



DIVINATION

A GUIDING LIGHT

| | |
|-----------|----------|
| Range 12" | One Turn |
| Augment | |

Discipline Tests of units with all models affected by the spell are subject to Minimised Roll.
A unit cannot be affected by this spell more than once per Magic Phase.

*We had the elves beaten, driven back to the shore.
Suddenly the glow of a fiery bird washed over them,
and they held against us for another hour.*

The Candle

Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster.

The 9th Age — Arcane Compendium — 2nd edition, 2022



DIVINATION

1 KNOW THINE ENEMY

| | | |
|-----|-----------|----------|
| 7+ | Augment | |
| 12+ | Range 18" | One Turn |
| | Range 6" | |
| | Aura | |

The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.

I believed myself a brave man until those daemons knew every weakness we had, even the names of our wives and children.

The Castles
Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster.
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DIVINATION

2 FATE'S JUDGEMENT

| | | |
|----|-----------|---------|
| | Range 18" | |
| 5+ | Hex | Instant |
| 9+ | Missile | |
| | Damage | |

The target suffers **D3/D6** hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

Our grandfathers first cut a path through the forest by axe. Forty years later and their curses felled us swifter than any woodsman.

The Conclusion
Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster.
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DIVINATION

3 SCRYING

| | | |
|-----|-----------|----------|
| 7+ | Augment | |
| 12+ | Range 18" | One Turn |
| | Range 6" | |
| | Aura | |

The target gains Distracting and Hard Target (1).

We sent assassins at their Lord, to find his guards waiting. He shouldn't have known!

The Conclusion
Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster.
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DIVINATION

4 THE STARS ALIGN

| | | |
|-----|-----------|----------|
| | Augment | |
| 8+ | Range 18" | One Turn |
| 12+ | Range 6" | |
| | Aura | |

The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat and Shooting Attacks.

Their toadish wizard lifted its arms to the sky, and the stars seemed to move at its command. Beneath those glittering points, their weapons gleamed with that same light.

The Conclave
Spells from Divination gain +3" range up to a maximum of +9"
for each additional friendly Wizard within 12" of the Caster.
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DIVINATION

5 UNERRING STRIKE

| | | |
|-----|-----------|---------|
| | Range 18" | |
| 9+ | Hex | Instant |
| 12+ | Missile | |
| | Damage | |

The target suffers 2D6 with Maximised Roll hits that wound on 4+ with Armour Penetration 1, Divine Attacks, and Magical Attacks.

We took cover from their handguns in a stone building. The bolts of their wizard weren't stopped though, they pierced the smallest gaps in the walls and cut us down.

The Conclave
Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster.
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DIVINATION

6 PORTENT OF DOOM

| | | |
|----|------------------|-----------|
| 8+ | Range 24" Hex | Permanent |
|----|------------------|-----------|

When calculating Combat Score, a side with units containing at least one model affected by the spell suffers $-X$ to its Combat Score (for each affected unit and instance of the spell), where X is the number of Characters in the unit, increased by 1 if the unit contains any R&F models.

A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.

I'll never know what our sergeant saw that day, but he shook in his saddle, eyes focused on a point in the distance, while the enemy marched past our position. A career soldier, but those enchanters did a number on his head.

The Concise

Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster.

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