Water Spells:

1.Healing Rain

Spell Effect:  
Instantly reinforces all missing manpower to units in the field  
  
Cost: 3 Mana  
  
2.Summon Primordial Water Elementals

Spell Effect:  
Unlock three 20k “Primordial Water Elemental” mercenary companies, available for 10years, with:  
-fire\_damage\_received = -0.9  
-shock\_damage\_received = -0.9  
-morale\_damage\_received = -0.9  
-discipline = -0.2

Cost: 3 Mana  
  
3. Touch of Purification

Spell Effect:  
Convert 3 random provinces to our Religion

Cost: 1 Mana

4. Tidal Master

Spell Effect:  
Applies Modifier “Mastery of Tides” for 10years, giving:  
-naval\_attrition = -0.5  
-naval\_morale = 0.2  
-movement\_speed\_in\_fleet\_modifier = 2  
  
Cost: 2 Mana  
  
5. Wisdom of the Tides

Spell Effect:  
Applies Modifier “Wisdom of the Tides” for 10years, giving:  
-idea\_cost = -0.1  
-country\_diplomatic\_power = 1  
  
Cost: 3 Mana