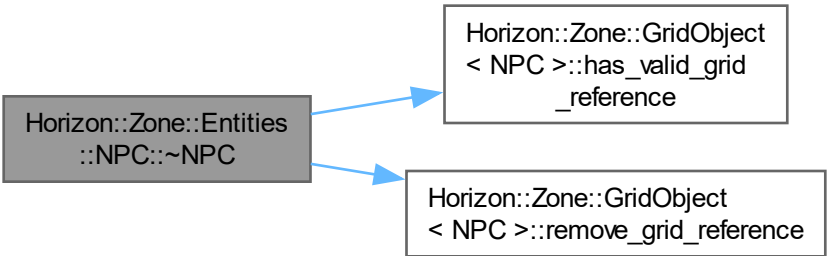


Horizon::Zone::Entities  
::NPC::~~NPC



```
graph LR; A[Horizon::Zone::Entities  
::NPC::~~NPC] --> B[Horizon::Zone::GridObject  
< NPC >::has_valid_grid  
_reference]; A --> C[Horizon::Zone::GridObject  
< NPC >::remove_grid_reference];
```

Horizon::Zone::GridObject  
< NPC >::has\_valid\_grid  
\_reference

Horizon::Zone::GridObject  
< NPC >::remove\_grid\_reference