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1 Highguard people



The Highborn have always known their destiny. From the first, they brought civilisation, and carved a nation from the wilderness, driving the barbarians before them as they expanded. This civilisation, intimately connected to their notion of Virtue, has only grown and strengthened over the years, finally reaching its maturity at the birth of the First Empress and the formation of the [Imperial Creed](#).

Most dwell in [chapters](#), fortified settlements spread across the plains and linked by roads, rivers and canals. The chapters are united by a common purpose, a creed that defines their own subtle interpretation of [the Way of Virtue](#). The Highborn pride themselves on the strong sense of community within a chapter. They work together and often eat together, meeting daily in the chapterhouse for prayers and to break fast.

It is said ? only half in jest ? that every Highborn, no matter what their calling, is also part-soldier and part-priest. The grain of truth at the heart of the proverb is that the Highguard are raised from a young age not to take what they have for granted, but to be constantly alert to threats both martial and spiritual.

Highguard is a distinguished nation. Their days of rapid change, hurried conquest and shifting rulerships are behind them, and their culture has reached a pinnacle of insight and stability. The Highborn are proud of their accomplishments; if they are wary of change it is because they have worked so hard to achieve what they have. This caution has served them well through the founding and expansion of the Empire, allowing them to strengthen their culture and faith without the dilution of barbarian customs. Their love for Imperial civilisation drives them to defend it from those who would diminish it ? whether invading foreigners, well-meaning Imperial converts or the sinister Eternals.



Although the Highborn are justifiably proud of their role in creating the Empire, they are vigilant against the vices of hubris and indulgence. In Highguard, everyone must do their part to ensure the triumph of nation and Empire. Those that are raised up to positions of power are expected to do more than most. To the Highborn way of thinking, Senators and the like are the servants of the Empire, hand-picked by the citizens to display moral rectitude and provide leadership. With power comes a tremendous responsibility; to be decisive and proactive, to use the power you have been given to benefit all. Those who use such positions to make themselves wealthy or idle are regarded with contempt.

A sense of history is profoundly important to the Highborn. More than the dry recording of facts, Highborn history is explicitly written as a chronicle to inspire future generations. Elements such as an invigorating narrative, a strong central character and an enlightening lesson are considered far more important than useless ? or worse, negative ? details. Highborn scholars consider speculation over the accuracy of any given historical account (all of which are by their nature subjective) pointless, and instead focus on its relevance as a lesson to the present and future. This has been known to bring them into conflict with the [Urizen archivists](#). The Highborn abhor the indiscriminate Urizen approach to source material and their refusal to apply a

rigorous moral judgement to what they record and propagate.

1.1 Names



Highguard first names are primarily Old Testament Biblical in flavour.

They are chosen carefully for the child in order to establish the appropriate resonance and also consideration of the surname they will bear. Within a chapter there is usually little need for a second name, where there is confusion people often identify the specific individual by referencing a notable parent, ie Dinah, daughter of Eli.

When being formally introduced or described to people from outside a chapter, it is customary to append the individuals chapter to their name, reinforcing that it is the community in which the Highborn is a member that is more important than matters of blood. Chapters themselves are normally named after their founder and where, or why, they were founded, ie Ezekial's Guard or Rebekah's Haven.

This means a Highborn might be called, for instance, Dinah of Ezekial's Guard or Saul of Rebekah's Haven, using the previous Chapters. If the Highborn changes Chapter, for some reason, it is normal to take a completely new name to represent the change of direction in the individual.

1.1.1 Sample names

- **Male:** Aaron, Amos, Caleb, Eli, Enoch, Ephraim, Gideon, Hiram, Hosea, Ira, Levi, Mordecai, Noah, Reuben, Saul, Seth.
- **Female:** Abigail, Delilah, Dinah, Esther, Jemimah, Leah, Miriam, Naomi, Rebekah, Sarah, Tamar.

1.1.2 Naming resources

Wikipedia has an excellent [list of biblical names](#), along with the historical meanings.

2 Highguard culture and customs

?A pure soul in a pure body.?

2.1 Washing and cleanliness

Cleanliness is important to the Highborn. Highborn bathhouses are complex affairs with steam rooms, cold plunge pools, as well as heated baths and massage tables. A Highborn?s first impulse on arriving somewhere after a journey is to clean away the dust of the road. Small fountains, pools and fonts are commonly found outside Highborn chapterhouses, and even individual homes, so that those entering can perform a token cleansing of hands and face. Scented finger-bowls are common between courses at a meal.

In foreign lands or on campaign, cleanliness can be more difficult to maintain. If limited clean water is available, most Highborn will preserve the ritual aspects of washing, such as flicking a few drops over head and shoulders, dabbing a little on the eyes and forehead, or merely wetting the tips of fingers. If no clean water is available, symbolic gestures are performed instead; raising both hands to the face, then passing them over the head is a gesture that means ?I would wash myself if I had water.?. This gesture is occasionally used to mean ?I wash my hands of this situation? and can even be used during an argument to express a sentiment roughly equivalent to ?I am tired of you and want you gone?.

2.2 Recording history

Personal, as well as national, history is important to the Highborn. Many Highborn keep journals - diaries or collections of letters are the most common forms. These writings may be private, but it is also common for Highborn who are away from home to write short pieces intended to be shared with friends and family - reading travelogues and biographies are popular pastimes. The best writings are those that are considered to give a very personal viewpoint on events. Full of passion, they let the reader share the insights of the writer, and empathise with his or her emotions.

On death these personal writings are usually bequeathed either to a favoured family member or to the Stewards of the Dead, to form part of the library at the heart of the Necropolis. It is considered a great honour for an individual?s thoughts and experiences to be preserved as an inspiration and guide to future generations.



2.3 Competition and skill

Not all Highborn are warriors, but most enjoy competition, whether tests of fitness, skill or intellect. Especially popular at present is the Cathleon, a challenge based on a training regime favoured by many of the Unconquered, consisting of a footrace, javelin throws and a second footrace. The entire event is run in a single sequence, testing speed, skill and endurance. To win, the victor must run to the target, throw three javelins through a target hoop and then return to the start. There are no set distances or target-sizes; the competitors agree these details before a Cathleon begins.

Physical prowess is not the only way to earn respect from Highborn. Prestige lies in skill with tactical games such as chess, backgammon, othello, draughts, tafl and go. They also enjoy wagering on these games, although there is a general distaste for games of pure chance such as roulette or dice.

