

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):**
 - Attack Range: 0-15
 - No changes based on player class.
 - Health: 100
- **Informant's Guards:**
 - Attack Range: 0-15
 - No changes based on player class.
 - Health: 100
- **Frostbite Yeti:**
 - Combo: 150
 - Attack 1: 0-50
 - Attack 2: 0-75
 - Attack 3: 0-35
 - No changes based on player class.
- **Blizzard Golem:**
 - Combo: 135
 - Attack 1: 0-40
 - Attack 2: 0-65
 - Attack 3: 0-30
 - No changes based on player class.
- **Snow Shuriken Ninja:**
 - Combo: 160
 - Attack 1: 0-60
 - Attack 2: 0-85
 - Attack 3: 0-45
 - No changes based on player class.
- **Glacius Frostrend (Frozen Vanguard):**

- Combo: 300
- Attack 1: 0-80
- Attack 2: 0-100
- Attack 3: 0-140
- Adjusted for Warrior: +50 Health, +10 Initial Attack Damage
- Adjusted for Mage: -50 Health, -3 Initial Attack Damage
- Adjusted for Rogue: No changes
- **King of Mythical Creatures:**
 - After Father's Death Health: 1000
 - Combo: 400
 - Attack 1: 0-140
 - Attack 2: 0-180
 - Attack 3: 0-200
 - Attack 4: 0-195
 - Attack 5: 0-210
 - Adjusted for Warrior: +100 Health, +20 Initial Attack Damage
 - Adjusted for Mage: -50 Health, -10 Initial Attack Damage
 - 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.
- **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**
 - **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.
 - **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.