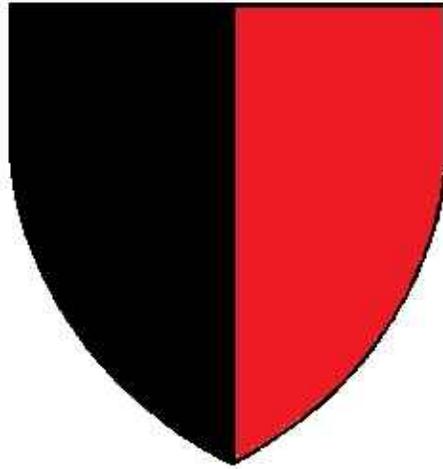


The Barony of Corragh



Corragh is a distant barony in the shadows of the Green mountains. The inhabitants of this wooded and hilly barony is a hardy people. They are used to orcs and goblins raids. Not to mentions the beasts that lurk in the dark forests.

Approximately 50 years ago a plague swept through the kingdom, hitting the barony very hard. Many people died from all classes, and whole families died out. Just a few years after the plague, orcs and goblins swept down from the mountains looting and pillaging. The barony tried to put up a fight but they where to weak to manage to defend the eastern side of the river. In the end the goblinkin overran the defenders and took the castle Glochan and the largest town in the barony, Shilloban.

One of the victims of the plague where the baron Jevedah Darkmoor, the baroness and their two oldest sons. Leaving their youngest son Colan Darkmoor as the new baron.

Reluctantly he had to concede the east side to the goblinkin. He steadfastly started to build fortified watchtowers along the river, granting land around them to the lords of the towers.

Not before long the orcs and goblins started their raids on the barony again and within 5 years their first attempt at a invasion was repelled.

As the barony had more or less lost access to the river Shilloban for trade, the barony have to rely on caravans across land. This has struck the economy quite

hard but have transformed the small castle village Corragh into a bustling trade town.

Another great loss to the orcs was the Iron mine. Fortunately Lord Geig appointed as Lord of the watchtower close to the Ore hills gathered up as many men and women with mining skills as possible and opened up some small mines. The output is small and the ore is not as good as the ore from the Iron mine. But for now it will have to do.

3 years ago Baron Colan died in his sleep as an old man. Leaving the barony to his oldest son Celdin Darkmoor.

Baron Corragh, Celdin Darkmoor

Celdin is the oldest son of Coran Darkmoor. Celdin is a sound tactician, stout warrior but not a diplomat at the court. He has a tendency to drink to much and be very blunt.

The baron is well aware that the barony is becoming stronger and he is feeling the pressure from the nobles to reclaim the Fertile lands, as the lands on the east side of the river has become known to the people of the barony.

Especially the landless Lords and Ladies are very outspoken about their wish to retake their ancestral homes.

The baron on the otherside understands that the goblinkin are a unknown factor. They are probably many and battle hardened. Therefore Celdin do not want to engage them by himself. He recons he will need allies. Asking the neighbouring barons for help is not a very good idea, since he is pretty sure they would want some of their sons and daughters to be granted lands, as payment for their aid. The only option the Baron sees at this moment is the Count.

Celdins reputation at the Counts court is not very good, and he is therefore reluctant to ask. Celdins oldest son Michaen Darkmoor has spent much time in the court and has a good standing there, has recommended Celdin to gain more recognition and honor before trying to persuade the Count.

In preparation for the real war to come Celdin have started to send scouting and raiding forces across the river, to test the goblinkins mettle for war.

Michaen Darkmoor

Michaen is the eldest son of Celdin, the baron of Corragh. Michaens birth was to long and almost killed both him and his mother. He came out as a weak child and no

one thought he would survive his childhood. But he did.

Not ever being very strong and often falling sick, he spent more time reading and debating with the elder population of the castle.

In the end he grew up a competent diplomat but not a very good warrior. He has the skill of the sword but he hasn't got the stamina for a long fight.

Thengil Darkmoor

Quality	Type	STR	RES	Mv	Armour	Weapons	Save	Attack Dice
Elite	Disciplined	1 2	1 2	5" 12"	Heavy Shield	Spear Hand	7	2



The second oldest son is a natural leader. Bold and strong. He support his father in all the ways he can. He spends much time with Tuom Wintherhearth.

Gingli Darkmoor

Quality	Type	STR	RES	Mv	Armour	Weapons	Save	Attack Dice
Veteran	Disciplined	1 2	1 2	5" 12"	Heavy Shield	Hand	7	2



Gingli is the youngest of the three sons of Celdin. Gingli has just earned his spurs and are itching for a fight, leading men across the river. He spends much time with his childhood friend Lord Eirik Skragge. Lord of one of the watchtowers overlooking the river.

Lord Eirik Skragge



Quality	Type	STR	RES	Mv	Armour	Weapons	Save	Attack Dice
Veteran	Disciplined	1	1	7"	Light	Longbow Hand	7	2



Eirik inherited the Watchtower, the lands and the title a year ago, when his father died defending the lands from a orc raid.

Eirik being tutored as a scholar at the kings court as well as being trained a knight, where forced to return to his home, to take up his new responsibilities. The last year he has spend much time training his men and stockpiling arms and arrows. Eirik's old friend Gingli Darkmoor have been spending time with him. Gingli keep pressing for attacks, but Eirik viewpoint is to wait and build. He agrees with the Baron that Corragh needs allies to succeed. This viewpoint together with his ability to talk well, has made him enemies in the barony.

Most outspoken of them is Tuom Wintherhearth.

Lord Skragge maintains a small standing force of trained men. 10 Men at arms and 15 Archers. He also has a stable with 5 war trained riding horses for these men.

In times of war he can call upon the men of his hold to lay down their tools and grab their weapons. All in all he can get 30 more men on the field.

Type	Quality	Type	STR	RES	Mv	Armour	Weapons	Attack Dice
Men at arms	Average	Disciplined			6"	Medium Shield	Spear	
Men at arms (Mounted)	Average	Disciplined	1	1	12"	Medium Shield	Spear Hand	
Archers	Average	Disciplined			7"	Light	Longbow Hand	
Borkin (Champion of the Archers)	Average	Disciplined			7"	Light	Longbow Hand	2D
Militia	Poor	Disciplined			7"	Light Shield	Spear	

Lord Tuom Wintherhearth



Quality	Type	STR	RES	Mv	Armour	Weapons	Save	Attack Dice
Veteran	Disciplined	1	1	6"	Medium	Longbow Hand	7	2



The family Wintherhearth was once a very powerful family, but they got hit very hard by the plague and goblin. The winterhearth home was the castle Glochan and surrounding lands.

It is rumoured that the wintherhearth had been plotting to usurp the Barony from the Darkmoors. And it is said that if they would have tried they could very well have succeeded.

What is a fact is that the family weren't granted any new lands in the barony. Many of the surviving members moved to relatives outside the Corragh, but some stayed.

One of their children is Tuom Wintherhearth. As a landless noble he serve in the barons retinue as a captain of arms. He is ruthless and vicious, but a very bold warrior and driven tactician.

As a captain of arms he wears the Baronys colours instead of his families on the field.

He is very outspoken toward that the barony should retake the fertile lands as quickly as possible. Not being able to push the baron and being frustrated about it, he has projected his anger towards the young Lord Skragge.