2.4 Art

Mosaics are popular, their swirling patterns recall the winds and the tides; at their hearts, stylised representations of the heroes of old. Vast and vaulted marble domes; dusty cloisters smelling of old parchment; cool villas with fountains at their heart fill the household with the song of the water. An artistic movement has been growing over the last two decades that moves away from the traditional complex mosaics towards a simpler style involving the shaping of coloured stone to fit together in designs reminiscent of stained glass ? a more elegant and modern refinement of an ancient art.

Highborn musical traditions favour the flute and other wind instruments. On days when the wind is high, a chapterhouse resounds with the song of wind chimes, aeolian harps and bells.



2.5 The cowl

Before the dissolution of the Patrician Council, the tradition amongst the Highborn was that those carrying out funerary rites went hooded when doing so as a mark of respect. When the Navigator dissolved the Council, he did so hooded, a gesture believed to indicate the Council's death. Since that time, a practice has arisen amongst many Highborn, particularly those in authority, to wear hoods or cowls, usually in the colours of their Chapter. The custom has it that when the hood is down, the wearer is speaking informally as themselves, but with the hood up they speak formally, such as representing others or passing a judgement. The act of raising or lowering the hood can, in such cases, change the atmosphere in a room significantly, and there are few sights as intimidating as a group of hooded Highborn moving with purpose.

2.6 Funerals

Death is an important moment in each spirit's cycle, with an opportunity to celebrate the virtues shown in the life that has now passed and meditate on whether the spirit might at last escape the Labyrinth. Mourners customarily wear sombre veils and cowls. Traditionally the dead have their hands and face carefully washed once they are in repose. They are then veiled for a final time and each person who has something to say upon the virtue of the individual takes their turn before the will of the deceased is read aloud. Bells are tolled throughout the proceedings to carry the words to the dead.



Testaments are common in Highguard. It is normal for bequests to be made on the basis of the virtues displayed by the recipient, rather than on any ties of blood. Any remaining chattels are gathered by the Chapter itself. All of this is done with some haste so that the body may be properly prepared for internment within their Chapter's mausoleum or, if they are particularly virtuous, within the Necropolis itself. Regardless of whether mortal remains are involved every Highborn wants their name inscribed on a monument in the Necropolis. Those of the **briar lineage** are almost never interred; their bodies are burnt and the ashes scattered over water.

3 Highguard look and feel

3.1 Overview



The Highborn look is generally practical and restrained. Its beauty is in the small touches ? the geometric trim on the robes, the exquisite jewelry. Colours are deliberately stark and contrasting, and outfits in black and white are commonplace. Many members of a chapter choose to adopt similar garb, with the symbol of their chapter displayed prominently on the chest, shoulders, or at the breast. This is particularly true for Highborn warriors who show their solidarity and loyalty with their fellows by marching into battle decked in identical garb. Of all the nations of the Empire, the Highborn are the most inclined to uniformity, a visible display of their inner commitment to their shared faith and destiny.

Rather than displaying impractical frivolity in the cut of their garments, Highborn show their taste and wealth in jewellery, and the decoration of cloth. Jewelled and embellished trims at the hems of garments are popular, as is the intricate braiding of hair and heavy, elaborate jewellery.

Also see [Highguard costumes](#) and [Highguard icons and artistry](#).



3.2 Feel

Regal, confident, righteous, stark, traditional, disciplined, militant, uncompromising.

3.3 Breakdown

3.3.1 Influences

Gondor, Crusader Knights



3.3.2 Materials

Highborn materials are usually processed, such as wool, cotton, silk and velvet. They are typically solid and of the highest quality available as befits the rank of the wearer.

3.3.3 Colours

Black with a white contrast is most common but where there is colour, it is likely to be dark - bottle green, red, charcoal and midnight blue - and always set against the contrast of white or cream.

3.3.4 Clothing

The Highborn dress in simple, practical lines ? wearing long, layered robes and tunics in starkly contrasting colours, most often simple layers of black and white or sometimes using black or white as a contrast to different colours. Decorative mosaics and fabrics with complex geometric patterns are popular.

Highborn women may choose to wear a dress rather than a robe. Highguard dresses are constructed along simple but formal lines in dark fabrics. They often have a high neckline or standing collar; lengthwise they always come at least to the ankle.

Veils are commonly worn by both sexes both in funeral rites and on other sombre occasions. They set the wearer apart, offering anonymity and a sense of de-personalisation. They are often worn when distasteful actions, or those associated with a rank or position of authority rather than an individual, have to be undertaken



Some Highborn, particularly those in authority, wear hoods or cowls, usually in the colours of their chapter.

3.3.5 Armour

Highborn armour tends to be full length and layered or segmented. Heavy black leather is common, sometimes with pieces of plate worn over it. The Unconquered usually leave their head uncovered, but Cataphracts favour a full helm, ideally decorated with wings. Carved or decorated black vambraces are often worn for additional protection.

3.3.6 Shields

Large kite or heater shields are common. They are usually decorated in a uniform design with the chapter emblem in stark contrast.

3.3.7 Weapons

Highborn warriors prefer to fight in close formation and prefer weapons suited to this style; short swords, spears and bows.

3.4 Costume

Highborn costume is elegant and flowing, long layered robes and tunics, dark coloured in starkly contrasting colours, most often simple layers of black and white or sometimes using black or white as a contrast to different colours.





The Highborn are a militant people and this is reflected in their dress.





3.5 Cowls & veils

Highborn veils are designed to cover the face to conceal the wearers identity and project anonymity. Cowls are a common feature of Highborn costume, especially for the powerful.





3.6 Priests

Highborn priests usually dress in white or dark robes with decoration in a stark colour to stand out.



3.7 Jewellery

The Highborn are a people with a manifest destiny, to unite the human nations and lead them to a virtuous future. Their jewellery reflects their heritage, it is refined, elegant and regal. Gold or silver worn on the brow suggests authority.



3.8 Cataphract armour

Highborn armour is usually full length - coats of plates, scale or mail with leather or plate over it. Armour is often segmented or banded for flexibility and ease of movement.



Traditional lorica in hard leather or metal can work for Highborn, particularly if the suit is tooled or decorated or the outfit incorporates a Highborn style surcoat or cloak.

3.9 Surcoats

Most Highborn warriors cover their armour with a long flowing surcoat. The ideal surcoat is black or white with a design in a stark contrasting colour. The Crusader knights exemplify this tradition in real history, although an original design for a chapter's emblem is ideal if possible.





Uniforms for some Highborn chapters include cloaks with the chapter's emblem repeated on each shoulder.

