Okrinok Skrundigor - Dwarf Ghost v1.2

DRAMATIS PERSONAE (based on a story by Gav Thorpe)

Emotion is a powerful force and non-more so than anger. Okrinok Skrundigor was a Hammerer of the royal bodyguard. He was part of the escort who accompanied the High King's daughter, Frammi Sunlocks to meet her betrothed Prince Gorgnir in Karak Azgal. Whilst inspecting the forges the party was ambushed by goblins who had broken into the tunnels from below. Despite fighting to the last the Dwarfs were overcome and the royal couple slain. However one body was unaccounted for. Okrinok Skrundigor was assumed to have fled the battle and his name was inscribed in the Dammaz Kron. The truth was that he had pursued the fleeing goblins and such was his rage that he slew a growing pile of the cursed grobi. Eventually he was killed by a goblin spear, which pierced his chest. Such was the power of his anger that even though his body was dead his spirit continued to fight.

For years after, his ghost roamed the corridors and chambers of the stronghold slaying goblins wherever he could find them. As he listened and watched he learned that behind the goblins was a greenskin warlord Eeza Ugezod. The slaying of the royal couple burned bright in Okrinok's mind and his hatred of all greenskins became focussed on Eeza. Only when his name was cleared of cowardice and Eeza Ugezod was killed would he be able to rest. Now his fate was moving to it's end. His descendant Grimli Okrinok had cleared his name and Eeza Ugezod was seen more often in the halls of the Karak. 'Soon' he told himself, 'Soon'.

Hire Fee: Free. See below.

May be Hired: Any Dwarf or Adventurer warband may hire Okrinok Skrundigor.

Rating: Okrinok Skrundigor increases a warband's rating by +50 points.

	M	WS	BS	S	T	W	I	A	LD
Okrinok	3	5	3	4	4	2	2	2	10

Weapons/Armour: Okrinok Skrundigor wields a hammer. He wears gromril armour and a helmet. He also carries a shield.

Skills: Weaponsmaster, Ferocious Charge

SPECIAL RULES

Master Hammerer: From centuries of wielding a hammer Okrinok Skrundigor is a master with his weapon. He may use it to parry like a Dwarf Axe.

Fear: Okrinok Skrundigor is a ghost and as such causes fear.

Hates Greenskins: Like all Dwarfs Okrinok Skrundigor hates all greenskins. However because of the depth of his hatred it continues to apply in subsequent rounds of combat.

Immune to Psychology: Other than hatred Okrinok Skrundigor is immune to psychology.

Ghostly: Unlike other undead Okrinok Skrundigor can run even when within 8" of an enemy. He ignores penalties for difficult terrain.

Dead: As he is already dead Okrinok Skrundigor will take no injuries (or benefits) from the Serious Injury table. However if he rolls a 'dead' result then he is laid to rest and can take no further part in the campaign. He can never receive a *critical hit* as he has no vital organs.

Fate: Okrinok's fate is tied to his archenemy Eeza Ugezod. If during a campaign, Eeza is killed outright then Okrinok will be laid to rest and will take no further part.

Hire fee: None. Okrinok Skrundigor will come to the aid of any Dwarf or Adventurer warband if they send one or

more of their heroes to look for him in the normal manner, rolling under or equal their Initiative. If they manage to find him then he might decide to help the warband in the forth-coming battle. He will only spare time if he is going to get into a good scrap – i.e. the enemy has a higher rating than the warband who is looking for his help. He will never fight against fellow dwarfs or any warband with a Dwarf in it.

Roll a D6 and consult the table below to see if he will come to the warband's aid. If the warband faces Skaven or Orcs add +1 modifier to the D6 roll. If they are facing a goblin warband or one with [Eeza Ugezod](#) then add +2.

Difference in Warband Rating	D6
0-49	No chance
50-99	6+
100-149	5+
150-199	4+
200+	3+

Suggested Model: Cursed Company dwarf.