Domination Spells:

1.Chains of Domination

Spell Effect:  
Take over control of all units in the selected area, making them fight for us.

Cost: 3 Mana

2. Wings of the Maw

Spell Effect:  
Unlock Diplomatic Interaction “Mawsworn Assult” that can be used against any country. Active for 5 years.

Mawsworn Assult will highjack random active advisor, general or admiral.

Cost: 2 Mana

3. By the Chains

Spell Effect:  
Unlock Diplomatic Interaction “Dominate Ruler” that can be used against any country. Active for 5 years.

Triggers an event that will remove one point from either adm, dip or mil, or can be resisted with spending points.  
For each successful interactions, spellcaster gets 200 points of selected type.  
(same country cannot be targeted again for at least 20years)

Cost: 3 Mana

4. Soul Sacrifice

Spell Effect:  
Sacrifice a selected advisor, gaining 100/200/300 points(depending on lvl of advisor)

Cost: 2 Mana