



HOMEBREWERY FORMATTING GUIDE



D&D HOMEBREW

A guide for formatting using the homebrewery
for the world's greatest roleplaying game

CONTENTS

INTRODUCTION	3
WHAT YOU WILL NEED	3
WHAT YOU WILL LEARN	3
FORMATTING BASICS	3
BASIC MARKDOWN	3
Bold	3
Italics	3
HEADERS	3
SPACING TEXT	4
Normal Spacing	4
3 Underscores	4
Vertical Spacing	4
CENTERING TEXT	5
TABBING TEXT WITH &NBSP;	5
WRAPPING TEXT AROUND AN IMAGE	5
IMAGES	6
Images With White Background	6
Example Using Multiply	6
THE COVER	7
THE BASICS	7
BEFORE YOU START	7
BACKGROUND IMAGE	7
Example Cover Image	7
BREW NAME	7
Creating your Base Title	7
Adding to the Homebrewery	8
DESCRIPTION	8
LOGOS AND THE UNDERLINE	8
THE TABLE OF CONTENTS	9
STYLE	9
THE TABLE ITSELF	9
Red Text With Yellow Underline	9
Red Text	9
Black Text	9
IMAGE BLENDING	10
HOW THIS WORKS	10

EXTRAS

Created by [/u/AeronDrake](#).

You can find my other homebrewery works [here](#).

Current Version: 1.0

Cover image: Made with Flowscape.

INTRODUCTION

he idea of this document is to (hopefully) create a nice tutorial for using the homebrewery for giving your brews a pretty nice design, similar to the *Player's Handbook*. I'll try to detail how I create my brews using the amazing page called The Homebrewery which simplifies a lot the design part. In fact, this document was created in the homebrewery.

WHAT YOU WILL NEED

Here are all of the tools and resources you should get to follow this guide.

1. [The Homebrewery](#), created by Scott Tolksdorf.
2. [Paint.net](#), a free and simple image and photo editing software for everyone who doesn't have Photoshop or similar.
3. The Unearthed Arcana [Google Drive](#). In that amazing drive you will find Photoshop brushes, templates, fonts and more.
4. My [homebrewery stains](#), which are a series of images I created for blending other images.
5. For the cover logos, you can use my [alternate D&D logos](#). Additionally, you can download and install the [Veracruz-Regular font](#), which I will use for the description at the bottom of the cover page.
6. [Imgur](#) or any other image hosting.

7. **Extra:** You can use [this userstyles design](#) created by Koba0100 for darkening the code side when you're creating or editing your brews (It's good for your eyes!)
8. **Extra 2:** The compress option from [ILovePDF page](#) after creating the pdf using this program. With that you will reduce the filesize without loosing too much quality!

WHAT YOU WILL LEARN

In this guide I'll explain some tips and tricks for:

1. General formatting tips.
2. Creating the cover page.
3. Creating and modifying the Table of Contents.
4. Image blending.

GIVE CREDITS!

If you use content from other user, like pieces of art or content from another brew, remember to give credits to all of them! Sometimes just mentioning the name of the artist/user in a credits section will do.

FORMATTING BASICS

ere are some things I use when creating my brews to give them a better design. You can also see the whole code of this brew in this [link](#).

BASIC MARKDOWNS

BOLD

If you write between 4 asterisks (two at the start and two at the end) the text will be bold. For example, if you write **Bold** in the code, you will see it on your brew as **Bold**.

ITALICS

This works in the same way if you use 2 asterisks for italics. For example, if you write *Player's Handbook* in the code, you will see it on your brew as *Player's Handbook*.

When you write a spell name or another book in a paragraph you should write them in italics.

HEADERS

Headers are pretty easy to use, just add a number of # (hashtags) followed by a space at the beginning of the text you want to be a header.

One hashtag for the biggest header. When you use this, the first letter of the starting paragraph will be the big letter (just like the H in the left).

Two hashtags for the same header used in this section. This is used in the race names and the class names in the *Player's Handbook*

Three hashtags for the header with the yellow underline. Commonly used as the title for the racial traits and class features

Four hashtags for the small red header. This is used for the subraces names, some sub-features from classes and other things like the spell and magic item names.

Five hashtags for the black header. This is used for the titles in notes and tables.

SPACING TEXT

NORMAL SPACING

When you write some text and you want to divide some paragraphs, you need to separate both paragraphs with a line between them.

