

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



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

A diagram showing a call from the `initialize` method to the `set_creature_magic_attack_damage` method. The left box is white with a black border, and the right box is gray with a black border. A blue arrow points from the left box to the right box.

```
Horizon::Zone::Traits  
::Status::set_creature  
_magic_attack_damage
```