

Table of Contents

1 Urizen people	1
1.1 Names	2
2 Urizen culture and customs	3
2.1 The Net of the Heavens	3
2.2 Arete	3
2.3 Poise	3
2.4 Privacy and politeness	4
2.5 Communal meals	4
2.6 The Heliopicon	5
2.7 Art	5
2.8 Funerals	5
3 Urizen look and feel	6
3.1 Overview	6
3.2 Feel	6
3.3 Breakdown	6
3.4 Urizen Costume	8
3.5 Jewellery	10
3.6 Armour	11
3.7 Weapons	12
4 Urizen history	15
4.1 Joining the Empire	15
5 Urizen leadership	17
5.1 Leading a territory	17
6 Urizen economic interests	19
6.1 Architects	19
7 Urizen military concerns	21
7.1 Sentinels	21
8 Urizen religious beliefs	23
8.1 Illuminates	24
9 Urizen magical traditions	25
9.1 Magi	26
10 Urizen hearth magic	28
10.1 Light	28
10.2 The eye	28
11 Urizen lineage and species attitudes	29
12 Urizen territories	30
12.1 Morrow	30
12.2 Zenith	30
12.3 Redoubt	31
12.4 Spiral (Lost)	31
13 Urizen children	32
13.1 Things every Urizen child should know	32
14 Urizen music	33
14.1 The Music of Urizen	33
15 Urizen costumes	34
15.1 Look and feel	34
15.2 Similar nations	34
15.3 Research	34
15.4 In detail	38
15.5 Layer by layer	39
15.6 Jewellery	41
15.7 Armour	41
15.8 Resources	41

1 Urizen people



All men by nature desire knowledge.

The Urizen live in the mountains, in settlements called **spires**; clusters of buildings, halls, galleries and balconies that are carved into a hilltop or the side of a mountain peak. Spires tend to specialise. A given spire might be known for its fine craftsmanship, the beauty and artistry of its musicians, its dedication to martial affairs, or its mastery of one or more spheres of magical power.

These majestic peaks have shaped Urizen society. They are defensible, but can only support a small population. As a result Urizen is the smallest nation in terms of population, although its numbers have been slowly increasing since it joined the Empire. The small size gives every person a clear sense of their own importance and their place in the community. The Urizen philosophers claim that the high peaks allow them to maintain a sense of perspective on the world, giving them a physical distance from the turmoil of day-to-day life in the Empire that they need to be able to consider problems dispassionately.



The Urizen prize rationality and learning above all other qualities. They favour an ordered approach to life and their culture is shaped by the philosophies and ideals they have embraced. They are an ambitious people with a desire for perfection in all things and most Urizen spend what time they can in study, contemplation and practice. Scholars and philosophers are prominent but magic is considered the highest discipline of all in Urizen and their most prominent citizens are usually powerful mages.



Urizen love to see practical applications of knowledge, lore and philosophy. While learning for its own sake is laudable, the Urizen value much more highly knowledge that is used to create tangible benefit ? to change the world, even in a small way. They are credited with creating whole branches of natural philosophy and mathematics, formalising and codifying ideas such as algebra, geometry and trigonometry. They are most proud of practical inventions such as the telescope or the many magical rituals they have created. They apply their learning to make their lives more comfortable and fulfilling, and strive for the ideal of achieving something elegantly and with the least expenditure of effort.

Urizen aspires to a sense of timeless tranquillity. They seek to cultivate serenity and calm in themselves and in their environment. Most Urizen live a structured life that provides a foundation for them to build their identities around. They're not moribund or calcified, but disruption of the personal daily routine is a clear sign that there are problems that demand their attention.

A desire for order and perfection in all things is what drives most Urizen. They seek mastery of the self, often through philosophies such as [Arete](#) and [Poise](#), and they employ the teachings of the [Net of the Heavens](#) to make the world around them flawless and sublime. Most strive to move the Empire towards a utopia. While different spires disagree on what constitutes the perfect society, they broadly agree it should involve the largest amount of happiness for the largest number of people.

The archetypal Urizen is an educated person who applies their learning and discipline to every part of their life. An individual Urizen might easily be an implacable blade-master, oratorical reformer, dedicated natural philosopher, wise theologian or powerful magician. Wherever possible they seek to expand their understanding of the world and their role within it, and apply that understanding to achieve their goals.

1.1 Names

Urizen names are inspired by Roman and Byzantine names. They do not use the classical Roman three part name and comic pigeon Latin should not be used but the classical roots give a single name the right air of timelessness.

Formally, all Urizen append the name of their spire to their title. Spires are small enough that the occupants can avoid naming children with names used by other living residents of the spire, so the Urizen have no need of family names. If two Urizen with the same name do end up living in the same spire then one or both of them are usually given an appropriate epithet by the peers, e.g. "Portia the younger".

Spire names tend to be in English, and are usually descriptive. For example; Evenspire, White Marble Spire, Spire of the Immaculates.

1.1.1 Sample names

- **Male:** Aeneas, Aquila, Belisari, Cyrus, Drusus, Felix, Florian, Hadrian, Majorian, Marcus, Octavius, Seneca, Severus, Tacitus, Vaanes, Zeno.
- **Female:** Adula, Alba, Camilla, Flavia, Julia, Livia, Martina, Megaris, Nicasia, Octavia, Priscilla, Portia, Sabina, Sophia, Tatiana, Valeria.

1.1.2 Naming resources

- [Roman names](#)
- [Byzantine male names](#)
- [Byzantine female names](#)

2 Urizen culture and customs

2.1 The Net of the Heavens

The Urizen embrace an image of the world they poetically call the **Net of the Heavens**. It is a metaphor that defines human interaction and history as being made up of ?nodes? or ?knots? ? pivotal people and events that shape everything around them. For actions to be effective they must operate on these nodes, otherwise effort is wasted. By influencing a powerful node, an individual can exert influence over events and individuals he has no personal connection to and produce results out of all proportion to the energy expended. Learning to possess Arete and Poise are seen as prerequisites for being able to reliably manipulate the Net of the Heavens.

2.2 Arete

The principle of **Arete**, the idea of excellence in all things, is central to the Urizen way of life. The word means something close to "being the best you can be", or "reaching your highest human potential". It encompasses courage and strength in the face of adversity. Arete is frequently associated with bravery, but more often, with effectiveness. The man or woman of Arete is a person of the highest effectiveness; they use all their faculties: strength, bravery, wisdom, and guile, to achieve real results. Arete involves all of the abilities and potentialities available to humans.

We do not act rightly because we have virtue or excellence, but we rather have those because we have acted rightly.



2.3 Poise

Linked to Arete is the idea of Poise. The Urizen are wary of instinct and emotion, believing that people who allow their passions to move them rather than their higher minds are prone to acting irrationally and ineffectually. To allow the self to be overwhelmed by emotions undermines the basic goals of Arete. ?When one speaks angrily,? an old saying goes, ?only the anger is heard.?

Many Urizen actively disdain uncontrolled public expressions of emotion, and this gives them a reputation for being haughty, cold individuals. In truth they feel their emotions as deeply as any, but they strive to master their emotions and subordinate them to their rational spirit. The Urizen believe that you draw your strength and impetus from your emotions, but the emotions must be controlled for this to be usefully directed.

