Earth Magic

1.Enrich Ores

Spell Effect:

Converts Common Ores to Rare Ores or Gems(if they still exist), and Rare Ores to (insert new gold name)  
  
Cost: 3 Mana

2. Earthquake

Spell Effect:  
Apply 75 Devastation to the Whole Region, Every Province in the region has 5% chance of having one of its building destroyed  
  
Cost: 5 Mana  
  
3. Earth Armor  
  
Spell Effect:  
Apply Modifier “Earth Armor” for 10 years, giving:  
-fire\_damage\_received = -0.15  
-shock\_damage\_received = -0.25  
  
Cost: 2 Mana

4. Mineral Enrichment  
  
Spell Effect:  
Apply Modifier “Mineral Enrichment” for 10years, giving:  
-development\_cost = -0.2  
-build\_cost = -0.2  
  
Cost: 3 Mana

5. Shattering Quake

Spell Effect:  
Collapses Random Enemy Fort

Cost: 2 Mana  
  
6. Restless Earth  
  
Spell Effect:  
Applies “Restless Earth” modifier for 5years to every owned province with Earth religion, giving:  
-local\_hostile\_attrition = 2  
-local\_attacker\_dice\_roll\_bonus = 1  
-local\_defensiveness = 0.2  
  
Cost: 2 Mana

7. Walls of Living Stone  
  
Spell Effect:  
Applies “Walls of Living Stone” to every provinces for 3years, giving:  
-fort\_level = 1  
-defensivenss = 0.2  
  
Cost: 4 Mana