / 0 / 0 / 143 / 0 / 0 / 400', '0,5', '', 'A catalyst
wrapped in golden cloth.Forged from the Soul of the Old Monk Demon. Grants its
wielder madness, drastically increasing the power of magic, but simultaneously
halving ones maximum MP.If you have no future to lose, then who could blame you for
placing your faith in the golden robes?');
/**
 *        Talismans
 */
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Talisman of Beasts', 'Mephistopheles quest reward. She will ask you to
kill Ostrava, of Boletaria, and as a reward she will give you the Talisman of
Beasts.Dropped by: Black Phantom Scirvir.', 'Talisman', '50 / 0 / 0 / 0 / 0 / 121 /
0 / 0 / 150', '0,2', '', 'An old wooden amulet featuring a symbolic depiction of
the Old One. Can be used to cast both miracles and magic.What was considered a
depiction of God was in fact an image of the Old One, portrayed as a force of feral
chaos.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Talisman of God', 'Sold by Filthy Woman. Found in: Islands Edge. Before
the first fog door, turn right and head towards the body behind a tree to find it.
', 'Talisman', '50 / 0 / 0 / 0 / 0 / 131 / 0 / 0 / 300', '0,2', '5000', 'A metal
crafted amulet which resembles the symbol of God. Used to cast Miracles.');
/**
 *        Crossbows
 */
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Light Crossbow', 'Sold by Dregling Merchant. Found in: Gates of Boletaria.
Near the first Blue Eye Knight, theres a broken wall, drop there to find
it.','Crossbow', '60 / 0 / 0 / 0 / 0 / - / 0 / 0 / 150', '2,5', '2000', 'A small
crossbow, easy to operate crossbow issued to Boletarian Soldiers.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Heavy Crossbow', 'Found in: Prison of Hope, near one of the fog
doors.','Crossbow', '70 / 0 / 0 / 0 / 0 / - / 0 / 0 / 150', '5,0', '', 'A large
crossbow. An easy to handle, but powerful ranged weapon.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Gargoyle Crossbow', 'There are three Gargoyles that drop the Crossbow in
(3-2) Upper Latria:The midpoint of the walkway that leads to the first chain
tower.To the right of the start of the walkway that leads to the second chain
tower. The midpoint of the walkway joining the lower part of the fallen heart
tower','Crossbow', '10 / 40 / 0 / 0 / 0 / - / 0 / 0 / 150', '3,5', '', 'The
crossbow favored by Latrias stone gargoyles. It is magically enhanced, and its
attack power increasesaccording to its wielders magic strength.');
/**
 *        Armors
 */
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Imperial Spy Clothes', 'Dropped by Imperial Spy(rare). Found in: Prison of
Hope', 'Armor', '26 / 26 / 26 / 24 / 46 / 0 / 26 / 19 / 18', '1,5', '0', 'Lurking
in the shadows,      covert operations were carried out directly under the kings
order. Victims would seldom see the rogues before it is too late');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Imperial Spy Hood', 'Found in: Prison of Hope', 'Armor', '12 / 12 / 12 / 8
/ 16 / 0 / 12 / 8 / 10', '0,5', '0', 'Lurking in the shadows, covert operations
were carried out directly under the kings order. Victims would seldom see the
rogues before it is too late');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Imperial Spy Gloves', 'Found in: Prison of Hope', 'Armor', '15 / 15 / 15 /
14 / 32 / 0 / 15 / 12 / 14', '0,9', '0', 'Lurking in the shadows, covert operations
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were carried out directly under the kings order. Victims would seldom see the rogues before it is too late');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Imperial Spy Leggins', 'Found in: Prison of Hope', 'Armor', '15 / 15 / 15 / 14 / 32 / 0 / 15 / 12 / 14', '0,9', '0', 'Lurking in the shadows, covert operations were carried out directly under the kings order. Victims would seldom see the rogues before it is too late');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Plate Helmet', 'Sold by Dregling Merchant', 'Armor', '13 / 13 / 16,3 / 8 / 6 / 0 / 13 / 8 / 9', '3,8', '1000', 'An iron helmet, commonly found on soldiers.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Coat of Plate', 'Sold by Dregling Merchant', 'Armor', '32 / 32 / 38,4 / 24 / 15 / 0 / 32 / 19 / 22', '9,6', '1500', 'An iron chestpiece commonly used by soldiers. It is simply made, but reasonably tough. Its heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Plate Gauntlets', 'Sold by Dregling Merchant', 'Armor', '20 / 20 / 24 / 14 / 9 / 0 / 20 / 12 / 14', '5,8', '1200', 'Iron gauntlets, commonly used by soldiers. They are simply made, but reasonably tough. Its heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Plate Leggins', 'Sold by Dregling Merchant', 'Armor', '20 / 20 / 24 / 14 / 9 / 0 / 20 / 12 / 14', '5,8', '1200', 'Iron greaves, commonly used by soldiers. They are simply made, but reasonably tough. Its heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Brushwood Helmet', 'Sold by Dregling Merchant. Corpse in the Gates of Boletaria, Pure White World Tendency is required. Dropped by Biorr, of the Twin Fangs.','Armor', '17 / 17 / 21,3 / 8 / 6 / 0 / 17 / 8 / 14', '6,9', '50000', 'This old helmet was long ago held by the Boletarian Royal Family. It is excellent for staving off flame.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Brushwood Armor', 'Sold by Dregling Merchant. Corpse in the Gates of Boletaria, Pure White World Tendency is required. Dropped by Biorr, of the Twin Fangs.','Armor', '42 / 32 / 50,4 / 24 / 15 / 0 / 42 / 19 / 31', '17,3', '80000', 'This old Armor was long ago held by the Boletarian Royal Family. It is excellent for staving off flame.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Brushwood Gauntlets', 'Sold by Dregling Merchant. Corpse in the Gates of Boletaria, Pure White World Tendency is required. Dropped by Biorr, of the Twin Fangs.','Armor', '25 / 25 / 30 / 14 / 9 / 0 / 25 / 12 / 19', '10,4', '60000', 'These old Gauntlets was long ago held by the Boletarian Royal Family. It is excellent for staving off flame.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Brushwood Leggins', 'Sold by Dregling Merchant. Corpse in the Gates of Boletaria, Pure White World Tendency is required. Dropped by Biorr, of the Twin Fangs.','Armor', '25 / 25 / 30 / 14 / 9 / 0 / 25 / 12 / 19', '10,4', '60000', 'These old Greaves were long ago held by the Boletarian Royal Family. It is excellent for staving off flame.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Three Cornered Hat', 'Dropped by Yuria, the Witch. Found on the second floor cell block in Prison of Hope. Pure White World Tendency is required','Armor', '10 / 12 / 10 / 6 / 6 / 24 / 10 / 9 / 5', '1,4', '', 'A stiff and dirty three-cornered cap. The witches hat painted through tradition actually seems to be worn by witches…');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Old Raggedy Robes', 'Dropped by Yuria, the Witch. Found outside the left

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tower after cutting a chain on the balcony in the tower in Gates of
Boletaria.','Armor', '26 / 31,2 / 26 / 15 / 15 / 62 / 26 / 23 / 13', '3,5', '', 'A
robe made of layers of ragged fabric. Covered in tears, open seams, and writhing
grubs. No person in their right mind would don these garments of their own
accord');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Old Raggedy Gloves', 'Dropped by Yuria, the Witch. Found outside the left
tower after cutting a chain on the balcony in the tower in Gates of
Boletaria.','Armor', '16 / 19,2 / 16 / 9 / 9 / 37 / 16 / 14 / 8', '2,1', '',
'Coarse hand wrappings made of layers of ragged fabric. They are covered with
tears, unsightly open seams, and numerous unsightly insects wriggling within it. No
sane person would dare wear something like this…');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Old Raggedy Boots', 'Dropped by Yuria, the Witch. Found outside the left
tower after cutting a chain on the balcony in the tower in Gates of
Boletaria.','Armor', '16 / 19,2 / 16 / 9 / 9 / 37 / 16 / 14 / 8', '2,1', '', '');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Blue Eye knight Helmet', 'In Gates of Boletaria 1 -1. If Pure White or
Pure Black World Tendency are unlocked, a locked door opens to the left of the
staircase leading to Phalanx. Take this path, and you will find the helm behind one
of the executioner structures alongside the cliff edge', 'Armor', '11 / 11 / 12 /
12 / 6 / 0 / 22 / 6 / 10', '4,5', '', '');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Blue Eye knight Cuirass', 'In (1-2) The Lords Path, The piece is behind
Ostrava, of Boletaria who can be accessed by running past the dragon fire toward
the first tower then going to the underground area.', 'Armor', '32 / 32 / 36 / 24 /
15 / 0 / 36 / 19 / 21', '10,5', '','The cuirass of the Boletarian Knights is
emblazoned with the image of the sun as proof of their commission from the king');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Blue Eye knight Greaves', 'In (1-4) The Kings Tower. Found to left of the
main stairs behind the Blue Dragon. You must flip a lever and follow the
pathway.Alternatively, if you head to the top of the stairs after defeating the Red
Eye Knight and Boletaria Soldiers, just before you head outside where you encounter
the Blue Dragon, before going outside, theres a ladder on the left that you can
climb. At the top, you will find a body resting by the wall on the left. Loot it to
find the item.', 'Armor','17 / 17 / 19 / 14 / 9 / 0 / 17 / 12 / 14', '6,2', '',
'The greaves of the Boletarian Knights are emblazoned with the image of the sun as
proof of their commision from the king.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Venerable Sages Robe', 'Dropped by Sage Freke, the Visionary. Treasure in
Prison of Hope. Found in 2F West, path previously blocked by debris is accessible
now.Pure White World Tendency required. Once unlocked, it stays that way, even if
World Tendency changes later.', 'Armor', '27 / 32,4 / 27 / 15 / 15 / 0 / 27 / 23 /
19', '3,8', '','Sage Freke the Visionarys equipment. A plain traveling suit which
makes long marches possible, however it is the travel wear of a dirty sage. This
shows Sage Frekes origins quite well');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Venerable Sages Hood', 'Dropped by Sage Freke, the Visionary. Treasure in
Prison of Hope. Found in 2F West, path previously blocked by debris is accessible
now.Pure White World Tendency required. Once unlocked, it stays that way, even if
World Tendency changes later.', 'Armor', '11 / 13,2 / 22 / 6 / 6 / 0 / 11 / 9 / 8',
'1,5', '','Sage Freke the Visionarys equipment. A plain traveling suit which makes
long marches possible, however it is the travel wear of a dirty sage. This shows
Sage Frekes origins quite well');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Venerable Sages Boots', 'Dropped by Sage Freke, the Visionary. Treasure in
Prison of Hope. Found in 2F West, path previously blocked by debris is accessible
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now.Pure White World Tendency required. Once unlocked, it stays that way, even if World Tendency changes later.', 'Armor', '16 / 19,2 / 16 / 9 / 9 / 0 / 16 / 14 / 11', '2,3', '','Sage Freke the Visionarys equipment. A plain traveling suit which makes long marches possible, however it is the travel wear of a dirty sage. This shows Sage Frekes origins quite well');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus) **VALUES** ('Venerable Sages Gloves', 'Dropped by Sage Freke, the Visionary. Treasure in Prison of Hope. Found in 2F West, path previously blocked by debris is accessible now.Pure White World Tendency required. Once unlocked, it stays that way, even if World Tendency changes later.', 'Armor', '16 / 19,2 / 16 / 9 / 9 / 0 / 16 / 14 / 11', '2,8', '','Sage Freke the Visionarys equipment. A plain traveling suit which makes long marches possible, however it is the travel wear of a dirty sage. This shows Sage Frekes origins quite well');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus) **VALUES** ('Gloom Helm', 'Dropped by Yurt, the Silent Chief.', 'Armor', '13 / 13 / 16,3 / 18 / 18 / 18 / 13 / 8 / 9', '4,6', '','A black iron helmet worn by Yurt, the Silent Chief. The two horns on the headpiece are its chief characteristic. A portion of the complete armor set which has an extremely high level of adhesion.The black iron robs the wearer of his or her body heat, causing them to shiver and breathe out cold air. Its heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus) **VALUES** ('Gloom Armor', 'Dropped by Yurt, the Silent Chief.', 'Armor', '34 / 34 / 40,8 / 46 / 46 / 46 / 34 / 19 / 24', '11,5', '','Black iron armour worn by Yurt, the Silent Chief. The two horns on the headpiece are its chief characteristic. A portion of the complete armor set which has an extremely high level of adhesion.
          The black iron robs the wearer of his or her body heat, causing them to shiver and breathe out cold air. Its heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus) **VALUES** ('Gloom Gauntlets', 'Dropped by Yurt, the Silent Chief.', 'Armor', '20 / 20 / 24 / 28 / 28 / 28 / 20 / 12 / 14', '6,9', '','Black iron gauntlets worn by Yurt, the Silent Chief. The two horns on the headpiece are its chief characteristic. A portion of the complete armor set which has an extremely high level of adhesion.The black iron robs the wearer of his or her body heat, causing them to shiver and breathe out cold air. Its heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus) **VALUES** ('Gloom Leggins', 'Dropped by Yurt, the Silent Chief.', 'Armor', '20 / 20 / 24 / 28 / 28 / 28 / 20 / 12 / 14', '6,9', '','Black iron greaves worn by Yurt, the Silent Chief. The two horns on the headpiece are its chief characteristic. A portion of the complete armor set which has an extremely high level of adhesion.The black iron robs the wearer of his or her body heat, causing them to shiver and breathe out cold air. Its heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus) **VALUES** ('Leather Cap', 'The Hunter class starts with this Armor Set. Sold by Graverobber Blige.', 'Armor', '11 / 11 / 11 / 6 / 6 / 0 / 11 / 8 / 8', '1,2', '500','A leather hat suitable for field activity. Widely used by hunters');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus) **VALUES** ('Leather Armor', 'The Hunter class starts with this Armor Set. Wanderer starts with Leather Armor. Sold by Graverobber Blige.', 'Armor', '28 / 28 / 28 / 15 / 15 / 0 / 28 / 16 / 20','3,1', '1500', 'Leather armor suitable for field activity. It is widely used by hunters.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus) **VALUES** ('Leather Gloves', 'The Hunter class starts with this Armor Set. Sold by Graverobber Blige.', 'Armor', '17 / 17 / 17 / 9 / 9 / 0 / 17 / 12 / 12', '1,2', '800','Leather gloves suitable for field activity. It is widely used by hunters.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus) **VALUES** ('Leather Boots', 'The Hunter class starts with this Armor Set. Sold by

