


area\_confuse\_handler



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

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

initializeSpellData