3.10 Unconquered

The **unconquered** serve as scouts, often operating far behind enemy lines. Most avoid the distinctive high contrast clothing favoured by most Highborn in favour of something more concealing and many wear lighter armour or forego armour altogether.





3.11 Uniformity

Members of the same chapter will often adopt a uniform look using identical or matching items like surcoats. The visual unity emphasizes the unity of purpose and helps a chapter project power. Of all the nations, the Highborn have the strongest tendency to form shield walls and fight in close-order formations.



3.12 Children

Clothing for Highborn children is usually sombre and simple but good quality, with more elegant garments reserved until they come of age.





4 Highguard history

4.1 The founding

Seven centuries ago, the Highborn arrived on the Bay of Catazar. Seventeen great vessels carrying pure souls crossed the sea from the south looking for new lands. They left behind a land and people slowly being consumed by corruption and darkness. They were steered by the legendary Navigators, a pair of visionary twins named Atuman and Atun who were later acknowledged as an Exemplar of Ambition and a Paragon of Wisdom respectively.

Upon landing, Atuman founded the city of Pharos at the mouth of the river Couros. Atun ? following a vision of her own ? took only the flagship, bade her brother farewell and set sail, never to be seen again.



The navigators of the first vessels formed a council of Patricians to advise Atuman the Navigator. After his death his eldest daughter took the title of Navigator and ruled in his place while the Patricians also named heirs from amongst their offspring. The council ruled wisely for many years but as the generations passed the Navigator and the Patricians became more obsessed with preserving their power and their bloodlines and degenerated into self-interest and corruption.

During this time, trade with the Navarr introduced the Highborn to the drug liao, which was initially used medicinally and recreationally. However, the Scions of Atun, a group of ascetics and mystics, discovered a process of refinement that unlocked its full potential, not only in ceremonies of Virtue but in revealing other lives through the Labyrinth of Ages. This enlightenment, about the immortal nature of the human spirit and the power of virtue, sparked a period of time now referred to as The Revelation.

The Revelation stirred a spiritual yearning within the people and swept across the land, awakening many to a new and profound understanding of life. This awakening was further fuelled by widespread disillusionment with the venal ways of the Patricians. The Scions and other groups born of The Revelation left Pharos, sicked by the corruption that riddled the city. Along the borders of the nation they built their own communities, called **chapters**, each dedicated to teaching a profound way of living inspired by The Revelation and guarding against corruption.

As the chapters grew, the Patricians became jealous of their influence and passed laws to try to control them. Things came to a head in the time of the Navigator Permion, who later generations would call the Lawmaker ? a Navigator who strove to serve the people rather than his own interest. Permion sought to reach out to the leaders of the chapters, starting with the most influential, Lepidus of the Seven Stars. Lepidus is now acknowledged as a Paragon of Pride. He taught Permion about the greatness of the Highborn, what they had been and could be again, and helped him find the will to oppose the wickedness of the Patricians.

Permion the Lawmaker's judgements and actions brought the Patricians into conflict with him and also with each other. Rather than allow the nation to fall into anarchy, Permion declared martial law and dissolved the Patrician Council. In its place, he invited the chapters to form an Assembly of the Virtuous to advise him.

The response of the Patrician Council was swift and bloody, and a bitter civil war ensued. Permion was assassinated, along with his wife and three of his four children. Various Patricians tried to claim the title of Navigator and the city of Pharos was burned to the ground by rival armies. Eventually the Assembly was forced to act. After mobilizing the military strength of the chapterhouses it crushed the remaining Patrician forces and assumed the governance of the nation. Today, the Lawmaker is recognised as an influential Exemplar of Courage.

The Assembly of the Virtuous elected to turn the ruins of Pharos into the Necropolis, a great mausoleum to house the bodies of all those slain in the war. They also ordered the construction of Bastion, a new city which would serve as a civic and religious centre for the Highborn thereafter and vowed that no Highborn would ever war with other Highborn again.

4.1.1 The horses of Highguard

The Highborn fleet carried with them a great herd of **horses**. These legendary beasts embodied noble virtues of loyalty, strength and dignity. Mounted on their mighty warhorses, the Highborn were unbeaten in battle and the creatures became the iconic symbol of the nation, reflecting the martial spirit of the people. The venal ways of the Patricians caused the herds to dwindle until none remained and since the dawn of the Empire they have passed into legend. Highborn parents tell their children the tale of the loss of their horses to teach them never to take blessings for granted.

4.1.2 The First Empress

The First Empress was Highborn, and the last to ride a legendary Highborn steed. After taking liao, she revealed that all human souls are re-incarnated on the same wheel, regardless of whether they were Highborn. Therefore, to preserve the future of Highguard and enlighten all worthy human souls, it was essential to unite all of humanity under a single banner, such that Highborn reborn elsewhere would still come to know their heritage and the Way of Virtue. From Highborn faith, the Empire came into being, changing the face of the world forever.

4.1.3 Archivists

Highguard looks to the past to understand the present and predict the future. Its scholars, priests and wizards thirst for tomes and artefacts that reflect on the Empire. There is a roaring trade in books, scrolls and tablets, the more obscure the better. While relics of the holy prophets or antique magical articles are valuable in and of themselves, high prices are also paid for tangible evidence of past life experiences.

Archivists collect the histories of Highguard, and of the Empire. They see history as a story that exists not to record dead facts, but to inspire the living. As a consequence, facts that undermine the central truth of an event or the life of a historical character are actually dangerous. A new fact that suggests a wise historical judge never existed, or that a brave general was actually a coward, could do irreparable damage. It could destroy the faith of the living in the individual hero but also undermine the very idea of learning the lessons from history. Destroying or discrediting such lies is as important as revealing the facts that encourage and inspire the living.

This means the Highborn archivists are often at odds with their counterparts in other nations, especially the Urizen [seers](#) and [torchbearers](#). In recording and publicizing ?facts?, without applying any moral judgement, Urizen historians deny the inspiration offered by history and its role in making the present and the future better. A common rumour suggests that Highborn archivists maintain hidden storehouses of knowledge deemed too dangerous for the common people. This rumour is baseless. If a piece of information uncovered is considered dangerous to the Empire, it is destroyed so that no future generation can be harmed by its rediscovery.

Archivists are romantic figures in Highguard. While the truth is that many of them are quiet scholars and scribes, the popular image is of them as active, energetic people who go to dangerous locations to retrieve valuable information or artefacts for the good of the nation and the Empire as a whole. They face danger frequently, and often have to work against those who want to foolishly spread dangerous information or unleash deadly magic.

