Inventory

Basic Items:

- 1. Rope
- 2. Healings
- 3. Sword

Warrior:

- Basic Health: 600
- Initial Attack Damage: 50

Mage:

- Basic Health: 450
- Initial Attack Damage: 30

Rogue:

- Basic Health: 500
- Initial Attack Damage: 60

Creature Adjustments:

- Frostbane Guards (Main Gate):
 - o Attack Range: 0-15
 - o No changes based on player class.
 - o Health: 100
- Informant's Guards:
 - o Attack Range: 0-15
 - No changes based on player class.
 - o Health: 100
- Frostbite Yeti:
 - o Combo: 150
 - Attack 1: 0-50
 - o Attack 2: 0-75
 - o Attack 3: 0-35
 - o No changes based on player class.

Blizzard Golem:

- o Combo: 135
- o Attack 1: 0-40
- o Attack 2: 0-65
- o Attack 3: 0-30
- o No changes based on player class.

• Snow Shuriken Ninja:

- o Combo: 160
- o Attack 1: 0-60
- o Attack 2: 0-85
- o Attack 3: 0-45
- No changes based on player class.

Glacius Frostrend (Frozen Vanguard):

- o Combo: 300
- o Attack 1: 0-80
- o Attack 2: 0-100
- o Attack 3: 0-140
- Adjusted for Warrior: +50 Health, +10 Initial Attack Damage
- o Adjusted for Mage: -50 Health, -3 Initial Attack Damage
- o Adjusted for Rogue: No changes

King of Mythical Creatures:

- o After Father's Death Health: 1000
- o Combo: 400
- o Attack 1: 0-140
- o Attack 2: 0-180
- o Attack 3: 0-200
- o Attack 4: 0-195
- o Attack 5: 0-210
- o Adjusted for Warrior: +100 Health, +20 Initial Attack Damage
- o Adjusted for Mage: -50 Health, -10 Initial Attack Damage
- o Adjusted for Rogue: No changes

Certainly, here are short descriptions for each of the inventory items:

• Frostbane Guards (Main Gate)

- Frostbane Blade (Sword): A razor-sharp blade infused with the chilling essence of the Frostbane guards. (attack damage increase)
- **Frostwind Amulet (Amulet)**: An amulet that harnesses the icy power of Frostwind, providing enhanced protection.
- **Ember Torch (Torch)**: A magical torch that emanates both warmth and a subtle, enchanting light.

• Watchtower Guards

- Whispering Dagger (Dagger): A dagger that moves with an almost silent grace, perfect for stealthy maneuvers.
- **Enchanted Grappling Hook (Grappling Hook):** A grappling hook imbued with magical properties, aiding in climbing and exploration.
- **Starlight Elixir (Potion):** A potion that grants enhanced vision in the dark, allowing the player to see hidden paths.

• Watchtower Guard (Path 3)

Moonstone Key (Key): A key made of moonstone, unlocking mystical barriers within the kingdom.

• Rune-infused Gauntlets (Gauntlets): Gauntlets adorned with ancient runes, providing increased strength and protection.

• Informant's Guards

- Frostbite Arrows (Arrows): Arrows imbued with the chilling power of Frostbite, freezing enemies on impact.
- **Echoing Horn (Horn):** A magical horn that creates echoes, distracting and disorienting opponents.
- Luminous Crystal (Crystal): A crystal that radiates a soft light, useful for revealing hidden secrets.

• Frostbite Yeti

- Stormcaller Staff (Staff): A staff that channels the elemental fury of storms, unleashing powerful magical attacks.
- **Nightshade Potion (Invisibility Potion):** A potion that renders the player temporarily invisible, perfect for stealth.
- **Phoenix Feather Talisman (Talisman):** A talisman crafted from a phoenix feather, providing protection against magical attacks.

Blizzard Golem

- o **Frostbane Blade (Upgraded)**: The Frostbane Blade, now enhanced with additional frost enchantments for increased damage.
- Whispering Dagger (Upgraded): The Whispering Dagger, further refined for swift and deadly strikes.
- **Starlight Elixir (Enhanced):** The Starlight Elixir, now more potent in revealing hidden paths and secrets.

• Snow Shuriken Ninja

- Enchanted Grappling Hook (Upgraded): The Enchanted Grappling Hook improved for advanced acrobatics and agility.
- Moonstone Key (Enhanced): The Moonstone Key, now attuned to unlock even more mystical barriers.
- o **Rune-infused Gauntlets (Upgraded):** The Rune-infused Gauntlets, offering greater strength and resilience.

• Glacius Frostrend (Frozen Vanguard)

- Frostwind Amulet (Empowered): The Frostwind Amulet, now empowered for heightened defense against frost attacks.
- **Stormcaller Staff (Empowered):** The Stormcaller Staff, further empowered to unleash devastating storm magic.
- Frostbite Arrows (Empowered): The Frostbite Arrows, now empowered to freeze enemies more effectively.

• King of Mythical Creatures

Mythical Sword: A majestic sword bestowed upon the player after defeating the King, symbolizing victory and the restoration of justice.