Text 1

Text 2

Text 3

Text 4

```
169 #### Normal Spacing
170 When you write some te
171 with a line between th
172 Text 1
173
174 Text 2
175
176 Text 3
177
178 Text 4
179
180 As you can see, the fi
```

As you can see, the first line of the first paragraph you add under a header have a different margin compared to the other lines and paragraphs. If you want a paragraph or line to have the same margin as the first line, you can add a **double space** at the end of the paragraph and then write on the next line of the brew or add the
 tag in the line below the paragraph and then write the next paragraph.

For example, this paragraph have the same margin as the first paragraph under the header, and the previous paragraph ends with a double space. Additionally, in the following paragraph I used the
 tag.

Random paragraph to show how the
 tag works. You can also add various
 tags to add more spaces between each paragraph.

This text is under two
 tags.

```
186 As you can see, the firs
187 compared to the other li
188 the first line, you can
189 line of the brew or add
190 paragraph.■
191 **For example, this pa
192 previous paragraph ends
193 tag.
194 <br>
195 **Random paragraph** to
196 add more spaces between
197 <br><br>
198 This text is under two *
```

(The white square in the image are the two spaces!)

USES

This is commonly used in the spells description, just under the level and spell type line (see example below)

YOUR AMAZING SPELL NAME

7th-level illusion (underlines below this)

Casting Time: 1 action

Range: 30 feet

Components: M (a small doll)

Duration: 1 hour

The magnificent description of your balanced spell.

```
198 #### (3 underscores)
199 If you add three underscores before a text you w
200
201 Text 1 (underscores below this)
202
203 Text 2
204
205 Text 3
206
207 Text 4 (underscores below this)
208
209 Text 5
210
211 #### Uses
212 This is commonly used in the spells description,
213 below)
214 #### Your Amazing Spell Name
215 *7th-level illusion* (underlines below this)
216
217 - **Casting Time:** 1 action
218 - **Range:** 30 feet
219 - **Components:** M (a small doll)
220 - **Duration:** 1 hour
221
222 The magnificent description of your balanced spe
```

VERTICAL SPACING

You can also create some spacing between texts using the vertical spacing found in the editor button (just under the naturalcrit logo). To modify the spacing, change the margin-top pixels. For example:

```
<div style='margin-top:40px'></div>
```

Text 1 (markdown below this line, margin-top at 40px)

Text 2

```
235 Text 1 (markdown below this line, margin-top at 4
236 <div style='margin-top:40px'></div>
237 Text 2
```

— (3 underscores)

If you add three underscores before a text you will get the same result as using two
 tags.

Text 1 (underscores below this)

Text 2

Text 3

Text 4 (underscores below this)

Text 5

CENTERING TEXT

If you want to center text, you need to use the following tag:

```
<div style="text-align: center">  
    All the text you put here will be centered.  
</div>
```

This is used in the spell save dc and spell attack modifier formulas:

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

TABBING TEXT WITH &NBSP;

You can create some tabbing text to modify the margins for each paragraph using at the beginning of each paragraph, as shown below

Text 1

Text 2 (normal tabbing)

Text 3 (1 before the text)

Text 4 (2 before the text)

Text 5 (3 before the text)

This also works great on tables, so you can create some subdivisions like the equipment as you can see in the *Player's Handbook*

&NBSP; USED FOR LISTING AMMUNITIONS AND THE ARCANE FOCUSES

Item	Cost	Weight
Abacus	40 gp	2 lb.
Acid (vial)	20 gp	1 lb.
Alchemist's fire (flask)	50 gp	1 lb.
<i>Ammunition</i>		
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.
Sling bullets (20)	4 cp	1½ lb.
Antitoxin (vial)	50 gp	—
<i>Arcane focus</i>		
Crystal	10 gp	1 lb.
Orb	20 gp	3 lb.
Rod	10 gp	2 lb.
Staff	5 gp	4 lb.
Wand	10 gp	1 lb.
Backpack	10 gp	—

WRAPPING TEXT AROUND AN IMAGE

Using the double spaces and/or
 you can wrap the text around an image to blend it with the image border. It's not so difficult, here's an example using double spaces (and then enter to divide each line for wrapping it with the image).

