

## Army Spell Infernal Dwarves

H Curse of Nezibkesh

{6+} {7+} Hex Permanent  
Portée {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