Rather than subdue or suppress their emotions, Poise is the practice of allowing yourself to feel your emotions as deeply as possible yet retain perfect self-control. Practitioners seek to hold themselves in a state of equilibrium so that they channel the strength of their emotions at the perfect moment. A common drill used to develop poise is the ?deep breath? ? a simple meditative technique where before undertaking any challenging activity the individual takes a breath and holds it while taking a moment to harness their emotions and decide how they will act. When the student breathes out, often explosively, they spring into action.

Anybody can become angry - that is easy, but to be angry with the right person and to the right degree and at the right time and for the right purpose, and in the right way - that is not within everybody's power and is not easy.



2.4 Privacy and politeness

Urizen place great stock on politeness and good manners. Their nation is a place of competing and sometimes incompatible philosophies. It is also a nation where it is easy to become isolated from your neighbours. As a consequence, a level of assumed respect reduces the likelihood of a misunderstanding souring relations.

Urizen tend to value their privacy, and be very aware of their personal space. Theirs is a mountainous nation, but the spires are built on a larger scale than most Imperial citizens would be familiar with. The citadels, towers, balconies and houses of Urizen often extend a short distance into the stone of the mountain itself, and these galleries are intended to be as airy and open as Urizen engineering can make them. As a consequence, some Urizen suffer from symptoms akin to mild claustrophobia.

This extends to their social lives as well. Urizen generally have a larger personal space than other people, and some become uncomfortable if they are pressed together with other people for long periods of time. Even spouses tend to maintain separate apartments, albeit with a shared communal area. Urizen bow to others as a mark of respect rather than shaking hands. A handshake is a greeting between close friends, while a hug or embrace is rare except among lovers, trusted confidants and close family members. Physical intimacies are always offered, rather than forced on someone.

2.5 Communal meals

Urizen food tends to be simple, but supplemented by a dazzling array of spices and sauces designed to make a limited palette of foodstuffs raised on the mountainsides more interesting. Most Urizen communities make an effort to attend a communal evening meal, characterised by lively discussion and debate. This expectation that the day will end in a communal meal helps to create a feeling of community and continuity for the Urizen people. Many spires add additional traditions, such as music and poetry, to cement the importance of this community time. A religious spire may add prayers before and after the meal, while a martial spire might use regular sparring to work up an appetite for supper.



2.6 The Heliopticon

Much of Urizen is hard to cross and physical messengers travel slowly. The nation is united through the use of the Heliopticon ? a series of polished bronze mirrors used to send messages across great distances to nearby spires using a simple code of short and long flashes (this is represented by [international morse code](#)). To an outsider the Heliopticon is a technical marvel, but the Urizen appreciate that the true brilliance of the Heliopticon is the cipher of flashes used to send the messages rather than the method used to create them.

2.7 Art

Artistic Urizen love poetry, but their work tends to follow strict structural rules. Urizen poets are expected to be technically excellent, and are applauded for their clever use of structure and meter. They also value sculpture and painting, again preferring a technically adept piece of work that appeals to the reason and is aesthetically pleasing.

2.8 Funerals

Most Urizen embrace the idea that this flesh is just a vessel through which the soul happens to be passing on its road to enlightenment. After an individual is dead, the body should be treated with respect but it is fundamentally an empty husk. Bodies are interred with minimal ceremony in quiet mausoleums built on the lower slopes beneath a spire. They are rarely entombed with grave goods or marked with great ornamentation. Influential and inspiring figures are recalled in bas-reliefs and statuary that decorates a spire, but it is a rare Urizen whose biography, journals and collected letters cannot be found in the library at the heart of a spire.

3 Urizen look and feel



3.1 Overview

The Urizen look draws heavily on classic fantasy images of high elves and wizards. The colours are primarily a wide range of light pastel shades but strong dark colours like midnight blue or blood red can be appropriate for the right character.

Robes are worn long and draped over the body with layers of different materials in complementary shades. The materials themselves are usually plain, the most common decoration is complex embroidery of looping spirals. Materials suggest a refined, elegant people - linen and silk.

Jewellery is common particularly worn around the neck and in the hair. Stylised gold or silver chains in loops and swirls that are suggestive of a net are best.

3.2 Feel

Calm, refined, poised, elegant, wise, ageless, graceful, serene, focussed

3.3 Breakdown

3.3.1 Influences

Ars Magica, wizards, Lord of the Rings high elves

3.3.2 Materials

Primarily cotton, linen or silk. Wool is possible but less common, fur should be avoided except for trimming.



3.3.3 Colours

The palette is usually light pastel shades but some characters may adopt a dark primary colour, midnight blue, blood red or hunter green.

3.3.4 Clothing

Urizen clothing is usually layered robes that hang from the shoulders. Often the layers are tied at the waist or belted before flaring out again to cover the legs. Sleeves are often long and voluminous.

Ideally, clothes are layered to achieve warmth, rather than being made from thicker or warmer materials like wool. Cloaks and mantles may be added for warmth in cold weather.



Garments may include high collars, or have material gathered around the neck. Most outfits are made in two, or three at most, complementary colours and are often embellished with intricate looping embroidery.

Garments are often belted or worn with a sash which may be long and ornamental.

3.3.5 Armour

Whether metal or leather, armour is often banded or segmented to ensure ease of movement. Women's armour may be shaped to fit the contours of the upper body; the ideal armour gives a sense of being fitted, as if it were an extension of the wearer's body.

3.3.6 Shields

Shields are often heavily curved to remain close to the body in use. The ideal shield is highly ornate and reflects the high-fantasy character of the nation.

3.3.7 Weapons

Pole-arms such as spears or staves are favoured rather than longer or heavier equivalents like pikes or halberds. Glaives, a long shaft ending in a blade are popular. Swords are favoured in place of axes or maces. Urizen weapons suggest grace and speed rather than weight and power.

3.4 Urizen Costume

The favoured urizen costume is long robes or coat like garments that hang from the shoulders. These may be worn loose or belted or buttoned at the waist. This garment is tied with an embroidered sash - an iconic look for the nation.

A complete outfit includes layers of garments in matching or complementary colours, often with a high collar or material worn around the throat. Garments often include intricate embroidery of looping swirls in a contrasting colour.

Light pastel shades are common, but garments can include darker colours for contrast.

Dark shades of blue or red can work well especially if highlighted with a lighter colour. A costume of purely dark shades like the purple and black outfit is difficult to pull off. The iconic design, complex cut and layering make this one look right.





3.5 Jewellery

Silver and gold jewellery is common, usually worn around the neck, brow or hair. The ideal pieces are long interlocking chains suggestive of a net.





3.6 Armour

Armour is usually fitted closely to the body and often banded to emphasize flexibility and movement. Helms, shields and pieces of armour are often shaped and curved in stylised ways to appear more elegant.





Armour should be well fitted. The classic fantasy shaped breastplate is an ideal option for female Urizen warriors if they want to wear that.

3.7 Weapons

Bows are far more common than crossbows, which do not fit the style of the nation with its emphasis on lithe, graceful movements. The ideal weapons are stylized swords, potentially with a slight curve to the blade, that look light and designed for swift graceful movements.







4 Urizen history



Centuries ago, humans ascended the mountains of Morrow to move away from the orcs that were dominating the fertile plains. When they reached the peaks, they found ruins that were clearly not of human origin. They discovered no remnants of the original inhabitants, nor any suggestion that they had been destroyed in a catastrophe. There were simply great, empty halls carved into several of the most magically attractive peaks.

