Draconic Magic:

1.Living Flame

Spell Efffect:  
-Sets selected area on fire, applying “Living Flame” modifier:

To Allies and Us:  
-local\_defender\_dice\_roll\_bonus = 1  
-supply\_limit\_modifier = 0.2  
-local\_defensiveness = 0.2  
  
To Enemy:  
-local\_defender\_dice\_roll\_bonus = -1  
-attrition = 2  
-local\_assault\_fort\_cost\_modifier = 1  
-local\_friendly\_movement\_speed = -0.33

Cost: 2 Mana

2. Wisdom of the Nexus

Spell Effect:  
-Gets chance to unlock random technology:

25% - Administrative  
25% - Diplomatic  
25% - Military  
25% - Magic Backlash = Drains all Mana from the caster

Cooldown: Apply 10years cooldown after spell is used.  
  
Cost: 5 Mana

3. Temporal Haste

Spell Effect:  
-All buildings that are constructed, all great project being upgraded, all units and ships being train, finish at once.   
  
Cost: 4 Mana  
  
4. Overflowing Dream

Spell Effect:  
Prevents War Declaration for 5 years, applying “Draconic Dream” modifier, giving:  
-global\_unrest = -2  
-development\_cost = -0.15  
-liberty\_desire\_from\_subject\_development = -0.2  
-global\_autonomy = -0.05