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Graverobber Blige.', 'Armor', '17 / 17 / 17 / 9 / 9 / 0 / 17 / 12 / 12', '1,8',
'800','Leather boots suitable for field activity. It is widely used by hunters.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Barbarian Clothes', 'Sold by Patches, the Hyena in The Nexus after you
meet him in The Tunnel City (Stonefang Tunnel 2-2). Sold by Graverobber Blige after
being freed in Islands Edge / The Ritual Path (Shrine of Storms 4-1 and 4-2)',
'Armor', '0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0', '0,0', '300','Made from various
pelts, the weathered furs provide no protection from harm. The crude stitching
originates from a primitive civilization.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Barbarian Armbands', 'Sold by Patches, the Hyena in The Nexus after you
meet him in The Tunnel City (Stonefang Tunnel 2-2). Sold by Graverobber Blige after
being freed in Islands Edge / The Ritual Path (Shrine of Storms 4-1 and 4-2)',
'Armor', '0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0', '0,0', '150','Made from various
pelts, the weathered furs provide no protection from harm. The crude stitching
originates from a primitive civilization.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Barbarian Leggins', 'Sold by Patches, the Hyena in The Nexus after you
meet him in The Tunnel City (Stonefang Tunnel 2-2). Sold by Graverobber Blige after
being freed in Islands Edge / The Ritual Path (Shrine of Storms 4-1 and 4-2)',
'Armor', '0 / 0 / 0 / 0 / 0 / 0 / 0 / 0 / 0', '0,0', '200','Made from various
pelts, the weathered furs provide no protection from harm. The crude stitching
originates from a primitive civilization.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chain Helmet', 'Sold by Filthy Woman. The Priest class starts with this
Armor set.', 'Armor', '13 / 13 / 19,6 / 8 / 6 / 0 / 13 / 10,4 / 9', '3,8',
'2000','A hat knit with thin steel wires. Strong against slash attacks, it is often
worn by soldiers of the church. Its heaviness slightly impedes stamina
regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chain Mail', 'Sold by Filthy Woman. The Priest class starts with this
Armor set.', 'Armor', '32 / 32 / 41,6 / 24 / 15 / 0 / 25,6 / 19 / 22', '9,6',
'4000','Armor knit with thin steel wires. Strong against slash attacks, it is often
worn by soldiers of the church. Its heaviness slightly impedes stamina
regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Chain Gloves', 'Sold by Filthy Woman. The Priest class starts with this
Armor set.', 'Armor', '20 / 20 / 26 / 14 / 9 / 0 / 16 / 12 / 14', '5,8',
'3000','Gloves knit with thin steel wires. Strong against slash attacks, it is
often worn by soldiers of the church. Its heaviness slightly impedes stamina
regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Hard Leather Boots', 'Sold by Filthy Woman. The Priest class starts with
this Armor set.', 'Armor', '20 / 20 / 26 / 14 / 9 / 0 / 16 / 12 / 14', '5,8',
'3000','Light leather shoes. Though they are not metal, they have a high defensive
aspect. These shoes are widely worn by soldiers of the church.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Mirdan Helmet', 'Sold by Filthy Woman. The Temple Knight class starts with
this Armor set.', 'Armor', '14 / 14 / 17,5 / 8 / 6 / 0 / 14 / 9 / 12', '5,4',
'5000','A helmet crafted from white metal, given to knights who protect sacred
temples. Mird, now long lost, is the name of the area where the first temples were
built.Its heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Mirdan Scale Mail', 'Sold by Filthy Woman. The Temple Knight class starts
with this Armor set.', 'Armor', '36 / 36 / 43,2 / 24 / 15 / 0 / 24 / 21 / 32',
'13,5', '15000','White metal armour with an inner layer of scale, issued to knights
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who serve as temple guards. The first temple was built in Mird, a land that fell long ago.Its weight significantly slows stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Mirdan Gauntlets', 'Sold by Filthy Woman. The Temple Knight class starts with this Armor set.', 'Armor', '22 / 22 / 26,4 / 14 / 9 / 0 / 22 / 13 / 20', '8,1', '10000','Gauntlets crafted from white metal and given to knights charged with protecting sacred temples. Mird, now long lost, is the name of the area where the first temples were built.Their heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Mirdan Leggins', 'Sold by Filthy Woman. The Temple Knight class starts with this Armor set.', 'Armor', '22 / 22 / 26,4 / 14 / 9 / 0 / 22 / 13 / 20', '8,1', '10000','Greaves crafted from white metal and given to knights charged with protecting sacred temples. Mird, now long lost, is the name of the area where the first temples were built.Their heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dull Gold Helmet', 'Dropped by Selen Vinland, at the Swamp of Sorrow. Dropped by a Phosphorescent Slug. This slug is located past the first fog wall in the Swamp of Sorrow. Instead of going up the ramp on the left, head out into the swamp on the right, past Selen Vinland, and you will find a small island with a lone Phosphorescent Slug. Kill it got gain the Set.','Armor', '13 / 13 / 16,3 / 8 / 6 / 0 / 13 / 11 / 9', '3,8', '', 'A dull gold helmet. Worn as the war gear of high-ranking women in the highlands. Its heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dull Gold Armor', 'Dropped by Selen Vinland, at the Swamp of Sorrow. Dropped by a Phosphorescent Slug. This slug is located past the first fog wall in the Swamp of Sorrow. Instead of going up the ramp on the left, head out into the swamp on the right, past Selen Vinland, and you will find a small island with a lone Phosphorescent Slug. Kill it got gain the Set.','Armor', '32 / 32 / 38,4 / 24 / 15 / 0 / 32 / 27 / 22', '9,6', '', 'Dull gold armor that serves as the war gear of high-ranking women in the highlands.Its heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dull Gold Maniter', 'Dropped by Selen Vinland, at the Swamp of Sorrow. Dropped by a Phosphorescent Slug. This slug is located past the first fog wall in the Swamp of Sorrow. Instead of going up the ramp on the left, head out into the swamp on the right, past Selen Vinland, and you will find a small island with a lone Phosphorescent Slug. Kill it got gain the Set.','Armor', '19 / 19 / 22,8 / 14 / 9 / 0 / 19 / 16 / 13', '5,8', '', 'Dull gold gauntlets that serve as the war gear of high-ranking women in the highlands.Their heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dull Gold Leggins', 'Dropped by Selen Vinland, at the Swamp of Sorrow. Dropped by a Phosphorescent Slug. This slug is located past the first fog wall in the Swamp of Sorrow. Instead of going up the ramp on the left, head out into the swamp on the right, past Selen Vinland, and you will find a small island with a lone Phosphorescent Slug. Kill it got gain the Set.','Armor', '19 / 19 / 22,8 / 14 / 9 / 0 / 19 / 16 / 13', '5,8', '', 'Dull gold greaves that serve as the war gear of high-ranking women in the highlands.Their heaviness slightly impedes stamina regeneration.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dark Silver Helmet', 'Dropped by Garl Vinland, at the Rotting Haven.', 'Armor', '14 / 14 / 27,5 / 8 / 6 / 0 / 14 / 11 / 10', '5,4', '', 'A dark silver helmet from Vinland.The impressive parietal design represents the sacred tree of both houses.');

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INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dark Silver Armor', 'Dropped by Garl Vinland, at the Rotting Haven.',
'Armor', '36 / 36 / 43,2 / 24 / 15 / 0 / 36 / 27 / 25', '13,5', '', 'A dark silver
armor from Vinland.The dark silver is known to be the oldest metal in the land, and
is said to exorcise malice.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dark Silver Maniter', 'Dropped by Garl Vinland, at the Rotting Haven.',
'Armor', '20 / 20 / 24 / 14 / 9 / 0 / 20 / 16 / 14', '8,1', '', 'A dark silver
gaunlets from Vinland.The dark silver is known to be the oldest metal in the land,
and is said to exorcise malice.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dark Silver Leggins', 'Dropped by Garl Vinland, at the Rotting Haven.',
'Armor', '20 / 20 / 24 / 14 / 9 / 0 / 20 / 16 / 14', '8,1', '', 'A dark silver
greaves from Vinland.The dark silver is known to be the oldest metal in the land,
and is said to exorcise malice.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Ancient Kings Mask', 'Dropped by Old King Doran, in the Boletarian
Mausoleum at Gates of Boletaria.', 'Armor', '12 / 12 / 15 / 8 / 6 / 0 / 12 / 9 /
13', '3,1', '','The bronze mask of the demigod Old King Doran. There are jewels
inlaid in it.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Ancient Kings Breastplate', 'Dropped by Old King Doran, in the Boletarian
Mausoleum at Gates of Boletaria.', 'Armor', '31 / 31 / 37,2 / 24 / 15 / 0 / 31 / 21
/ 34', '7,7', '','The bronze breastplate of the demigod Old King Doran. There are
jewels inlaid in it.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Ancient Kings Gauntlets', 'Dropped by Old King Doran, in the Boletarian
Mausoleum at Gates of Boletaria.', 'Armor', '19 / 19 / 22,8 / 14 / 9 / 0 / 19 / 13
/ 21', '4,6', '','The bronze gauntlets of the demigod Old King Doran. There are
jewels inlaid in it.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Ancient Kings Greaves', 'Dropped by Old King Doran, in the Boletarian
Mausoleum at Gates of Boletaria.', 'Armor', '19 / 19 / 22,8 / 14 / 9 / 0 / 19 / 13
/ 21', '4,6', '','The bronze greaves of the demigod Old King Doran. There are
jewels inlaid in it.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Saints Robes', 'Treasure in Depraved Chasm. All the way up from where you
find the Filthy Woman, on your left fight a Depraved One, and keep going to loot it
along therest of the Saints Set.', 'Armor', '27 / 32,4 / 27 / 15 / 15 / 0 / 27 / 23
/ 16', '4,6', '','Saints attire. White clothes of especially high-ranking saints
worn when making appearances to teach or perform holy works while traveling.The
strong fabric is made from many layers of cloth, bundled together.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Saints Boots', 'Treasure in Depraved Chasm. All the way up from where you
find the Filthy Woman, on your left fight a Depraved One, and keep going to loot it
along therest of the Saints Set.', 'Armor', '16 / 19,2 / 16 / 9 / 9 / 0 / 16 / 14 /
9', '2,8', '','Saints attire. White clothes of especially high-ranking saints worn
when making appearances to teach or perform holy works while traveling.The strong
fabric is made from many layers of cloth, bundled together.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Saints Gloves', 'Treasure in Depraved Chasm. All the way up from where you
find the Filthy Woman, on your left fight a Depraved One, and keep going to loot it
along therest of the Saints Set.', 'Armor', '16 / 19,2 / 16 / 9 / 9 / 0 / 16 / 14 /
9', '2,8', '','Saints attire. White clothes of especially high-ranking saints worn
when making appearances to teach or perform holy works while traveling.The strong
fabric is made from many layers of cloth, bundled together.');
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INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Gold Mask', 'Dropped by Mephistopheles. Found in Upper Latria, where the
big heart used to be. Get down there to loot it..', 'Armor', '2 / 2 / 2 / 16 / 16 /
16 / 2 / 8 / 8','0,6', '', 'A gold mask inlaid with a delicate design. Even among
the rogues that are confined in a sealed chamber who embrace the soul.industry ,
only those of a particularly high rank are allowed to wear it.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Rogues Clothes', 'Found on a corpse in Upper Latria.', 'Armor', '25 / 25 /
25 / 15 / 15 / 0 / 25 / 25 / 17', '1,5', '','A luxurious vest of smooth black
cloth, woven with gold thread. Equipment of a masked society who meet in secret to
discuss the harnessing of Souls.Their clandestine affairs are largely unknown.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Rogues Gloves', 'Found on a corpse in Upper Latria.', 'Armor', '15 / 15 /
15 / 9 / 9 / 0 / 15 / 15 / 10', '0,9', '','A luxurious gloves of smooth black
cloth, woven with gold thread. Equipment of a masked society who meet in secret to
discuss the harnessing of Souls.Their clandestine affairs are largely unknown.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Rogues Boots', 'Found on a corpse in Upper Latria.', 'Armor', '15 / 15 /
15 / 9 / 9 / 0 / 15 / 15 / 10', '0,9', '','A luxurious boots of smooth black cloth,
woven with gold thread. Equipment of a masked society who meet in secret to discuss
the harnessing of Souls.Their clandestine affairs are largely unknown.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Burrower Armor', 'Can be FOUND AT The Tunnel City (2-2), along the coast
of the lava river shortly BEFORE the Flamelurker.', 'Armor', '27 / 32 / 27 / 15 /
15 / 0 / 27 / 19 / 30','8,5', '', 'Only available in Demons Souls Remake');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Burrower Armbands', 'Can be FOUND AT The Tunnel City (2-2), along the
coast of the lava river shortly BEFORE the Flamelurker.', 'Armor', '17 / 17 / 19 /
14 / 9 / 0 / 17 / 12 / 14','6,2', '', 'Only available in Demons Souls Remake');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Burrower Boots', 'Can be FOUND AT The Tunnel City (2-2), along the coast
of the lava river shortly BEFORE the Flamelurker.', 'Armor', '16 / 19 / 16 / 9 / 9
/ 0 / 16 / 12 / 14','5,2', '', 'Only available in Demons Souls Remake');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Wizards Clothes', 'The Magician AND Royalty classes START WITH this Armor
Set. FOUND in the Prison of Hope, in a cell WHERE you KILL a prisoner ON the FIRST
area.You need Prison of Hope, 3F Cell KEY TO OPEN the door.', 'Armor', '26 / 26 /
26 / 15 / 15 / 0 / 26 / 19 / 18', '1,9', '', 'Well-made cloth vest, worn BY
official magicians.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Wizards Gloves', 'The Magician AND Royalty classes START WITH this Armor
Set. FOUND in the Prison of Hope, in a cell WHERE you KILL a prisoner ON the FIRST
area.You need Prison of Hope, 3F Cell KEY TO OPEN the door.', 'Armor', '16 / 16 /
16 / 9 / 9 / 0 / 16 / 12 / 11', '1,2', '', 'Thick gloves WITH a finely crafted
metal design,worn BY official magicians.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Wizards Shoes', 'The Magician AND Royalty classes START WITH this
Armor Set. FOUND in the Prison of Hope, in a cell WHERE you KILL a prisoner ON the
FIRST area.You need Prison of Hope, 3F Cell KEY TO OPEN the door.', 'Armor', '16 /
16 / 16 / 9 / 9 / 0 / 16 / 12 / 11', '1,2', '', 'Functional shoes suited FOR stone
floors.They are worn BY official magicians.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Assassins Mask', 'Thief class starts with this Armor Set. In Prison of
Hope, once you access the second floor, on the room where there are two iron
maidens,you can obtain it from the one on the left.', 'Armor', '10 / 10 / 10 / 6 /
24 / 0 / 10 / 8 / 7', '0,5', '', 'A thin cloth mask which covers the nose and
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mouth.For thieves and assassins who need to mask their breath. Either way, it is
not used for good.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Black Leather Garb', 'Thief class starts with this Armor Set. In Prison of
Hope, once you access the second floor, on the room where there are two iron
maidens,you can obtain it from the one on the left.', 'Armor', '25 / 25 / 25 / 15 /
62 / 0 / 25 / 19 / 17', '1,2', '', 'Glossy black leather clothes. They function as
thick skin,and offer protection without hindering the wearers movement. They are
especially good at resisting poisons.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Black Gloves', 'Thief class starts with this Armor Set. In Prison of Hope,
once you access the second floor, on the room where there are two iron maidens,you
can obtain it from the one on the left.', 'Armor', '15 / 15 / 15 / 9 / 37 / 0 / 15
/ 12 / 10', '0,7', '', 'Black leather gloves. They are impermeable to
water,allowing one to perform dangerous work.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Black Boots', 'Thief class starts with this Armor Set. In Prison of
Hope, once you access the second floor, on the room where there are two iron
maidens, you can obtain it fromthe one on the left.', 'Armor', '15 / 15 / 15 / 9 /
37 / 0 / 15 / 12 / 10', '0,7', '', 'Black leather shoes that muffle footsteps.
          Used by thieves and assassins who need to stay hidden in the
shadows.Either way, they are not used for good.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Silver Coronet', 'The Royalty class starts with this gear. Can be
found at Prison of Hope, Tower of Latria (3 - 1). After obtaining the Prison of
Hope 3F Cell Key go right,then go ahead and turn left at the next corner. Keep
going along, then turn left and use the Prison of Hope 3F Cell Key to open the
second cell on your left where you will find the Silver Coronet.','Armor', '2 / 2 /
2 / 0 / 0 / 0 / 2 / 2 / 2', '0,9', '', 'A crown crafted with silver. A decorative
piece bestowed only to magicians of the distinguished Yormedaar School.Enchanted by
a special rite that increases the wearers maximum MP.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Fluted Helm', 'Knight starts with this Armor Set. Treasure in the
Prison of Hope, on the first floor. After reaching the end of the corridor turn
right to find.','Armor', '14 / 14 / 17,5 / 8 / 6 / 0 / 14 / 8 / 10', '4,6', '',
'Iron helm with finely cut grooves. it is used by the knights of the relatively
advanced region of southern Boletaria.The fine grooves are designed to enhance the
protective effect of the thin iron sheet.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Fluted Armor', 'Knight starts with this Armor Set. Treasure in the
Prison of Hope, on the first floor. After reaching the end of the corridor turn
right to find.','Armor', '34 / 34 / 40,7 / 24 / 15 / 0 / 34 / 19 / 24', '11,5', '',
'An iron armor with finely cut grooves. It is used by the knights of the relatively
advanced region of southern Boletaria.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Fluted Gauntlets', 'Knight starts with this Armor Set. Treasure in
the Prison of Hope, on the first floor. After reaching the end of the corridor turn
right to find.','Armor', '21 / 21 / 25,3 / 14 / 9 / 0 / 21 / 12 / 15', '6,9', '',
'An iron gauntlets with finely cut grooves. It is used by the knights of the
relatively advanced region of southern Boletaria.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Fluted Greaves', 'Knight starts with this Armor Set. Treasure in
the Prison of Hope, on the first floor. After reaching the end of the corridor turn
right to find.','Armor', '21 / 21 / 25,3 / 14 / 9 / 0 / 21 / 12 / 15', '6,9', '',
'An iron leggings with finely cut grooves. It is used by the knights of the
relatively advanced region of southern Boletaria.');
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INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Silver Bracelet', 'Treasure in Prison of Hope, on the first floor.
After reaching the end of the corridor turn right to find', 'Armor', '2 / 2 / 2 / 0
/ 0 / 0 / 2 / 2 / 2','0,5', '', 'Bracelets crafted with silver to grace an equally
elegant outfit. Surely these were worn by a daughter of noble birth.Their wearer
claims additional souls from fallen foes, perhaps owing to their exorbitant
cost.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Shamans Clothes', 'Found in the Leechmonger arena in Depraved
Chasm.', 'Armor', '25 / 25 / 25 / 15 / 15 / 0 / 25 / 19 / 17', '1,5', '', 'Clothes
of a dubious, heretical shaman.Bags to store knickknacks are attached all over.
Some sort of foul-smelling tallow is also stuck to it…');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Shamans Armbands', 'Found in the Leechmonger arena in Depraved
Chasm.', 'Armor', '15 / 15 / 15 / 9 / 9 / 0 / 15 / 12 / 10', '0,9', '', 'Arm
wrappings of a dubious, heretical shaman.Some sort of foul-smelling tallow is also
stuck to them…');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Shamans Tabi', 'Found in the Leechmonger arena in Depraved Chasm.',
'Armor', '15 / 15 / 15 / 9 / 9 / 0 / 15 / 12 / 10', '0,9', '', 'Clothes of a
dubious, heretical shaman.The mangy, sack-like wrap only covers below the ankle.
Some sort of foul-smelling tallow is also stuck to them…');