These echoing galleries formed the heart of the first half-dozen Urizen spires, and remain an enduring mystery that is still debated by scholars. The people who made these galleries were probably humanoid, albeit slightly larger than humans, and spent a lot of time studying the night sky. These forerunners had an advanced grasp of the lore of the Realms of [Day](#) and [Night](#), but no apparent concept of the other four [Realms](#).

Initially the main appeal of their mountainous home was their defensibility. As they explored further they encountered many places with a strong natural aura of magical power. The mountains were also rich in mineral wealth that helped their crafters create numerous wonders. They used their magic to ameliorate the problems of creating dwellings and producing food on the inhospitable mountains. As the decades passed, the people developed into the Urizen.

The arrival of humans from across the sea was welcomed by the Urizen. They initiated diplomacy with the [Highborn](#) and the [Dawnish](#), and maintained cordial relations with Highguard thereafter.

4.1 Joining the Empire

While the First Empress had the support of a handful of Urizen, the nation as a whole declined to join her nascent Empire. The First Empress was a powerful warrior and an inspirational general, but Urizen magicians predicted disaster if their nation joined an Empire led by a conqueror. Despite efforts to persuade them that their concerns were unfounded, the people remained adamant; they would not join the Empress' cause. One of her loudest critics, Tiberius of Sunspire asked her "*Who will rule your empire when you are gone?*" a question to which she was unable to supply a satisfactory answer.

At this time in [Varushka](#), a cabal of undying sorcerers called the [Volodny](#) raised an army under a powerful Boyar named Alderei the Fair. Born of the Ushka tribes, distant cousins of the Urizen, some of the Volodny assumed that their distantly shared heritage, common interest in magic and refusal to join the Empire made the Urizen their natural allies. One of their number, Kareina of the Swans, initiated secret negotiations with several spires to gain support for their plans which involved the creation of an empire of their own, controlled by the Volodny. Foremost among the Urizen diplomats who met with her was a respected arbiter called Tiberius of Sunspire - the same man who had delivered the Urizen decision to representatives of the Empress. He presented a neutral face to Kareina, neither encouraging nor discouraging her, until such time as they had revealed many of the Volodny plans. He then chose to oppose the Volodny. "*We would not support a conqueror whose heart was filled with the best of intentions,*" said Tiberius of Sunspire to the outraged Kareina. "*Why would you believe we would support one driven by bitterness and spite?*"

The Urizen would not commit military force to aid the Empire, but three dozen powerful magicians drawn from all across the nation travelled to Varushka to offer support to the Imperial forces. The Volodny had raised a dread pall over Alderei's armies that spread fear and confusion among his opponents. The Urizen magicians were able to use powerful ritual magic of the Day realm to first understand the magical effect, and then to pierce and scatter it for a short time, allowing the Imperial forces to attack Alderei. Taking advantage of the respite the spell offered, the Imperial armies defeated the wicked Boyar and scattered his forces.

Some of the Empress' supporters assumed this assistance meant the Urizen were prepared to join their cause, but once the battle was over the remaining Urizen magicians - many of them shattered in spirit, exhausted in body, or casualties of the battle - simply returned to their mountains. They

took no part in mopping up the remainder of Alderei's supporters, and gave no indication that their people considered becoming a permanent part of the Empire to be any more appealing than they had before.



The Urizen watched the development and consolidation of the Empire, and welcomed diplomats and trade, but maintained their distance. After the death of the Empress, they watched as her successor was appointed by the Senate, and as he in turn began to create and reinforce the structures of civilisation that ensured that the Imperial citizens would prosper. He travelled to their mountains along with a number of ranking civil servants, and met with many influential arbiters. He laid before them his plans for the construction of a rational, ordered society based on merit and personal drive. He made it clear that he would continue with or without the support of the Urizen, and that the Empire would remain militarily powerful, but that the assistance of the Urizen could keep it from collapsing into anarchy or becoming a barbaric force focused entirely on conquest. Several of his allies engaged in debate with Urizen critics, arguing that the Empire would be a force for civilisation and stability, using clear examples of the work they were already doing in that regard.

Swayed by a vision of an organised society, the Urizen consulted their auguries again. This time Urizen magicians predicted disaster if their nation did *not* join an Empire led by a peacemaker. After several more weeks of debate and discussion, they agreed to join, helping to create the [Conclave](#) as a body of representation for every magician that would share magical learning and ensure that it was used to the benefit of the Empire rather than its detriment.

Urizen benefited strongly from joining the Empire. Food imported from the Marches allowed the spires to grow and freed people to devote more time to training and study allowing Urizen to develop into the nation of magicians and scholars it is today. The Empire gained more than just their magical lore and skills; shrewd interventions by the first Urizen senators transformed the tests of citizenship adding literacy, numeracy and theology to the requirements needed to pass. In the decades that followed, their adroit manipulation of the role of the civil service was instrumental in raising standards of education right across the Empire.

5 Urizen leadership



Magic is seen as a mark of a rational and learned mind and more importantly as the most powerful tool that an individual or group can wield. The Urizen maintain that those who best understand the world are the ones best suited to lead it, and they look to their most powerful mages for leadership. Every citizen is encouraged to learn a little magic, whether it is practical spellcasting or superior craftsmanship, but ritual magic, the mastery of the lore of the **Realms**, is regarded as the highest calling.

Most Urizen **spires** appoint an arbiter whose role is to resolve disputes, and represent the spire to others. Traditionally the individual who is deemed to demonstrate the most complete **Arete** is asked to take the position. In most spires this will be the wisest and most skilled mage, but a martial spire is more likely to choose a weapon-master than a magician.

There is little history of open military conflict between Urizen spires. Cooperation between neighbours is the norm in Urizen, but disputes between spires whose councils differ on political, social or ideological grounds are commonplace. Even before Urizen joined the Empire, such conflicts were almost always settled through debate, often with the assistance of a judge or mediator from a neutral spire.

Urizen are passionate about politics. Being able to debate competing points of view and achieve consensus is seen as a high art form that raises humans above animals. It also makes civilised people superior to barbarians who practice brute force approaches to leadership. The Imperial Senate is held up as a great triumph of the Empire, although they are often disappointed by the way the other nations choose to exploit the Senate, especially how they pick their Senators.

5.1 Leading a territory

Urizen Senators are determined by magical ability. All Urizen who live in a contested territory are eligible to vote, provided they demonstrate some mastery of ritual magic. Each spire in the contested territory can put forward a candidate, and each citizen receives a number of votes based on the breadth and depth of their Realm lore skills. The candidate with the highest number of votes becomes the Senator for the territory.

Candidates are encouraged to engage in open debate about their intentions, political views and agendas while the election is taking place, leaving votes to be collected by civil servants or representatives of the spire in question. The Egregore often chairs the debates, although it is not uncommon for a third-party mediator to be selected from outside the territory.

Many Urizen dream of a utopia and strive to share that dream with the Empire, partly by example and partly through education. The belief is that the wisest and most educated should lead by example, and that mages who have the greatest understanding of the cosmos and the greatest personal power should shepherd their fellow humans for the good of all.

There are three principles in a man's being and life, the principle of thought, the principle of speech, and the principle of action. The origin of all conflict between me and my fellow-men is that I do not say what I mean and I do not do what I say.

5.1.1 Torchbearers

One of the most active political movements in Urizen is that of the torchbearers. This loose society is dedicated to uncovering the truth about important events and reporting their findings to as many people as possible. They adhere to a philosophy that suggests the only way to ensure the Empire remains "honest" is to ensure that the citizens are kept informed of what is going on around them, so they can make sensible decisions and appoint virtuous Senators. They dislike secrets, especially political secrets. The torchbearers regularly clash with those who rely on secrecy to get their work done, and with the [Highborn](#) archivists who are often frustrated by their insistence on spreading information to everyone without any regard for the potential repercussions.