WEAPONS

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

Image used:

"Dark Elf Warlord (1st iteration)"
by Tanorax

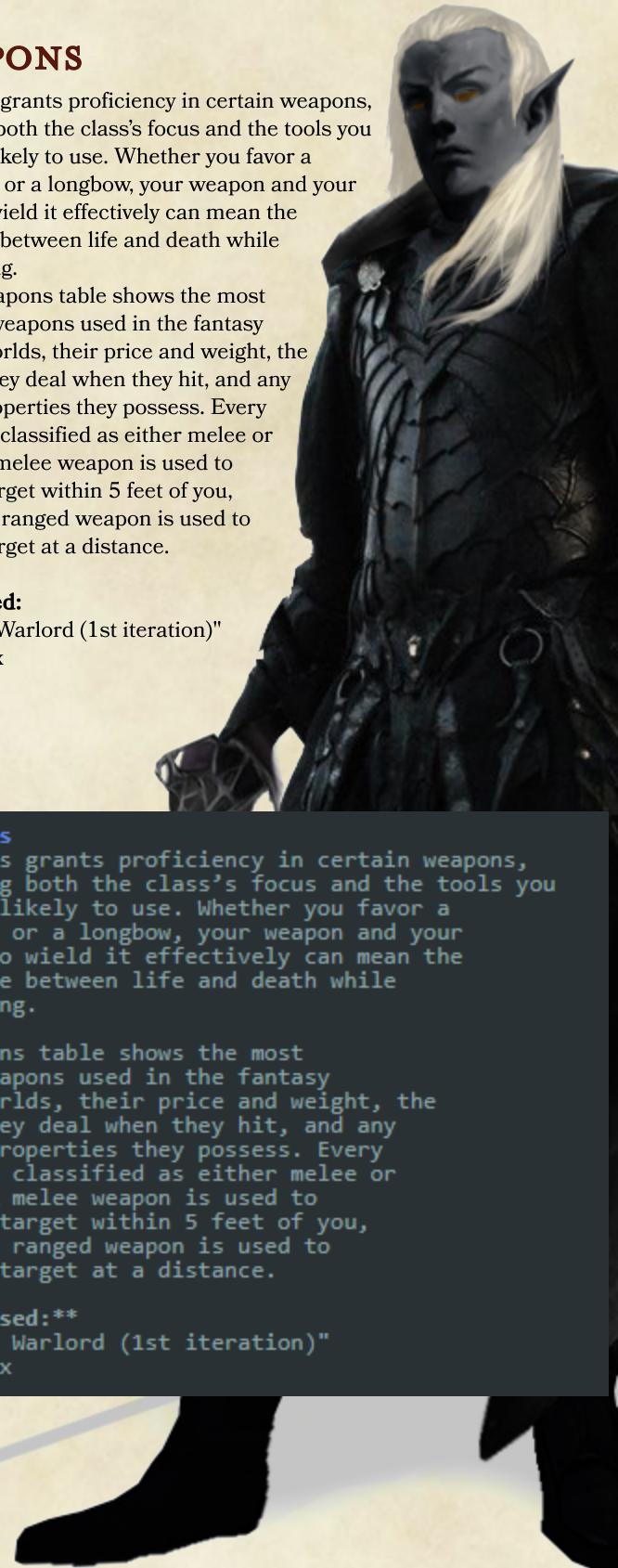
Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

Image used:

"Dark Elf Warlord (1st iteration)"
by Tanorax



IMAGES

In general, in the images for in my brews I add to them to the style the **Position:absolute;** This allows you to put the image on any part of the page. You control the position and size adding the following lines:

- For Y axis, use **top:Xpx;** or **bottom:Xpx;** For example: **top:40px;**
- For X axis, use **left:Xpx;** or **right:Xpx;** For example: **right:-220px;**
- For setting the image size, use **width:Xpx;** For example: **width:510px;**

For the X and Y axis lines, you can use negative values too, and for the image size, you can use "%" instead "px".

For example, an image code using those markdowns would be something like this:

```
style='position: absolute; top: -40px; right: 20px; width: 800px;'/>
```

You can also flip an image adding **transform: scaleX(-1);** to the image style. The X makes the image flip horizontally, and you can replace to Y to flip the image vertically. You can add both to the style like this: **transform:scaleX(-1) scaleY(-1);**



FORMATTING BASICS

IMAGES WITH WHITE BACKGROUND

When you have images with a white background (like a character) you can add a special filter to the image to remove the white background called **mix-blend-mode:X;** This allows you to add any blending mode to an image.

You need to replace the X with **darken** or **multiply** to remove the white background for the image. This is not 100% accurate, but it works great if you don't know how to use Photoshop or any other editing software to remove the white background.

EXAMPLE IMAGE CODE WITH DARKEN

```
<img  
src='http://orig08.deviantart.net/9a3c/f/2012/287/5/6/agail_enthess_by_d5hrur2.jpg'  
style='position: absolute; bottom: 10px; right: -30px;  
width: 480px; mix-blend-mode: darken'>
```

To learn more information about the blending modes, click [here](#) (css-tricks.com link)

EXAMPLE USING MULTIPLY

Original image (**left**)

With darken as blending mode (**right**)



Image used:
"Agail Enthess" by rhineville

THE COVER



The cover is pretty important for me when I'm creating a big homebrew with lot of content inside, since it's the first look of what is inside your brew (and also the brews looks pretty cool with a nice cover).

