Necromancy Spells:

1.Anti-Magic Shell   
  
Spell Effect:

Applies Modifier “Anti-Magic Shell” for 2 year, giving:  
-fire\_damage\_received = -0.33  
-shock\_damage\_received = -0.33  
  
Cost: 2 Mana  
  
2.Death and Decay  
  
Spell Effect:  
Every Province in the targeted region gets modifier “Death and Decay”, giving for 2 years, giving:  
-local\_hostile\_attrition = 5  
-max\_attrition = 5  
-local\_attacker\_dice\_roll\_bonus = 1  
-local\_defensiveness = -0.5  
  
Cost: 4 Mana  
  
3.Lichborne

Spell Effect:  
For a duration of the year, any unit does not get morale\_damage in battle  
  
Cost: 3 Mana  
  
4. Unholy Frenzy  
  
Spell Effect:  
All present units no longer reinforce(or do so as minimally as possible). Applies Modifier “Unholy Frenzy” on all currently existing units, giving them:  
-movement\_speed = 0.25  
-discipline = 0.1  
-morale\_damage\_received = -0.2  
-recover\_army\_morale\_speed = 0.33  
  
Cost: 5 Mana  
  
5. Horn of Winter  
  
Spell Effect:  
Applies Modifier “Horn of Winter” to all owned and allied units for the duration of the current wars, giving them:  
-land\_morale = 0.1  
-recover\_army\_morale\_speed = 0.2

Cost: 2 Mana  
  
6. Pestilence  
  
Spell Effect:  
Triggers a plague that randomly starts in enemy territory, similar to Influenza event. Plague can be contained with -1 Stability hit, or be allowed to spread, applying “Plague-Ravaged” modifier for 15years, giving:  
-local\_monthly\_devastation = 0.05  
-local\_production\_efficiency = -0.1  
-min\_local\_autonomy = 15  
  
The Uncontained Plague will trigger until not contained or until spreading in whole region  
  
Cooldown: The Plague cannot be applied for 10 years against the same target or target that is actively dealing with plague   
  
Cost: 3 Mana  
  
7. Death Pact  
  
Spell Effect:  
Convert 50k Manpower in the Field into 1 Mana  
  
Cost: 0 Mana  
  
Cooldown: 10 years

8. Death Gate

Spell Effect:  
Allow Free Teleport Army Action  
  
Cost: 1 Mana

Death Knight Spells:

1.Death Coil

Spell Effect:  
Send a Death Coil towards selected ally or subject nation, restoring 20% of their manpower.  
  
Cost: 2 Mana  
  
2. Raise Undead  
  
Spell Effect:  
Restores 20% of our Max manpower  
  
Cost: 2 Mana