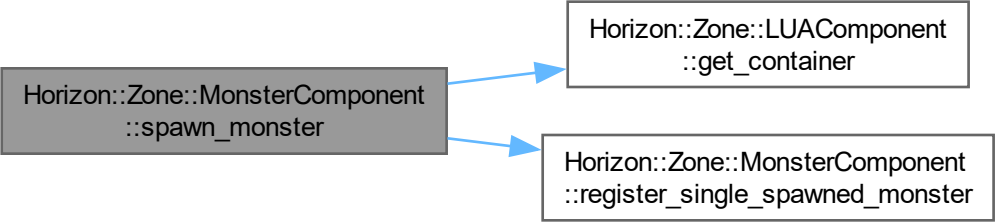


Horizon::Zone::MonsterComponent
::spawn_monster



```
graph LR; A[Horizon::Zone::MonsterComponent::spawn_monster] --> B[Horizon::Zone::LuaComponent::get_container]; A --> C[Horizon::Zone::MonsterComponent::register_single_spawned_monster];
```

Horizon::Zone::LuaComponent
::get_container

Horizon::Zone::MonsterComponent
::register_single_spawned_monster