5 Highguard leadership

Most Highborn live in or near one of the [chapters](#), the great walled settlements, that are spread across the plains that surround the river Couros. Each is a fully functional community incorporating families and individuals from all walks of life, who share a common set of beliefs in the form of a creed.



Each chapter chooses one of their own, called an exarch, to provide the chapter with civic and moral leadership. The exarch is most commonly the one who best embodies the chapter's creed; a priest or one who has been schooled in philosophy and faith is usually chosen. As a result, most Highborn who are politically ambitious begin by seeking training as a priest. Highborn history clearly shows the perils of choosing a leader who is not virtuous, so they make no apology for placing this criteria above any other.

The holy city of Bastion is the capital of the nation. Every chapter maintains a hostel of some kind here, so that members who make the pilgrimage have somewhere to stay. At one time the Assembly of the Virtuous would meet here regularly to decide the business of the state. When Highguard agreed to join the Empire, the Assembly of the Virtuous was used as the cornerstone for the Imperial Synod, becoming the Highborn Assembly wholesale, and spreading the mandate to watch for any sign of moral decay in the soul of the Empire.

Most political business moved to the Senate after the creation of the Empire so those members of the Highborn Assembly interested in politics now meet when the Imperial Court meets, the better to appoint Highborn Senators. Bastion is no longer the seat of government of the Highborn Nation, but it remains the spiritual home of [the Way of Virtue](#) and pilgrims from all over the Empire travel here.

5.1 Leading a territory

In the days before the Empire the Exarchs were subject to the approval of the Assembly of the Virtuous, to ensure that chapters were led by devout individuals. That power lapsed generations ago; now only the senators come before the Assembly for ratification.

The Highborn Assembly selects senators by interrogation. Each chapter whose chapterhouse is in the contested territory may put forward a single candidate for consideration by the Assembly. Chapters are assumed to have sufficient wisdom to be able to select their most virtuous member. On the rare occasion where a chapter is unable to pick a single candidate, they forfeit their right to be considered during that election.

Candidates come before the Highborn Assembly where they are expected to answer questions designed to assess their mortal rectitude. The Assembly does not exclusively select priests to high office, but it is clear that those who have priestly training have considerable advantage in answering the moral dilemmas and philosophical questions put to them. After examining the candidates, each member of the Assembly secretly votes to indicate which candidate they felt was least trustworthy. The candidate with the least votes against them is then declared the winner. If two or more candidates receive equal fewest votes, then all other candidates are eliminated and another round of voting takes place.

6 Highguard economic interests

?The pursuit of wealth is the foundation of suffering.?



There is a deep-seated distrust of the pursuit of wealth for its own sake amongst the Highborn. Highguard is founded on the concept that only action can be virtuous, and their culture rewards assiduous effort and self-improvement. ?Wealth? by itself is a passive force; usury ? charging interest on a loan ? is considered despicable because the lender has no active role in what transpires.

In place of the moneylenders common elsewhere, the Highborn are proud of their **benefactors**. Often older merchants, benefactors make their wealth work for themselves and others. They try to encourage virtue by acting as patrons to other merchants. They may help a young trader get established, or participate in a risky but ambitious venture that has potential benefits beyond purely economic ones. Rather than lending money and charging interest, benefactors invest in enterprises and in individuals, sharing the risk ? and sharing the profits.

Gambling on games of chance is as dubious as usury, since there is no action the participants can take to improve their chances of winning other than to cheat. That said, the Highborn love to wager on contests of skill, whether they are participating or not. Professional book-keepers collect wagers and distribute winnings, taking a small percentage for their service; some specialise in organising contests and competitions specifically to encourage wagering.

Permanence is a civic virtue in Highguard and there is no doubt that the nation produces the best architects and masons in the Empire. The quarries of Casinea produce a breathtakingly beautiful marble that absorbs heat when it is warm and exudes it when cold, making it the ideal building material. Other crafts include the creation of decorative mosaics and fabrics with complex geometric patterns. The Highborn also produces fine quality paper and coloured inks, used extensively to record the histories and archives of the nation.

7 Highguard military concerns

?We are the thunder on the earth, we are the steel tide that drowns the foe.?



Highguard has a military heritage of which it is justly proud. Most Highborn serve with one of the two Highborn armies as part of their ?coming-of-age?. This service is considered necessary to the formation of Highborn character, and maintains the connection between the people of today and their warrior ancestry. Most skills can be put to use in a military context, although those serving as medics, quartermasters and ancillary troops do not earn as much respect as their more warlike colleagues.

Most Highborn return to their **chapter** after leaving the army. The most skilled soldiers become part of the elite guards that protect the chapter against barbarians and other threats. These warriors, called guardians, train daily with their brethren learning to fight as a unit in close formation. Chapters outfit their guardians with weapons and armour and most provide a surcoat adorned with the chapter?s heraldic device, usually in black and white or similarly contrasting colours. Some groups of guardians choose to specialise, training to become cataphracts or unconquered, in line with the oldest martial traditions of the Highborn.

In the earliest days of Highguard, the cataphracts rode into battle on mighty warhorses, devastating their enemies with shield and lance. Today the horses are gone, but the cataphracts remain, embodying a warrior tradition that embraces the highest virtues of the Imperial Faith. Heavily armoured, they serve as living standards, encouraging and supporting those who fight alongside them with their commitment to achieving victory. The best of them burn with fervour, filling them with righteous fury when they face the enemies of the Empire in close combat. Likewise, when an army must fall back, it is the cataphracts who guard the retreat.

The counterpart to the cataphracts are the **unconquered**. These skilled warriors undertake scouting missions, employ sabotage and terror as weapons to weaken their foes, and seek out specific targets on a battlefield. In contrast to the archers and skirmishers of many other nations, the unconquered favour medium armour and short bows, and are not shy about engaging in close combat with hand weapons if the tides of battle make retreat-and-fire an unappealing option.

The unconquered are used to operating with a high level of autonomy, often behind enemy lines or in unknown territory. Despite this independence, the best of them know that they operate as one part of a larger plan, that their duty is to ensure that the forces they accompany achieve victory. Unconquered who arrogantly assume they can win the day all by themselves generally meet unpleasant ends.

Highborn generals and soldiers alike embrace the concept of a vigilant war. This principle teaches that strong defences and pre-emptive strikes are the most effective way to curtail an enemy?s ability to be an aggressor, minimising the impact on civilians, and making it the most practical and moral solution to the matter of war. On the battlefield their troops work together to utterly overwhelm their enemies as quickly as possible, cataphracts driving them from the field while the unconquered deny them any chance to regroup and counter-attack.