The torchbearers are drawn to places where important events have happened. Some live among strangers, to learn as much about them as they can and help spread understanding between nations. Some are active in ensuring that the citizens of the Empire receive a good education. Others dedicate themselves to certain specific forms of truth ? they become battle observers or political commentators. Most are involved in writing and publishing journals or pamphlets, or maintain a wide circle of correspondents with whom they share their findings.

There is no formal torchbearer organization, and not all torchbearers are Urizen. Those who feel a strong affiliation for this philosophy tend to wear a badge, pin or piece of jewellery in the shape of a lit torch, to allow easy identification of other sympathisers..

6 Urizen economic interests



Urizen is not an economic powerhouse. There are a number of mines that produce magical materials, but there is rarely a surplus of anything else and the mountainous terrain makes the transport of bulk goods very difficult. Where they do excel is in the creation of magical implements. The masters of these professions are figures of influence and prestige in Urizen. While they rarely master the [Realm Lores](#), the prevalence of magicians in Urizen means there is a constant demand for wands, staves, rods and ritual accoutrements of all sorts. Further, trinkets, amulets and talismans are popular with all levels of society ? they represent tangible pieces of magical power that can mark status and wealth more effectively than any number of jewelled rings or necklaces.

Menial labour in Urizen is mostly performed by magical constructs called *ushabti*. These humanoid figures are composed of wood and clay, and animated by magical energies. They are unintelligent, unaware, and have no personalities, constructed to perform a handful of simple tasks repetitively. Field ushabti work the small farms, mine ushabti dig and extract ore, and builder ushabti perform construction work and general labour. A group of ushabti is usually overseen by a single person, who gives them their instructions and the small amount of mana they need to function. Ushabti left unsupervised have a tendency to get into trouble due to their virtual inability to react to unexpected situations. Their main value lies in allowing their supervisor to get a lot of menial work done with minimal effort, generally leaving the person free to read, study or practice while keeping one eye on the ushabti.

Ushabti are constructed without facial features. A few Urizen use servant ushabti, distinguished from the labouring ushabti by more delicate construction and usually "humanized" by giving them a clay or porcelain mask to wear. These servants are useful for simple tasks, but getting them to do anything more complex than serving wine or washing dishes tends to require so much supervision that it is rarely practical.

While Ushabti are about as strong as a fit human they are fragile - a single solid blow is usually enough to disrupt the magic that animates them, regardless of attempts to armour their form. They are almost useless on a battlefield; although they are occasionally used to supplement defensive emplacements, they are rarely very effective except in large numbers. They function best in the mountains of Urizen, and are more effective the higher up the mountains they are. Outside the nation, Ushabti break down quickly, are even more unresponsive, and are generally considered fascinating curios rather than a potential replacement for human industry.

In a country well governed, poverty is something to be ashamed of. In a country badly governed, wealth is something to be ashamed of.

6.1 Architects

Some Urizen make a study of economics, the way that money moves around and influences the world. These scholars, called architects, see money as a powerful tool for influencing people and changing society for the better. Originally the architects were skilled masons, designing and constructing dwellings for the Urizen people. However the term has come to describe any individual who uses a meticulous approach to look for ways that investment and improvement can make the Empire more successful and effective.

Individual spires sometimes raise funds by performing rituals for payment, for other spires or representatives from other nations. For some spires this is little more than a way to raise funds to pay for mana and materials for their own work. But spires where most of the mages are architects or spires dominated by architects proactively seek to sell their skills in this way. Magic is the most powerful tool for influencing the Net of the Heavens and mages who are architects strive to develop and perform rituals that can enhance the effectiveness of every part of the Empire. Such spires can grow wealthy indeed, if they are skilled at utilising their magical [Arete](#) to transform and improve the Empire.



Architects disdain ?shopkeepers?, people who buy things and simply wait for customers to purchase from them. Architects seek out individuals who can benefit from the skills or commodities they are selling and convince them to invest their money in whatever service the architect can provide. They make an effort to study the world around them to try to understand what improvements and investments are needed and who is best placed to carry that out. Through investment and mercantile activity they seek to change the world around them.

For many architects, this is nothing more than another expression of the [Net of the Heavens](#), the idea that wealth is simply a tool and that they are seeking out the nodes, the people and moments in the net where wealth can be best employed to produce the most dramatic changes. Of course such opportunities might well yield some of the best profits, but riches are not the primary concern for most architects. The majority are driven by a desire to change the Empire, to strengthen and enrich it, so that it grows ever more perfect. A Merchant Prince of [The League](#) might bemoan the actions of a dozen imitators who copied his original idea ? whereas a true Urizen architect would be delighted to achieve so much with so little personal effort.

If you think in terms of a year, plant a seed; if in terms of a decade, plant trees; if in terms of a century, teach the people.

7 Urizen military concerns

Courage is the first of human qualities because it is the quality which guarantees the others.

The Urizen contribute only a single army to the Imperial Military, but they have a history of providing important arcane assistance in wars against the Empire's magically capable enemies. This history began even before they joined the Empire, with several notable Urizen magicians providing pivotal assistance to the Empire in the war against *Alderei the Fair* and the *Volodny* sorcerers. This earned them the hatred and enmity of the Volondy, but it created a precedent for future conflicts. When the Imperial Armies march to war against a foe that uses magic, the Urizen magicians work to provide what support they can.

In theory each Urizen *Spire* maintains its own defences, but it is common for spires to collaborate to construct a spire in such a way that it can protect all its neighbours. These military spires ? called citadels ? are built at strategically important points and are usually heavily fortified. They attract individuals of a martial bent from all over the nation, drawn by the opportunities to practice their skills and hone their fighting *Arete*.

Citadels are often constructed on Urizen's borders, where they can guard important passes, but there are dangers throughout the mountains of Urizen. Brigands and bands of indigenous orcs threaten civilisation and the many powerful magical auras that afflict the region create problems of their own. A key advantage of the *Heliopticon* is that it allows for the transmission of messages between spires without the need to traverse the dangerous valleys and passes that lie between them.

Swords, spears and glaives are the favourite weapons; axes, maces and flails are considered to be heavy and ungainly weapons by many. Urizen masters teach their students to see a weapon as a tool to control the space around them, they prefer longer weapons with which they can keep an enemy at a distance. The Urizen disdain wrestling and pugilism. This is partly a result of their desire to keep people outside their personal space but fighting without a weapon is seen as ineffectual and barbaric ? a waste of effort and energy that is the very opposite of the *Net of the Heavens* and a higher mind. ?*Animals fight with their hands?* is a common rebuke for Urizen children caught fighting.

7.1 Sentinels

Although most Urizen view skill with ritual magic as a sign of fitness to govern, ultimately it is excellence they respect. *Arete* is about skill, precision and effectiveness with one's chosen art; a skilled warrior receives more acclaim than a careless mage. Those who train themselves to fight without using magic are unlikely to be considered for high office but they can still gain the respect of their peers. To do so requires more than just skill at fighting however; to demonstrate *Arete* as a warrior requires an individual to show a mastery of all aspects of warfare.

