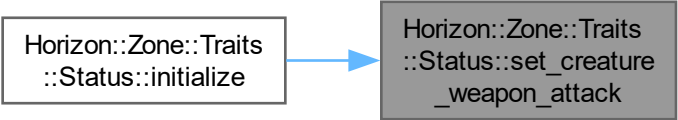


```
Horizon::Zone::Traits  
::Status::initialize
```



```
Horizon::Zone::Traits  
::Status::set_creature  
_weapon_attack
```