


eternity\_aura\_handler



```
graph LR; A[eternity_aura_handler] --> B[initializeSpellData]
```

A diagram showing a call from the `eternity_aura_handler` to the `initializeSpellData` function. The `eternity_aura_handler` is represented by a gray rectangular box on the left, and `initializeSpellData` is represented by a white rectangular box on the right. A blue arrow points from the right side of the gray box to the left side of the white box, indicating the direction of the call.

initializeSpellData