

Misc

- [Welcome to Crossroads!](#)
- [Branding](#)

Welcome to Crossroads!

Round 1 Deadlines

All deadlines are at 11:59pm EST with a 12 hour Grace period for technical issues

WRITER DEADLINES

WRITER Sakura - Dec 21st @11:59pm EST

WRITER Camellia - Dec 14th @11:59pm EST

COMIC DEADLINES

COMIC Sakura - Dec 28th @11:59pm EST

COMIC Camellia - Feb 1st @11:59pm EST

COMIC Lily - Jan 4th @11:59pm EST

COMIC Iris - Jan 4th @11:59pm EST

MIXED Wisteria - Dec 21st @11:59pm EST

Submit Round Entry



Premise

About

FAQ

Rules & Entry

Keep up with our events on your Google
Calendar! (Or iCal)

Branding- Colors, Fonts, & Logos

Twitter

Discord

Main Site

Main NPCs

Locations

Other ways to participate:

- Side Stories / Spec Entries
- Spectator OCs
- Competitor/Spec NPCs
- Add a minor location

Custom Crossguards

Judge NPCs

2023-24 Tournament

Individual League Books		
Writer's 2024	Comics 2024	Mixed 2024
Sakura	Sakura	Wisteria
Camellia	Camellia	
	Lily	
	Iris	

Past Tournaments (Archive)

2021 Tournament

Previous tournament competitors, if able to be recognized by account name when they register an account, will have a 2021 participant role assigned to back-edit their archives.

If you'd like to edit 2021 pages and were a competitor that was not given the role, open a #wiki-support ticket.

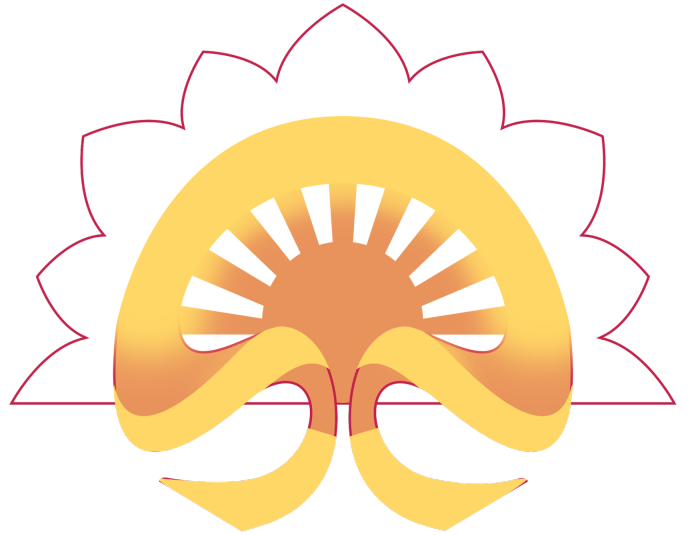
[See our FAQ for answers to general questions & help with our wiki.](#)

https://www.youtube.com/embed/ZwPTXb_isPg

Branding



Logo w/ Text





Logo without text



Brand Colors

Fonts Used

					
Black	Yellow	Purple	Pink	Orange	Cream
#05000a	#f2de2b	#991766	#dd0f5b	#f79525	#fffff3
rgb (5,0,10)	rgb (242,222,43)	rgb (153,23,102)	rgb (221,15,91)	rgb (247,149,37)	rgb (255,255,243)

- Logo: [Surfing Capital 1](#)
- Headers: [Montserrat](#)
- Text: [Open Sans](#)
- Comic text:
 - [Komika](#) (free to use)
 - [CC Wild Words Roman](#)
- 2021 logo: [Permanent Marker](#)

2023-24 League Icons				
Sakura	Camellia	Lily	Iris	Wisteria
				

2021 Assets

**SUMMER
LEAGUES
OCT**