8 Highguard religious beliefs

?Virtue is contagious; so is vice.?

Bastion is the birthplace of the **Way of Virtue** and the **Imperial Synod** was founded here. In the days before the Empire was founded, **chapters** like the Winds of Virtue sought to take The Way to other nations. This in turn led many pilgrims to travel to Highguard seeking to experience their past lives. During the early decades of the Empire a constant influx of visitors came to the great city, many of whom engaged in discussion with the Highborn priests and each other before carrying the seeds of the Way of Virtue back to their own nations.



Highborn priests are dedicated to the Way of Virtue, and in ensuring that it does not become corrupted by outside forces. Through virtue, the Empress was able to forge a union of the disparate human nations. It is that same virtue that keeps the Empire strong to this day. Highborn priests at home, in the Synod and throughout the Empire continue to preach the Orthodox Imperial Creed, ever vigilant for heresy that might undermine it.

8.1 Wayfarers

Highborn priests know that the strength of the Empire is intimately bound to the Imperial Faith. This has led to the tradition of the Wayfarers - priests who act like missionaries, travelling the Empire to encourage the people to actively embrace not only the Imperial Faith but the ideals of the Empire itself. They often make a close study of the people they move amongst, reminding them of their own heroes and virtuous exemplars.

Wayfarers tend to wear a wide sash of braided black and white cloth as a symbol of their office. It is usually worn over a traditional Highborn robe with a heavy cowl or veil. They try to help people make up their own minds and come to their own conclusions, through careful questioning and encouragement to examine motivations, actions and beliefs.

8.1.1 The Inquisition

Highborn history teaches the dangers inherent in the senate system. When the Patrician Council turned from serving the good of the nation and became self-serving, it nearly destroyed Highguard. Ever mindful of the dangers, Highborn priests are vigilant for treason, hypocrisy and corruption. They watch the Imperial Senate for warning signs that it has become corrupted, and are prepared to take action to ensure it remains the servant of the Empire and not its master. They also look closely at outside influences ? foreigners, Eternals, so-called ?free thinkers? and the like.

The Highborn know how important it is to preserve the purity of the Imperial Faith, and the Empire as a whole. Highborn priests ensure that the Imperial Synod retains the powers of Inquisition and Revocation, and actively use those powers to ensure the Empire thrives. Priests who embrace an inquisitorial role often use the image of the Basilisk Awake ? a lizard with terrible red eyes that legend says can strike the unworthy dead with its piercing gaze.

8.1.2 Stewards of the dead

Some Priests become Stewards of the Dead. Dedicated to recording the deeds of heroes of the Empire, they maintain the tombs and mausoleums of the Necropolis. Their calling means they do more than simply tend graves ? they collect stories and histories of the dead, and use these stories as a method to encourage and inspire the living. They officiate at funerals in Highguard, generally an entombment of the body, but regardless of whether mortal remains are involved every Highborn wants their name inscribed on a monument in the Necropolis.

By tradition, every dead Emperor and Empress should be entombed in the Necropolis, and the Stewards take this responsibility very seriously. They also ?collect? the bodies of heroes of other Nations, and offer to inter them in the Necropolis which serves as a reminder of the deeds of heroes.

It is also the role of the Stewards to deal with the excursions of dead spirits. Usually this takes the form of a shade or spirit with pressing business that reaches out towards its living relatives in a terrifying manner. The Stewards are charged with interceding and laying the spirit to rest. At the same time they work with the Magi to ensure that the occasional ambulatory corpses that appear in the necropolis are dealt with respectfully but effectively.

The Stewards generally dress in simple robes in the style of whichever chapter they belong to. They often carry a book to record the deeds of heroes, and at festivals recite tales to bring to life the memory of those who have gone before. They ring bells and speak to the accompaniment of wind-chimes, allowing the breath of the dead to add their own contribution to the tales of their deeds.

9 Highguard magical traditions



Priests who work to master magic are called **magisters** in Highguard. The early magisters studied methods of communicating with the dead and uncovering the secrets of the past. The Highborn Magisters strive to be the foremost masters of Winter magic in the Empire. Most operate out of hostels based in the Necropolis. The silence and contemplative atmosphere of the city of the dead lends itself perfectly to measured and contemplative study.

While there is no doubt they possess powerful magic, the magisters are still considered to be priests. They study virtue alongside magic, and many work hard to try and inspire virtuous behaviour in wizards of other nations ? or an understanding of magic in other priests.

Magisters tend to be cautious of the Eternals, as they are not only powerful, but they clearly seek to use that power to influence humanity. The Highborn believe that as masters of their own destiny, humans should seek to outwit Eternals wherever possible, seizing opportunities to take their strength and harness it in service to the Empire. Eternals are clearly monstrous and inhuman. It is a source of continual frustration to the magisters that other wizards fail to recognise this, no matter how seriously the magisters try to educate them in their dealings with other realms. The magisters treat most often, and most comfortably, with the Eternals of Winter, who they see as more open and honest, as they do not try to deny or conceal their evil nature. The Eternals of the other realms are equally dangerous, but present a pleasing and deceptive face, which many accept without scrutiny.

The magical tradition of Highguard combines movement and sound. The slow beating of drums, the sonorous chime of bells and the recitation of ceremonial passages form the basis of their ritual magic, often accompanied by stylised and graceful gestures.

10 Highguard hearth magic



10.1 Bells and chimes

The Highborn hang wind-chimes in their doorways to bring back memories of those they have lost, and the echoes of wisdom from earlier days. Meditating to the sound of wind chimes is said to help to attune one to thoughts of one's ancestors and prior incarnations, and allow the dead to speak to the living through their memories. The household use of bells endures for similar reason, in the belief that the wind carries the breath and words of the departed. It is commonly held that bells can speak for those who have no breath or voice. The sound of bells ringing encourages the Highborn to remember the words of dead people who are important or inspirational to them.

More practically, bells and chimes exert influence over the unquiet dead. Restless spirits will not approach the sound of wind chimes, and the ringing of bells causes such creatures to flee in terror. As a consequence, most people who spend any time around the dead - especially the Stewards of the Dead and Magisters - will keep a bell on their person at all times.