Those Urizen warriors who strive to achieve this ideal call themselves sentinels. They combine study of strategy, tactics and the mastery of weapons and armour with knowledge of history, magic, religion and philosophy. They study not only the practical arts of fighting, but also the theories of how and why men and women fight, what it means to be a warrior, and the ethics of violence and killing. A few possess some magical ability, but just as often they are dedicated fighters who leave the practice of magic to their charges and allies.



Some sentinels choose to focus their fighting skills, devoting their life to the goal of mastering a single weapon. Sentinels who choose this path are less likely to learn magic, as the time required makes it harder to master their chosen weapon.

The alternative is to seek to develop equal skill with all weapons of war. This approach stresses flexibility, the idea that the ultimate warrior is one who can adapt themselves to any need. Sentinels who choose this path are much more likely to learn healing or combat magic, viewing magic as one of

many weapons they can wield as circumstances require. These individuals tend to prepare the weapons and armour for each battle, depending on who they are fighting and in particular on who their allies are ? specializing in supporting or complementing their allies approach to the battle.

Sentinels strive to be mindful of the Net of the Heavens. To be effective requires a warrior to identify the perfect moment for a strike. Prolonged engagements are wasteful and to be avoided where possible; the ideal strategy commits troops only at the pivotal moment when they can transform the outcome. Sentinels are far from pacifists, they actively seek out battle, the better to master their skills and demonstrate their Arete, but the best generals are those who can achieve victory without wasted lives or effort.

When fighting alongside other nations, sentinels often prefer to stay in reserve, avoiding the front lines of a battle ? they observe the unfolding conflict and quickly decide where their particular skills can make the most difference to the outcome, then employ those skills with ruthless effectiveness before moving on to another crisis point. This often means engaging at the point where fighting is most fierce, bringing relief to beleaguered allies who are about to be overrun.

I hear and I forget. I see and I remember. I do and I understand.

8 Urizen religious beliefs



Faced with what is right, to leave it undone shows a lack of courage.

With its emphasis on philosophy and an ordered and rational life, it is no surprise that virtue and religion are important in Urizen. Most Urizen try to live virtuous lives and many believe that virtue is essential for **Arete**, that people can only be truly effective when they act in a virtuous manner, or that **Poise** cannot be achieved while giving in to base urges. In particular, a philosophical understanding of the **Way of Virtue** is regarded by most Urizen as a matter of concern and interest to all, rather than the prerogative and business of priests.

The Way of Virtue promotes behaviours that allow civilisation to prosper. Individuals who are virtuous encourage others around them to be more virtuous, and discourage self-serving or slothful attitudes. **Highguard** priests argue that virtue and vice are "contagious", that virtuous individuals promote virtuous behaviour in those around them, and vice versa. The priests of the Urizen do not deny this idea, but from their understanding of the **Net of the Heavens** the priests of Urizen perceive a deeper truth.



8.1 Illuminates

The Illuminates of Urizen are priests who combine a unique appreciation of the Net of the Heavens with a dedication to the Way of Virtue. Where other Urizen seek to understand the world around them in terms of pivotal nodes, individuals and events which dominate and control those around them. The Illuminates seek, instead, to identify virtuous individuals and work to make them into pivotal nodes, to put them in positions or bring them to events that will prove pivotal.

The idea is compellingly simple; by making a virtuous individual into a pivotal node, that node then influences all those nodes that are connected to it. The more pivotal the node, the greater the influence? the more virtue takes root and spreads across the Empire. The obvious way to make an individual into a pivotal node is to put them in a position of command within the Empire; a courageous general will inspire his troops to greater loyalty and courage, a prosperous senator will enable prosperity and ambition throughout his nation. Ultimately though anything that serves to make a virtuous person become a pivotal individual achieves the Illuminate's objectives.

Vice is just as contagious as virtue, so Illuminates also seek to identify vile individuals, those who lack the virtues, and eliminate them. There is nothing particularly underhand about this; most Illuminates are priests who actively serve in the Synod, which has the power to remove anyone from Imperial office if their behaviour is deemed sufficiently unvirtuous. By bringing evidence of vile behaviour before the Synod, the Illuminates can remove those whose behaviour is influencing the Empire in the wrong way.

On the face of it, the Illuminates appear little different to most Highguard Inquisitors or to any other priests concerned with vile behaviour. The difference is that the Illuminates are not concerned with the behaviour itself, but rather with the influence that the behaviour has on others, by way of the connections between them. A high ranking Imperial general whose selfish behaviour does not affect his ability to do his job is of little concern to an Illuminate.

The other approach for Illuminates is to identify pivotal individuals and encourage them to become more virtuous. All the nodes in the Net of the Heavens influence each other, as well as the space between them, so a powerful node can still be affected by bringing another node into contact with it. A powerful senator prone to graft and corruption may be made more prosperous and loyal simply by the presence of a secretary in his entourage who is known for his honesty.

The goal of the Illuminates is to work to make the entire Empire more virtuous. But rather than deliver sermons to a congregation of dozens they seek to transform pivotal individuals; the ultimate goal is that all the nodes of the Net of the Heavens should be occupied by virtuous individuals. By such methods the Illuminates will transform the entire Empire.

8.1.1 Questors

Some Urizen regard the Way of Virtue as an unfinished work, as incomplete revelation. These individuals, often called Questors, seek to challenge themselves and others by questioning the dogma of other priests. They use doubt and logic as tools to explore the meaning of faith and the purpose of virtue. They are often at odds with the priests of Highguard, and are known to question what the exact role of priests should be in religion? they regularly propose that priests have a responsibility to guide and offer advice, but that they should not attempt to make individuals undertake or avoid certain types of behaviour because by doing so they are damaging the soul's progression towards enlightenment.

There is a subset of Questors who go so far as to actively discourage the use of evocative Liao ceremonies, such as Consecration or Anointing, claiming that they interfere with the pure rational and objective pursuit of a virtue. These Questors, referred to by some as Lucidians for their commitment to clarity, are often excellent exorcists but who are as like to banish a virtuous aura as a malign spiritual presence, an attitude which has caused some tensions and conflicts with other priests, including accusations of Idolatry (from the Lucidians) and Blasphemy (from Wayfarers and other priests).

9 Urizen magical traditions



To conquer yourself is the first and noblest of all victories.

When a citizen of the Empire thinks of the Urizen, it's usually a magician they imagine. Whether a priest, a soldier or a merchant, it is quite common for an Urizen to know an incantation or the fundamentals of a magical lore.

The mountains of Urizen are rich in raw magical resources but they are even more rich in lore and recorded knowledge. There are libraries here that have been collected and expanded over five hundred years, but the magicians don't rest on their laurels; they quest constantly to improve and increase their understanding of magic.

When Urizen joined the Empire they were instrumental in the creation of the [Conclave](#), the great body of magicians that support the Empire with their arcane skills.

Magic is viewed as the most potent tool an individual can wield to change the world. As nodes in the [Net of the Heavens](#), mages are inherently more pivotal than those around them because they can use magic to achieve far-reaching and dramatic changes. Magic can be dangerous, however: too much magic can warp an individual's consciousness or taint an area of land. Reliance on one [Realm](#) of magic can create imbalances with terrible consequences. What is more the Urizen know that individual magicians in other nations rival or even exceed the power of the Urizen though they lack their perspective and understanding and this makes them dangerous. Yet at the same time these magicians are the peers and potential allies of the Urizen magi, they just need guidance.

