Beforehand, it is learnt that a mysterious figure had come to the orange and purple camps in the night and talked with their leaders, causing them to decamp.

Return to Highgate is met also by a column of soldiers (1:2 footmen:crossbowmen), headed by two figures, the Abbot Abbatus Dallabo and an exiled Dwarven General (banished for retreat in the face of a collapsing cavern), Scroofles, the Hoog. They represent a relief force sent on behalf of the western coastal states. The abbot has a parcel of books and a letter for Ptahkwin.

Their mission is primarily to secure High Gate for the coming Winter, and heralds the end of support for the camps outside. The camps respond by melting into two factions, one of confrontation and one of retreat.

Greys, beiges, and pinks comprise the first

Greens and teals the latter

There is some mixing as outliers of tribes are assimilated to either camp

As the diplomatic representative, the abbot suggests as bearers of negotiating badges determining where the oranges/purples went, what they’re doing, and if they can be persuaded towards a cooperative line.

# Abbot’s package

Letter for Ptahkwin:

The minor branch of Ptahquinius Ptahkwin belongs to has been dispossessed by a rival branch, and driven from the city of Waterdeep north beyond Neverwinter to Icewind Dale. Payments cease forthwith and wizard school is an impossibility.

The Inscrutable Flame:

A book brought by Abbatus Dallabo, The Abbot of the abbey.

Theories on the colour of fire, red, yellow, orange being lowest energy. (visible spectrum progression). Mystical aspect.

White heat of enlightenment/revolution/mystic bollocks.

The Umbral Hierarchy

A book on ancient societies.

Describes the occult orders that populated the moor and established the community of temples to many gods, operating both openly and secretly on political and religious levels. Sinister reputation, thought extinct. Known to have vast wealth.

The Adjacent Realms

A book on fey

Describes the interactions between the feywild, material plane, and shadowfell, and significant figures with a particular focus on moorland equivalents.

Ala’yan Moor

A domain granted to Phonos, Astrologer to the Queen, proximal to the High Moor. His palace is a great dome appearing to be of polished obsidian outside. It houses a great mechanism and it’s dome is of a crystalline glass that separates out meaningful light from the noise of reality.

Orogoth

A city that suffered disaster, causing it to span both the Shadowfell and the Material plane simultaneously but separately. (See: The City and the City)

Reign of House Najara

A history of the current ruling dynasty of Najara and the political organisation of their society into ‘families’ (unions) of disciplines.

# Vargach (Oranges)

The oranges have returned to a nomadic existence, their previously belligerent stance having been mollified by military defeat. In exchange for surrendering defiant individuals and providing material sustenance to Najaran forces, and acceptance of Najaran advisors (supervisors) they are allowed to return to their lands and live as before.

Can learn state of Najaran politics (faction balance of power), find rebellious faction and try and break out.

There is a Najaran diplomat with hobgoblin guards and an airship at the Orange camp, having travelled by airship.

The Najarans have offered the Vargach to remain on the moor without condition other than to scout for Najara, accept an advisor, and surrender any troublemakers.

Sshekhius, Najaran pureblood has travelled to make this offer. Has three hobgoblin guards.

Kutszizk, Lizard folk advisor, urges the chief to accept

Grix, Lizard folk chief, is undecided

Tedus, Minotaur warrior, is caged to be taken back to Ss’thar’tiss’ssun for speaking in anger in the chiefs presence against Najara

Najaran Pureblood (p310mm)

2\*Hobgoblin (p186mm)

# Orogoths (Purples)

Previously a divergent vassal branch of Najarans no longer dignified as such, many have returned to be assimilated into their society, but a sect defected again to return to the city, where they are hunted by Najarans.

In the night, an Orogoth shadow magic sorceror and some followers killed guards who were of the pro-najara faction and fled towards the city of Orogoth. Pursued, they took refuge in the shifting city, breaching to elude.

1\*Shadow Demon (p64 MM)

Or

3 (M) or 4 (H) \* Shadow (p.269 MM)

Or

1\*Shadow Mastiff (p190 Volos)

Investigation check to decipher chiselled, lichen covered hieroglyphs

Dying warrior (absconded), speaks of something from the other city attacking them. Of Crepusc seeking sanctuary.

Mirror on a swivel, gem set in bronze above doorway.

Rooms, granary, store, temple, breached shadowfell house

Staying at night will give an unshakeable sense of dread an urge to escape

Crepusc, Lizardfolk sorcereror

Cold-bloooded, even for a lizard(folk). Never blinks.

Rational, must be provided with a reason to leave

Guardian of (starving and exhausted) group of hunters and families that followed to city.

# Yellows

While out in the world the party may be harassed by yellow marauders. This will consist of a cavalry party (60ft pr movement)

Lizardfolk (p204mm, sabres (scimitar) instead of Heavyclub, 1d6 damage)

Warhorse (Dragonlizard) (p340mm)

Gain a noonstone. (‘Daylight’ spell scroll)

# Future

Najaran who is actually a mind flayer

Najaran engineering works:

Airship

Site of Augury (journey to the centre of the (hollow?) earth