11 Highguard lineage and species attitudes



Highguard is not a generous nation to the less than fully human. In the crudest and simplest of terms, they are perceived as being spiritually suspect. While it is undeniable that they embrace the virtues with great passion, they must continually resist the siren call of their blood, or risk corruption by their lineage. As a result those with lineage are watched until they have proved themselves. Even then, many Highborn still regard them with suspicion for fear that they may eventually succumb. Individuals of lineage whose humanity has triumphed are upheld as inspirational tales of how the human spirit can conquer anything.

A few Highborn [cambion](#) and [changelings](#) choose to remove or disfigure the visible marks of their lineage. Calling themselves the Unveiled, they saw their horns down to stumps, to demonstrate to everyone that they have renounced their heritage.

The [briar](#) lineage is considered especially suspect. It is believed that the area around a dead briar may be seeded with alien, supernatural foliage. The bodies of dead briars are commonly burnt and their ashes scattered over water; while there are a few monuments to heroic briars in the [the Necropolis](#), there are none of this lineage actually interred there.

Orcs and other non-humans are judged more harshly than the lineaged. Their inability to use liao casts doubt over their ability to reincarnate, and so it is considered impossible for them to meaningfully embrace the Imperial Faith. This makes them less than human in the eyes of many Highborn.

The issue of Imperial Orcs is a thorny one in Highguard. The Highborn Senators were united in opposing the admittance of orcs into the Empire, and called on the Synod to veto the move when they were defeated in the Senate. Today, some Highborn are inclined to treat them charitably for making the effort to be civilised, whilst others maintain a traditional attitude of contempt and hostility. Very few have any enthusiasm for seeing the orcs gain further power and influence within the Empire. As long as the orcs are seen to embrace Imperial values, there is little their Highborn critics can do beyond providing the voice of caution. It seems inevitable that in the end, the orcs will undermine the strength of the Empire either as part of a long-term treachery, or simply by diluting the traditions which have formed and sustained its greatness.

Sharp horns, gold eyes, stop your ears against their lies

Knife ears, stag's horns, rue the day that they were born

Scaled skin, fangs white, never meant to see the light

Neck gills, webbed toes, best kept where the pondweed grows

Beast's eyes, white skin, bar the door lest they come in

Bark skin, green vine, forgotten be till end of time
Traditional Highborn children's rhyme now frowned on in Imperial society

12 Highguard territories

The territories of Highguard run along the length of the river Couros; from the Necropolis at the river's mouth, past the rich and fertile fields and plains to holy Bastion, through the Great Forest and up into the mountains of Cuna where the river has its source.

12.1 Bastion

The sacred city of Bastion, the White City, is a marvel of marble and mosaic. Even her enemies cannot deny her magnificence ? the white marble domes and towers raised up to demonstrate the glory of a virtuous life, the roads trodden smooth by the footsteps of countless philosophers, warriors and pilgrims. More garden than city, the skyline is dominated by the tall spires and elegant architecture of the huge chapterhouses. The entire city has been expressly designed as a monument to the devotion of the Highborn. When the Imperial Synod recognizes a paragon or exemplar, then a new basilica is constructed here to celebrate their life and deeds.

Few Highborn dwell here permanently but most important folk make a pilgrimage once every year. Every chapter maintains a hostel in the great city, to serve as a dwelling for members who visit. The wealthiest and most powerful Highborn often possess their own residence here.

12.2 The Necropolis

At the mouth of the river Couros lies Bastion's shadowed twin, a mausoleum in black marble. Built in the ruins of Pharos - the first Highborn settlement was destroyed in the Patrician war ? the tombs have spread to encompass almost all the old ruins. Scattered throughout the ruins are mausoleums built to house the Highborn dead. To many Highborn it is as if the city itself has been entombed, its memory preserved in the house of the dead.

The Necropolis holds the bodies of the Empire's heroes, along with the Imperial Histories, guarded eternally by the Stewards of the Dead. The legendary mausoleum has become the final resting place of almost every Emperor and Empress. In death, all Highborn desire to be lain to rest here, amongst the heroes of the past, where the Stewards of the Dead watch eternally over their silent graves. It is a tremendous honour for heroes of other Imperial Nations to be offered a final resting place alongside them. Those who would be heroes know that granite ? and the words placed upon it ? will endure long after their flesh has faded.

12.3 Casinea

Further upriver is Casinea where marble and granite are quarried and gold, silver and gemstones are mined. Several wealthy chapters protect the quarries and mines to ensure the protection of the vital assets against barbarians.

12.4 Reikos (lost)

Reikos borders the Great Forest of Peytaht. At its edges, the Great Forest was an abundant source of lumber, but its heart is wild, untamed and notoriously hard to defend. This peaceful stretch of the Couros river was also home to pleasure gardens, parks and country estates. Reikos is also the location of the Gardens of Chalcis, said to contain every kind of flower, fruit and herb in the known world and a haven of tranquility and the study of the healing arts.

In 367 YE Reikos fell to barbarians who took advantage of the cover of the Great Forest to launch numerous assaults against the fertile territory. The territory was lost along with half the wealth of Highguard. Many Benefactors were ruined in the attack, and those many more are still struggling to restore their fortunes.

13 Highguard children



Highguard is not a populous nation and every child is considered a precious blessing. Although children are forbidden by Imperial law to use liao before they come of age, they are expected to study and embody the virtues from a young age. As heirs to the great heritage of the Highborn, children are encouraged to push themselves to live up to the heroes of the past.

Children are encouraged to question what they see and experience, especially where the Virtues are concerned. They are encouraged to talk about the things they have seen with their parents, especially the actions of others which they could not see the Virtue in. This allows them to gain a better understanding of the Virtues by asking their parents to explain how they apply in everyday life, as well as helping their parents to be vigilant against any corruption in their children's lives.

Children who have a solid grounding in the Way are often given a purple ribbon or seven pointed star by the priests, so that they can help other children learn about the Virtues.

13.1 Things every child should know

- **Know the Seven Virtues.** Try to be as virtuous as possible and inspire the same in those around you.
- **Learn about the Paragons and Exemplars.** Study their lives and follow their example, you may yet become one!
- **Be vigilant!** Look for signs of corruption and report them to a trusted adult, so that they can take appropriate action.
- **Practice makes perfect.** Look for opportunities to perfect your arguments by trying them out on people, challenge your friends to races or competitions, never pass up the chance to test yourself and hone your skills.
- **If you don't understand something, ask.** It's the only way you'll learn. It's an adult's job to be able to explain things.

