

OMENSWORN

HEX COLOR GUIDE FOR OMENSWORN:

- 1. Primary Colors:**
 - Rich Gold: #f5a900 (backgrounds, primary elements)
 - Deep Royal Blue: #263089 (secondary elements, accents)
 - Dark Magenta: #830752 (accents, highlights)
- 2. Secondary Colors:**
 - Neutral Gray: #b5b5b5 (text, borders, outlines)
 - Bold Red: #be0000 (accents, highlights)
 - Off Black: #111010 (backgrounds, text)
- 3. Tertiary Colors:**
 - Charcoal Gray: #353740 (borders, outlines)

STYLE GUIDES AND FONT RECOMMENDATIONS:

- 1. Headers:**
 - a. Font Style: Serif or high-contrast sans-serif fonts.
 - b. Recommendations: 'Cormorant Garamond', 'Playfair Display', 'Libre Baskerville', 'Merriweather', 'Montserrat Alternates'.
- 2. Subheaders:**
 - c. Font Style: Serif or sans-serif fonts that complement the header font.
 - d. Recommendations: 'Lora', 'Source Sans Pro', 'Noto Serif', 'Alegreya', 'Raleway'.
- 3. Body Text:**
 - e. Font Style: Highly legible serif or sans-serif fonts.
 - f. Recommendations: 'Roboto', 'Open Sans', 'Noto Sans', 'Lato', 'Crimson Text'.
- 4. Game Elements (Cards, Tokens, Rulebooks):**
 - a. Font Style: Readable fonts that maintain the dark fantasy aesthetic.
 - b. Recommendations: 'IM Fell', 'Cardo', 'Cinzel', 'Old Standard TT', 'Vollkorn'.

DESIGN TIPS:

1. For backgrounds and large design elements, use rich gold (#f5a900) to create a warm and inviting atmosphere while maintaining the dark fantasy feel.
2. When designing game elements like cards and tokens, use a combination of primary and secondary colors to distinguish different categories or types.
3. Use tertiary colors sparingly for highlights, accents, or to draw attention to specific elements.
4. Maintain a consistent font hierarchy using the recommended fonts for headers, subheaders, and body text.
5. Ensure that all text is legible and clear, especially on darker backgrounds. Consider using neutral gray (#b5b5b5) or off black (#111010) for text on dark backgrounds.
6. When designing web pages or promotional materials, maintain a cohesive look by using the same color palette, fonts, and design elements.
7. When creating illustrations or artwork for Omensworn, use the color palette to maintain consistency across different elements of the game. Utilize shading and lighting techniques to create depth and contrast while incorporating the rich gold (#f5a900) and deep royal blue (#263089) as dominant colors.
8. For graphic elements such as icons or symbols, consider using a monochromatic approach, with the primary and secondary colors to keep the visual style coherent.
9. For in-game maps or other visual aids, use a combination of the primary and secondary colors to denote different areas, zones, or points of interest. Use tertiary colors for highlighting important locations or unique features.
10. When designing game boards or playmats, use the rich gold (#f5a900) as the base color, and incorporate elements of the other colors from the palette to create a visually appealing and immersive experience for players.
11. When designing the game's logo or other branding elements, incorporate the primary and secondary colors with a focus on the rich gold (#f5a900) and deep royal blue (#263089). Use fonts that reflect the dark fantasy aesthetic of Omensworn, such as 'Cormorant Garamond', 'Playfair Display', or 'Cinzel'.
12. For any digital or web-based applications, maintain the same color palette, fonts, and design elements to create a seamless and cohesive user experience across platforms.
13. When designing character sheets, rulebooks, or other game materials, use a combination of the color palette, fonts, and design elements to ensure that all materials are visually consistent and complementary to the overall aesthetic of Omensworn.
14. In marketing materials and promotional campaigns, use the same color palette, fonts, and design elements to create a strong visual identity for Omensworn that will be easily recognizable and engaging for the target audience.