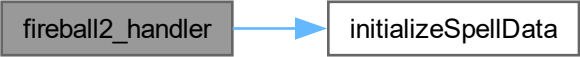


fireball2_handler



```
graph LR; A[fireball2_handler] --> B[initializeSpellData]
```

A diagram showing a call from a function to another. On the left, a gray rectangular box contains the text 'fireball2_handler'. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text 'initializeSpellData'. Both boxes have a thin black border.

initializeSpellData