/**
 *        Rings
 */
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Clever Rat Ring', 'At the Prison of Hope 3 - 1, middle of ballista
hallway', 'Ring', 'When HP is below 30%, Attack power increases by 50%.','0,2', '',
'A simple gold ring engraved with the seal of a small animal. There is also the
Dull Rats Ring, which forms a matching set with this ring.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Master Ring', 'Dropped by Body Form Executioner Miralda. She can be
found at Gates of Boletaria 1 - 1 at the top of the steps of the pit on the right-
hand side,which is located behind the gate in front of the Boletarian Palace.In the
room where you face Dragon God, behind the second ballista, the one on the left.You
have to follow the narrow walkway on the right. In the end, you will find it on a
lootable corpse.', 'Ring', 'Increases Sweet Spot damage by 15%, decreases damage
for all other attacks','0,2', '', 'Shaped with straw rope. One of several rings
originating in a distant land known for its unique sword crafting technique,this
ring too was crafted with a comparably uncommon process.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Plague Resistance Ring', 'At The Tunnel City. From the archstone.
go right along the tunnel. Once you reach the end, turn right, go through the
narrow passage. You will have to start dropping from scaffolding to scaffolding. On
the third one, on your left side, you will find it on a lootable corpse. At the
Upper Latria 3 - 2,in the swamp near the location of the Primeval Demon', 'Ring',
'Multiplies base disease resistance by 4' , '0,2', '', 'A soft ring bearing a dark
purple seal.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of Herculean Strength', 'Give Jade Hair Ornament to Stockpile
Thomas or Kill Stockpile Thomas.','Ring','Raises item carry capacity' , '0,2', '',
'Long ago, Stockpile Thomas found this ring lying on the road. Raises item carry
capacity');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of Magical Nature', 'At the (1-3) Inner Ward, in the Tower
where Yuria, the Witch is held','Ring','Provides one more Magic slot' , '0,2', '',
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'A cold ring. Increases spell memory capacity. Legend says that cursed witches are
born holding it. The natives of savage lands avoid it at all costs');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of Great Strength', 'At the (1-1) Gates of Boletaria, under
the dragon tail in the dragon nest area. Dropped by Biorr, of the Twin
Fangs','Ring', 'Increases equipment capacity weight by 50%' , '0,2', '', 'Ring
bestowed to King Allants Twin Fangs.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Cling Ring', 'At (1-1) Gates of Boletaria, in the middle of two
portcullises at bottom of tower stairwell past the fog gate near the Blue Eye
Knight at the top of the wall','Ring', 'Increases your Max HP in Soul Form, depends
on the players current World and Character tendency.' , '0,2', '', 'A mysterious
ring forged in the shape of an eye.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of Poison Resistance', 'At (1-1) Gates of Boletaria, in the
area near Executioner Miralda, halfway going down the stairs. At the Smithing
Grounds, hidden area in the lava pit that becomes water logged.', 'Ring',
'Multiplies base poison resistance by 4' , '0,2', '', 'A soft ring bearing a deep
green seal.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Thief Ring', 'Platform behind Ostrava, of Boletaria at (1-1) Gates
of Boletaria. Can be looted from a corpse at (5-2) Swamp of Sorrow.', 'Ring', 'It
becomes harder for enemies to detect you.' , '0,2', '', 'An ancient sapphire ring.
It subdues your presence, making it difficult to be detected by enemies');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of Flame Resistance', 'Near the outdoor dragon nest in the
Gates of Boletaria 1 -1. A gift from Patches, the Hyena if you manage to disable
his trap in The Tunnel City.','Ring', 'Adds 40 points to Fire Resistance' , '0,2',
'', 'A soft ring bearing a deep red seals');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of Gash Resistance', 'Found on a corpse in the tunnel under
the bridge at (1-2) The Lords Path. In (4-2) The Ritual Path, speak with Patches,
the Hyena after rescuing Saint Urbain.', 'Ring', 'Multiplies base bleeding
resistance by 4' , '0,2', '', 'A soft ring bearing a bright red seal');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ronins Ring', 'At The Tunnel City 2 - 2, Dropped by Scirvir, The
Wanderer Found in:(4-2) The Ritual Path, on a small room in the area full of Slugs.
It is being protected by four Phosphorescent Slug', 'Ring', 'Improves durability.
Reduces the rate of weapon attrition by 50%' , '0,2', '', 'A ring made of straw
rope.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of Avarice', 'Sold by Once Royal Mistress in the Prison of
Hope, At Upper Latria  3 - 2, Below the boss tower after the heart is dropped.',
'Ring', '20% more soul points from enemies' , '0,2', '50000', 'A luxurious gold
ring fitted with a large jewel.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring Of Magical Sharpness', 'At the Prison of Hope 3 - 1, on the
4th floor, in the room with four iron maidens before you go down the stairs.',
'Ring', 'Increases Magic attack power by 20%, while decreasing Magic defense by
30%.' , '0,2', '', 'A luxurious gold ring fitted with a large jewel.');

INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Regenerators Ring', 'At the (4-1)Islands Edge, along the cliff path
on the other side of the tower where you get Copper Key. Roll over the broken down
tower walls above it should be,near where the two archers were. At the (5-2)Swamp
of Sorrow, hug the wall as you first enter the poison swamp, past the Mirdan
Hammer, in the alcove.Trade the Jade Hair Ornament with Sparkly the Crow, at
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Islands Edge 4 - 1.', 'Ring', 'Recovers 4 HP per second.' , '0,2', '', 'Mysterious
ring of unknown origin.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Fragnant Ring', 'Trade a Brass Telescope with Sparkly the Crow, at
(4-1) Islands Edge. Can be bought from Patches, the Hyena.Royalty class starts with
this item equipped.', 'Ring', 'Recovers 1 MP every 4 seconds when equipped.' ,
'0,2', '60000', 'A noblemans ring, forged with spices.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of Devout Prayer', 'Trade Large Sword of Moonlight with
Sparkly the Crow, at (4-1) Islands Edge. Trade Vinland Crest with Selen Vinland at
the Swamp of Sorrow.Note that you need 10 faith in order to receive it, otherwise
she will only give a single Dark Moon Grass. Dropped by Saint Urbain.', 'Ring',
'Provides one more Miracle slot.' ,'0,2', '', 'Humble and plain white silver
ring.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of Magical Dullness', 'At the (5-1) Depraved Chasm, on one of
the roofs near the first Fog Gate. Trade Phosphorescent Pole with Sparkly the Crow,
at (4-1) Islands Edge.', 'Ring', 'Increases magic defense by 20%, while decreasing
magic attack power by 40%.' , '0,2', '', 'A soft ring bearing a light green
seal.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of Uneven Scales', 'Trade Gold Coin with Sparkly the Crow, at
(4-1) Islands Edge.', 'Ring', 'Raises maximum item burden, but lowers maximum equip
burden.' , '0,2', '', 'A travelers ring bearing an engraving of a tilted scale.This
ring attracts those seeking fortune who also wish to avoid conflict.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of Longevity', 'Trade Pure Bladestone with Sparkly the Crow,
at (4-1) Islands Edge.', 'Ring', 'Increases max HP.' , '0,2', '', 'A legendary ring
with an engraving of a flowing river. Once given only to the bravest warriors, the
ring would ensure their safe travels back home.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Providential Ring', 'You may trade a Large Sword of
Searching(upgraded from scimitar) with Sparkly the Crow in order to receive this
ring.', 'Ring', 'Raises item discovery.' , '0,2', '', 'A luxurious ring of simple
design. Once the most prized possession of a merchant, he bet his life on the hope
of greater riches.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Eternal Warriors Ring', 'Dropped by Old King Doran, at the
Boletarian Mausoleum in Gates of Boletaria 1 - 1.', 'Ring', 'Increases rate of
stamina regeneration by about 8 stamina points per second. Reduces the time it
takes to completely recharge the stamina bar by 1 second irrespective of
armor/equipment.' ,'0,2', '', 'An old bronze ring held by Old King Doran. The hero
Doran, protector of the royal family of Boleteria, lives on forever as a
demigod.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Friends Ring', 'Speak with The Monumental, when your Character
Tendency is Pure White.', 'Ring', 'Increases damage by 20% as a Blue Phantom- this
includes Physical damage, Magic damage, and Miracle damage.' ,'0,2', '', 'A
mysterious blue ring given by the Monumental. Increases attack power as a Phantom.
This mysterious ring supports camaraderie with others,since its bearer aids
warriors in other worlds and is aided by them. This was the wish of the last
Monumental. The Foes Ring makes a matching set with this ring.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Ring of the Accursed', 'At the Inner Ward 1 - 3, the tower where
Yuria, the Witch is held. Dropped by Mephistopheles.', 'Ring', 'Wearer becomes
enemies top attack priority.' , '0,2', '', 'A thin, gold serpent ring. Draws the
```

attacks of all enemies.Once used to mark criminals, the bearer of this ring was continuously pelted with stones and spat upon.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)**VALUES** ('Foes Ring', 'A reward from Mephistopheles for killing Yuria, the Witch.', 'Ring', 'Increases damage by 20% as a Black Phantom - this includes Physical damage, Magic damage, and Miracle damage.' , '0,2', '', 'Mysterious red-black ring from Mephistopheles.This mysterious ring supports treachery against others, since its bearer raids warriors in other worlds and devours their Souls. The Friends Ring makes a matching set with this ring.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)**VALUES** ('Graverobbers Ring', 'At the Islands Edge 4 - 1, after going through the second fog gate,go up the stairs and follow the ledge around to the beam that leads into a small ledgeon the opposite side. Dropped by Graverobber Blige.','Ring', 'It becomes harder for Black Phantoms NPC or invading players to detect you.', '0,2', '', 'Ancient topaz ring that subdues your essence,
          discouraging detection by black phantoms.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)**VALUES** ('Cat Ring', 'At Swamp of Sorrow 5 - 2, to the left of the first fog gate, patrolled by the Cleaver wielding Black Phantom. Sold by Patches, the Hyena','Ring','Fatal falls remain lethal, but all other falling damage is nullified.', '0,2', '40000', 'A simple ring engraved with the seal of a cat.');

/**
*   Shields
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)**VALUES** ('Buckler', 'Sold by Once Royal Mistress for 1500 souls', 'Shield', '60 / 0 / 0 / 200 / 0 / 90 / 30 / 60 / 45', '2,5', '1500', 'A small shield that is especially conducive to parrying. Requires a fair amount of skill to use. Lightly-equipped soldiers often pair this with a rapier.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)**VALUES** ('Leather Shield', 'Sold by Graverobber Blige for 1000 souls', 'Shield', '60 / 0 / 0 / 160 / 0 / 90 / 30 / 60 / 54', '1,0', '1000', 'A small, leatherbound shield. It is light, easy to handle, and has high defensive ability for its size. Hunters and the like regularly use this shield.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)**VALUES** ('Rune Shield', 'Dropped by Ostrava, of Boletaria (Black Phantom)', 'Shield', '65 / 0 / 0 / 80 / 0 / 100 / 60 / 70 / 50', '3,0', '0', 'A golden shield graced with an exquisite design.Fortified with an arcane force, protecting its wielder from magic attacks.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)**VALUES** ('Dregling Shield', 'Sold by Dregling Merchant. Can be found many times in Inner Ward ', 'Shield','55 / 0 / 0 / 33 / 0 / 70 / 30 / 10 / 35', '0,5', '200', 'A shoddy wooden shield used by Dreglings');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)**VALUES** ('Soldiers Shield', 'Sold by Dregling Merchant. Can be found at Gates of Boletaria 1 - 1, after opening the main gate leading to the Phalanx Boss room, take the corridor to the right. At the end of the corridor, turn right again and then turn left and right again. After defeating the enemies, loot Soldiers Shield', 'Shield','60 / 0 / 0 / 190 / 0 / 90 / 30 / 60 / 50', '2,0', '1000', 'A small wooden shield issued to soldiers. Has a higher durability than an ordinary wooden shield, owing to efficiently-placed metal reinforcements');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)**VALUES** ('Wooden Shield', 'Sold by Dregling Merchant. Dropped by Boletarian Soldiers(Axe)', 'Shield', '60 / 0 / 0 / 110 / 0 / 80 / 30 / 10 / 50', '0,7', '500', 'A small wooden shield. It is lighter than a metal shield, but because it has low damage absorption rate and durability, it breaks easily.');

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INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Dark Silver Shield', 'Kill Garl Vinland, at (5-4) Sanctuary of the
Lost.', 'Shield','70 / 0 / 0 / 450 / 0 / 100/ 100 / 70 / 50', '5,0', '', 'The dark
silver shield of the Vinland Legacy. Known as the oldest of metals, the dark silver
is said to purify dark malice.It protects the user from all magics.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Heater Shield', 'Sold by Blacksmith Boldwin', 'Shield', '65 / 0 / 0
/ 200 / 0 / 100 / 30 / 70 / 53', '3,0', '2000', 'Medium sized metal shield. Easy to
handle, especially equipped by warriors of the gods. Its use is widespread');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Kite Shield', 'The Knight class starts with this shield. Dropped by
Red Eye Knight in (1-4) The Kings Tower. Dropped by Boletaria Soldier (Spear) in
(1-3) Inner Ward.Treasure in the (3-1) Prison of Hope, on the first floor. After
reaching the end of the corridor turn right to find.', 'Shield', '65 / 0 / 0 / 220
/ 0 / 100 / 30 / 70 / 55','3,5', '', 'A medium-sized metal shield, issued to
knights of the relatively advanced region to Boletarias south. The yellow dragon
crest signifies knights of low rank');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Knights Shield', 'Sold by Dregling Merchant. Found in: The King
Tower. Dropped by Red and Blue Eye Knights ', 'Shield','70 / 0 / 0 / 300 / 0 / 100/
30 / 70 / 57', '5,0', '20000', 'A shield of the Boletarian knights. Proof of duty
to the king. Using Stonefangs hardened iron, it is heavier and also stronger than a
regular metal shield');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Spike Shield', '(1-2) The Lords Path, on the second section of the
bridge where the Red Dragon does its bombing run. Dropped by Boletaria Soldiers in
Gates of Boletaria and in Inner Ward', 'Shield', '80 / 0 / 0 / 120 / 0 / 100 / 30 /
70 / 45', '3,0', '', 'A shield with numerous spikes on the face. Intended for
attacking, the spikes can pierce the enemy.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Hoplite Shield', 'Digital Deluxe Edition bonus Rare Hoplite drop at
(1-1) Gates of Boletaria in the stairs on the right before the boss fog and at (1-
2) The Lords Pathbefore the bridge. Trade Rune Shield to Sparkly the Crow to
receive this item.', 'Shield', '88 / 0 / 0 / 170 / 0 / 100 / 30 / 90 / 65', '8,0',
'', 'A medium-sized metal shield,specifically designed for Boletarian Legions.');

INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Adjudicators Shield', 'Treasure in (4-1) Islands Edge. Pass the
second fog door, up the stairs and then turn left. It is protected by a Black
Skeleton', 'Shield','60 / 0 / 0 / 150 / 0 / 90 / 50 / 10 / 50', '3,5', '', 'A large
wooden shield that depicts a brightly colored scene of the deceased being judged');

INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Large Brushwood Shield', 'Sold by Dregling Merchant. Treasure in
(1-1) Gates of Boletaria. Take the left stairs from the starting archstone. After
the Black Phantom Dreglings you will find Executioner Miralda in a small tower-like
building. At the bottom of that building, you will find the Shield, along with the
Brushwood Set. Kill Biorr, of the Twin Fangs ', 'Shield', '80 / 0 / 0 / 600 / 0 /
100 / 30 / 100/ 60', '13,0', '80000', 'An old large shield owned by the Boletaria
Royal Family from long ago');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Purple Flame Shield', 'At (1-1) Gates of Boletaria, go up the main
stairs and take your right just before the main gate. Then go up the stairs and
follow up the stairs path. Next, go through the bridge and turn right at the first
corner. Afterwards, go ahead and take your left, next go down the stairs.   You can
loot the Purple Flame Shield next to the rocks at the right. In Pure White World
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Tendency, there will be no Dragons at this spot.', 'Shield', '80 / 0 / 0 / 170 / 0
/ 100 / 30 / 90 / 60', '8,0', '', 'An old large shield painted in vivid purple');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Steel Shield', 'Treasure in (2-1) Smithing Grounds,  behind some
crates, after killing a large group of Scale Miners. Dropped by Boletaria Soldier
(Spear) in the (1-3) Inner Ward.','Shield', '80 / 0 / 0 / 300 / 0 / 100 / 30 / 70 /
60', '6,0', '', 'A large-sized steel shield. It is simply made, but as a result, it
has high defensive strength');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Tower Shield', 'Dropped by Alfred, Knight if the Tower. Found in:
The Lords Path', 'Shield', '100 / 0 / 0 / 600 / 0 / 100 / 60 / 90 / 70', '30,0',
'0', 'A gigantic shield used by one of the Boletarian heroes, the Tower Knight. It
is said to repel all kinds of malice, but it is tremendously heavy and difficult to
handle');
/**
*        Ammunition tavarat
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Wooden Bolt', 'Sold by Dregling Merchant.', 'Ammunition', '40 / 0 /
0', '0,1', '10', 'An all-wooden bolt. It is roughly made and somewhat inferior, but
it is light and cheap. Ranged attacks require that both a crossbow and bolts be
equipped');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Bolt', 'Sold by Blacksmith Boldwin and Dregling Merchant.',
'Ammunition', '50 / 0 / 0', '0,1', '20', 'A standard bolt used with a crossbowd.
Ranged attacks require that both a crossbow and bolts be equipped');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Heavy Bolt', 'Sold by Paches, the Hyena and Dregling Merchant.',
'Ammunition', '60 / 0 / 0', '0,1', '50', 'A large-sized bolt thats more powerful
than a standard bolt. Ranged attacks require that both a crossbow and bolts be
equipped');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Black Bolt', 'Sold by Dregling Merchant for 200. Sold by Once Royal
Mistress at the Prison of Hope for 100 souls. Dropped by Gargoyle (Crossbow) at the
Upper Latria.','Ammunition', '80 / 0 / 0', '0,1', '100 - 200', 'A large-sized bolt
thats more powerful than a standard bolt. Ranged attacks require that both a
crossbow and bolts be equipped');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Wooden Arrow', 'Sold by Graverobber Blige', 'Ammunition', '60 / 0 /
0', '0,1', '5', 'An all-wooden arrow. It is roughly made and somewhat inferior, but
light and cheap');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Arrow', 'Sold by Blacksmith Boldwin for 20 souls. Sold by
Graverobber Blige for 10 souls', 'Ammunition', '70 / 0 / 0', '0,1', '10 - 20',
'Standard arrow used with a bow. Ranged attacks require that both a crossbow and
bolts be equipped');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Fire Arrow', 'Sold by Graverobber Blige in the The Ritual Path.',
'Ammunition', '40 / 0 / 80', '0,1', '50', 'The arrowhead is partially made of pine
resin, which ignites when fire is applied. Inflicts fire damage upon its target');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Heavy Arrow', 'Sold by Patches, the Hyena', 'Ammunition', '85 / 0 /
0', '0,1', '30', 'Large, fat-headed arrow with more power than a standard arrow');

INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Holy Arrow', 'Sold by the Graverobber Blige in The Ritual Path.
Dropped by Silver Skeleton (Bow) on the Islands Edge. Can be found at Altar of
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Storms. Can be found at the Old Hero Boss Room', 'Ammunition', '0 / 150 / 0',
'0,1', '200', 'Large, fat-headed arrow with more power than a standard arrow');

INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Light Arrow', 'Sold by the Graverobber Blige in The Ritual Path .
You can find x13 Light Arrow in Islands Edge on the same body that you loot
Compound Long Bow.It is located on one of the towers beyond the first fog door,
guarded  by a Silver Skeleton archer.', 'Ammunition', '70 / 0 / 0', '0,1', '50',
'Far-flying arrow with longer flight distance than a standard arrow');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('Rotten Arrow', 'Sold by Filthy Woman in the Depraved Chasm. Can be
found at Swamp of Sorrow.', 'Ammunition', '35 / 0 / 0', '0,1', '400', 'This arrow
deals 240 poison damage over 60 seconds. Far-flying arrow with longer flight
distance than a standard arrow');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta,
Kuvaus)VALUES ('White Arrow', 'Trade Soul Remains, Augite of Guidance,
Moonlightstone Shard or Moonlightstone Chunk with Sparkly the Crow. (4-2) The
Ritual Path Enter the stairway to the left. Enter the hidden doorway, walk till
seeing a Dual Katana Black Skeleton. Drop from the mountain that leads to a drop
near the start of the map. After the first drop there will be a body with a White
Bow and White Arrows.', 'Ammunition', '115 / 0 / 0', '0,1', '', 'A gnarled wood
arrow. This legendary weapon is used with the white bow. Its attack power is
extremely high.');
/**
*       Demonien sielut
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Lead Demon Soul', 'Gates of Boletaria (1-1)', 'Demon Soul', 'Can be
consumed for 1520 souls', '0', '0', 'Can be used to ascend a Short Spear+7 into the
Scraping Spear');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Iron Demons Soul', 'The Lords Pass (1-2)', 'Demon Soul', 'Can be consumed
for 4400 souls', '0', '0', 'Can be used to purchase the spell Warding from Sage
Freke');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Silver Demons Soul', 'Inner Ward (1-3)', 'Demon Soul', 'Can be consumed
for 36,000 souls', '0', '0', 'Can be used to purchase the spell Light Weapon from
Sage Freke, Cursed Weapon from Yuria the Witch');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('False King Demons Soul', 'The Kings Tower (1-4)', 'Demon Soul', 'Can be
consumed for 60,000 souls','0', '0', 'Can be used to combine the Soulbrandt and the
Demonbrandt into the Northern Regalia with Blacksmith Ed');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Hard Demons Soul', '(2-2) Tunnel City', 'Demon Soul', 'Can be consumed for
3200 souls','0', '0', 'Can be used to ascend a Short Bow+7 into the Lava Bow at
Blacksmith Ed.It can also be used to purchase the spell Fire Spray from Sage Freke,
or Ignite from Yuria, the Witch');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Searing Demons Soul', '(2-3) Underground Temple', 'Demon Soul', 'Can be
consumed for 18,000 souls','0', '0', 'The Searing Demon Soul must be given to
Blacksmith Ed to enable advanced weapon forging');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Dragon Demons Soul', '(2-4) Shrine of the Dragon God', 'Demon Soul', 'Can
be consumed for 26,400 souls','0', '0', 'This Demons Soul can be traded for the
following spells Fireball from Sage Freke, the spell Firestorm from Yuria, the
Witch, or the miracle Gods Wrath from Saint Urbain');
```

