Air and Wind Magic

1.Breeze of Serenity

Spell Effect:  
Gives 1 Stability and reduces all rebellion progress by 50%  
  
Cost: 4 Mana  
  
2. Wind Bomb

Spell Effect:  
Reduces artillery\_barrage\_cost = -1 for 5 years  
  
Cost: 2 Mana  
  
3. Rushing Winds

Spell Effect:  
Applies Modifier “Wind Up” for 5years, giving:  
envoy\_travel\_time = -0.5  
movement\_speed = 0.5  
movement\_speed\_in\_fleet\_modifier = 5  
  
Cost: 2 Mana  
  
4. Windwalk

Spell Effect:  
Allows can\_bypass\_forts = yes and force\_march\_free = yes for 2 year  
  
Cost: 1 Mana

5. Tornado  
  
Spell Effect:  
Applies Modifier “Tornado” to a selected region, applying for 3 years:  
-local\_hostile\_movement\_speed = -0.33  
-hostile\_disembark\_speed = 1  
  
Cost: 3 Mana