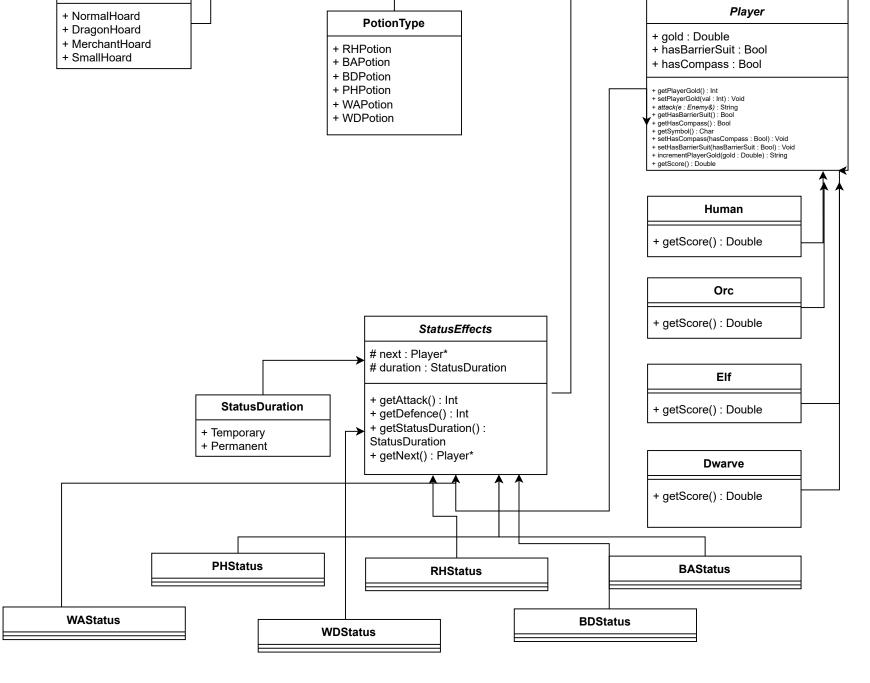


Enemy

- isHostile : Bool hasItem : Bool

- insattern : bool isGuardian : Bool itemSymbol : Char guardedItems : vector<Item*> hasAbility : Bool



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