

src/Server/Zone/Game  
/Entities/Creature/Companion  
/Mercenary.hpp

```
graph BT; A["src/Server/Zone/Game/Entities/Creature/Companion/Mercenary.cpp"] --> C["src/Server/Zone/Game/Entities/Creature/Companion/Mercenary.hpp"]; B["src/Server/Zone/Game/Map/Grid/Notifiers/GridNotifiers.cpp"] --> C;
```

The diagram illustrates a header file inclusion relationship. At the top is a grey box representing the header file: `src/Server/Zone/Game/Entities/Creature/Companion/Mercenary.hpp`. Below it are two white boxes representing source files. A blue arrow points from the left source file, `src/Server/Zone/Game/Entities/Creature/Companion/Mercenary.cpp`, to the header file. Another blue arrow points from the right source file, `src/Server/Zone/Game/Map/Grid/Notifiers/GridNotifiers.cpp`, to the same header file.

src/Server/Zone/Game  
/Entities/Creature/Companion  
/Mercenary.cpp

src/Server/Zone/Game  
/Map/Grid/Notifiers/GridNotifiers.cpp