

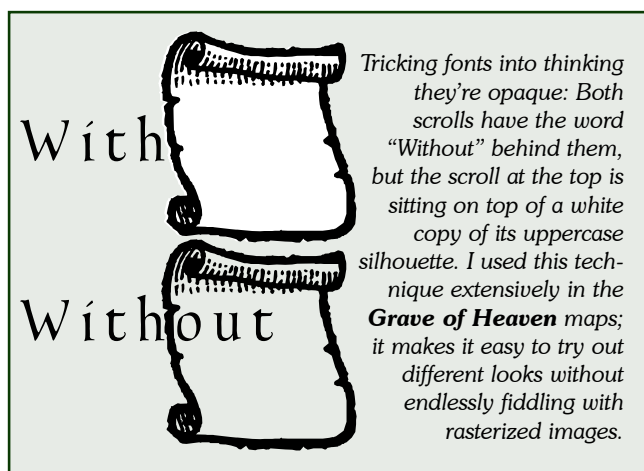
These fonts are both GM aids for graphics-minded Game Masters, and a peek into my admittedly eccentric approach to graphic design. For the latter, see the Rambling Design Notes at the end of the document. For the more urgent matter of what you get to play with, here is what each font contains:

✦ **URESIA ARCANIA**: This one is a playful grab-bag of fragments and images. Armed with this font, you can easily give any map you create a strong visual similarity to the original *Uresia* maps – and there are lots of odd bits lurking here that could be put to dozens of other uses by a sufficiently warped mind. There are 26 different glyphs, mapped A to Z, and 26 modified versions of those glyphs, mapped to the uppercase keys.

🌿 **URESIA ISLANDS**: If you need a blank map of the Rindenland to plot out the locations of the missing shards of Vurma's Headdress or a party's path while searching for a Slime Gone Mad, this font will allow you to print what you need in any size. There are two versions of each nation: simple and detailed, as well as some whole-world views showing the islands together, with and without the Troll Lands. There are 26 different glyphs, mapped A to Z, all in silhouette, with hollow outlines mapped to the uppercase keys.

🏡 **URESIA METROPOLIS**: The smallest font in the set, *Metropolis* is a dozen glyphs doing for Shadow River what *Uresia Islands* does for the land beyond it. Each glyph A through I is a different borough of the city, in clean vector blocks. The remaining three glyphs are composite views.

🏠 **URESIA HOME TOWN**: While *Uresia* fans will recognize the style of the top-down buildings in this village-mapping font, it's designed not for re-creating the map of Rogan's Heath, but for designing new villages of your own. There are 26 glyphs, each a different rooftop in random style, and 26 vertically-mirrored versions on the uppercase keys. Type randomly and make a street! Three additional glyphs, more Rogan's Heath-specific, are mapped to keys 1, 2 and 3.



A Grave of Heaven Font Set by S. John Ross

With additional thanks to Glen Barnett for font-testing and proofreading assistance.

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Arcana

Most of the uppercase mods are silhouettes. These make layering font symbols on top of each other easy, as the graphic below demonstrates. By using a white silhouette between the foreground glyphs and the background glyphs, fonts appear to become something they're really not: opaque.

A: A boat-themed compass, used on the Shadow River maps. The CAPS version is a silhouette.

B: A blank scroll. The CAPS version is a silhouette.

C: A blank shield, used on the Rogan's Heath map. The CAPS version is a silhouette.

D: A hand-drawn scale bar, unkeyed, like the walking speed rate on the Shadow River maps. The CAPS version is a silhouette.

E/F: Rough bullets used to contain letters on the Shadow River maps. The CAPS versions are silhouettes.

G: A small compass-like symbol, used in the *Uresia* page borders. The CAPS version is a silhouette.

H: An empty large compass symbol, used on the larger island maps. The CAPS version is a silhouette.

I/J: Rough city bullets. The first of these was used on the larger island maps; the second could be used to indicate capitols or other special sites. The CAPS version is a silhouette.

