The **staves** package

Apostolos Syropoulos  
Xanthi, Greece  
asyropoulos@yahoo.com  
2006/11/06

**Abstract**

The **staves** package has been designed to provide an interface to the Icelandic font, designed by the author of this package. The font contains all “magical” staves presented on the Web site of the Icelandic Museum of Sorcery and Witchcraft. In addition, the package provides a simple command to typeset Icelandic runes.

---

**Disclaimer**  
_**Sorcery** as a cultural phenomenon is studied by ethnologists. Because of this, the author believes that his work should be of interest to ethnologists, in particular, and people with an interest in (digital) typography, in general. However, the author does not believe that the glyphs of the font do actually have any “magical” power. Also, if someone will use them to perform any kind of “magical” ceremony, the author cannot be held responsible for any such action and its consequences._

---

1 Introduction

The **staves** package provides a simple interface to the Icelandic font designed by this author. The font contains all the “magical” staves that are described at the Web site of the Icelandic Museum of Sorcery and Witchcraft (see [http://www.galdrasyning.is/index.php?option=com_content&task=category&sectionid=5&id=18&Itemid=60](http://www.galdrasyning.is/index.php?option=com_content&task=category&sectionid=5&id=18&Itemid=60) for more details). In addition, the font contains all the Icelandic runes as they are presented at the same Web pages (see [http://www.galdrasyning.is/index.php?option=com_content&task=view&id=229&Itemid=131](http://www.galdrasyning.is/index.php?option=com_content&task=view&id=229&Itemid=131) for more details).

The various staves can be accessed by simple commands that have the following form

\icelandicStaveCCC
where $CCC$ is an uppercase roman numeral. It would be possible to give “real” names to these glyph access commands, but since these staves do not have a name to the best of my language, I opted to use this naming scheme.

The package defines the command \runictext, which typesets its argument using the icelandic font. In Table 1 the reader can see which runic letters are supported and to which letters they are associated to.

### 2 The Source Code

Since we want to have everything in a single file, we will start by announcing the icelandic font to \LaTeX.

```latex
\begin{verbatim}
1 \DeclareFontSubstitution{U}{icelandic}{m}{n}
2 \DeclareFontFamily{U}{icelandic}{\hyphenchar\font=-1}
3 \DeclareFontShape{U}{icelandic}{m}{sl}{% <- icelandic }
4 \DeclareFontShape{U}{icelandic}{m}{sl}{% <- icelandic }
5 \end{verbatim}
```

Figure 1: Runic letters supported by the \texttt{staves} package.

<table>
<thead>
<tr>
<th>Unicode name</th>
<th>Access character</th>
</tr>
</thead>
<tbody>
<tr>
<td>Runic Letter ANSuz A</td>
<td>a</td>
</tr>
<tr>
<td>Runic Letter Berkanan Beorc Rjarkan B</td>
<td>b</td>
</tr>
<tr>
<td>Runic Letter Ewaz Eoh</td>
<td>c</td>
</tr>
<tr>
<td>Runic Letter D</td>
<td>d</td>
</tr>
<tr>
<td>Runic Letter E</td>
<td>e</td>
</tr>
<tr>
<td>Runic Letter Fehu Fehu Feoh Fe F</td>
<td>f</td>
</tr>
<tr>
<td>Runic Letter Gebo Gyfu G</td>
<td>g</td>
</tr>
<tr>
<td>Runic Letter Haglaz H</td>
<td>h</td>
</tr>
<tr>
<td>Runic Letter Isaaz Is Iss I</td>
<td>i</td>
</tr>
<tr>
<td>Runic Letter Thurisaz Thurs Thorn</td>
<td>j</td>
</tr>
<tr>
<td>Runic Letter Kauna</td>
<td>k</td>
</tr>
<tr>
<td>Runic Letter Laukaz Lagu Logr L</td>
<td>l</td>
</tr>
<tr>
<td>Runic Letter Mannaz Man M</td>
<td>m</td>
</tr>
<tr>
<td>Runic Letter Naudiz Nyd Naud N</td>
<td>n</td>
</tr>
<tr>
<td>Runic Letter Othalan Ethel O</td>
<td>o</td>
</tr>
<tr>
<td>Runic Letter Pertho Peorth P</td>
<td>p</td>
</tr>
<tr>
<td>Runic Letter Ingwaz</td>
<td>q</td>
</tr>
<tr>
<td>Runic Letter Raido Rad Reid R</td>
<td>r</td>
</tr>
<tr>
<td>Runic Letter Sigel Long-Branch-Sol S</td>
<td>S</td>
</tr>
<tr>
<td>Runic Letter Tiwaz Tir Tyr T</td>
<td>t</td>
</tr>
<tr>
<td>Runic Letter Uruz Ur U</td>
<td>u</td>
</tr>
</tbody>
</table>
Also, we need to define a command that will select the icelandic font:
\\def\icelandicFamily{\fontencoding{U}\fontfamily{icelandic}\selectfont}

Next, we define the command that will allow users to typeset icelandic runes:
\\newcommand\runictext[1]{{\icelandicFamily #1}}

And now we are ready to define the various glyph access commands for the various “magical” staves.
\\def\staveI{{\icelandicFamily\char'0}}
\\def\staveII{{\icelandicFamily\char'1}}
\\def\staveIII{{\icelandicFamily\char'2}}
\\def\staveIV{{\icelandicFamily\char'3}}
\\def\staveV{{\icelandicFamily\char'4}}
\\def\staveVI{{\icelandicFamily\char'5}}
\\def\staveVII{{\icelandicFamily\char'6}}
\\def\staveVIII{{\icelandicFamily\char'7}}
\\def\staveIX{{\icelandicFamily\char'10}}
\\def\staveX{{\icelandicFamily\char'11}}
\\def\staveXI{{\icelandicFamily\char'12}}
\\def\staveXII{{\icelandicFamily\char'13}}
\\def\staveXIII{{\icelandicFamily\char'14}}
\\def\staveXIV{{\icelandicFamily\char'15}}
\\def\staveXV{{\icelandicFamily\char'16}}
\\def\staveXVI{{\icelandicFamily\char'17}}
\\def\staveXVII{{\icelandicFamily\char'20}}
\\def\staveXVIII{{\icelandicFamily\char'21}}
\\def\staveXIX{{\icelandicFamily\char'22}}
\\def\staveXX{{\icelandicFamily\char'23}}
\\def\staveXXI{{\icelandicFamily\char'24}}
\\def\staveXXII{{\icelandicFamily\char'25}}
\\def\staveXXIII{{\icelandicFamily\char'26}}
\\def\staveXXIV{{\icelandicFamily\char'27}}
\\def\staveXXV{{\icelandicFamily\char'30}}
\\def\staveXXVI{{\icelandicFamily\char'31}}
\\def\staveXXVII{{\icelandicFamily\char'32}}
\\def\staveXXVIII{{\icelandicFamily\char'33}}
\\def\staveXXIX{{\icelandicFamily\char'34}}
Acknowledgements

I would like to thank the people of the Icelandic Museum of Sorcery and Witchcraft for their encouragement in this project. Also, I would like to thank my Icelandic friends for giving me and my son the chance to visit their beautiful country!