THE BASICS

If you want to create a cover similar to the 5th Edition books, you need the following elements:

1. A background image
2. A name for your brew
3. A small description for what's inside
4. The red logos and the red underline

BEFORE YOU START

Before adding the images to the cover page, you should add the following code at the beginning:

```
<style>
.phb#p1{ text-align:center; }
.phb#p1:after{ display:none; }
</style>
```

That code removes the yellow line at the bottom of the first page of your brew.

BACKGROUND IMAGE

Feel free to choose whatever image you want. The important thing for me is the image should fit what's inside the brew. For example, if your brew is about an adventure in a forgotten temple in the jungle, search a jungle, a Mayan temple or similar that fits the brew theme.

After you choose an image, make sure its resolution is big enough for the brew to avoid getting a pixelated image.

EXAMPLE COVER IMAGE

I used the following code for the cover image of this brew, created by dleoblock.

```
<img
src='http://i.imgur.com/l34OyFw.jpg'
style='position:absolute;top:0px;left:0px;width:100%'>
```

I'm using the **position: absolute** to allow the image to cover the whole page and the **width: 100%** to use the image at its original size (996x1500 pixels).

You can play with the width to change the size of the image, and with top and left values to move the image.

PX AND % FOR IMAGES

When modifying the image style, you can use both px and % for the top/bottom, left/right and the width. In general I use pixels because it allows me to move and resize the images as I need, pixel by pixel.

You can also use negative values for moving the image.

BREW NAME

Choose a nice and interesting name that resumes your brew. In general I try to keep it simple and small, using 3 words as maximum.

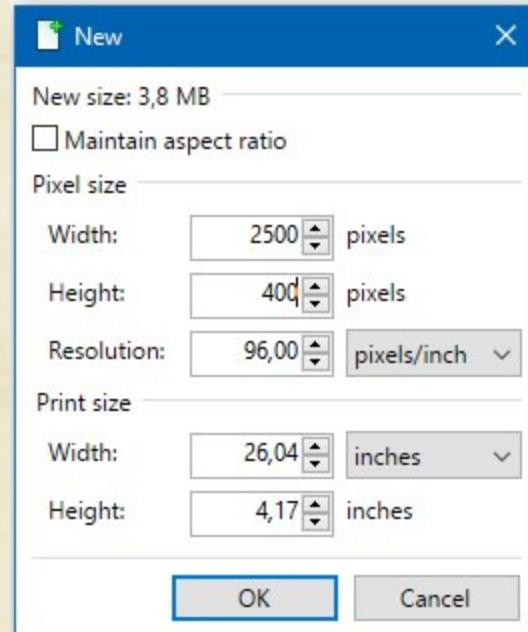
For example, this brew is called "Homebrewery Formatting Guide"

CREATING YOUR BASE TITLE

The font used for the titles is called **Nodesto Caps Condensed**, and you can find it in the Unearthed Arcana Google Drive Folder. Download it and install it.

To create a title and give it a 5e look, go to Paint.net and create a new document (File - New...)

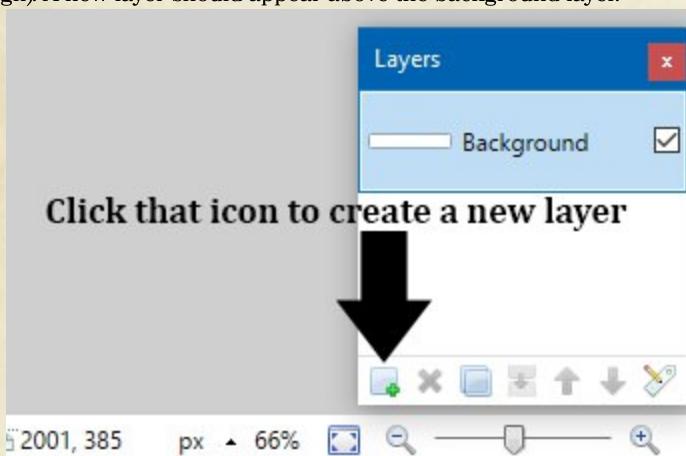
I used this for creating both the title and the description for this brew:



Change the background color to something else than white using the paint bucket tool and choosing a color in the bottom left window. I used the dark-brown color.

After that, you need to create a new layer first for writing your title.

