**About the Moorers:**

The Orogoths (Purple) –The most populous of the eight groups living Highgate, they are all humans and have a sense of ethnic superiority to the other groups of the High Moor. They were formed from diverse groups of humans that lived to the east before they were driven onto the Moor by the Najarans. Seizing one of the most valuable regions on the Moor, including the ancient ruined city of Orogoth, they emerged as one of the most powerful groups in the region and warred regularly with their neighbours over trade and territory, with their expansionistic activities making them an enemy of all of them. They are also disliked by the lowlanders because of what they consider to be barbaric practices such as slaving, raiding and body tattooing, as well as eating other humanoid races. After becoming a target of repeated Najaran raids, their territory was overwhelmed, and they were forced to flee to the territory of their Pink neighbours and former enemies. Their arrival caused a political revolution, with the Pinks welcoming their rivals, allowing them to settle in their territory and establishing the Moorland Confederacy to resist further Najaran predations. Whilst forming a critical element of the new alliance, the relations between the Orogoths and other members remained strained. Spared the worst of the magic bomb disaster, they fled to Highgate, where they muscled their way to a privileged position outside the town gate and quarrelled relentlessly with the other peoples before the arrival of our team. They suffered badly from spell-plague but have since been cured.

Greys: The second largest in terms of total population, this group traditionally lived in highly multi-ethnic river towns and villages of gnomes, minotaurs, lizard people and humans in the northern part of the Moor. They were traditionally aligned with the lords of Secomber and had a long history of conflict with the Orogoths. After joining the Moorland Confederacy, their territory was subjected to ruthless, targeted attacks from Najara, causing their rapid and total collapse. Most fled downriver into the area around Secomber, where they have faced significant issues with the locals despite their many cultural similarities. Some have also settled in Highgate, but further away from the town and in contact with their bretheren along the river.

Oranges: This group are majority Lizardfolk and controlled some of the richest grazing lands on the moor. As true nomads, they constantly followed the movements of the cattle of their moorland homeland on the backs of their trusty dragon lizards. Their territory was subject to early and disastrous attacks by Najara and they were the first of the High Moor peoples to flee their homeland. They settled en mass outside Highgate and when other groups began arriving, they attempted to become the middlemen controlling access to the fortress and valuable supplies. In a quick series of conflicts however this group was pushed aside by the more numerous Orogoths and Greens. Many of them abandoned the area entirely – fleeing into the valley and in many cases turning to thievery and other desperate acts to survive.

Beiges: Traditionally the smallest and weakest of the peoples of High Moor, this group are a mixed people – Gnomes, Minotaur and Lizard People – that lived in small, semi-mobile villages and formed a coalition to resist predations by their more populous neighbours. They were initially cautious about joining the Moorland Confederacy because of their difficult history with other groups, but eventually recognised that their political position and security were much improved through membership and became some its most stalwart members. After the disaster, wherein many of their best warriors were slain, they began shifting their settlements to the edge of the Moor, and many began constructing fortifications in the hill country upriver from Secomber. Others settled near Highgate, where they have sought to maintain the unity of the now fragmented alliance, admitting the pinks into their ranks and attempting to position themselves as the new leaders of the Confederation.

Pinks: Previously the third most populous and one of the most powerful groups on the Moor, they are mostly lizardfolk and controlled a mixed land of highly rich grazing land, sheltered valleys and productive bogs and mining deposits. They lived in semi-permanent fortress towns and though controlling a relatively small part of the moor, their strong trading connections and – as one of the few groups with direct access to the three great Moorland Temples – their considerable spiritual favour and authority granted them significant influence throughout the region. This powerful position was jeopardised by the arrival of the Orogoths, who entered from the east in the wake of Najaran attacks, conquered large portions of Pink territory and emerged as their most significant threat and rival. When the Orogoths were later overwhelmed by further Najaran advances, they fled en mass into the reduced Pink homeland, threatening their people with utter disaster. One of the charismatic leaders of the Pinks named Thrax turned this near disaster into a triumph, convincing the Orogoths to make peace with his people, allowing them to settle amongst them and using this new alliance as the foundation for a new collation of Moorland peoples aimed at resisting the Najaran threat – the Moorland Confederation.

For many years this alliance experienced significant success, balking the trend of easy victories the Najarans had enjoyed for decades. The group maintained good relations with the Lord of Highgate and a large number of valley lords that benefited from the trade in many valuable materials – especially gold. They also had close ties with the Elder (Mother Haggle), who they supported in establishing a powerful magical research institute in the Temple of Tales. They leveraged these ties keep the Najarans well in hand, and even led many successful counter raids deep into Najara. Nonetheless, the wars were costly and Thrax was searching for further allies when he, and the army he had assembled for its seasonal campaign was obliterated by an experimental Najaran manabomb. After that, Najarans drove all before them, utterly devastating the Pinks. The remainder have settled at Highgate, where they are one of the weakest and least organised groups – a catastrophic fall from grace.

Greens: a mixed group of gnomes, minotaur and lizard people that lived along the edge of the human world and served as middlemen with the other peoples of the Moor. With poor grazing land, they were always more dependent on trade than other groups and as this began collapsing with the ongoing war, more and more of them began moving into the lowlands. They were some of the core members of the collation, hoping it might restore their fortunes, but after news of the disaster, they abandoned their homes and fled across the region. The largest group settled at Highgate, where they seized the south gate area from the Oranges.

Teals: This group historically lived along the edge of the Moor in small hilltop villages. Principally made up of Lizard-folk and Gnomes, this group is comprised of peoples that were originally settled in the lowlands near Trollbark Forest and were forced to flee during the expansion of various human principalities. Since then, they have traded with their human neighbours and served as middle men between them and other moorfolk, in many ways mirroring the greens further north. Often raided by the Yellows, they joined the Moorland Confederation with the hope of getting support from the other groups in defending their lands from these attacks. It soon became clear that their allies were overwhelmingly focused on the Najaran war and were unable to support them in any meaningful way, whilst yellow raids grew ever more intense and devastating. Unable to maintain themselves, they began increasingly to abandon the region for the impoverished but defensible wilds of the Misty Forest. After learning of the Confederacy’s collapse, the remainder of this group abandoned the moor, resulting in a mass migration to the forest and neighbouring lowlands. This has resulted in considerable disruptions and conflicts with local humans.

Yellows: The fourth most populous group on the Moor, their culture and language are very similar to the oranges and like them are comprised almost entirely of lizardfolk. Like them, they also ride dragon lizards, but unlike the oranges they maintain a more mixed economy, with some of them roving nomadically and others living in villages and small townships. In addition to cattle hunting, they also trade, grow crops, and raid their neighbours – particularly the human principalities to the south. They have historically had poor relations with their northern moorland neighbours, who they frame as newcomers that stole their land. They never joined the Moorland Confederation, and actually increased their northward raiding during the Moorlander-Najaran conflict with the hope of profiting from the disruptions left in its wake. Since the manabomb disaster, the yellows have been probing northwards, hoping to benefit from the resultant mass exodus and perhaps even seeking to regain the lands they claim were taken from them.