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INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Doll Demons Soul', '(3-2) - Upper Latria', 'Demon Soul', 'Can be consumed
for 7600 souls','0', '0', 'Can be traded with Saint Urbain to obtain the Recovery
Miracle. At least one Primeval Demon needs to be killed during the same
playthrough.After giving Blacksmith Ed the Searing Demon Soul from Flamelurker:
this Demons Soul can be traded with Blacksmith Ed to obtain an upgrade');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Mixed Demons Soul', '3 - Tower of Latria', 'Demon Soul', 'Can be consumed
for 7600 souls','0', '0', 'The Mixed Demon Soul can be used to ascend a +7 Dagger
into the Needle of Eternal Agony at Blacksmith Ed.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Yellow Demons Soul', '(3-4) Throne Room of Yormedaar', 'Demon Soul', 'Can
be consumed for 26,400 souls','0', '0', 'The Golden Demon Soul can be used to
ascend a Wooden Catalyst or Silver Catalyst into the Insanity Catalyst with
Blacksmith Ed.It can also be used to purchase the spell Homing Soul Arrow from Sage
Freke, the spell Soul Thirst from Yuria the Witch, or the miracle Banish from Saint
Urbain.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Grey Demons Soul', '(4-1) Islands Edge', 'Demon Soul', 'Can be consumed
for 1500 souls','0', '0', 'The Gray Demon Soul can be used to ascend a Battle Axe+6
into the Dozer Axe with Blacksmith Ed.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Swollen Demons Soul', '(4-2) The Ritual Path', 'Demon Soul', 'Can be
consumed for 13,200 souls','0', '0', 'It can also be used to purchase the miracle
Regeneration from Saint Urbain.The Swollen Demon Soul can be used to ascend a Club
or Great Club into the Meat Cleaver.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Hero Demons Soul', '(4-3) Altar of Storms', 'Demon Soul', 'Can be consumed
for 36,000 souls','0', '0', 'It can also be used to purchase the miracle Second
Chance from Saint Urbain.The Hero Demon Soul can be used to ascend a Claws+8 into
the Large Sword of Searching with Blacksmith Ed.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Storm Demons Soul', '(4-4) The Monolith Forrest', 'Demon Soul', 'Can be
consumed for 48,000 souls','0', '0', 'It can also be used to purchase the miracle
Anti-Magic Field from Saint Urbain.The Storm Demon Soul can be used to ascend a
Short Sword+8 into the Morion Blade with Blacksmith Ed.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Wriggling Demons Soul', '(5-1) Depraved Chasm', 'Demon Soul', 'Can be
consumed for 6400 souls','0', '0', 'The Writhing Demon Soul can be used to purchase
the spell Poison Cloud from Sage Freke, or the miracle Cure from Saint Urbain.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Eroded Demons Soul', '(5-3) Rotting Haven', 'Demon Soul', 'Can be consumed
for 40,000 souls','0', '0', 'The Eroded Demon Soul can be used to purchase the
spell Acid Cloud from Sage Freke');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Pureblood Demons Soul', '(5-4) Sanctuary of the Lost', 'Demon Soul', 'Can
be consumed for 4,000 souls','0', '0', 'The Pureblood Demon Soul can be used to
ascend a Broken Sword into the Blueblood Sword.It can also be used to purchase the
spell Death Cloud from Sage Freke, the spell Relief from Yuria the Witch, or the
miracle Resurrection from Saint Urbain');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Beast Demons Soul', 'End Game', 'Demon Soul', 'Can be consumed for 200,000
souls','0', '0', 'The Soul of the Demon " Old One ". It radiates a tremendous
power… Grants the holder a large number of Souls when used.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Maiden in Black Demons Soul', 'End Game', 'Demon Soul', 'Can be consumed
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for 60,000 souls','0', '0', 'The Maiden in Black Demon Soul can be used to purchase
the spell Soulsucker from Yuria the Witch');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Colorless Demons Soul', 'Multible Locations', 'Demon Soul', 'Can be
consumed for 5000 souls','0', '0', 'Can be traded with Saint Urbain to obtain the
Recovery Miracle. At least one Primeval Demon needs to be killed during the same
playthrough.After giving Blacksmith Ed the Searing Demon Soul from Flamelurker:
this Demons Soul can be traded with Blacksmith Ed to obtain an upgrade');
/**
*         Key items
*/
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Mausoleum Key', 'Gates of Boletaria Ostrava drop or given by Ostrava at
The Kings Tower', 'Key Item', '','0,0', '', 'Opens family mausoleum in Gates of
Boletaria');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Rusted Key', 'Can be acquired in Islands Edge, by trading 26x Ceramic Coin
to Sparkly the Crow.', 'Key Item', 'Unlocks door in Tower Knight Archstone (Inner
Ward)leading to the Penetrator Set.', '0,0', '', 'A simple rusted key. Mostly
covered in red rust.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Copper Key', 'Found in Islands Edge, at bottom of the tower on the right
side of the first fog door.', 'Key Item', 'Releases Graverobber Blige', '0,0',
'','A simple copper key. You can faintly make out some mold on it.');
INSERT INTO tavarat(Tavaran_nimi, Sijainti, Tyyppi, Voima, Paino, Hinta, Kuvaus)
VALUES ('Jade Hair Ornament', 'Found in Gates of Boletaria, you have to break the
chains on either side on one of the balconies to get the Jade Hair Ornament to
spawn', 'Key Item', 'Can be given to Sparkly the Crow for Regenerators Ring or to
Stockpile Thomas for Ring of Herculean Strength','0,1', '', 'A plain jade hair
ornament, of the kind worn by commoners');
/**
*          1- Boletarian Palace kentan tavarat
*/
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Cresent Moon Grass',
'1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Half Moon Grass', '1
- Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Late Moon Grass', '1
- Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Full Moon Grass', '1
- Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('New Moon Grass', '1
- Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Jade Hair Ornament',
'1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Cling Ring', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Ring of Poison
Resistance', '1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Colorless Demons
Soul', '1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Firebomb', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Brushwood Armor', '1
- Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Brushwood
Gauntlets', '1 - Boletarian Palace');
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INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Brushwood leggins',
'1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Brushwood helmet',
'1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Three Cornered Hat',
'1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Old Raggedy Robes',
'1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Old Raggedy Gloves',
'1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Old Raggedy Boots',
'1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Mail Breaker', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Bastard Sword', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Demonbrandt', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of Hardstone',
'1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Thief Ring', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Scimitar', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Ring of Great
Strength', '1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Ring of Flame
Resistance', '1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Purple Flame
Shield', '1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Pine Resin', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Archstone Shard', '1
- Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Blue Eye Knight
Helmet', '1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Blue Eye Knight
Cuirass', '1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Blue Eye Knight
Greaves', '1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Stone of Ephemeral
Eyes', '1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Winged Spear', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Spike Shield', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Tower Shield', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Compound Short Bow',
'1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Ring of Gash
Resistance', '1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Wooden Catalyst', '1
- Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Nobles Lotus', '1 -
Boletarian Palace');
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INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Dregling Shield', '1
- Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Great Sword', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Penetrating Sword',
'1 - Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Knight Sword', '1 -
Boletarian Palace');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Knights Shield', '1
- Boletarian Palace');
/**
*         2 -Stonefang Tunnel kentän tavarat
*/
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Battle Axe', '2 -
Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Pickaxe', '2 -
Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Chunk of
Sharpstone', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Chunk of Hardstone',
'2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Eds Grindstone', '2
- Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Stone of Ephemeral
Eyes', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Sticky White Slime',
'2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Cresent Moon Grass',
'2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Ring of Poison
Resistance', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Great Club', '2 -
Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Steel Shield', '2 -
Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Half Moon Grass', '2
- Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of
Dragonstone', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Large Hardstone
shard', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Large Sharpstone
shard', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Meltstone', '2 -
Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Kris Blade', '2 -
Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of
Spiderstone', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Chunk of
Spiderstone', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Plague Resistance
Ring', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of
Clearstone', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of Hardstone',
'2 - Stonefang Tunnel');
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INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of
Sharpstone', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Augite of Guidance',
'2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Chunk of
Clearstone', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Pure Hardstone', '2
- Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Pure Sharpstone', '2
- Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of Greystone',
'2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Chunk of Greystone',
'2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Ring of Flame
Resistance', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Great Axe', '2 -
Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Heater Shield', '2 -
Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Long Sword', '2 -
Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Chunk of
Dragonstone', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Pure Dragonstone',
'2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Burrower Armor', '2
- Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Burrower Armbands',
'2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Burrower Boots', '2
- Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Full Moon Grass', '2
- Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Hands of God', '2 -
Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('New Moon Grass', '2
- Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Dragon Bone
Smasher', '2 - Stonefang Tunnel');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Master Ring', '2 -
Stonefang Tunnel');
/**
*          3 - Tower of Latria kentän tavarat
*/
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Augite of Guidance',
'3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Fresh Spice', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Aged Spice', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Nobles Lotus', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Widows Lotus', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Stone of Ephemeral
Eyes', '3 - Tower of Latria');
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INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of
Mercurystone', '3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Chunk of
Mercurystone', '3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Claws', '3 - Tower
of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Wooden Catalyst', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Secret Dagger', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Rapier', '3 - Tower
of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Estoc', '3 - Tower
of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Ring of Magical
Sharpness', '3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Wizards Clothes', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Wizards Gloves', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Wizards Shoes', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Assassins Mask', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Black Leather
Garb','3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Black Gloves', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Black Boots', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Heavy Crossbow', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Three Cornered Hat',
'3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Venerable Sages
Hood', '3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Venerable Sages
Robe', '3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Venerable Sages
Gloves', '3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Venerable Sages
Boots', '3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Parrying Dagger', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of
Moonlightstone', '3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Bright Water', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Rogues Clothes', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Rogues Gloves', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Rogues Boots', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Silver Coronet', '3
- Tower of Latria');
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INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Kite Shield', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Clever Rat Ring', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Fluted Helm', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Fluted Armor', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Fluted Gauntlets',
'3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Fluted Greaves', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Silver Bracelet', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Silver Catalyst','3
- Tower of Latria' );
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Babys Nail', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Imperial Spy Hood',
'3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Imperial Spy
Clothes', '3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Imperial Spy
Gloves', '3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Imperial Spy
Leggins', '3 - Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Gold Mask', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Epee Rapier', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Ring of Avarice', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Short Sword', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Rune Sword', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Rune Shield', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Flamberge', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Full Moon Grass', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Dark Moon Grass', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Archstone Shard', '3
- Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Fragnant Ring', '3 -
Tower of Latria');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Plague Resistance
Ring', '3 - Tower of Latria');
/**
*            4 - Shrine of Storms kentän tavarat
*/
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Cresent Moon Grass',
'4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Half Moon Grass', '4
- Shrine of Storms');
```

