

Army Spell Infernal Dwarves

H Curse of Nezibkesh

{6+} {7+} Hex Permanent
Gamma {36"} {18"}

The target suffers -1 Offensive Skill and Defensive Skill {and an additional -1 for every Incendiary marker on the target (if the number of markers changes, so will the modifier)}, up to a maximum of -3.

WIZARD KING SPELL
CROWN OF THE



THE IX AGE
FANTASY BATTLES