Nature Magic

1.Mass Entangling Roots

Spell Effect:  
Roots all enemy armies in our territories for 6 months, making them unable to move.  
  
Cost: 2 Mana  
  
2. Rejuvenate

Spell Effects:  
  
Applies modifier “Rejuvenation” to us for 5years, giving:  
-manpower\_recovery\_speed = 0.25

Cost: 3 Mana  
  
3. Tranquility

Spell Effect:

Removes all years\_of\_separatism from our provinces, applies modifier “Tranquility” to them, giving them local\_unrest = -5 for 5years  
  
Cost: 8 Mana

4. Regrowth:  
Spell Effect:

Applies modifier “Regrowth” to us for 2years, giving:  
-recover\_army\_morale\_speed = 0.5

Cost: 2 Mana

5. Hurracane

Spell Effect:

Applies Modifier “Hurracane” to selected region for 5years, giving:  
-local\_hostile\_movement\_speed = -0.5  
-local\_friendly\_movement\_speed = -0.2  
-local\_hostile\_attrition = 2  
-supply\_limit\_modifier = -0.2

Cost: 3 Mana

6. Force of Nature  
  
Spell Effect:  
  
In Selected Province, spawn 3 x 10k “Treant” Mercenary Company, 10k manpower

Cost: 1 Mana

7. Tranquil Spirit

Spell Effect:

For 5 years, prevents you from declaring war or recruiting units, but applies modifier “Tranquil Spirit” giving:  
-improve\_relations\_modifier = 0.25  
-monthly\_favour\_modifier = 0.1  
-dipolomatic\_reputation = 3

Cost: 2 Mana

Druid Spells:

1.Healing Touch

Spell Effect:

Instantly reinforces all the manpower the selected army is lacking

Cost: 1 Mana  
  
  
2. Summon the Ancients

Spell Effect:

Triggers Event “Call of the Ancients”, giving following options:

Option 1. Ancients of Protection  
  
Every Province gets “Ancient of Protection” modifier, giving:  
-local\_defensivness = 0.15  
-local\_garrison\_size = 0.15  
-local\_hostile\_attrition = 2

Option 2. Ancients of War

Every Province gets “Ancient of War” modifier, giving:  
-local\_regiment\_cost = -0.2  
-regiment\_recruit\_speed = -0.25  
-supply\_limit\_modifier = 0.2

Option 3. Ancient of Wisdom

Every Province gets “Ancient of Wisdom” modifier, giving:  
-local\_build\_cost = -0.2  
-local\_build\_time = -0.2  
-local\_great\_project\_upgrade\_cost = -0.25  
-local\_great\_project\_upgrade\_time = -0.15  
-local\_institution\_spread = 0.2  
  
Option 4. Ancient of Wind  
  
Every Province gets “Ancient of Wind” modifier, giving:  
-province\_trade\_power\_modifier = 0.15  
-trade\_value\_modifier = 0.15  
-local\_friendly\_movement\_speed = 0.25  
  
Option 5. Ancient of Life  
Every Province gets “Ancient of Life” modifier, giving:  
-local\_tax\_modifier = 0.2  
-local\_development\_cost = -0.2  
-local\_unrest = -2  
-local\_production\_efficiency = 0.2

Cost: 2 Mana  
Duration: 20 years  
Can be Used Multiple Times to apply all effects at once – Yes