```sql
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Late Moon Grass', '4
- Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Full Moon Grass', '4
- Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Soldiers Lotus', '4
- Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Augite of Guidance',
'4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Stone of Ephemeral
Eyes', '4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Soul Remains', '4 -
Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of
Cloudstone', '4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Falchion', '4 -
Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Talisman of God', '4
- Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Kijil', '4 - Shrine
of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Uchigatana', '4 -
Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Compound Long Bow',
'4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Adjudicators
Shield', '4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Regenerators Ring',
'4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Graverobbers Ring',
'4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Copper Key', '4 -
Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Sticky White Slime',
'4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of
Moonshadestone', '4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Chunk of
Moonshadestone', '4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Kunai', '4 - Shrine
of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Magic Sword
"Makoto"', '4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Dagger', '4 - Shrine
of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Ronins Ring', '4 -
Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Hiltless', '4 -
Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('White Bow', '4 -
Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('White Arrow', '4 -
Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Holy Arrow', '4 -
Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('New Moon Grass', '4
- Shrine of Storms');
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INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Chunk of
Cloudstone', '4 - Shrine of Storms');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Storm Ruler', '4 -
Shrine of Storms');
/**
*           5 - Valley of Defilement kentän tavarat
*/
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Nobles Lotus', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Widows Lotus', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Cresent Moon Grass',
'5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Full Moon Grass', '5
- Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Stone of Ephemeral
Eyes', '5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Mace', '5 - Valley
of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Morning Star', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Great Club', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Istarelle', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Talisman of God', '5
- Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Ring of Magical
Dullness', '5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of
Faintstone', '5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Chunk of
Faintstone', '5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shard of
Suckerstone', '5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Saints Robes', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Saints Gloves', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Saints Boots', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Late Moon Grass', '5
- Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Dark Moon Grass', '5
- Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Black Pine Resin',
'5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Chunk of
Suckerstone', '5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shotel', '5 - Valley
of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('War Scythe', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Broken Sword', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Large Sword of
Moonlight', '5 - Valley of Defilement');
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INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Mirdan Hammer', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Thief Ring', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Cat Ring', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Regenerators Ring',
'5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Dull Gold Helmet',
'5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Dull Gold Armor', '5
- Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Dull Gold Maniter',
'5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Dull Gold Leggins',
'5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Rotten Arrow', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shamans Clothes', '5
- Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shamans Armbands',
'5 - Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Shamans Tabi', '5 -
Valley of Defilement');
INSERT INTO kentan_tavarat(Tavaran_nimi, Kentan_nimi) VALUES ('Pure Mercurystone',
'5 - Valley of Defilement');
/**
*        Arkkikivet
*/
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(0-0) The Nexus', 'This sacred space, which holds together the northern land of
Boletaria, connects to all other Archstones across the earth.The Old One is
contained inside the nexus','0 - Nexus', 'Old One');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(1-1) Gates of Boletaria', 'Hungry soldiers attack trespassers, their souls
stolen by demons','1 - Boletarian Palace', 'Phalanx');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(1-2) The Lords Path', 'Feeding ground for dragons, the Cliff Pathway, which
leads to the inner ward','1 - Boletarian Palace', 'Tower Knight');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(1-3) Inner Ward', 'Inside Boletarias gates, where the streets intertwine, lie
traps set by fat officals','1 - Boletarian Palace', 'Penetrator');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(1-4) The Kings Tower', 'The Kings Tower, once a symbol of Boletaria, stands
ravaged by the claw marks of drakes','1 - Boletarian Palace', 'Old King Allant');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(2-1) Smithing Grounds', 'A city of miners who maintain the giant tunnel. Long
ago, the efforts of the hard-headed burrowers allowed Boletarian Soldiers to carry
out their work, but now, dispossessed of their souls, they have no thoughts of
their own, and work in silence, tirelessly, without purpose','2 - Stonefang
Tunnel', 'Armor Spider');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(2-2) The Tunnel City', 'Below the smithing grounds of Stonefang, the Tunnel City
is a system of pathways that gave the city its name. Legend has it that deep
inside, beyond the molten swamps, is a grave for dragons', '2 - Stonefang Tunnel',
'Armor Spider');
```

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INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(2-3) Underground Temple', 'Ages ago, a fire demon was imprisoned in an
underground temple littered with the bones of dragons. Beyond the prison, in a sea
of molten lava, are the resting bones of a dragon of unfathomable sizes', '2 -
Stonefang Tunnel', 'Flamelurker');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(2-4) Shrine of the Dragon God', 'The underground shrine was constructed both to
worship and imprison the Dragon God. The miners ancestors were inspired to faith by
the great dragon bones, and paid their respects by maintaining the shrine with
great care', '2 - Stonefang Tunnel', 'Dragon God');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(3-1) Prison of Hope', 'Latria, land of the Queens Ivory Tower. A vengeful old
man claimed the Queens life, and imprisoned any remaining royalty. The prison
echoes with the resentful cries of its inmates, tormented by their inhuman guards',
'3 - Tower of Latria', 'Fools Idol');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(3-2) Upper Latria', 'A church devoted to an idol that mimicked the queen gave
the prisoners a ray of hope, but no doubt a deep malice awaited them, poised to
mercilessly dash what faint dreams they had', '3 - Tower of Latria', 'Fools Idol');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(3-3) The Ivory Tower', 'In the Ivory Tower, prisoners hung in cages, their flesh
patched together to create fleshy monstrosities. It was the doing of Latrias new
master, an old man who had long ceased to be human, seeking to create demons by his
own hand', '3 - Tower of Latria', 'Maneater');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(3-4) Throne Room of Yormedaar', 'His revenge complete, the old mand withered
away, driven to madness by the golden robes that controlled his body. Now too frail
to serve as a vessel, he was fully absorbed by the demons soul', '3 - Tower of
Latria', 'Old Monk');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(4-1) Islands Edge', 'The island shrine of the Shadowmen, who worshiped storms
and mourned the dead. Since the appearance of the flying storm beasts, the souls of
the dead have been lured to the island by its demons, where they are revived by
finding purchase in the bosoms of uninhabited skeletons', '4 - Shrine of Storms',
'Vanguard');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(4-2) The Ritual Path', 'The Adjudicator bestows tokens of heroism upon the
deserving dead, who are delivered by Shadowmen to the depths of the Shrine of
Storms, where they are cleansed by brightwater and mourned by the storm', '4 -
Shrine of Storms', 'Adjudicator');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(4-3) Altar of Storms', 'The heroes remains were cleansed with brightwater and
offered to the Storm King, a beacon for countless storm beasts whose broad wings
blacken the sky', '4 - Shrine of Storms', 'Old Hero');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(4-4) The Monolith Forest', 'Perhaps this demon, a flying beast resembling a
gigantic stingray, is a manifestation of the thoughts and feelings of the Shadowmen
who worshiped it centuries ago', '4 - Shrine of Storms', 'Storm King');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(5-1) Depraved Chasm', 'This humid valley is a haven for the used and forgotten.
Its inhabitants, afflicted by poison and plague, await their deaths in this
forsaken place, attacking those who wander in, hoping to offer their souls to the
one woman who showed them compassion', '5 - Valley of Defilement', 'Leechmonger');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(5-2) Swamp of Sorrow', 'All that is unclean ends up in the giant swamp at the
base of the Valley of Defilement. The swamp is a cesspool of putrilage, vermin, and
plague', '5 - Valley of Defilement', 'Leechmonger');
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INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(5-3) Rotting Haven', 'Beyond the swamp, filled with poisonous jellyfish and
giant slugs is a cavern that absorbs all that is unclean, and a shrine of rotten
trees erected in honor of a demon. Visitors offer souls to be freed from their
notions of suffering', '5 - Valley of Defilement', 'Dirty Colossus');
INSERT INTO arkkikivi(Arkkikiven_nimi, Kuvaus, Kentan_nimi, Pomon_nimi) VALUES
('(5-4) Sanctuary of the Lost', 'Astraea was once the Sixth Saint, but now she
lives beside those awaiting death in the Valley of Defilement. To ease the pain of
the Valleys dwellers, Astraea chose surrender to a demons soul over the cruel God
she worshiped', '5 - Valley of Defilement', 'Maiden Astraea');
/**
*         Kenttien alueiden (Arkkikivet) tavarat
*/
/**
*         (0-0) The Nexus
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(0-0) The
Nexus', 'Cresent Moon Grass');
/**
*         (1-1) Gates of Boletaria
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Jade Hair Ornament');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Cling Ring');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Ring of Poison Resistance');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Colorless Demons Soul');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Cresent Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Half Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Late Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Full Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Firebomb');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Brushwood Armor');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Brushwood Gauntlets');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Brushwood leggins');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Brushwood helmet');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Three Cornered Hat');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Old Raggedy Robes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Old Raggedy Gloves');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Old Raggedy Boots');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Mail Breaker');
```

```sql
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Bastard Sword');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Demonbrandt');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Shard of Hardstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Thief Ring');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Scimitar');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Ring of Great Strength');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Ring of Flame Resistance');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Purple Flame Shield');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Pine Resin');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Archstone Shard');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Blue Eye Knight Helmet');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-1) Gates of
Boletaria', 'Lead Demon Soul');
/**
*        (1-2) The Lords Path
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Cresent Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Half Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Full Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Blue Eye Knight Cuirass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Winged Spear');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Spike Shield');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Tower Shield');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Compound Short Bow');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Ring of Gash Resistance');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Wooden Catalyst');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Nobles Lotus');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-2) The Lords
Path', 'Iron Demons Soul');
/**
*        (1-3) Inner Ward
*/
```

```sql
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-3) Inner
Ward', 'Half Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-3) Inner
Ward', 'Late Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-3) Inner
Ward', 'Full Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-3) Inner
Ward', 'New Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-3) Inner
Ward', 'Dregling Shield');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-3) Inner
Ward', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-3) Inner
Ward', 'Great Sword');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-3) Inner
Ward', 'Penetrating Sword');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-3) Inner
Ward', 'Silver Demons Soul');
/**
*          (1-4) The Kings Tower
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-4) The Kings
Tower', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-4) The Kings
Tower', 'Blue Eye Knight Greaves');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-4) The Kings
Tower', 'Knight Sword');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-4) The Kings
Tower', 'Knights Shield');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(1-4) The Kings
Tower', 'False King Demons Soul');
/**
*          (2-1) Smithing Grounds
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Battle Axe');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Pickaxe');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Chunk of Sharpstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Chunk of Hardstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Eds Grindstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Sticky White Slime');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Cresent Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Ring of Poison Resistance');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Great Club');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Steel Shield');
```

```sql
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Half Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Shard of Dragonstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Large Hardstone shard');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Large Sharpstone shard');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Meltstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Kris Blade');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Shard of Spiderstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-1) Smithing
Grounds', 'Chunk of Spiderstone');
/**
*          (2-2) The Tunnel City
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Plague Resistance Ring');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Shard of Clearstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Shard of Hardstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Shard of Sharpstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Chunk of Sharpstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Augite of Guidance');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Chunk of Clearstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Pure Hardstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Pure Sharpstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Shard of Greystone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Chunk of Greystone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Ring of Flame Resistance');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Great Axe');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Heater Shield');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Long Sword');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Chunk of Hardstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Shard of Dragonstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Chunk of Dragonstone');
```

```sql
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Pure Dragonstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Burrower Armor');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Burrower Armbands');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Burrower Boots');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Full Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-2) The Tunnel
City', 'Hands of God');
/**
*         (2-3) Undergroud Temple
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-3)
Underground Temple', 'New Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-3)
Underground Temple', 'Dragon Bone Smasher');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-3)
Underground Temple', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(2-3)
Underground Temple', 'Master Ring');
/**
*         (3-1) Prison of Hope
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Augite of Guidance');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Fresh Spice');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Aged Spice');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Nobles Lotus');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Widows Lotus');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Shard of Mercurystone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Chunk of Mercurystone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Claws');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Wooden Catalyst');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Secret Dagger');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Rapier');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Estoc');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Ring of Magical Sharpness');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Wizards Clothes');
```

```sql
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Wizards Gloves');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Wizards Shoes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Assassins Mask');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Black Leather Garb');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Black Gloves');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Black Boots');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Heavy Crossbow');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Three Cornered Hat');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Venerable Sages Hood');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Venerable Sages Robe');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Venerable Sages Gloves');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Venerable Sages Boots');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Parrying Dagger');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Shard of Moonlightstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Bright Water');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Rogues Clothes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Rogues Gloves');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Rogues Boots');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Silver Coronet');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Kite Shield');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Clever Rat Ring');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Fluted Helm');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Fluted Armor');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Fluted Gauntlets');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Fluted Greaves');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Silver Bracelet');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Silver Catalyst');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Babys Nail');
```

```sql
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Imperial Spy Hood');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Imperial Spy Clothes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Imperial Spy Gloves');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-1) Prison of
Hope', 'Imperial Spy Leggins');
/**
*        (3-2) Upper Latria
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Gold Mask');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Epee Rapier');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Ring of Avarice');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Short Sword');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Rune Sword');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Rune Shield');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Flamberge');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Fresh Spice');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Aged Spice');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Full Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Dark Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Augite of Guidance');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Shard of Moonlightstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Shard of Mercurystone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Chunk of Mercurystone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Archstone Shard');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Fragnant Ring');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(3-2) Upper
Latria', 'Plague Resistance Ring');
/**
*        (4-1) Islands Edge
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Cresent Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Half Moon Grass');
```

```sql
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Late Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Full Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Soldiers Lotus');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Augite of Guidance');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Soul Remains');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Shard of Cloudstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Falchion');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Talisman of God');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Kijil');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Uchigatana');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Compound Long Bow');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Adjudicators Shield');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Regenerators Ring');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Graverobbers Ring');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-1) Islands
Edge', 'Copper Key');
/**
*          (4-2) The Ritual Path
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Cresent Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Half Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Full Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Sticky White Slime');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Soul Remains');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Shard of Moonshadestone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Chunk of Moonshadestone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Kunai');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Magic Sword "Makoto"');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Dagger');
```

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INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Ronins Ring');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Hiltless');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'White Bow');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'White Arrow');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-2) The Ritual
Path', 'Holy Arrow');
/**
*          (4-4) The Monolith Forest
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-4) The
Monolith Forest', 'Holy Arrow');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-4) The
Monolith Forest', 'New Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-4) The
Monolith Forest', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-4) The
Monolith Forest', 'Chunk of Cloudstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(4-4) The
Monolith Forest', 'Storm Ruler');
/**
*          (5-1) Depraved Chasm
*/
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Nobles Lotus');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Widows Lotus');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Cresent Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Full Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Mace');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Morning Star');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Great Club');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Istarelle');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Talisman of God');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Ring of Magical Dullness');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Shard of Faintstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Chunk of Faintstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Shard of Suckerstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Saints Robes');
```

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INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Saints Gloves');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-1) Depraved
Chasm', 'Saints Boots');
/**
 *          (5-2) Swamp of Sorrow
 */
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Cresent Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Late Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Dark Moon Grass');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Nobles Lotus');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Widows Lotus');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Black Pine Resin');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Shard of Suckerstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Chunk of Suckerstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Shard of Faintstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Chunk of Faintstone');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Shotel');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'War Scythe');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Broken Sword');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Large Sword of Moonlight');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Mirdan Hammer');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Thief Ring');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Cat Ring');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Regenerators Ring');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Dull Gold Helmet');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Dull Gold Armor');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Dull Gold Maniter');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Dull Gold Leggins');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Rotten Arrow');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Shamans Clothes');
```

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INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Shamans Armbands');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-2) Swamp of
Sorrow', 'Shamans Tabi');
/**
*          (5-3) Rotting Haven
*/
INSERT INTO Alueen_tavarat      (Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-3)
Rotting Haven', 'Widows Lotus');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-3) Rotting
Haven', 'Stone of Ephemeral Eyes');
INSERT INTO Alueen_tavarat(Arkkikiven_nimi, Tavaran_nimi) VALUES ('(5-3) Rotting
Haven', 'Pure Mercurystone');
/**
*          Pomo vihollisten tavarat
*/
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Lead Demon Soul',
'Phalanx');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Iron Demons Soul',
'Tower Knight');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Silver Demons Soul',
'Penetrator');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('False King Demons
Soul', 'Old King Allant');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Hard Demons Soul',
'Armor Spider');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Searing Demons Soul',
'Flamelurker');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Dragon Demons Soul',
'Dragon God');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Doll Demons Soul',
'Fools Idol');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Mixed Demons Soul',
'Maneater');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Yellow Demons Soul',
'Old Monk');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Grey Demons Soul',
'Vanguard');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Swollen Demons Soul',
'Adjudicator');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Hero Demons Soul',
'Old Hero');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Storm Demons Soul',
'Storm King');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Wriggling Demons
Soul', 'Leechmonger');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Eroded Demons Soul',
'Dirty Colossus');
INSERT INTO Pomon_tavarat(Tavaran_nimi, Pomon_nimi) VALUES ('Pureblood Demons
Soul', 'Maiden Astraea');
/**
*          1- Bolatarian Palace kentän viholliset ja niiden tavarat
*/
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Dregling', 'All Damage
Types', 'Basic Melee', 'All over Boletarian Palace', '78', 'They are weak, zombie-
like enemies','154', '1 - Boletarian Palace', '(1-1) Gates of Boletaria');
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INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Dregling',
'Cresent Moon Grass');
INSERT INTO V’ Veselliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Boletarian Soldier', 'Poison,
Plague', 'Melee and Ranged', 'All over Boletarian Palace', '277', 'Loyal Soldiers
of Boletaria whos souls were stolen and now controlled by the demons','6', '1 -
Boletarian Palace', '(1-1) Gates of Boletaria');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Boletarian
Soldier', 'Cresent Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Boletarian
Soldier', 'Late Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Boletarian
Soldier', 'Full Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Boletarian
Soldier', 'Soldiers Lotus');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Hoplite', 'Poison, Plague,
Magic', 'Immobile Melee & Ranged', 'All over Boletarian Palace', '85', 'Hoplites
are slime-like creatures who wield a spear and shield','42', '1 - Boletarian
Palace', '(1-1) Gates of Boletaria');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Hoplite',
'Shard of Hardstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Hoplite',
'Shard of Sharpstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Hoplite',
'Large Hardstone Shard');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Hoplite',
'Large Sharpstone Shard');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Blue Eye Knight', 'All Damage
Types', 'Melee Knight', 'Boletarian Palace', '185', 'The Blue Eye Knight have more
health than the common enemies that are encountered.It also has a variety of
attacks and is capable of inflicting a significant amount of damaged','410', '1 -
Boletarian Palace', '(1-1) Gates of Boletaria');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Blue Eye
Knight', 'Half Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Blue Eye
Knight', 'Throwing Knife');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Red Eye Knight', 'Magic',
'Melee Knight', 'Boletarian Palace', '388', 'The Red Eye Knight is a stronger
variation of the Blue Eye Knight. They are more dangerous and lethal than the Blue
Eye Knight','2500-3100', '1 - Boletarian Palace', '(1-1) Gates of Boletaria');

INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Red Eye
Knight', 'Full Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Red Eye
Knight', 'New Moon Grass');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Dog', 'All Damage Types',
'Small Melee Enemy', 'Boletarian Palace, Stonefang Tunnel', '99', 'Its a dog. It
barks. It bites.','29', '1 - Boletarian Palace', '(1-2) The Lords Path');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Fat Official', 'Fire, Bleed',
'Melee, Spellcaster', 'Boletarian Palace, Stonefang Tunnel', '962', 'The Fat
Official are demons in the form of obese, gray-skinned enemies. This demon dress in
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rich black and gold ensembles and wield whips and two-handed weapons','1979', '1 - Boletarian Palace', '(1-3) Inner ward');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Fat Official', 'Full Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Fat Official', 'Late Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Fat Official', 'New Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Fat Official', 'Cresent Axe');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Fat Official', 'Gold Coin');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima, Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Imperial Spy', '', 'Close to mid-range agile enemy', 'Boletarian Palace', '391', 'These enemies arent your typical predictable enemies who you can dodge and score a quick combo before they react','246', '1 - Boletarian Palace', '(1-3) Inner ward');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Imperial Spy', 'Shard of Clearstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Imperial Spy', 'Chunk of Clearstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Imperial Spy', 'Secret Throwing Dagger');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Imperial Spy', 'Claws');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Imperial Spy', 'Secret Dagger');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Imperial Spy', 'Flamberge');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Imperial Spy', 'Imperial Spy Clothes');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima, Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Ostrava, of Boletaria (Black Phantom)', 'Plague', 'Black Phantom', 'Boletarian Palace, past Blue Dragon', '1586', 'Black Phantoms are extremely powerful variants of Enemies or Npcs encountered throughout the game. They can also be another Online player who has invaded your world and attempts to kill you.', '12300', '1 - Boletarian Palace', '(1-4) The Kings Tower');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Ostrava, of Boletaria (Black Phantom)', 'Rune Sword');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Ostrava, of Boletaria (Black Phantom)', 'Rune Shield');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima, Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Alfred, Knight of the Tower', 'Plague', 'Black Phantom', 'Boletarian Palace', '1146', 'Black Phantoms are extremely powerful variants of Enemies or Npcs encountered throughout the game. They can also be another Online player who has invaded your world and attempts to kill you.', '16800', '1 - Boletarian Palace', '(1-4) The Kings Tower');

INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Alfred, Knight of the Tower', 'Tower Shield');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima, Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Long Bow Oolan', 'Plague', 'Black Phantom', 'Boletarian Palace', '1188', 'Black Phantoms are extremely powerful variants of Enemies or Npcs encountered throughout the game. They can also be another Online player who has invaded your world and attempts to kill you.', '10050', '1 - Boletarian Palace', '(1-4) The Kings Tower');
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INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Long Bow
Oolan', 'White Bow');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Metas, Knight of the Lance',
'Plague', 'Black Phantom', 'Boletarian Palace', '1276', 'Black Phantoms are
extremely powerful variants of Enemies or Npcs encountered throughout the game.
They can also be another Online player who has invaded your world and attempts to
kill you.', '13500', '1 - Boletarian Palace', '(1-4) The Kings Tower');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Metas,
Knight of the Lance', 'Penetrating Sword');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Executioner Miralda (Black
Phantom)', 'Can be lured to fall down into the pit', 'Black Phantom', 'Boletarian
Palace, Inside a building at the Execution Grounds', '1876', 'Black Phantoms are
extremely powerful variants of Enemies or Npcs encountered throughout the game.
They can also be another Online player who has invaded your world and attempts to
kill you.', '7550', '1 - Boletarian Palace', '(1-4) The Kings Tower');
/**
*          2 - Stonefang Tunnel viholliset ja niiden tavarat
*/
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Scale Miners(Bare Fist)',
'Poison, Plague', 'Basic Melee', 'All around Stonefang Tunnel', '3 - 165', 'The
Scale Miners are strange humanoids, covered mostly in reptilian scales, and clad in
crude rags for clothes.', '139 - 364', '2 - Stonefang Tunnel', '(2-1) Smithing
Grounds');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Bare Fist)', 'Shard of Spiderstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Bare Fist)', 'Chunk of Spiderstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Bare Fist)', 'Iron Knuckles');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Scale Miners(Hammer)',
'Poison, Plague', 'Basic Melee', 'All around Stonefang Tunnel', '3 - 165', 'The
Scale Miners are strange humanoids, covered mostly in reptilian scales, and clad in
crude rags for clothes.', '139 - 364', '2 - Stonefang Tunnel', '(2-1) Smithing
Grounds');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Hammer)', 'Shard of Sharpstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Hammer)', 'Large Sharpstone Shard');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Hammer)', 'Chunk of Sharpstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Hammer)', 'Pickaxe');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Scale Miners(Flame Sword)',
'Poison, Plague', 'Basic Melee', 'All around Stonefang Tunnel', '3 - 165', 'The
Scale Miners are strange humanoids, covered mostly in reptilian scales, and clad in
crude rags for clothes.', '139 - 364', '2 - Stonefang Tunnel', '(2-1) Smithing
Grounds');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Flame Sword)', 'Shard of Hardstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Flame Sword)', 'Large Hardstone Shard');
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INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Flame Sword)', 'Chunk of Hardstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Flame Sword)', 'Short Sword');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Scale
Miners(Flame Sword)', 'Bastard Sword');
INSERT INTO Violliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Dog (Stonefang Tunnel)',
'Bleed', 'Small Melee Enemy', 'Boletarian Palace, Stonefang Tunnel', '99', 'Its a
dog. It barks. It bites.','29', '2 – Stonefang Tunnel', '(2-1) Smithing Grounds');

INSERT INTO Violliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Fire Lizard', 'Soul Arrow,
Soul Ray', 'Melee Enemy', 'They are found primarily in the first section of
Stonefang Tunnel.', '149', 'Big reptilian on fire', '', '2 – Stonefang Tunnel',
'(2-1) Smithing Grounds');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Fire
Lizard', 'Meltstone');
INSERT INTO Violliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Fat Official (Stonefang
Tunnel)', 'Fire, Bleed', 'Melee, Spellcaster', 'Boletarian Palace, Stonefang
Tunnel', '962', 'The Fat Official are demons in the form of obese, gray-skinned
enemies. This demon dress in rich black and gold ensembles and wield whips and two-
handed weapons','1979', '2 – Stonefang Tunnel', '(2-1) Smithing Grounds');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Fat Official
(Stonefang Tunnel)', 'Full Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Fat Official
(Stonefang Tunnel)', 'Late Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Fat Official
(Stonefang Tunnel)', 'New Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Fat Official
(Stonefang Tunnel)', 'Cresent Axe');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Fat Official
(Stonefang Tunnel)', 'Gold Coin');
INSERT INTO Violliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Bearbug', 'Soulsucker',
'Melee Enemy', 'They are found below the ground.', '458', 'The Bearbugs and the
Flying Bearbugs are about the same size. Their relatives also include the Large
Bearbugs and the Giant Bearbugs', '260', '2 – Stonefang Tunnel', '(2-2) The Tunnel
City');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Bearbug',
'Shard of Dragonstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Bearbug',
'Chunk of Dragonstone');
INSERT INTO Violliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Large Bearbug', 'Soulsucker',
'Melee Enemy', 'They are found below the ground.', '133', 'The Bearbugs and the
Flying Bearbugs are about the same size. Their relatives also include the Large
Bearbugs and the Giant Bearbugs', '760', '2 – Stonefang Tunnel', '(2-2) The Tunnel
City');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Large
Bearbug', 'Shard of Dragonstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Large
Bearbug', 'Chunk of Dragonstone');
INSERT INTO Violliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Giant Bearbug', 'Soulsucker',
'Melee Enemy', 'They are found below the ground.', '1999', 'The largest of the
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Bearbugs. Their relatives include the Bearbugs, the Large Bearbugs and the Flying
Bearbugs', '1660', '2 - Stonefang Tunnel', '(2-2) The Tunnel City');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Giant
Bearbug', 'Shard of Dragonstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Giant
Bearbug', 'Chunk of Dragonstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Giant
Bearbug', 'Pure Dragonstone');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Flying Bearbug',
'Soulsucker', 'Melee Enemy', 'They are found below the ground.', '375', 'The
Bearbugs and the Flying Bearbugs are about the same size. Their relatives also
include the Large Bearbugs and the Giant Bearbugs', '160', '2 - Stonefang Tunnel',
'(2-2) The Tunnel City');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Flying
Bearbug', 'Shard of Dragonstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Flying
Bearbug', 'Chunk of Dragonstone');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Rock Worm', 'Magic, Bleed',
'Close to mid range', 'They are found exclusively in the second section of the
Stonefang Mines.', '353', 'Big Worm made of rock. Their rocky skin renders them
almost immune to non-magical damage.', '165', '2 - Stonefang Tunnel', '(2-2) The
Tunnel City');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Rock Worm',
'Shard of Greystone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Rock Worm',
'Chunk of Greystone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Rock Worm',
'Pure Greystone');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Scale Miner Black Phantom',
'Poison, Plague', 'Black Phantom', 'Stonefang Tunnels', '364', 'Black Phantoms are
extremely powerful variants of Enemies or Npcs encountered throughout the game.
They can also be another Online player who has invaded your world and attempts to
kill you','165', '2 - Stonefang Tunnel', '(2-1) Smithing Grounds');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Scale Miner
Black Phantom', 'Shard of Sharpstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Scale Miner
Black Phantom', 'Large Sharpstone Shard');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Scale Miner
Black Phantom', 'Chunk of Sharpstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Scale Miner
Black Phantom', 'Pickaxe');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Bearbug Black Phantom', '',
'Black Phantom', 'They are found below the ground.', '916', 'Black Phantoms are
extremely powerful variants of Enemies or Npcs encountered throughout the game.
They can also be another Online player who has invaded your world and attempts to
kill you','860', '2 - Stonefang Tunnel', '(2-1) Smithing Grounds');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Scirvir, the Wanderer Black
Phantom', '', 'Black Phantom', 'Located in 2-2, same location as regular Scirvir,
The Wanderer.', '2068', 'Black Phantoms are extremely powerful variants of Enemies
or Npcs encountered throughout the game. They can also be another Online player who
has invaded your world and attempts to kill you','', '2 - Stonefang Tunnel', '(2-2)
The Tunnel City');
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INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Scirvir, the
Wanderer Black Phantom', 'Talisman of Beasts');
INSERT INTO Veholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Great Club Black Phantom',
'', 'Black Phantom', 'This pair of Black Phantoms wait at the end of the tunnel
leading to the Crystal Lizard pit in (2-2) The Tunnel City', '1104/1146', 'Black
Phantoms are extremely powerful variants of Enemies or Npcs encountered throughout
the game. They can also be another Online player who has invaded your world and
attempts to kill you','', '2 - Stonefang Tunnel', '(2-2) The Tunnel City');
/**
*          3 - Tower of Latria viholliset ja niiden tavarat
*/
INSERT INTO Vihoulliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Mind Flayer', 'Poison,
Plague, Bleed', 'Spellcaster', 'Tower of Latria mainly found in Prison of Hope',
'784', 'Mind flayers are octopus-headed mages who serve as the prison guards in the
Tower of Latria. They are powerful spell casters, who were able to overwhelm and
imprison Sage Freke','428', '3 - Tower of Latria', '(3-1) Prison of Hope');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Mind Flayer',
'Fresh Spice');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Mind Flayer',
'Aged Spice');
INSERT INTO Vihoulliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Prisoner', 'Poison, Plague,
Bleed', 'Spellcaster', 'Tower of Latria mainly found in Prison of Hope', '110',
'Most are generally docile, although their tendency to swarm around the player and
hamper mobility is problematic. They will also occasionally punch the player for
minor physical damage.','3', '3 - Tower of Latria', '(3-1) Prison of Hope');

INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Prisoner',
'Nobles Lotus');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Prisoner',
'Widows Lotus');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Prisoner',
'Shard of Moonlightstone');
INSERT INTO Vihoulliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Prisoner(Estoc)', 'Poison,
Plague, Bleed', 'Spellcaster', 'Tower of Latria mainly found in Prison of Hope',
'110', 'Most are generally docile, although their tendency to swarm around the
player and hamper mobility is problematic. They will also occasionally punch the
player for minor physical damage.','3', '3 - Tower of Latria', '(3-1) Prison of
Hope');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Prisoner(Estoc)', 'Estoc');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Prisoner(Estoc)', 'Shard of Mercurystone');
INSERT INTO Vihoulliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Prisoner(Fools Idol
Archstone)', 'Poison, Plague, Bleed', 'Spellcaster', 'Tower of Latria mainly found
in Prison of Hope', '110', 'Most are generally docile, although their tendency to
swarm around the player and hamper mobility is problematic. They will also
occasionally punch the player for minor physical damage.','3', '3 - Tower of
Latria', '(3-1) Prison of Hope');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Prisoner(Fools Idol Archstone)', 'Nobles Lotus');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Prisoner(Fools Idol Archstone)', 'Widows Lotus');
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INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Prisoner(Fools Idol Archstone)', 'Shard of Moonlightstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Prisoner(Fools Idol Archstone)', 'Chunk of Moonlightstone');

INSERT INTO V_iholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Man Centipede', '', 'Bug-type
enemy', 'Found in Upper Latria', '220', 'Smaller in size and with fewer faces than
their relatives, the Giant Man Centipedes.','49', '3 - Tower of Latria', '(3-2)
Upper Latria');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Man
Centipede', 'Shard of Mercurystone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Man
Centipede', 'Chunk of Mercurystone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Man
Centipede', 'Pure Mercurystone');
INSERT INTO Vi_holliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Giant Man Centipede', '',
'Large insect-type', 'Found in Upper Latria', '334', 'Much larger and with
considerably more faces than their relatives the Man Centipedes.','49', '3 - Tower
of Latria', '(3-2) Upper Latria');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant Man
Centipede', 'Shard of Mercurystone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant Man
Centipede', 'Chunk of Mercurystone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant Man
Centipede', 'Pure Mercurystone');
INSERT INTO Vi_holliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Gargoyle', 'Ranged',
'Airborne', 'Found in Upper Latria', '364', 'Avian demons under the Old Monks
control.','275', '3 - Tower of Latria', '(3-2) Upper Latria');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Gargoyle',
'Gargoyle Crossbow');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Gargoyle',
'Spiral Rapier');
INSERT INTO Vi_holliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Prisoner Horde', 'Ranged',
'Ranged', 'They appear only twice in the game, once in the basement of the Prison
of Hope, and once in the swamps far below the suspended streets of Latria, making
them on of the rarest non-boss enemies in the game.', '709', 'Looks like a big gray
spherical mass of bodies.','1548', '3 - Tower of Latria', '(3-1) Prison of Hope');

INSERT INTO Vi_holliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Mind Flayer Black Phantom',
'', 'Black Phantom', 'Tower of Latria, Prison of Hope', '972', 'Black Phantoms are
extremely powerful variants of Enemies or Npcs encountered throughout the game.
They can also be another Online player who has invaded your world and attempts to
kill you.','947', '3 - Tower of Latria', '(3-1) Prison of Hope');
INSERT INTO Vi_holliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Mind Flayer Black Phantom 2',
'', 'Black Phantom', 'Tower of Latria, Upper Latria', '972', 'Black Phantoms are
extremely powerful variants of Enemies or Npcs encountered throughout the game.
They can also be another Online player who has invaded your world and attempts to
kill you.','947', '3 - Tower of Latria', '(3-2) Upper Latria');
INSERT INTO Vi_holliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Mind Flayer Black Phantom 3',
'', 'Black Phantom', 'Tower of Latria, Ivory Tower', '972', 'Black Phantoms are
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extremely powerful variants of Enemies or Npcs encountered throughout the game.
They can also be another Online player who has invaded your world and attempts to
kill you.','947', '3 - Tower of Latria', '(3-3) The Ivory Tower');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Lord Rydell Black Phantom',
'Plague', 'Black Phantom', 'Tower of Latria, outside his cell.', '2200', 'Black
Phantoms are extremely powerful variants of Enemies or Npcs encountered throughout
the game. They can also be another Online player who has invaded your world and
attempts to kill you.','3570', '3 - Tower of Latria', '(3-1) Prison of Hope');

INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Lord Rydell
Black Phantom', 'Phosphorescent Pole');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Babys Nail Black Phantom',
'', 'Black Phantom', 'This Black Phantom reveals herself towards the end of Tower
of Latria, as you climb the stairway leading to the boss fight.', '1188', 'Black
Phantoms are extremely powerful variants of Enemies or Npcs encountered throughout
the game. They can also be another Online player who has invaded your world and
attempts to kill you.','', '3 - Tower of Latria', '(3-1) Prison of Hope');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Babys Nail
Black Phantom', 'Chunk of Moonlightstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Babys Nail
Black Phantom', 'Stone of Ephemeral Eyes');
/**
*           4 - Shrine of Storms viholliset ja niiden tavarat
*/
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Silver Skeleton (Sword)',
'Blunt', 'Undead', 'Shrine of Storms first section', '213', 'They attack with large
falchions, and tend to use erratic and relatively difficult-to-parry
attacks','294', '4 - Shrine of Storms', '(4-1) Islands Edge');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Silver
Skeleton (Sword)', 'Soul Remains');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Silver
Skeleton (Sword)', 'Shard of Bladestone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Silver
Skeleton (Sword)', 'Shotel');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Silver Skeleton (Bow)',
'Blunt', 'Undead', 'Shrine of Storms first section', '213', 'Their arrows deal both
physical and magicdamage, and mark the player with a white aura for several seconds
if the player does not successfully block; this aura is visible to other players in
online play and is not concealed by the Graverobbers Ring or other stealth
effects.','294', '4 - Shrine of Storms', '(4-1) Islands Edge');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Silver
Skeleton (Bow)', 'Soul Remains');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Silver
Skeleton (Bow)', 'Holy Arrow');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Gold Skeleton', 'Blunt',
'Undead', 'Shrine of Storms first section', '347', 'They are visually distinct in
that their bones are of a golden color and carry two-handed blades that are larger
than the player.','614', '4 - Shrine of Storms', '(4-1) Islands Edge');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Gold
Skeleton', 'Soul Remains');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Gold
Skeleton', 'Kijil');
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INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Gold
Skeleton', 'Shard of Bladestone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Gold
Skeleton', 'Chunk of Bladestone');
INSERT INTO Vantolliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Black Katana Skeleton', '',
'Undead', 'Shrine of Storms first and second section', '255', 'Debatably the
hardest type of Skeletons, these enemies make themselves formidable being armor
clad and wielding two Katanas dealing huge, quick damage. Nothing can really
penetrate their tough armor; even blunt damage is lacking.','1227', '4 - Shrine of
Storms', '(4-1) Islands Edge');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Black Katana
Skeleton', 'Soul Remains');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Black Katana
Skeleton', 'Uchigatana');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Black Katana
Skeleton', 'Shard of Bladestone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Black Katana
Skeleton', 'Chunk of Bladestone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Black Katana
Skeleton', 'Pure Bladestone');
INSERT INTO Vihollisen(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Storm Beast', 'Poison,
Plague, Bleed', 'Airborne', 'They are only found flying relatively high in the
sky.', '71', 'Looks like giant flying manta ray','440', '4 - Shrine of Storms',
'(4-1) Islands Edge');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Storm Beast',
'Shard of Cloudstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Storm Beast',
'Chunk of Cloudstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Storm Beast',
'Pure Cloudstone');
INSERT INTO Vihollisen(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Reaper', 'Poison, Plague,
Bleed', 'Basic Melee', 'They are found in the second section of Shrine of Storms',
'310', 'They take the appearance of apparitions cloaked in dark robes and wielding
harvest scythes','1040', '4 - Shrine of Storms', '(4-2) The Ritual Path');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Reaper', 'War
Scythe');
INSERT INTO Vihollisen(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Shadowlurker', '', 'Basic
Melee', 'They are found in the second section of Shrine of Storms', '310', 'Slender
ghosts','213', '4 - Shrine of Storms', '(4-2) The Ritual Path');
INSERT INTO Vihollisen(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Phosphorescent Slug',
'Bleed', 'Basic Melee', 'The Slugs are infesting a subterranean pool of glowing
yellow liquid in a cave close to the boss battle with the Old Hero', '270', 'Giant
slugs','239', '4 - Shrine of Storms', '(4-2) The Ritual Path');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Phosphorescent Slug', 'Sticky White Slime');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Phosphorescent Slug', 'Shard of Suckerstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Phosphorescent Slug', 'Chunk of Suckerstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Phosphorescent Slug', 'Pure Suckerstone');
```

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INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Hawk', '', 'Airborne', 'Up
the mountainpath in first sectioon of Shrine of of Storms', '16', 'These non-
hostile Hawks can be found circling Sparklys nest in the Shrine of Storms. Though
very difficult, it is possible to kill them with ranged attacks.','135','4 - Shrine
of Storms', '(4-1) Islands Edge');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Hawk', 'White
Arrow');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Silver Skeleton (Sword) Black
Phantom', 'Blunt', 'Black Phantom', 'Shrine of Storms', '426', 'Black Phantoms are
extremely powerful variants of Enemies or Npcs encountered throughout the game.
They can also be another Online player who has invaded your world and attempts to
kill you.','841', '4 - Shrine of Storms', '(4-1) Islands Edge');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Silver Skeleton (Bow) Black
Phantom', 'Blunt', 'Black Phantom', 'Shrine of Storms', '307', 'Black Phantoms are
extremely powerful variants of Enemies or Npcs encountered throughout the game.
They can also be another Online player who has invaded your world and attempts to
kill you.','619', '4 - Shrine of Storms', '(4-1) Islands Edge');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Gold Skeleton Black Phantom',
'Blunt', 'Black Phantom', 'Shrine of Storms first and second section', '693',
'Black Phantoms are extremely powerful variants of Enemies or Npcs encountered
throughout the game. They can also be another Online player who has invaded your
world and attempts to kill you.','1227', '4 - Shrine of Storms', '(4-1) Islands
Edge');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Gold Skeleton Black Phantom
(4-2)', 'Blunt', 'Black Phantom', 'Shrine of Storms first and second section',
'1079', 'Black Phantoms are extremely powerful variants of Enemies or Npcs
encountered throughout the game. They can also be another Online player who has
invaded your world and attempts to kill you.','4688', '4 - Shrine of Storms', '(4-
2) The Ritual Path');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Black Katana Skeleton Black
Phantom', '', 'Black Phantom', 'Shrine of Storms second section', '793', 'Black
Phantoms are extremely powerful variants of Enemies or Npcs encountered throughout
the game. They can also be another Online player who has invaded your world and
attempts to kill you.','8594', '4 - Shrine of Storms', '(4-2) The Ritual Path');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Black Katana
Skeleton Black Phantom', 'Chunk of Bladestone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Black Katana
Skeleton Black Phantom', 'Pure Bladestone');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Uchigatana Black Phantom',
'', 'Black Phantom', 'This Black Phantom is waiting in the pit that Patches lurks
over in (4-2) The Ritual Path', '1146', 'Black Phantoms are extremely powerful
variants of Enemies or Npcs encountered throughout the game. They can also be
another Online player who has invaded your world and attempts to kill you.','1670',
'4 - Shrine of Storms', '(4-2) The Ritual Path');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Uchigatana
Black Phantom', 'Chunk of Moonshadestone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Uchigatana
Black Phantom', 'Stone of Ephemeral Eyes');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Satsuki Black Phantom', '',
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'Black Phantom', 'He appears as a Black Phantom at the start of Shrine of Storms,
standing on the ground, to the right of the Silver Skeleton and the archway',
'1698', 'Black Phantoms are extremely powerful variants of Enemies or Npcs
encountered throughout the game. They can also be another Online player who has
invaded your world and attempts to kill you.','4630', '4 - Shrine of Storms', '(4-
1) Islands Edge');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Satsuki Black
Phantom', 'Hiltless');
/**
*           5 - Valley of Defilement viholliset ja niiden tavarat
*/
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Depraved One', 'Bleed',
'Basic Melee', 'Mainly found in the first section of Valley of Defilement', '187',
'Shambling, pained and horrifically disfigured.The Depraved ones were once people,
but discarded into the Valley of Defilement, living in putrid disease and decay,
they are every bit as horrific as the valley itself.','13', '5 - Valley of
Defilement', '(5-1) Depraved Chasm');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Depraved
One', 'Cresent Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Depraved
One', 'Late Moon Grass');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Depraved
One', 'Nobles Lotus');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Depraved
One', 'Widows Lotus');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Giant Depraved One', 'Bleed',
'Basic Melee', 'Mainly found in the first section of Valley of Defilement', '726',
'Shambling, pained and horrifically disfigured.The Depraved ones were once people,
but discarded into the Valley of Defilement, living in putrid disease and decay,
they are every bit as horrific as the valley itself.','198', '5 - Valley of
Defilement', '(5-1) Depraved Chasm');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant
Depraved One', 'Great Club');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant
Depraved One', 'Morning Star');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant
Depraved One', 'Stone of Ephemeral Eyes');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Giant Mosquito', 'Fire',
'Airborne', 'Mainly found in the first section of Valley of Defilement', '55',
'Insect, small and annoying.','157', '5 - Valley of Defilement','(5-1) Depraved
Chasm');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant
Mosquito', 'Shard of Marrowstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant
Mosquito', 'Chunk of Marrowstone');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Phosphorescent Slug (5-1)',
'Bleed', 'Basic Melee', 'The Slugs are found in an alcove in the cliff lining the
swamp. A grotesque mass of them hangs above the small patch of land that the Large
Sword of Moonlight is embedded in', '270', 'Giant slugs','239', '5 - Valley of
Defilement', '(5-1) Depraved Chasm');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Phosphorescent Slug (5-1)', 'Sticky White Slime');
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INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Phosphorescent Slug (5-1)', 'Shard of Suckerstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Phosphorescent Slug (5-1)', 'Chunk of Suckerstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES
('Phosphorescent Slug (5-1)', 'Pure Suckerstone');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Rat', '', 'Basic Melee',
'Found near where player meet Filthy Woman for the first time', '43', 'Grotesque
vermin inhabiting the Valley of Defilement. Presumably, they are infected with the
plague, as their bodies are festooned with open sores and wounds.','4', '5 - Valley
of Defilement', '(5-1) Depraved Chasm');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Rat',
'Archstone Shard');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Giant Tick', 'Bleed',
'Ranged', 'Found in the first section of Valley of Defilement', '178', 'These
repulsive ticks gorge themselves on the blood of the dead or dying in the valley of
defilement, causing them to swell up to enormous sizes while feeding. They are
essentially obstacles to the player, as their bloated bodies will get in the
way.','31', '5 - Valley of Defilement', '(5-1) Depraved Chasm');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant Tick',
'Shard of Marrowstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant Tick',
'Chunk of Marrowstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant Tick',
'Pure Marrowstone');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Poison Jelly', 'Bleed',
'Basic Melee', 'Found area before Leechmonger boss', '218', 'They are giant, grey-
colored jellyfish with barbed stingers that live in the swamp of the Valley of
Defilement at the Leechmonger Archstone. They are one of the limited enemies that
has a finite spawn number, only spawning once per playthrough.','28','5 - Valley of
Defilement', '(5-1) Depraved Chasm');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Poison
Jelly', 'Soldiers Lotus');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Poison
Jelly', 'Nobles Lotus');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Poison
Jelly', 'Widows Lotus');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Plague Babies', 'Bleed',
'Basic Melee', 'These creatures lurk underneath the plague-infested mud of the
Valley of Defilement, only rising out to capture an intruder.', '434','Abortion
like beings infesting the plague swamp where Maiden Astraea resides. They can
infect the enemy with the plague and are hostile to the Depraved Ones in the area.
They can also dive beneath the swamp surface to avoid attacks and they can easily
surround their prey. They also spawn infinitely even after death.','39', '5 -
Valley of Defilement','(5-3) Rotting Haven');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Plague
Babies', 'Stone of Ephemeral Eyes');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Depraved One Black Phantom',
'', 'Black Phantom', 'Mainly found in the first section of Valley of Defilement',
'374', 'Black Phantoms are extremely powerful variants of Enemies or Npcs
encountered throughout the game. They can also be another Online player who has
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invaded your world and attempts to kill you.', '106', '5 - Valley of Defilement',
'(5-1) Depraved Chasm');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Giant Depraved One Black
Phantom', '', 'Black Phantom', 'Mainly found in the first section of Valley of
Defilement', '2338', 'Black Phantoms are extremely powerful variants of Enemies or
Npcs encountered throughout the game. They can also be another Online player who
has invaded your world and attempts to kill you.', '1383', '5 - Valley of
Defilement', '(5-1) Depraved Chasm');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Giant
Depraved One Black Phantom', 'Stone of Ephemeral Eyes');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Selen Vinland Black Phantom',
'', 'Black Phantom', 'Swamp of Sorrow, near first Fog door.', '2132', 'Black
Phantoms are extremely powerful variants of Enemies or Npcs encountered throughout
the game. They can also be another Online player who has invaded your world and
attempts to kill you.', '6270', '5 - Valley of Defilement', '(5-1) Depraved
Chasm');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi)VALUES ('Selen Vinland
Black Phantom', 'Blind');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Garl Vinland Black Phantom',
'', 'Black Phantom', 'Garl Vinland appears as a Black Phantom, as part of the side
quest from his sister, Selen Vinland. He will appear regardless of whether youve
already spoken to his sister. When you first enter, he will not be there in Black
Phantom form. Do not be alarmed; this is intended. Kill regular Garl Vinland and
Maiden Astraea as you normally would, return to The Nexus and then go back to (5-3)
Rotting Haven.', '2808', 'Black Phantoms are extremely powerful variants of Enemies
or Npcs encountered throughout the game. They can also be another Online player who
has invaded your world and attempts to kill you.','22800', '5 - Valley of
Defilement', '(5-3) Rotting Haven');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Garl Vinland
Black Phantom', 'Bramd');
INSERT INTO Viholliset(Vihollisen_nimi, Heikkoudet, Tyyppi, Sijainti, Elinvoima,
Kuvaus, Sielut, Kentan_nimi, Arkkikiven_nimi)VALUES ('Meat Cleaver Black Phantom',
'', 'Black Phantom', 'This Black Phantom patrols the islands to the left of the
first Fog Gate in (5-2) Swamp of Sorrow. She can be seen in silhouette in front of
the glowing items, and her footsteps make pink splashes in the swamp', '1318',
'Black Phantoms are extremely powerful variants of Enemies or Npcs encountered
throughout the game.They can also be another Online player who has invaded your
world and attempts to kill you.', '1690', '5 - Valley of Defilement', '(5-2) Swamp
of Sorrow');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Meat Cleaver
Black Phantom', 'Chunk of Faintstone');
INSERT INTO Vihollisen_tavarat(Vihollisen_nimi, Tavaran_nimi) VALUES ('Meat Cleaver
Black Phantom', 'Stone of Ephemeral Eyes');
/**
*         0 - Nexus NPC Hahmot ja niiden tavarat
*/
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('The Maiden in Black', 'NPC', 'The Nexus', 'The Maiden in Black
is said to have once been one of the most powerful Demons in existence. Her ability
to harness and manipulate the souls of the player-character certainly seems
interesting.She maintains a direct communion with the Old One, and is even able to
lull it back to sleep should the character accept her offer, making her
considerably more powerful than it', '0','(0-0) The Nexus', '0 - Nexus');
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INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('The Maiden in
Black', 'Maiden in Black Demons Soul');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Blacksmith Boldwin', 'Merchant', 'The Nexus', 'First
blacksmith encountered by the player. He will be the only source of weapon and
armor repairs until the player reaches Blacksmith Ed.','1860','(0-0) The Nexus', '0
- Nexus');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Blacksmith Boldwin',
'Cresent Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Blacksmith Boldwin',
'Bolt');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Blacksmith Boldwin',
'Arrow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Blacksmith Boldwin',
'Fresh Spice');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Blacksmith Boldwin',
'Eds Grindstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Blacksmith Boldwin',
'Dagger');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Blacksmith Boldwin',
'Short Sword');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Blacksmith Boldwin',
'Battle Axe');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Blacksmith Boldwin',
'Heater Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Blacksmith Boldwin',
'Hands of God');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Stockpile Thomas', 'NPC', 'The Nexus', 'Stockpile Thomas is a
widower whose family was killed during the setting in of the deep fog; his wife and
daughter were either slain or turned into Demons, but Thomas, unwilling to dwell on
the past, has made his home in the Nexus and is willing to store any and all items
the player is carrying.', '230','(0-0) The Nexus', '0 - Nexus');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Stockpile Thomas',
'Ring of Herculean Strength');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Crestfallen Warrior', 'NPC', 'He sits in the Nexus in front of
the Boletarian Palace archstone.', 'The Crestfallen Warrior is among the first NPCs
encountered by the player.', '','(0-0) The Nexus', '0 - Nexus');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Worshipper of God', 'NPC', 'The Nexus, disciples side', 'This
female NPC is a worshipper of God, and a follower of Saint Urbain.', '','(0-0) The
Nexus', '0 - Nexus');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Acolyte of God', 'NPC', 'Can be found at The Nexus, disciples
corner.', 'This NPC is a follower of "God" who assists in performing ceremonial
duties.', '175','(0-0) The Nexus', '0 - Nexus');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Diciple of God', 'NPC', 'Can be found at The Nexus, disciples
corner.', 'The Disciple of God appears after defeating the Phalanx in Boletarian
Palace.He is the basic miracle trainer, and allows players to learn and memorize
basic miracles. He disappears after Saint Urbain is freed, or when his dialogue has
been exhausted.', '','(0-0) The Nexus', '0 - Nexus');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Frekes Apprentice', 'NPC', 'The Nexus, magicians side
(opposite from disciples side)', 'This NPC is Sage Frekes apprentice, he is also a
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sorcery teacher where players can learn various magic', '', '(0-0) The Nexus', '0 -
Nexus');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('The Monumental', 'NPC', 'On a balcony high above the
archstones, sitting in front of a lit candle.', 'The Monumental is the last
surviving harbinger of its kind.They are a vessel-race endowed only with prophetic
knowledge and lacking all consequence of emotion or personal-thought. It seeks to
aid the adventurer into lulling the Old One back to sleep.','', '(0-0) The Nexus',
'0 - Nexus');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('The Monumental',
'Friends Ring');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Mephistopheles', 'NPC', 'The Nexus, second floor using the
outer staircase (ie. not the one with the Archstones), with Stockpile Thomas behind
you (Unlockable).To unlock: Kill Yurt. Must have Pure Black Character
Tendency.Note: If you still cant see her, exit the Nexus and return.If you fulfill
the requirements while you are inside the Nexus, Mephistopheles will not appear
until you re-enter.', 'Mephistopheles is a grim woman with a deadly secret.She
seeks the assistance of Yurt, the Silent Chief, and later the player if Yurt is
killed. She also wishes the death of key NPCs in the Nexus; specifically,those with
knowledge of the Soul Arts. Upon completion of her requests, Mephistopheles will
say that the Order of the Soul has commanded her to remove all thosewho know the
ways of Soul Arts from Boletaria, the player included, in order to keep the ancient
rite a secret.', '', '(0-0) The Nexus', '0 - Nexus');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Mephistopheles',
'Epee Rapier');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Mephistopheles',
'Parrying Dagger');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Mephistopheles',
'Gold Mask');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Mephistopheles',
'Ring of the Accursed');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Mephistopheles',
'Foes Ring');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Mephistopheles',
'Talisman of Beasts');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Mephistopheles',
'Colorless Demons Soul');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Mephistopheles',
'Stone of Ephemeral Eyes');
/**
*        1 - Boletarian Palace NPC Hahmot ja niiden tavarat
*/
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Dregling Merchant', 'Merchant', 'You will find Dregling
Merchant behind a wooden plank near Ostrava. (1-2) Lords Path, Hes at the end of
the lower hallway.Inner Ward, on the upper level of a building guarded by Red Eye
Knight ', 'The Dregling Merchant isnt so much related to the plot as he is a
helpful vendor in the early game', '16','(1-1) Gates of Boletaria', '1 - Boletarian
Palace');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Cresent Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Half Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Late Moon Grass');
```

