


slow\_fighting\_handler



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

A diagram showing a call from the `slow_fighting_handler` function to the `initializeSpellData` function. The `slow_fighting_handler` box is gray, and the `initializeSpellData` box is white. A blue arrow points from the gray box to the white box.

initializeSpellData