Fire Spells:

1.Volcano  
  
Spell Effect:  
Summons a Volcano in selected area, setting the area ablaze, applying 100 Devastation, randomly reducing dev by up to 6 and “Eruption Damage” Modifier for 10years:  
-attrition = 5  
-local\_defensiveness = -1  
-local\_friendly\_movement\_speed = -0.5  
-local\_hostile\_movement\_speed = -1  
  
-local\_tax\_modifier = -1  
-local\_production\_efficiency = -1  
-local\_development\_cost = -1  
-local\_build\_time = 2  
-local\_build\_cost = 2  
-local\_trade\_power\_modifier = -1  
-local\_goods\_size\_modifier = -1  
  
Cost: 5 Mana

2.Living Bomb  
  
Spell Effect:  
Spawns a mercenary company “Flamebusters” at capital, size of 5k. Whenever they are killed, kill all units in that area. Including Allies and Us!  
  
Flamebusters remain active for 3 years, after that they will self-detonate.  
  
Cost: 4 Mana  
  
3.Forges of Everlasting Flame

Spell Effect:  
Random Province receives 3 free production development, as well as modifier “Everlasting Forges” active for 25years, giving:  
-local\_production\_effiency = 0.5  
-local\_goods\_size\_modifier = 1  
  
Cost: 2 Mana  
  
4. Purge in Flames  
  
Spell Effect:  
3 Randomly Selected Provinces that are not of our culture gets converted to our culture  
  
Cost: 3 Mana  
  
5.Unstable Combustion

Spell Effect:  
For 1 years, increase infantry\_fire = 1 and artillery\_fire = 1  
  
Cost: 3 Mana