14 Highguard music

14.1 The Music of Highguard

14.1.1 Style summary

Highguard's music draws its inspiration from Western church choral music, plainsong and shapenote music (also known as Sacred Harp). Of these, the last probably best exemplifies the musical style - Highguard music is robust and enthusiastic, and accessible to all levels of talent. They enjoy rich harmonies and proudly devotional texts, although amongst themselves a wicked sense of humour occasionally emerges in some soldiers' songs and there are also some surprisingly tender lullabies.

14.1.2 Commonly known songs

- [Virtues Anthem](#) - usually led by one singer with everyone joining in the refrain
- [Circle March](#) - very easy repeating song
- [Hymn to Vigilance](#) - usually led by one singer with everyone joining in the refrain

Popular with all strata of Highguard society, these three songs are heard in chapters, the necropolis, and the fields. It is when the army marches to war with its battle choir, however, that the full majesty of Highguard music is best displayed.

14.1.2.1 A musical tradition

The Highguard Battle Choirs are a great imperial tradition - no nation matches to battle with the same holy fervour in their singing. Usually accompanied by a single drumbeat, the sound of the Highguard army in full voice is an awe-inspiring and intimidating sound. Often a small number of more confident singers lead the chant in a call-and-response pattern. At least in this context the choirsters are warriors first and musicians second - the singers need not be particularly talented, as it is holy fervour and their indomitable will that characterises the battle choir.

14.1.2.2 One for the kids

[Circle March](#) - very easy repeating song

14.1.3 Further examples

14.1.3.1 Songs

- [Virtues Anthem](#) - shapenote song with chorus
- [The Navigators](#) - shapenote song, medium
- [Circle March](#) - very easy repeating song
- [Hymn to Vigilance](#) - medium call and response plainsong
- [Idumea](#) - medium shapenote song about reincarnation
- [Naughty Pilgrim Song](#), an alternative to all the serious songs sung in Highguard!
- [O Oriens](#) - easy plainsong

14.1.3.2 Instrumentation

- Highborn musical traditions favour the flute and other wind instruments. On days when the wind is high, a chapterhouse resounds with the song of wind chimes, aeolian harps and bells.
- Trumpets and bugles are often blown before a battlefield charge.

14.1.3.3 Other performance traditions

14.1.4 How to adapt your repertoire

- If singing in harmony, try to sing in consecutive 4ths or 5ths. This gives a fantastic 'plainchanty' sound perfect for Highguard. An example is [Circle March \(arranged by Katy Cooper\)](#) which starts in unison then goes into 4ths before full harmony.
- Many songs can be made to sound plainchanty by just pulling the rhythm all over the place. Have a listen to some church psalms and simply substitute your own lyrics.

14.1.5 Our sources

Shape note/Sacred Harp singings (Northern or Southern Harmony), any plainchant choir,

Here is a [youtube playlist](#) of appropriate or inspiring music.

15 Highguard costumes

This is a placeholder page for content that PD are actively working on.

Note: The tone and style of this page may need editing. All costume advice pages should be written in third person voice, using verbs that make clear that this page is advice, not direction.

15.1 Look and feel

"The Highborn look is generally practical and restrained. Its beauty is in both the small touches - the geometric trim on the robes, the exquisite jewellery. Colours are deliberately stark and contrasting, and outfits in black and white are commonplace. Many members of a chapter choose to adopt similar garb, with the symbol of their chapter displayed prominently on the chest, shoulders, or at the breast. This is particularly true for Highborn warriors who show their solidarity and loyalty with their fellows by marching into battle decked in identical garb. Of all the nations of the Empire, the Highborn are the most inclined to uniformity, a visible display of their inner commitment to their shared faith and destiny.

Rather than displaying impractical frivolity in the cut of their garments, Highborn show their taste and wealth in jewellery, and the decoration of cloth. Jewelled and embellished trims at the hems of garments are popular, as is the intricate braiding of hair and heavy, elaborate jewellery."

Highguard is one of the nations with the least historical inspiration. It draws its influence heavily from classic fantasy such as Lord of the Rings, with a real emphasis on the Numenorian and Gondorian styles brought to life in the Peter Jackson trilogy. The look is strong and stark, and what makes it relatively easy to create a strong and distinctive look is the colour scheme - almost any western european medieval look in black, white and a touch of jewel toned colour will look excellent.

15.2 Similar nations

15.2.1 Dawn

Highguard probably has most in common with Dawnish costume - the love of rich, lavish fabrics, elegant in cut but with elaborate trim and jewellery is a feature they share. However, Dawnish costume should be a vivid pageant of colour; by contrast, Highguard clothing should be high contrast, mostly in black and white, with a hint of jewel-toned colour. Veils and cowls help to keep the look distinct.

15.2.2 Marches

Monks in the marches will wear similar robes to those in Highguard. Sticking to black or white, and adding geometric trim around your robes, possibly with the addition of a mitre-like hat for high status priest looks very Highborn.

15.3 Research

An excellent source of information on making fantasy costumes inspired by Lord of the Rings is [Alley Cat Scratch](#). It covers everything from garment patterns, metalwork and sourcing trim. Re-enactment sources referenced on the Marches, Dawn and Wintermark pages are all good for inspiration - the colour palette, more than the shape of the garment, gives the uniform look to the nation.

Books [The Medieval Tailor's Assistant, Sarah Thursfield](#) ? Pretty much the bible for medieval costumes. Covers the layers from underwear to outerwear for the periods 1200-1500, plus headwear and accessories. Goes into detail about how to make the garments, which fabrics to use etc. A really excellent book.

Historical Costume Research Google searches on [Medieval re-enactment](#), [Wars of the roses](#) and [13th, 14th or 15th Century re-enactment](#) will all provide helpful inspiration.

Reenactment groups Some links to reenactment groups' costuming guides - a helpful source of inspiration and information.

- [Company of Saint Sebastian](#)
- [Buckingham's Retinue](#)
- [Company of Saynt George](#)
- [The Medieval Siege Society](#)
- [St Hubert's Rangers](#)

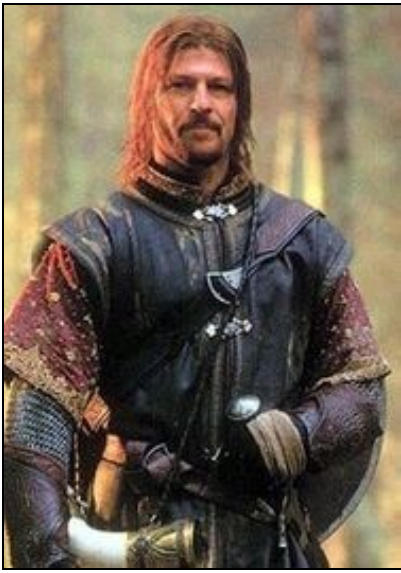
15.4 In detail

15.4.1 High status characters

A rather severe look - black velvet or brocade works beautifully in contrast with silver fasteners or buttons. For both women and men, a close fitting gown looks suitably Highborn, referencing without overtly stating their faithfulness.