K: An alternate bullet of the Shadow River type (keys E & F), for use when several bullets are close together and rotation doesn't make them look different enough.

L: Three odd runestones arranged around a central point, with intermediate shards. The CAPS version is a silhouette.

M: A circle like the inset on the Rogan's Heath map. The CAPS version is a silhouette.

N: A blank runestone. The CAPS version is an alternate blank runestone. Both used in the Temphis Runes documentation.

O: A font adaptation of the large-island-map scale box. The CAPS version is a silhouette.

P: A font adaptation of the labeled foot-scale from the Shadow River maps. The CAPS version is a silhouette.

Q: The weathered letter "N" used with the large compass mapped to key H. The CAPS version is a silhouette.

R: Another empty scroll, similar to the one used on the Shadow River maps, but without the roughened edges. The CAPS version is a silhouette.

S/T: Four different line graphics (lowercase and CAPS). The ends of each dovetail neatly with themselves, so each can create a line of any desired length. In addition, the two "T" lines can dovetail with *each other*.

U: The navigation-lines background used on both the simple map/runeguide and page border backgrounds. The CAPS version is flipped around.

V,W,X,Y and Z: Blank parchment silhouettes used to make the base pages for the Uresia maps. The CAPS versions are outlines.

Islands

The first letter in each pair is for the more detailed coastlines; the second is for simpler, more abstract ones. The maps include both the nation in question and nearby islands. All the maps are oriented top-north except (W), where the top is 30 degrees Northeast, as per the maps on pp.26-27 of **Uresia**. For each glyph, the uppercase version is a hollow outline.

A/L: Boru.

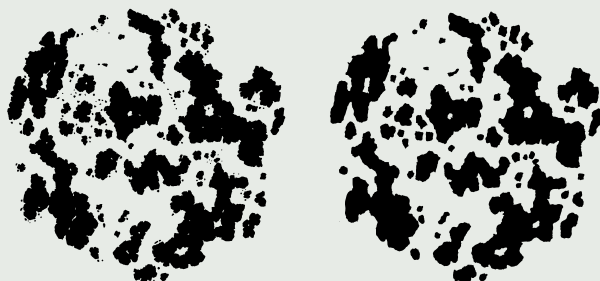
B/M: Dreed

C/N: The Elu Islands

D/O: Helt & Laoch

E/P: Koval & Birah

Comparative Islands



Detailed v. Simple

F/Q: The Volenwood/Laöch

G/R: Orgalt

H/S: The Rindenland (Winnow, Celar and Rinden)

I/T: Sindra

J/U: Temphis

K/V: Yem

W: Detailed Inner Islands with fragments of the Troll Lands

X: Detailed Inner Islands

Y: Simpler Uresia, Showing the entire Troll Lands

Z: Simpler Uresia, Islands Only

Metropolis

All of the maps are top-north oriented.

A: The Beacon District

B: The Bells

C: East Corner

D: Logantown

E: The Market/The Citadel

F: New Town

G: Pork Hill

H: The Old City

I: West Gate District

J: Composite of each of the districts above.

K & L: A finished drawing of the city with rougher lines, closer to the final version used in **Uresia**. The city blocks are on K; the walls, bridges and quays are on L. In a program that supports kerning, type them next to one another, and see what happens!



What is Uresia?