By bringing magicians together, the Conclave makes it easy for the Urizen to assess their peers, to identify those magicians amongst the other nations who are pivotal nodes. By working together in the Conclave, they can more easily influence their colleagues and thus ensure that the magicians of the Empire are effective and work to improve the Empire.



9.1 Magi

Some Urizen take an interest in the workings of other Imperial bodies, like [the Senate](#), [the Synod](#) or [the Bourse](#), but the majority regard the Conclave as the most important political arena in the Empire, a reflection of the importance which the Urizen place on magic. One exception to this attitude are the magi, the political magicians of Urizen. A magus sees an equivalence between politics and magic. In both, carefully chosen words and gestures, a strong will and a keen intellect allow one to achieve results far beyond what one could achieve using only one's body. Magic is notoriously unreliable at influencing the hearts and minds of thinking beings, whereas a charismatic steward of [the Marches](#) or a silver-tongued Sarvosian [Mountebank](#) can achieve incredible results without using the tiniest bit of actual magic.

Whereas the stargazers and seers look beyond the world, and beyond the present, the magi are focused on the here and now. Using the [Net of the Heavens](#) as a model, they seek to become powerful nodes in their own right, building alliances and exerting influence over others to achieve their ends. They feel a natural affinity for other magicians, but they also realise the value of using their magical abilities to help their allies and build interlocking webs of favour and influence. Where reason and debate are insufficient, the magi use magic and more mundane methods to learn everything they can about their political opponents, reasoning that the more they know the more likely they are to find some lever that will allow them to bring their rival around to their way of thinking.

Magi do not restrict their political ambitions to the mortal world; the [Eternals](#) are powerful and are clearly pivotal nodes in their own rights, even if they are not part of the Empire. Where other nations may find the Eternals suspect, the magi believe fundamentally that the Eternals are a ?knowable quantity.? Their restricted nature as compared to humans means that mortals will always eventually get the better of them, provided they approach them rationally and with care not to become overconfident.

9.1.1 Stargazers

Some Urizen magi have little or no interest in politics. The stargazers are interested in magic itself, performing research and experiments seeking to advance understanding and exceed the known limits of magic. They study magic not just for the power it grants, but so that they can understand both it and the complex laws that govern it. Although only a few stargazers are interested in astronomy they take their name from those amongst them who meticulously chart the course of the heavens.

A common theory among the stargazers is that there is at least one more [Realm](#) ? the seventh Realm that represents the unknown. This seventh Realm, if it exists, is concerned with things that humans cannot conceive of, and may be related to the process of reincarnation. Attempting to understand the seventh Realm is a complex mental exercise ? how does a human mind conceive of something that is by its very nature impossible to imagine?

Another common theory held by stargazers is that there are probably eight Realms, although there is bitter division over what these Realms might be. The most widespread belief is that the four ?physical? Realms ? [Spring](#), [Summer](#), [Autumn](#) and [Winter](#) ? should be mirrored by four ?spiritual and mental? Realms ? that there are at least two more Realms, the counterparts to [Day](#) and [Night](#).

The stargazers maintain that the Realms can be a positive influence on the world, but only so long as no one Realm dominates the others. All six realms possess qualities that are valuable, especially in moderation. Many stargazers perform experiments designed to create balance between the influence of the realms, or to highlight positive elements rather than negative. The ultimate goal is to create a fabled state they variously call ?celestial harmony? or ?the omnihedron? that will help usher in a state of perfection on the mortal realm.

Stargazers are also interested in the Eternals, for obvious reasons. As denizens of Realms beyond the mundane, the Eternals may offer insights that can unlock the secrets of the Realms and the physical world. Stargazers relish the opportunity to engage with friendly Eternals in discussions about philosophy and theorising about the nature of existence.



Image courtesy of Totally Leathered

9.1.2 Seers

The seers of Urizen maintain libraries of lore gathered from across the Empire and beyond. Honed and refined by generations of study and discussion, these libraries rival the great libraries of [Highguard](#). Urizen does not limit itself to magical lore; everything can be quantified, charted and recorded and to lose or waste knowledge is a dreadful thing. Recording and gathering wisdom and knowledge of the mundane world helps them to a greater understanding of how to apply their magic to the best effect.

The seers always attempt to maintain perfect detachment from the events they are recording, no matter how painful or unpopular those facts might be. Most seers are masters of the Day Realm, able to perform powerful divination rituals. They know that success in divination relies upon having the most accurate possible information, so they regard personal opinions and interpretations as flaws. It is perfectly appropriate for an Urizen to hold an opinion on his data, to have interpretation of what it means, the seers just don't believe that mere opinions merit being written down.

The clashes between [Highborn archivists](#) and Urizen seers and [torchbearers](#) are notorious. Seers are outraged by what they see as the archivists' cavalier approach to the facts while the archivists are infuriated by the torchbearers' insistence on spreading information to everyone. There is rarely much love lost between scholars of the two nations and they often compete with each other to possess information.

10 Urizen hearth magic



Darkness cannot drive out darkness; only light can do that.

10.1 Light

Light is a powerful hearth magic. Light dispels darkness; it allows one to employ one's sense of sight; it represents clarity and reason. It is the light of truth that drives away confusion and mystery, and it exposes poisonous secrets. The heliopticon is an example of the Urizen obsession with light, while the magical lightstones they invented are another. A common light in Urizen homes is a single lightstone or brazier surrounded by mirrors and lenses that focus and direct the light into all corners of a chamber. In enclosed environments such as Urizen spires and mines, fire is less than ideal. Consequently they prefer to light these places with either natural light, luminescent plants and crystals, or the reflected light of the sun or a single beacon.

10.2 The eye

The eye has a particular significance to the people of Urizen. Events that are observed gain greater significance, and it is through observation that individuals gain the perspective to make decisions. A third eye marked on the forehead is a symbol for wisdom, while eyes are often carved or painted onto surfaces both to represent vigilance and to give additional significance to events that take place near them. An Urizen ritual group will often invite one or more people specifically to act as witnesses to their rituals, to grant them additional significance. Events that are not witnessed are often suspect or wicked events.

The sun and the moon are sometimes used to symbolise the "Eyes of the Heavens." The sun is constant and a symbol of order and reason ? it travels across the sky in predictable ways. Events performed when the sun is clearly visible in the sky are "witnessed" by the sun. Likewise, the moon is a symbol of transformation but one that is regular ? it is the chaos of night harnessed to a pattern than can be predicted. At night the moon, especially the full moon, observes events. If one truly wishes to act in secrecy then one should act under the new moon, or when the moon is not visible in the sky.

11 Urizen lineage and species attitudes



Our true nationality is mankind.

Lineage is common in Urizen. The Urizen philosophers were the first to study and codify the way lineage may be passed on through bloodlines, and to describe the effects of **Eternal** supernatural influence on humans. They also have a great deal of interest in ways that Eternal influence manifests in other species.

A number of **merrow** who live in Urizen were born in the Brass Coast. The Freeborn see the calm nature of the Merrow is being at odds with their way of life and it is true that merrow rarely find themselves comfortable in Freeborn society. Many Freeborn parents of a Merrow child will take that child across the bay to Urizen, where the child will find a better life.

Only the **Briar** lineage is not well represented in Urizen. The instinctual attitudes of the Spring Lineage sit poorly with many Urizen. It is not the superstitions about sinister Spring influence that concern many Urizen, but what they see as a built-in anti-intellectualism. That said, there are a number who have made a name for themselves as sentinels. The instinct of the Briar to take direct, straightforward routes around problems helps them to focus their attention on the pursuit of physical, rather than purely mental, excellence.

