Fel Spells:

1.Hellfire:

Spell Effect:

Applies modifier „Scorched by Hellfire” to selected controlled area for 5years, giving:  
-local\_hostile\_attrition = 5  
-max\_attrition = 5  
-local\_hostile\_movement\_speed = -0.5  
-local\_supply\_limit = -0.5  
  
Cost: 1 Mana

And adds +50 devastation to the area

2. Howl of Terror:

Spell Effect:  
  
Applies modifier “Howl of Terror” to all enemy units for for 2years, giving them:  
-land\_morale = -0.1  
-discipline = -0.025  
-morale\_damage\_received = 0.1  
-movement\_speed = -0.2  
  
Cost: 3 Mana  
  
3. Corruption  
  
Spell Effect:  
  
Give each enemy 3/5/7/9/12 Corruption  
  
Cost: 2 Mana  
  
4. Create Soulstone  
  
Spell Effect:  
  
Safe a Copy of an Existing Army, storing them in the Soulstone for 10years. If the army is fully eradicated, summon copy of this army.

Cost: 3 Mana  
  
5. Curse of Tongues  
  
Spell Effect:  
  
Applies Modifier “Curse of Tongues” to a selected target for X years, giving them:  
-diplomatic\_reputation = -5  
-improve\_relation\_modifier = -0.25

Cost: 2 Mana

6. Eyes of the Deceiver  
  
Lifts Fog of War from all war participants  
  
Cost: 1 Mana  
  
7. Inferno  
  
Spell Effect:  
  
Summons “Infernal” Mercenary Company, size of 20k infantry, 40k manpower, in selected province, with bonuses of:  
-fire\_damage = 0.33  
-infantry\_fire = 1  
-land\_morale = 0.2  
-morale\_damage\_received = -0.5  
With 4/4/2/8 “Abyssal” as general  
  
Cost: 4 Mana, Must be at War  
  
While at It:

Warlock Spells:  
  
1. Life Tap  
  
Spell Effect:

Sacrifice 20% of available manpower for 1 mana  
  
Cost: 0, 10years cooldown  
  
2. Ritual of Summoning:

Spell Effect:

Triggers Event “The Ritual of Summoning”  
  
(optional: either upgrade the rewards with spellcaster lvl, or add additional options)  
  
Tier 1:  
Option 1: Summon Imp Troop  
  
Gives Modifier “Imp Fire” for 10y, giving: fire\_damage = 0.1 and fire\_damage\_received = -0.1  
  
Option 2: Summon Succubus  
  
Spawns Lvl 3 Sayyad Spymaster, -50%  
  
Option 3: Summon Felhound Pack

Unlock Access to “Felhound Pack” mercenary company, 10k infantry, 20k manpower, with:  
-movement\_speed = 0.33  
-infantry\_shock = 1  
-shock\_damage = 0.1  
  
Option 4: Summon Felguard Commander  
Spawns 100 Army Tradition General with “Master of Arms” personality  
  
Cost: 1 Mana  
  
3. Banish  
  
Spell Effect:  
  
Vanishes armies in targeted area, returning them to the enemy capital.  
  
Cost: 1 Mana