On men, a gown is a reasonably close fitting robe, usually buttoning down the front, with long close fitting sleeves to the wrist. It persists to this day as the cassock and in the clothes of choirsters and some very traditional public school uniforms, all of which means both patterns and off-the-peg versions are fairly readily available.





It's a very adaptable look - a fantasy treatment could take the basic silhouette and standing collar, and shorten the overall length, either with full length or half length sleeves, as worn by Boromir, Uther Pendragon and Jamie Lannister for a "warrior's coat". It looks good worn open over chainmail. A close-fitting variant of this is the cotehardie which usually has lots of closely spaced buttons down the front and the sleeves - try googling "cotehardie". It can be a tough look to pull off, but well worth it!

Patterns:

- [Butterick 6844](#)
- [Simplicity 2235](#)
- [Simplicity 4697](#) (unfortunately out of print but you might get it on ebay)
- [Simplicity 2089](#)(this one would need a little adapting - closed sleeves rather than open, but would do a nice over-robe like Boromir's if you make a sleeveless version)
- [McCall 4745](#) This is actually a civil war uniform, but if you make up the blue version with an asymmetric closure it's very close to Jamie Lannister's coat above. Warning - the pattern runs a little large, so unless you're planning on wearing it over mail consider going down a size.
- [Reconstructing history man's cotehardie](#)
- [McCall's kirtle pattern](#)
- [Historical patterns](#)
- [Child dress pattern](#)
- [Female tunic and bliaut pattern](#)

For a high-necked gown on a women, you could use [Simplicity 4940](#) making both the body of the gown and the yoke in matching black velvet. You then have the option to highlight the join with embroidery or sewing on links from a chain necklace, or you could just let it become invisible for a very elegant severe look.



This look could be achieved reasonably inexpensively with about 5m of cotton sheeting or cotton muslin (<£10) and a metre of wool or velvet for the over-bodice. Use [Simplicity 4940](#) for a version with full sleeves, or make a narrow sleeved gown and use the over-bodice, but back lace with eyelets it rather than using a zip. For trim, [this ebay seller](#) usually has a lovely selection of silver, gold and coloured jacquard trims reasonably inexpensively. For heavy beaded and jewelled trim at very reasonable prices I use [this eBay shop](#). About 2m of silver and black trim would do a great jewelled belt; they also sell shaped pieces designed to go on the necklines of dresses. [Here](#) is an exhaustive breakdown of the inspiration dress.



You could also use [Simplicity 4940](#) for this dress, making the body in cotton velvet and the yoke in a metallic brocade. [Here](#) is this dress in detail, with lots more images and suggestions on how to get the look.

15.4.2 Priests

15.4.3 Templars

15.4.4 The Unconquered

15.4.5 General items

15.4.5.1 Cowl



At its simplest, a cowl is a cylinder of fabric that sits around your shoulders and over your head. Choosing a soft, drapery fabric like muslin will help it sit properly. A 1 yard piece of muslin or silk habutai that's 45 inches wide, seamed down its length and hemmed at either raw end will make a very full, drapy cowl.

15.4.5.2 Veil



Again best made using a very soft, drapy fabric like muslin, a veil is a circular, oval or rectangular piece of fabric to sit on your head. The Freeborn use veils to cover the lower half of their face; the Highborn look is far more concealing and drapes over the entire head, usually held in place by a circlet, crown or ribbon band. Don't skimp on the fabric - muslin is very cheap and a 2 or 3m length will give a sumptuous look to your veil. Consider edging it in lightweight trim for a finished look, or round the corners and turn a narrow hem. If you wear it just by putting it on your head then holding it on with a circlet, over time the veil will shift and ride up, leading to the dread "muffin head" look. For comfort and style, you might want to consider pinning it to a ribbon tied around your head, or utilising the methods in [this tutorial](#), though bear in mind that for the SCA they wear the veil in a more historical fashion to cover the hair, rather than to sit over the face.

To uncover your face while wearing a veil the Highborn way, flip it back over the crown or band holding it in place, like a bride's veil, without taking it off your head. It's then ready to flip forward and cover your face again whenever you want.

15.4.5.3 Cloak



A cloak is a near-essential part of your costume, and a great opportunity to give your kit a finishing touch and keep you cosy. For light fabrics such as muslin, you can make a gathered-neck cloak with a drawstring for ease of construction- with heavy wools and velvet, a semicircular or circular mantle works best to reduce bulk at the neck and drapes beautifully. For a priest's mantle, a semi-circle or 3/4 circle cloak works best.

- [List of cloak patterns](#)
- [Cloak patterns and help](#)

15.5 Jewellery

The Highborn are a people with a manifest destiny, to unite the human nations and lead them to a virtuous future. Their jewellery reflects their heritage, it is refined, elegant and regal. Gold or silver worn on the brow suggests authority.





Any refined and elegant jewellery works in Highguard, best in matching sets to tone with the costume. Particular emphasis is on crowns and circlets. Lord of the Rings replica jewellery is an expensive but very beautiful way of getting the look, but there are numerous "inspired by" items, often on ebay, and several excellent tutorials on how to make your own out of wire, clay and beads.

- [Official LOTR merchandise](#)
- [How to make crowns](#)

15.6 Armour

Plate armour:

- <http://www.whiteroseapparel.com/>
- <http://www.getdressedforbattle.co.uk/>

Leather plate and lorica:

- [Totally Leathered](#) [Totally Leathered](#) provides custom tooled leatherwork & bespoke armour.
- [Idiom Productions](#) Costume and Props Workshop creates custom hand-tooled leather armour, clothing and LRP weapons

Chain mail supplies and finished items:

- <http://www.theringlord.com>
- <http://www.armchair-armoury.co.uk/chainmail.htm>

Lightweight polyurethane replicas:

- <http://www.nortonarmouries.com/>

Make your own:

- [Here's a tutorial on how to make moulded leather armour](#)
- [And here's one on how to make plate out of wonderflex](#)

15.7 Shops

- [The Midgard Seamstress](#) Custom made UK LARP and Re-enactment costumes