Urizen does not have a great store of knowledge about the non-human species, and there is consequently a national fascination with thinking creatures from outside the Empire, including the orcs. When **The Senate** voted to allow the **Imperial Orcs** to become part of the Empire the Urizen senators spent hours debating with other senators. At the end of this period they agreed among themselves with a two-to-one majority that the orcs were civilized creatures who would improve the Empire. The dissenting senator made a dire prediction that the Imperial Orcs could do irreparable damage to the Empire, but thus far there are no signs of this outcome happening.

12 Urizen territories

Human behaviour flows from three main sources: desire, emotion, and knowledge.

The lands of the Urizen are predominantly mountainous in nature, for they favour the heights and summits of hills and mountains as sites to construct their spires.



12.1 Morrow

The spires of Morrow are amongst the oldest in Urizen, dating back to the nation's birth. The heart of the Heliopticon is here, making it a centre of communication for the Nation. The miracle of the Heliopticon is administered from this territory, and most spires maintain a series of prisms, lenses and mirrors atop their tallest roof in order to pass on the flickering messages that keep the nation in constant communication.

Many spires in Morrow inhabit some of the original buildings discovered on the mountaintops by the first Urizen to ascend the mountains. Large open buildings, with doorways and halls just larger than a human might need, they create a sense of open space that has set the pattern for all Urizen architecture.

Despite its great age Morrow moves inexorably forward, and many of its spires are undergoing constant reconstruction and improvement. It is said that no two days find the same Morrow as the Urizen constantly strive to perfect their land even further. A project may take a decade or even more to come to fruition, but the Urizen pride themselves on vision and their desire to perfect their world.



12.2 Zenith

The mountains of Zenith are the tallest in the nation, and perhaps the Empire, and the air here is still and cold. The spires tend towards the contemplative, the night sky is rarely concealed by clouds making the territory perfect for stargazers. Many religious thinkers and philosophers also reside in Zenith, where they claim that the rarefied air helps them maintain a sense of detachment and clarity.

Zenith is well known for its abundant magical auras and many spires have experimented with arrays of metal mirrors that focus the light of the sun into internal chambers to try enhance the production of magical crystals. Zenith also has some of the most beautiful waterfalls in the Nation, with apparently bottomless mountain lakes providing succulent fish to supplement the diet of the inhabitants.

The shores of these two lakes were once regarded as a fortuitous place to marry for the success of the new family, and although modern Urizen have put such petty superstitions behind them, it is still considered a harmless tradition to eat fish from the Bountiful Autumn Lakes at a wedding, or to present them (fresh or cooked) as gifts.



12.3 Redoubt

Redoubt is the smallest of the three Urizen territories and the wildest. The peaks are lower here and many spires are actually built in the foothills. The lowlands are quite dangerous, being inhabited by several bandit tribes of orcs and barely a year goes by without a nest of trolls or a den of drakes becoming a nuisance. Unsurprisingly, there are many citadels here and a strong martial tradition, but this is also a territory that produces more than its fair share of zoologists and botanists. These natural philosophers are sometimes blamed for the more esoteric animals and plants found here, and the occasional mutated hybrid horror that appears here is often a sign that a magician is straying dangerously close to insanity.



12.4 Spiral (Lost)

Another low-lying territory, Spiral was lost to the Empire in 331 YE. At the heart of the territory is the Black Plateau, a great plateau of volcanic glass with a dire reputation. Artefacts from the Black Plateau are often considered haunted or touched by malign evil, and are generally destroyed when they are encountered. Barbarians armed with weapons fashioned from the glass taken from the Black Plateau overran the defenders of Spiral, resisting all efforts to throw them back.

13 Urizen children



Don't limit your children by making their lives easy.

Children in Urizen are expected to learn. It is common practice during an evening meal to ask the children what they have learnt today, and question them not only about their studies but also about their more practical experiences, to tease lessons and understanding of social rules out of them.

A sun- or otherwise light-bathed courtyard will often be set aside for children within a **spire**; depending on the dominant practices of the spire it may also have puzzles or contemplative games set up there. Young children are often given puzzle toys and left to discover their working with minimal interference, except when their frustration rises and thus their capacity for fruitful exploration is exhausted for that time. Families with young children often share responsibility, for example each afternoon one family or another might take all the youngsters, generally on a schedule, and allow the other parents to pursue their own endeavours for a few hours.

Older children are taught to use the libraries and to conduct their own research, for example by studying an object, or asking questions of several adults on a given topic. They are also encouraged to put the knowledge they gain into action, for example by assisting a craftsman, scholar or other person for a day. In spires with many children, a junior scholar may take on the role of disseminator, who arranges a regular program of theoretical and practical placements for older children with various respected individuals. These placements may lead on to apprenticeships, unless the child has shown promise in a discipline which would be better progressed by moving to study with a master in a neighbouring spire.

Although children are not taught magical principles until after they prove their maturity and come of age, they are often taught of the Realms and Eternals, often without the element of caution seen elsewhere in the Empire.

13.1 Things every Urizen child should know

- **Ask questions, and think about the answer.** If you don't understand something, ask more questions until you do.
- **Write down anything important that you learn.** Not just from your lessons, but anything you think might be useful for the future.
- **Practice doing things until you do them right.** This might mean drawing, counting or fighting, but you can get good at almost anything and anything worth doing is worth doing right.
- **Do not be afraid to disagree.** Reason and debate are the paths to knowledge and even adults can be wrong.
- **Once you have learned something, use it.** Knowledge never used may just as well never have been learned.

14 Urizen music

14.1 The Music of Urizen

14.1.1 Style summary

The Urizen musical tradition mirrors their tranquil, philosophical approach to life. More in meditation than performance, traditional Urizen musicians gather to improvise fluid, shifting melodies and harmonies around a series of repetitive themes, usually choosing a concept such as 'tranquility', 'hope' or 'grief' around which to base their compositions. They favour picked strings, tuned percussion and light, breathy woodwind, though any instrument can be played as part of the soundscape.

Real world inspiration includes gamelan, minimalists such as Phillip Glass and Ludivico Ianoudi, Vangelis and Mike Oldfield, though with acoustic rather than electric instruments.

14.1.1.1 A musical tradition

Urizen does not have a popular concert tradition. However improvised musical themes are sometimes included in philosophical meditation sessions or magical rituals with the magician either playing or surrounding herself with players if she is not a musician, in order to focus the mind and senses on the task at hand.

14.1.2 Further examples

14.1.2.1 Songs

Urizen does not have its own song tradition, although bards will happily purloin the songs of other nations to sing in bars and around campfires. See [Music](#) for songs known throughout the Empire.

Children still sing songs and nursery rhymes, such as the following: [Hungry Goat](#)

14.1.2.2 Instrumentation

Bells, glockenspiels, [Hand pans](#), hammer dulcimer, soft pipes, long notes from bowed instruments or drone instruments such as singing bowls or wine glasses.

14.1.2.3 Other performance traditions

Performers in Urizen more commonly recite poetry than sing. There is more information about Urizen art [here](#).

14.1.3 How to adapt your repertoire

- Take any tune and repeat a phrase over and over, allowing others to improvise around it.

14.1.4 Our sources

Any gamelan, Philip Glass and other minimalists but preferably played on tuned percussion, Michael Nyman.

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

15 Urizen 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



They seek excellence in themselves, in everything they do. This should be reflected in costume. A citizen of Urizen will aspire to wear the best fabrics, the most flattering cuts and should always be well presented.