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INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Full Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Soldiers Lotus');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Throwing Knife');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Pine Resin');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Firebomb');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Long Sword');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Club');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Short Spear');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Light Crossbow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Broad Sword');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Claymore');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Knight Sword');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Cresent Axe');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Wooden Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Soldiers Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Dregling Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Knights Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Large Brushwood Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Wooden Bolt');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Bolt');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Heavy Bolt');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Plate Helmet');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Coat of Plate');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Plate Gauntlets');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Plate Leggins');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Brushwood Helmet');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Brushwood Armor');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Brushwood Gauntlets');
```

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INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Dregling Merchant',
'Brushwood Leggins');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Ostrava, of Boletaria', 'NPC', 'Multible places in Boletarian
Palace', 'Prince of Boletaria, whose real name is Ariona Allant. Ostrava seeks
council with his father, the King, but quickly learns of the demonic farce that now
sits on the throne.', '550','(1-1) Gates of Boletaria', '1 - Boletarian Palace');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Ostrava, of
Boletaria', 'Rune Sword');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Ostrava, of
Boletaria', 'Rune Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Ostrava, of
Boletaria', 'Mausoleum Key');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Yuria, the Witch', 'NPC', 'Boletarian Palace, Tower Knight
Archstone, locked in a tower guarded by a Fat Official. The Nexus (unlocked after
rescuing her from Tower Knight Archstone), magicians corner.', 'Yuria practices a
dark form of Soul Arts, to the great disapproval of Saint Urbain and his followers.
Teaches advanced spells.', '440','(1-4) The Kings Tower', '1 - Boletarian Palace');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Yuria, the Witch',
'Ring of Magical Nature');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Yuria, the Witch',
'Three Cornered Hat');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Yuria, the Witch',
'Old Raggedy Robes');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Yuria, the Witch',
'Old Raggedy Gloves');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Yuria, the Witch',
'Old Raggedy Boots');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Biorr, of the Twin Fangs', 'NPC', 'Boletarian Palace', 'Biorr
of the Twin Fangs is the older member of the King's elite duo known as the Twin
Fangs.','740','(1-3) Inner Ward', '1 - Boletarian Palace');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Biorr, of the Twin
Fangs', 'Large Brushwood Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Biorr, of the Twin
Fangs', 'Brushwood Helmet');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Biorr, of the Twin
Fangs', 'Brushwood Armor');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Biorr, of the Twin
Fangs', 'Brushwood Gauntlets');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Biorr, of the Twin
Fangs', 'Brushwood Leggins');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Biorr, of the Twin
Fangs', 'Ring of Great Strength');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Old King Doran', 'NPC', 'Can be found at Boletarian Palace,
Mausoleum.', 'Old King Doran , also known as "The Last Hero," is a demigod of the
ancient past and the founder of Boletaria, locked away by the False King inside a
great shrine which houses one of the Kingdom's most holy treasures - the
Demonbrandt.', '27200','(1-1) Gates of Boletaria', '1 - Boletarian Palace');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Old King Doran',
'Eternal Warriors Ring');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Old King Doran',
'Ancient Kings Mask');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Old King Doran',
'Ancient Kings Breastplate');
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INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Old King Doran',
'Ancient Kings Gauntlets');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Old King Doran',
'Ancient Kings Greaves');
/**
*          2 - Stonefang Tunnel Hahmot ja niiden tavarat
*/
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Blacksmith Ed', 'Merchant', 'Blacksmith Ed is situated at the
base of the moving platform near the Stonefang Tunnel (2-1) Smithing Grounds. You
have to activate the moving platform before you can use it to reach Ed', 'He is the
second of the two blacksmiths the player can encounter.He will upgrade materials to
superior levels that what Blacksmith Boldwin is capable of.', '2420','(2-1)
Smithing Grounds', '2 - Stonefang Tunnel');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Blacksmith Ed',
'Hands of God');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Filthy Man', 'Merchant', 'Can be found at Stonefang Tunnel (2-
1)Smithing Grounds, near Archestone.','The Filthy Man is a merchant who sell items
that provide restoring properties,as well as basic materials used for upgrading the
players equipment.' , '13','(2-1) Smithing Grounds', '2 - Stonefang Tunnel');

INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man',
'Cresent Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man', 'Eds
Grindstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man', 'Shard
of Hardstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man', 'Shard
of Sharpstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man',
'Pickaxe');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Filthy Man (2-2)','Merchant' , 'Can be found at (2-2) The
Tunnel City, sitting on a pile of dirt in the area where you found Patches, the
Hyena.','The Filthy Man is a merchant who sell items that provide restoring
properties,as well as basic materials used for upgrading the players equipment.' ,
'13','(2-2) The Tunnel City', '2 - Stonefang Tunnel');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man (2-2)',
'Cresent Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man (2-2)',
'Eds Grindstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man (2-2)',
'Shard of Hardstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man (2-2)',
'Shard of Sharpstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man (2-2)',
'Shard of Dragonstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man (2-2)',
'Pickaxe');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man (2-2)',
'Dagger');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man (2-2)',
'Large Sharpstone Shard');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Filthy Man (2-2)',
'Large Hardstone Shard');
```

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INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Scirvir, the Wanderer (2-2)','NPC' , 'Can be found at
Stonefang Tunnel, Armor Spider Archstone, inside a blocked tunnel next to two
Crystal Lizards.Scirvir, the Wanderer is a special NPC that only appears when the
World Tendency is in an extreme state. In Pure White World Tendency, he appears in
living body from.Equip the Dragon Bone Smasher and talk to him to get a Pure
Greystone. In Pure Black World Tendency, he appears as Black Phantom and drops the
Talisman of Beasts in you kill him','Scirvir, The Wanderer is a plunderer who
entered Boletaria through the fog in hopes of pillaging the riches of the deceased.
Hes found himself trappeddeep within a mineshaft of the Stonefang Tunnel. His
search for the Dragon Bone Smasher is outlined when speaking with him.' ,
'215','(2-2) The Tunnel City', '2 - Stonefang Tunnel');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Scirvir, the
Wanderer (2-2)', 'Ronins Ring');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Patches, the Hyena (2-2)','NPC' , 'Stonefang Tunnel 2-2: in
the outside area filled with Bearbugs.','Patches is a scoundrel who enjoys setting
traps for unsuspecting travelers, often using their greed against them to lure them
to their demise and loot their corpse.If players resist the temptation to kill
Patches in revenge for trapping them, he will return to the Nexus where he is a
useful merchant.' , '215','(2-2) The Tunnel City', '2 - Stonefang Tunnel');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Patches, the Hyena
(2-2)', 'Thief Ring');
/**
*          3 - Tower of Latria Hahmot ja niiden tavarat
*/
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Once Royal Mistress','Merchant' , 'Can be found at Prison of
Hope. She sings inside a room on the 4th floor.', 'Former Nobles Wife is one of the
merchants in Demons Souls.She is also known as the "Once Royal Mistress" and the
"Singing Lady' , '','(3-1) Prison of Hope', '3 - Tower of Latria');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Full Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Fresh Spice');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Aged Spice');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Nobles Lotus');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Widows Lotus');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Augite of Guidance');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Rapier');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Wooden Catalyst');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Buckler');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Black Bolt');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Shard of Moonlightstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Ring of Avarice');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Once Royal
Mistress', 'Bright Water');
```

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INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Sage Freke, the Visionary','NPC' , 'Tower of Latria, Prison of
Hope - Locked in a cell.', 'Sage Freke is a powerful Magician who has devoted his
life to studying the Soul Arts:dark Magic born from the Old One's presence.' ,
'770','(3-1) Prison of Hope', '3 - Tower of Latria');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sage Freke, the
Visionary', 'Babys Nail');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sage Freke, the
Visionary', 'Ring Of Magical Sharpness');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sage Freke, the
Visionary', 'Venerable Sages Robe');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sage Freke, the
Visionary', 'Venerable Sages Hood');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sage Freke, the
Visionary', 'Venerable Sages Gloves');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sage Freke, the
Visionary', 'Venerable Sages Boots');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Yurt, the Silent Chief','NPC' , 'Fools Idol Archstone
(initially)', 'Yurt, the Silent Chief is a deadly assassin whose only business in
Boletariais to aid in the misdeeds of his accomplice, the enigmatic Mephistopheles,
and kill all those who have learned the ways of Soul Arts' , '780','(3-1) Prison of
Hope', '3 - Tower of Latria');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Yurt, the Silent
Chief', 'Gloom Helm');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Yurt, the Silent
Chief', 'Gloom Armor');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Yurt, the Silent
Chief', 'Gloom Gauntlets');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Yurt, the Silent
Chief', 'Gloom Leggins');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Lord Rydell','NPC' , 'Tower of Latria (Prison of Hope): Lord
Rydell appears as a Blue Phantom and is locked in the Tower of Latria, 2nd Floor,
West,banging on his cell door and yelling for help.', 'Lord Rydell is among the
many prisoners in Latria, put there by the possessed old man.Rydell is a phantom in
great desperation to retrieve a precious artifact from his corpse. It is said that
he is sometimes referred to as "Little Allant",causing great speculation about his
connection to both the King and Ostrava.' , '820','(3-1) Prison of Hope', '3 -
Tower of Latria');
/**
*           4- Shrine of Storms Hahmot ja niiden tavarat
*/
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Graverobber Blige (4-1)','Merchant' , 'You can find him at
Shrine of Storms, trapped in a jail cell (Initial), unlock it with the Copper
Key.','Graverobber Blige is one of the merchants in Demons Souls. He has a variety
of wares that players can choose from such as consumables, weapons, armor, and
upgrade materials.' ,'310','(4-1) Islands Edge', '4 - Shrine of Storms');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Half Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Late Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Fresh Spice');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Soul Remains');
```

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INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Scimitar');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Falchion');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Short Bow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Leather Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Arrow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Wooden Arrow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Shard of Cloudstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Leather Cap');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Leather Armor');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Leather Gloves');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Leather Boots');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Barbarian Clothes');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Barbarian Armbands');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-1)', 'Barbarian Leggins');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Graverobber Blige (4-2)','Merchant' , 'You can find him at The
Ritual Path. Inside the passage on the way to first Reaper, after you defeat the
major demon in Shrine of Storms (4 - 1).','Graverobber Blige is one of the
merchants in Demons Souls. He has a variety of wares that players can choose from
such as consumables, weapons, armor, and upgrade materials.' ,'310','(4-2) The
Ritual Path', '4 - Shrine of Storms');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Kunai');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Light Arrow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Fire Arrow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Holy Arrow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Shard of Moonshadestone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Half Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Late Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Fresh Spice');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Soul Remains');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Scimitar');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Falchion');
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INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Short Bow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Leather Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Arrow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Wooden Arrow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Shard of Cloudstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Leather Cap');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Leather Armor');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Leather Gloves');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Leather Boots');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Barbarian Clothes');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Barbarian Armbands');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Graverobber Blige
(4-2)', 'Barbarian Leggins');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Sparkly the Crow','Merchant' , 'In Shrine of Storms, at the
highest point in the level, there is a tree with a large nest and a talking crow
(also known as Double winged hawk girl)asking for "Sparkly, Twinkly" stuff. From
the tower which leads to the lone skeleton archer and the Compound Long Bow, there
is an exit that leads out to the clifftop towards the crows tree.','Sparkly, the
Crow is one of the merchants in Demons Souls. She is a special NPC where players
can trade "shiny" items, and in exchange, she will provide items.' ,'','(4-1)
Islands Edge', '4 - Shrine of Storms');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'White Arrow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Full Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'New Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Dark Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Archstone Shard');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Sticky White Slime');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Stone of Ephemeral Eyes');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Colorless Demons Soul');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Hoplite Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Regenerators Ring');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Fragnant Ring');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Ring of Devout Prayer');
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INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Ring of Magical Dullness');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Ring of Uneven scales');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Ring of Longevity');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Providential Ring');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi) VALUES ('Sparkly the Crow',
'Rusted Key');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Patches, the Hyena (4-2)','NPC' , '(4-2) The Ritual Path,
after first Reaper', 'Patches is a scoundrel who enjoys setting traps for
unsuspecting travelers,often using their greed against them to lure them to their
demise and loot their corpse. If players resist the temptation to kill Patches in
revenge for trapping them,he will return to the Nexus where he is a useful
merchant.' , '215','(4-2) The Ritual Path', '4 - Shrine of Storms');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Patches, the Hyena
(4-2)', 'Thief Ring');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Satsuki','NPC' , 'He appears alive at the start of Shrine of
Storms, standing on the ground, to the right the Silver Skeleton and the
archway.(Pure White world tendency)','Satsuki (a.k.a. Master Satsuki) is a
mysterious man encountered in the Shrine of Storms whose primary goal is to find
the legendary katana known as the Magic Sword "Makoto",named after a giant in a
distant country. His demeanor is that of one who cannot be trusted, and if given
the blade he so desires, his intention may not be to let the player leave his sight
alive.Little else is known about him.' , '165','(4-1) Islands Edge', '4 - Shrine of
Storms');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Saint Urbain','NPC' , 'Can be found trapped in a chamber at
The Ritual Path.', 'Saint Urbain is a pilgrim of God and a devout believer in
Miracles.He puts his faith in his Lord that prayer and worship will rid Boletaria
of the Demons. He has many followers, few of which accompany him in the Nexus.' ,
'840','(4-2) the Ritual Path','4 - Shrine of Storms');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Saint Urbain', 'Ring
of Devout Prayer');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Saint Urbain',
'Saints Robes');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Saint Urbain',
'Saints Gloves');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Saint Urbain',
'Saints Boots');
/**
*         5 - Valley of Defilement Hahmot ja niiiden tavarat
*/
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Filthy Woman (5-1)','Merchant' , 'Can be found at Valley of
Defilement near Giant Depraved One.', 'The Filthy Woman is a merchant who sells a
variety of items such as consumables, weapons, gear andmaterials used for upgrades
- she is also the only merchant who sells Rotten Arrows.' , '22','(5-1) Depraved
Chasm', '5 - Valley of Defilement');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Late Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Full Moon Grass');
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INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Nobles Lotus');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Widows Lotus');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Stone of Ephemeral Eyes');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Mace');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Halberd');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'War Pick');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Talisman of God');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Rotten Arrow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Shard of Faintstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Black Pine Resin');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Grass Jelly');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Chain Helmet');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Chain Mail');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Chain Gloves');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Hard Leather Boots');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Mirdan Helmet');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Mirdan Scale Mail');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Mirdan Gauntlets');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-1)',
'Mirdan Leggins');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Filthy Woman (5-2)','Merchant' , 'Leechmonger Archstone (After
the player moves past Valley of Defilement), on the platform between the swamp and
the shantytown.', 'The Filthy Woman is a merchant who sells a variety of items such
as consumables, weapons, gear andmaterials used for upgrades - she is also the only
merchant who sells Rotten Arrows.' , '22','(5-2) Swamp of Sorrow', '5 - Valley of
Defilement');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Late Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Full Moon Grass');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Nobles Lotus');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Widows Lotus');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Stone of Ephemeral Eyes');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Mace');
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INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Halberd');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'War Pick');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Talisman of God');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Rotten Arrow');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Shard of Faintstone');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Black Pine Resin');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Grass Jelly');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Chain Helmet');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Chain Mail');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Chain Gloves');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Hard Leather Boots');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Mirdan Helmet');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Mirdan Scale Mail');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Mirdan Gauntlets');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Filthy Woman (5-2)',
'Mirdan Leggins');
INSERT INTO Hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Selen Vinland','NPC' , 'Leechmonger Archstone, near first Fog.
In Pure White World Tendency, Selen appears in living body form.Talk to her to
initiate the quest to find her brother Garl Vinland. After defeating Black Phantom
Garl Vinland at Dirty Colossus Archstone, pick up the Crest of Vinland.Return to
Selen and give her the Crest to get the Ring of Devout Prayer. In Pure Black World
Tendency, she appears in Black Phantom form', 'Selen Vinland is sister to Garl
Vinland,Maiden Astraea's bodyguard. She ventured into the Valley of Defilement in
hopes of finding her brother, but has taken refuge in the swamps unable to discover
his whereabouts.It is from her that the player learns of the Valley's wretched past
of being a dumping ground for aborted children' , '550','(5-2) Swamp of Sorrow', '5
- Valley of Defilement');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Selen Vinland', 'Ring
of Devout Prayer');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Selen Vinland',
'Blind');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Selen Vinland', 'Dull
Gold Helmet');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Selen Vinland', 'Dull
Gold Armor');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Selen Vinland', 'Dull
Gold Maniter');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Selen Vinland', 'Dull
Gold Leggins');
INSERT INTO hahmot(Hahmon_nimi, Tyyppi, Sijainti, Kuvaus, Sielut, Arkkikiven_nimi,
Kentan_nimi)VALUES ('Garl Vinland','NPC' , 'Can be found at Dirty Colossus
Archstone.', 'Garl Vinland is Maiden Astraea's loyal bodyguard and companion, and
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speculatively, a lover as well.He followed Astraea into the Valley to carry out her
will of bringing peace to the suffering. He protects her with his life and has gone
to great lengths to keep himself andher safe from pillaging adventurers.' ,
'16750','(5-3) Rotting Haven', '5 - Valley of Defilement');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Garl Vinland', 'Dark
Silver Shield');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Garl Vinland', 'Dark
Silver Helmet');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Garl Vinland', 'Dark
Silver Armor');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Garl Vinland', 'Dark
Silver Maniter');
INSERT INTO Hahmon_tavarat(Hahmon_nimi, Tavaran_nimi)VALUES ('Garl Vinland', 'Dark
Silver Leggins');