Runic Magic

1.Runeword: Fehu

Spell Effect:  
Applies „Fehu: Rune of Good Harvest” modifier for 10 years, giving:  
-global\_trade\_goods\_size\_modifier = 0.15  
-province\_warscore\_cost = -0.15  
-raze\_power\_gain = 0.25

Cost: 3 Mana

2.Runeword: Anzus

Spell Effect:  
Summons a 8/8/8/8 general “Avatar of War”, active for 5 years.

Cost: 4 Mana

3. Runeword: Tivaz

Spell Effect:  
Reduces War Exhaustion by 5

Cost: 1 Mana

4. Runeword: Opala

Spell Effect:  
Applies Modifier “Opala: Rune of Ancestral Right” for 20 years, giving:  
-libery\_desire\_from\_subject\_development = -0.2  
-dipomatic\_annexation\_cost = -0.25  
-all\_estate\_loyalty\_equalibrium = 0.15  
-core\_creation = -0.2