

DWARFS OF LEGEND

RUNELORD KRAGG THE GRIM

Kragg can be fielded in a Dwarf army. He counts as a Lord choice and in addition takes up one of your Hero choices as well. This means he will take up both a Lord and a Hero choice. He must be fielded exactly as described here and may not be given additional equipment.

Kragg is the Master Runelord of Karaz-a-Karak. He is the oldest and by far the greatest living Runesmith -a gnarled old Dwarf, strong and enduring as a weather-beaten oak. His mighty white beard reaches to his feet. His great beetling brows cover eyes deep as wells set over features as rough hewn as a granite cliff. His expression is one of eternal disapproval. This is quite normal for a Dwarf of his age who has seen many wonders and watched the inevitable decline of craftsmanship and respect. Runesmiths come from all over the Dwarf realms to sit at his feet and listen to his wise words. He knows many of the secrets of ancient days, long forgotten by others, and is a living link with near legendary past times. Kragg emerges only rarely from the Underhalls of Karaz. Within the city's deepest depths he has what virtually amounts to his own personal realm, a complex of mines and forges near the roots of the mountain where many Runesmiths labour on great projects under Kragg's supervision.



Kragg is armed with the finest weapons that a Runesmith can fashion. His great hammer, which he forged when he was a young Master Runesmith, bears Kragg's own hidden and secret rune. The old Dwarf is jealous of his lore and protective of his reputation and so far he has not shared the secret of his master rune with any of his apprentices, so only he may use it. Perhaps some day the master will teach it to his successor, but so far he has not found a Runesmith worthy enough to inherit his knowledge.



Runelord Kragg The Grim

	M	WS	BS	S	T	W	I	A	Ld
Kragg The Grim	3	6	4	4	5	3	3	2(3)	10

Points: 420

Weapons & Equipment: Kragg wears rune-inscribed armour and wields his personal runestaff and rune hammer.

SPECIAL RULES

Kragg's Hammer:

This bears Kragg's Master Rune, his own potent creation. The bearer counts as having a Strength of 10, and in addition has the effects of a Rune of Fire (burning attacks) and a Rune of Fury (+1 A).

Kragg's Armour:

The Runelords armour bears a Master Rune of Gromril (1+ armour save), a Rune of resistance (re-roll failed saves) and a Rune of Warding (+1 dispel dice against spells targeted at wearer)

Kragg's Runestaff:

Kragg's staff bears the Rune of the Furnace (immune to fire attacks), two Runes of Spellbreaking (auto dispels) and a Master Rune of Balance (take one power dice from enemy and add to dispel pool).

Runelord:

As a Runelord, Kragg adds an extra dice to the Dwarfs' dispel pool.