

Treasure::Effect



```
graph LR; A[Treasure::Effect] --> B[Score::ChangeScore]
```

A diagram showing a relationship between two entities. On the left is a gray rectangular box with a folded top-right corner, containing the text "Treasure::Effect". A blue arrow points from this box to a white rectangular box with a folded top-right corner on the right, containing the text "Score::ChangeScore".

Score::ChangeScore