This is a Nation of timeless tranquility. Express this in clean lines and elegant styling. Robes should flow and billow and fall gracefully from the shoulders or hips.

Robes are worn long and draped over the body with layers of different materials in complementary shades. Clothing is similar for both genders. The staple items are long robes, but how you interpret this and what style they take might vary greatly. Typically several layers in complementary shades are worn together. The inner robed may well be tied at the waist with a soft sash but the outer robe is normally loose and hanging smoothly from the shoulders. Sleeves are often long and voluminous and may be false sleeves. or split to display the lower layers.

15.2 Similar nations

As there is no historical influence, this nation's image is quite distinct. It shares an emphasis on elegance with Highguard and Dawn. Women in these nations might wear a similar style of gown, but in Urizen a long elegant robe ought to be worn over the top. In Urizen there is more scope for fantasy ideas and perhaps a more exotic look to the costumes than in other nations.

15.3 Research

15.3.1 LOTR High Elves



15.3.2 Nuada and Nuala - HellBoy II

The shape and layering of their costumes in this is great for Urizen. The red and black colour scheme of a few of the costumes is not right for this Nation.





15.3.3 Padme Amidala - Star Wars

Several of Natalie Portman's costumes are excellent for Urizen. These two in particular have elegant folds of fabric that hang gracefully to the floor. Avoid the stiff costumes and geisha makeup of the first film however.





The Jedi robes might also provide inspiration for traveling scholars and itinerant mages, but be careful not to fall into cliches.

15.3.4 Classical High Elf and magician images

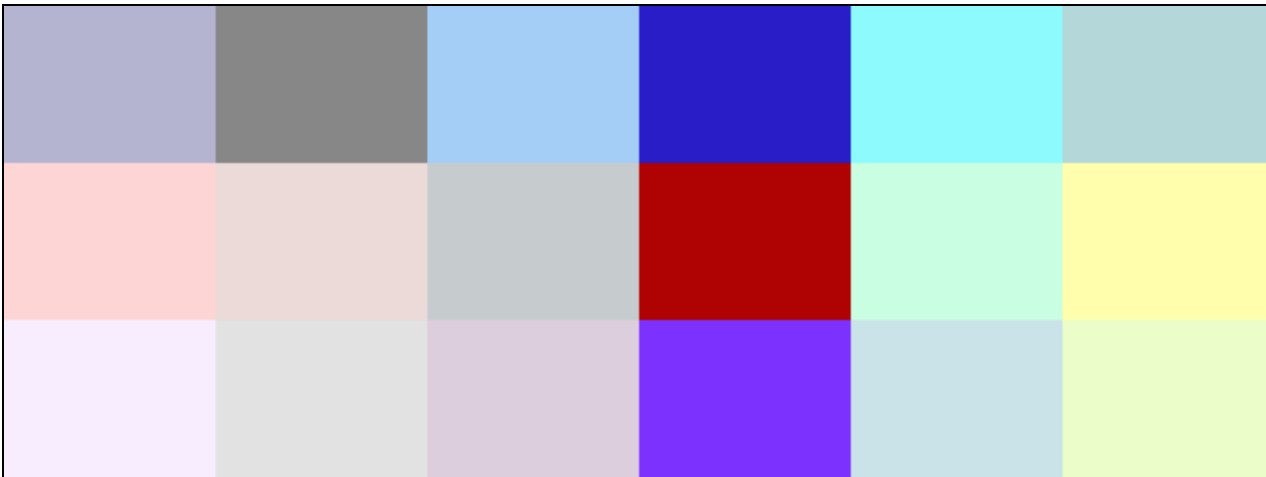
Due to copyright issues it is difficult to post images here, but fantasy artwork is full of great ideas for Urizen costumes. Try google searches for [High Elves](#) and [Wizards](#)

15.4 In detail

(Under construction)

15.4.1 Colours

The colours are primarily a wide range of light pastel shades but strong dark colours like midnight blue or blood red could be appropriate for the right character. Aim to use a single colour in varying pale shades and add a complementary darker colour if accent is wanted.



15.4.2 Materials

Materials suggest a refined, elegant people Coarse linens and wools will not be as appropriate here. However, this Nation will allow players to use more modern (potentially cheaper) and lightweight fabrics should they wish. Organzas and satins will make good layers of contrasting textures. Light cottons are cheap and practical. Silk of all kinds, especially dupion, shot taffeta etc, will make the most splendid costumes.

[A guide to fabrics for kitmaking](#)

15.4.3 Garment closures

The most iconic way of closing garments is with a wide sash around the waist. Long rows of small buttons would also look very elegant. Clasps and brooches could be used. Straps and buckles or lacing will probably look to coarse.

15.4.4 Decoration

The materials themselves are usually plain. The most common decoration is complex embroidery of looping spirals. Fabric can come pre-constructed with these designs or some costume companies can add these embroidery designs to your costume (no moons and stars motifs please)

15.5 Layer by layer

The following are suggestions on how to pull together costumes for three different characters in three simple layers.

15.5.1 Warriors

The first layer here is a top (or dress) in pale colours. Almost any top could be used but a [Sherwani](#) or [Kurta](#) looks especially good for men and can be purchased in most towns in the UK.

For both genders a double-split skirt (or dress) could be worn for a high fantasy feel - perhaps in leather for extra armour cover. This can be made simply by cutting up to the waistband of an existing skirt, either side of the centre. Alternatively it can be made in two parts. It is shown full length here but could be worn knee length or over trousers.

A breastplate will look particularly Urizen if layered on next, under the robes.



For the second layer, a robe will look best. This could take many forms and lengths. Here it is shown short with split sleeves, which is another detail typical of Urizen. You could cut up to the arm seam of an existing robe and hem the edges to achieve this, or use [this](#) pattern.



The third layer is a sash and outer robe. The shape of the Japanese [Kataginu](#) will create a great look for an Urizen costume. By adding tassets here the armour is split up creating more layers.



15.5.2 High mages

(under construction)

15.5.3 Itinerant mages and traveling scholars

(awaiting images)

This look is loosely based on Jedi costumes. To avoid it looking too similar use colours such as greens and blues and perhaps use a [Sherwani](#) or [Kurta](#) for the first layer over trousers.

For travellers a shorter robe (or two) is practical for the next layer. [This](#) pattern is good for this layer and for a longer robe which could be worn over the top for warmth.

A suggestion for a third layer here would be a short sleeveless robe similar to a Japanese [Jimbouri](#).

A long hooded robe would be good for a travelling coat, worn over the top.

15.6 Jewellery

15.7 Armour

15.8 Resources

15.8.1 Patterns

- [Traditional wizard robe](#)
- Some of these shapes would make great layers for an Urizen costume [Simplicity 4795](#)
- The elegant lines and hanging sleeves of this dress would make it a good style for a lower layer of a female Urizen costume: [Simplicity 4940](#)
- The blue hooded robe is excellent and the short wrap-over robe would work for an itinerant mage: [Simplicity 5840](#)
- This dark green cape would work as a robe for both men and women and has excellent split/false sleeves: [Burda 7154](#)

15.8.2 Shops

- [Angrave Designs](#) Custom costume production and embroidery
- [Costume Mercenary](#)
- [Twin Roses](#) American company with large portfolio of costumes
- [The Midgard Seamstress](#) Custom made UK LARP and Re-enactment costumes

15.8.3 Armour

- [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