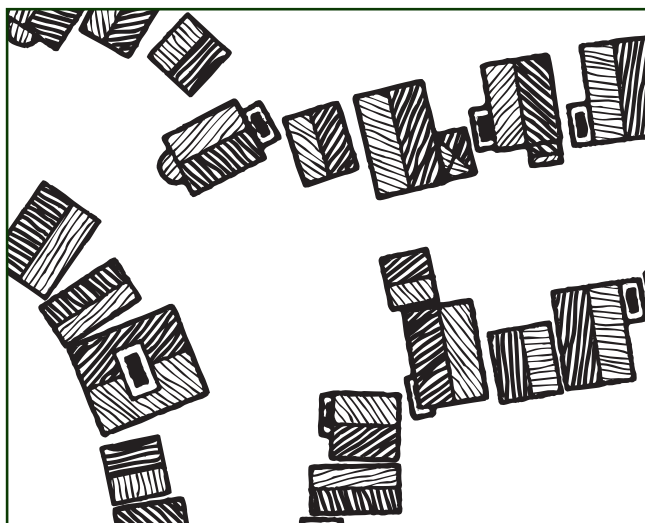
Uresia: Grave of Heaven is a traditional fantasy world warped through an anime lens, inspired by both Western swords-and-sorcery and things like *Slayers*, *Record of Lodoss War*, and *Bastard!!*. It's got slimes, long-eared elves, and all the trappings you'd expect from an anime fantasy world, and quite a few twists and turns that you might not. Without a copy of **Uresia**, these fonts won't be nearly as interesting or useful. If you're interested in learning more about Uresia, get the book from Guardians of Order! You can visit them on the web at <http://www.guardiansorder.on.ca/>

Home Town

All of the alphabet keys are top-down buildings in the style of the Rogan's Heath map, lit from the same angle. The uppercase versions are flipped duplicates of the lowercase versions, allowing for two "identical" buildings next to each other to be visually distinct. The space character is very narrow to allow subtle adjustments to building spacing as needed. The glyphs are identically scaled (except for Key 3).

Keys 1 AND 2 are the Rogan's Heath inn and church symbols, separated from the letters because they're each too large for a random array. The church is all in black, to indicate its stone construction.

Key 3 is Rogan's Heath, as it appeared in an early concept plan.



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Rambling Design Notes

The set's namesake font, *Uresia Arcana*, is an adaptation of *Uresia Dingbats*, a font I built around a year before **Uresia** was released, based on hand-drawn doodles. I drew the *Dingbats* with no specific intentions in mind for any of them. I just figured I'd be able to use things like lines and bullets and blank shields and compasses and scroll images *somewhere* in the maps I needed to make for the book. I made the font first, as a warm-up, and to crystallize a certain look I was shooting for.

Everything I do, graphically, is font-oriented to the point of me being a little goofy about it. But fonts really are tremendously useful things, because they're vectors (meaning they're 100% scalable and can be flipped and rotated without causing any ugly repixelation), and because computers are trained to be very generous to fonts: nearly any application can recolor them with a click or two, apps and operating systems alike bend over backwards to make them appear as smooth as possible (not an easy task). Fonts are also very small for what they contain: a font-based illustration can be as little as 1/8th the size of a visually identical EPS (Encapsulated PostScript) one, because fonts are simple creatures with little in the way of information "overhead." They're the Little Art Format that Could, chugging cheerfully up the hill achieving a lot more than strings of type.

The other three fonts: *Uresia Islands*, *Uresia Metropolis*, and *Uresia Home Town* are also based on early production work, mostly pre-finished versions. *Uresia Metropolis*, for example, is the first public appearance of the original Shadow River vector maps, the clean-line versions used to create the much rougher, stippled lines used in the maps done for the book. *Uresia Home Town* includes a fonted version of the earliest surviving Rogan's Heath village plan, doodled with a Flair pen at a coffeehouse somewhere. The *Uresia Islands* maps are all the original silhouettes I drew that ended up processed, shaded, and decked out to become the maps in **Uresia**.

But graphic design nostalgia is a tedious matter, so please forgive the ramblings of a coot. The most important thing is how useful these fonts have proven to be as I GM my latest Uresia campaigns, and how useful they might prove to you. Enjoy them.

Want More Cool Stuff?

Cumberland Games & Diversions has a constantly growing library of electronic gaming supplements, paper toys, and fonts (including our other Uresia set: *The Temphis Runes*). We post free stuff: fonts, maps or anything else we think of, all the time! Come load up at www.cumberlandgames.com