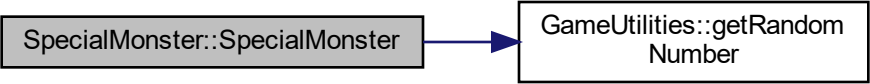


SpecialMonster::SpecialMonster



```
graph LR; A[SpecialMonster::SpecialMonster] --> B[GameUtilities::getRandomNumber];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is light gray with a black border and contains the text 'SpecialMonster::SpecialMonster'. The right box is white with a black border and contains the text 'GameUtilities::getRandomNumber' on two lines. A blue arrow points from the right side of the left box to the left side of the right box.

GameUtilities::getRandom  
Number