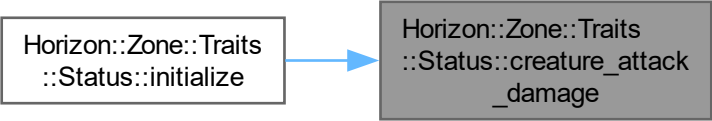


```
Horizon::Zone::Traits  
::Status::initialize
```



```
graph LR; A[Horizon::Zone::Traits  
::Status::initialize] --> B[Horizon::Zone::Traits  
::Status::creature_attack  
_damage];
```

A diagram showing a call from the `initialize` method to the `creature_attack_damage` method. A blue arrow points from the left box to the right box.

```
Horizon::Zone::Traits  
::Status::creature_attack  
_damage
```