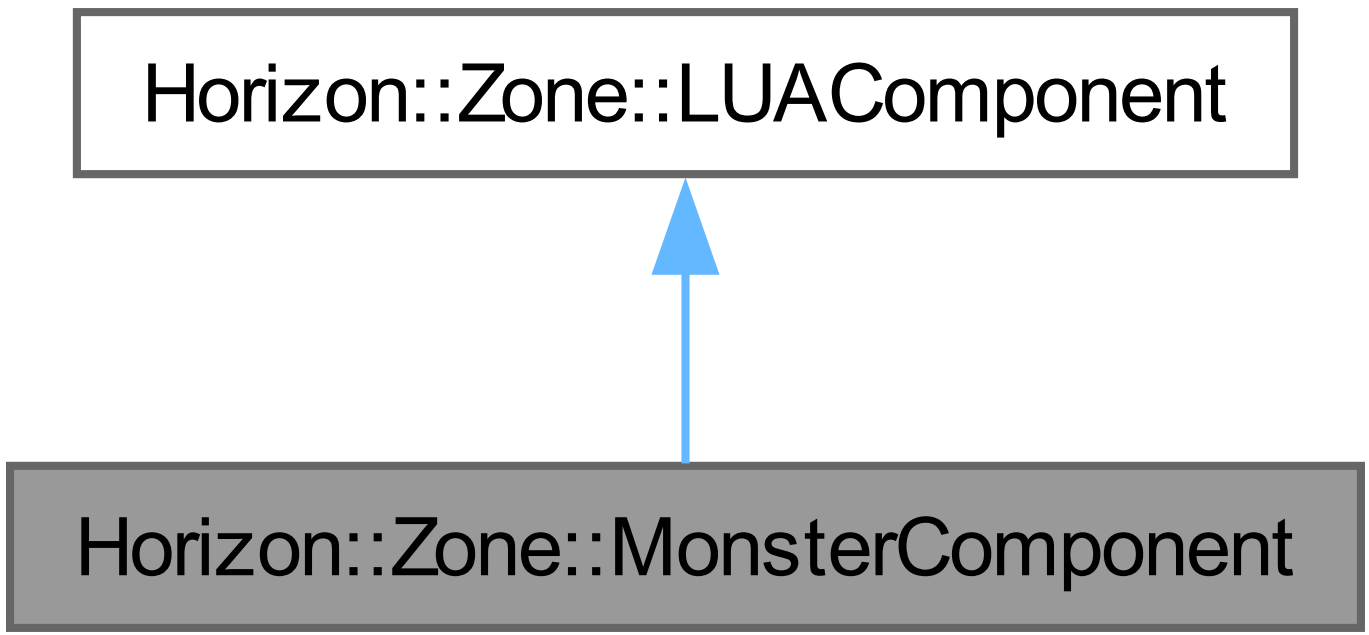
Horizon::Zone::LUAComponent
Horizon::Zone::MonsterComponent