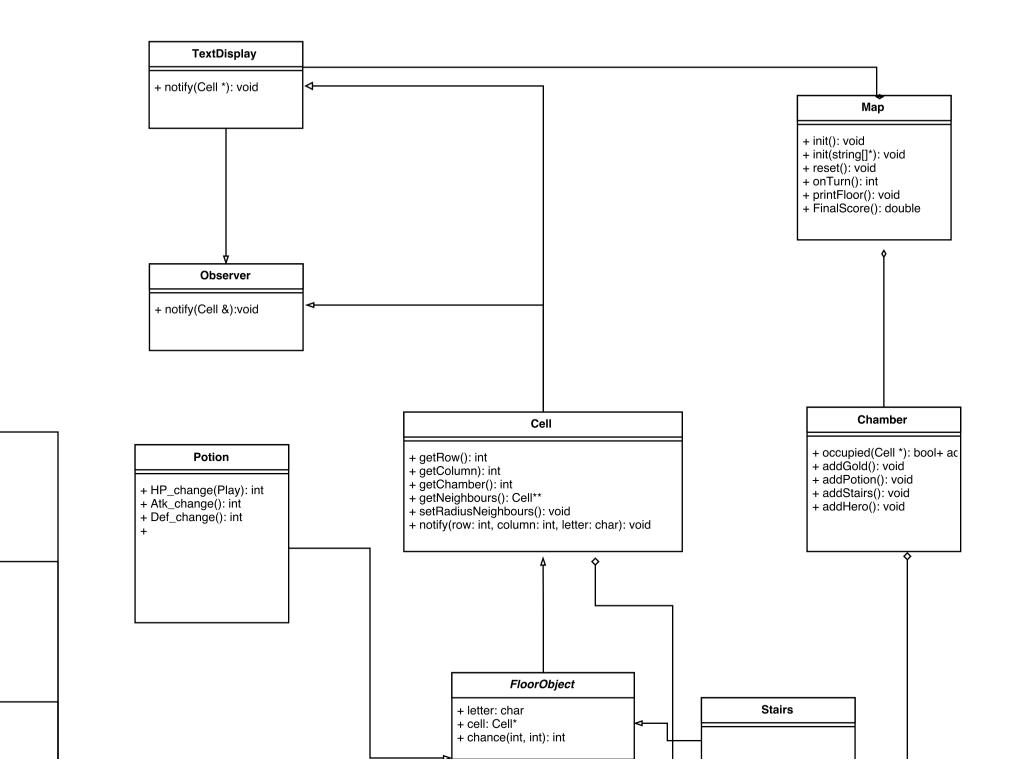
dragonHoard + createDragon(): Dragon* merchantHoard + getValue(): int

normalHoard

+ getValue(): int



smallHoard

+ getValue(): int

Shade

+ race: Char

+ getScore(): void

Drow

+ race: Char

+ UsePotion(pot: Potion &): void

Vampire

+ race: Char

+ attack(enemy: Enemy &): void

Troll

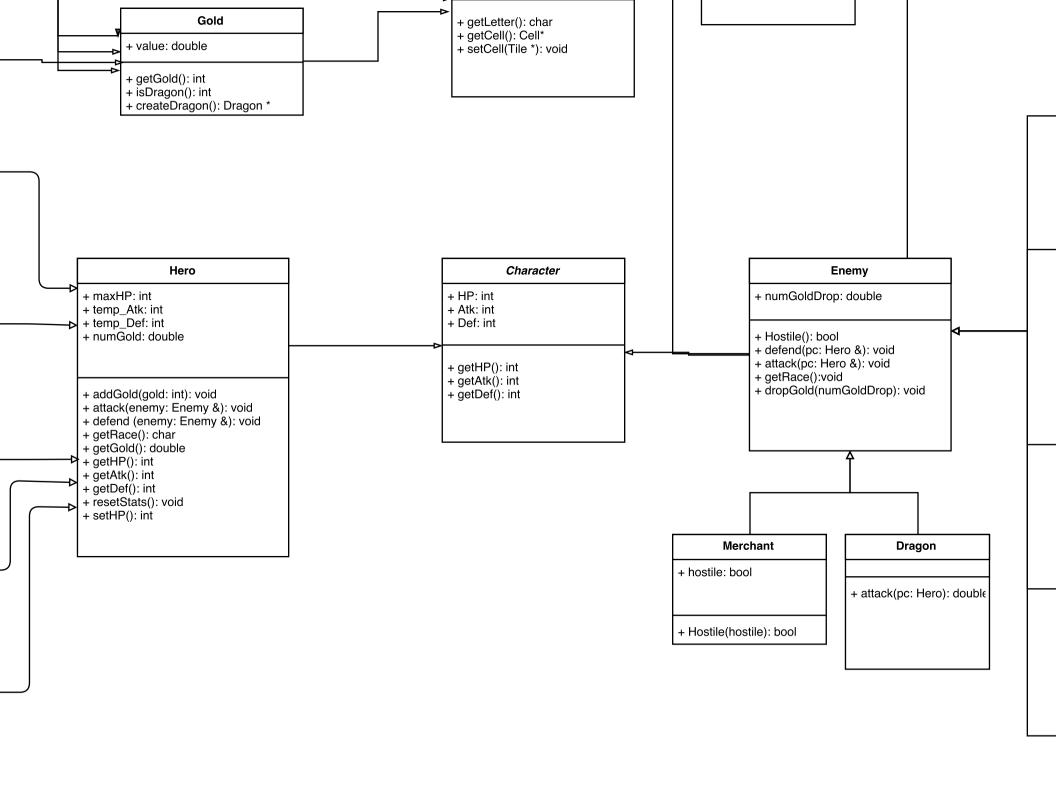
+ race: Char

+ setHP(): void

Goblin

+ race: Char

+ attack(enemy: Enemy &): void



	Elf
	+ attack(pc: Hero &): void
1	

Human
+ dropGold(numGoldDrop): void

Orcs						
+ attack(pc: Hero &): void						

Dwarf				
+ defend(pc: Hero &): void	•			
	-			