In the bottom right side you can see a small window called "Layers". Click the first icon (the square with the green + sign). A new layer should appear above the background layer.



Then, make sure you have selected the new layer you've just created. Go to the top left panel and select the Text tool and search for the Nodesto Caps Condensed font.

Then, write your brew title using white and a big size (I used 144px) and center it as much as you can. You should get something like this:

HOMEBREWERY FORMATTING GUIDE

Next, you need to delete the background clicking on the background layer and then on the red X on the layers window. After deleting, save it as a .png image for keeping the transparency (File - Save As... - Choose a location, a name and select .PNG from the list).

ADDING TO THE HOMEBREWERY

You need to upload the image with the title to somewhere (I use imgur.com to upload all the images I use in my brews), then add it as an image. Unfortunately, paint.net doesn't have an option to create the black outline for the title like the books, but this will work just fine for most of the covers.

```
<img  
src='http://i.imgur.com/UmbROaN.png'  
style='position:absolute;top:700px;left:10px;width:816px'/>
```

DESCRIPTION

The description is the brief text found at the bottom of the title screen, resuming in two lines what's inside.

In general, all of these descriptions ends with "for the world's greatest roleplaying game", so you should write it too.

For this I'll be using Paint.net again. Create a new document using the same sizes as the title (2500x400 pixels), paint the background layer with another color, then create a new layer, choose the text tool and then search for the Veracruz-Regular font if you downloaded (if not, you can choose other font like Cambria). Use the center align and a smaller font than the title (I used 72px).

Same as the Title, delete the background, save it as a .PNG file and upload it, then add it to your brew. Here is the code I've used for this brew:

1ST DESCRIPTION IMAGE

```
<img  
src='http://i.imgur.com/hFMbK8D.png'  
style='position:absolute;bottom:30px;left:80px;width:700px'/>
```

LOGOS AND THE UNDERLINE

Finally, for the red logos you can use the album I've created [here](#). There you can find some variants of the original logo (because copyright things). The top and bottom red logos have a black shadow around, and you can make it using the **drop-shadow** filter. Here're the codes I've used in this brew.

TOP LOGO

```
<img  
src='http://i.imgur.com/YRAelcj.png'  
style='position:absolute;left:320px;top:10px;width:20%'>
```

RED UNDERLINE

```
<img  
src='http://i.imgur.com/SGYtcP2.png'  
style='position:absolute;top:150px;left:85px;width:80%'>
```

BOTTOM LOGO

```
<img  
src='http://i.imgur.com/UNR8iF.png'  
style='position:absolute;bottom:180px;left:0px;width:50%'>
```

THE TABLE OF CONTENTS

he table of contents is the easiest way to resume everything inside your brew. The ToC I'm using in this brew was originally made by [/u/calculuschild](#), and it's great because it almost the same of the one you can find on the *Player's Handbook*, and every part is clickable, so for example, if you click on the "Spacing Text" you can go instantly to that section of the brew. You can make one using [this base code](#) and then modifying the parts of the content to fit your brews. I'll explain how.

STYLE

All the code parts inside the `<style> </style>` tags are the base of how the table of contents handles the text and is used to keep the text, dots and numbers. *Don't touch that unless you know what you're doing!*

THE TABLE ITSELF

To edit the table, you need to change, add or delete the lines inside the `<div class='toc'> </div>` tag. It's pretty simple to use.

Every line have four essential aspects you need:

- **Hashtags:** At the beginning, depending on what type of line you want to add you will need 3, 4 or 0 hashtags. This follows the same rules as the headers, so for example, a 3 `###` will add a red text with yellow underline.
- **First `X`:** This changes the number at the end of each line in the table of contents.
- **Second `TEXT`:** Inside this span you will write what you want to be on that line.
- **(`#pX`):** This part makes the magic when you click the line and you are moved to that page. For example, if a line have the (`#p5`) you will be moved to the fifth page of your brew.

CONTENTS (ToC EXAMPLE)

INTRODUCTION	3
WHAT YOU WILL NEED	3
WHAT YOU WILL LEARN	3
FORMATTING BASICS	3
BASIC MARKDOWN	3
Bold	3
Italics	3
HEADERS	3
SPACING TEXT	4
Normal Spacing	4
3 Underscores	4
Vertical Spacing	4
CENTERING TEXT	5
TABBING TEXT WITH &NBSP;	5

The ToC lines can be divided in various types:

RED TEXT WITH YELLOW UNDERLINE

I use this line for the big headers inside my brews brew, such as the introduction and the chapters.

Here's an example of code for this type (used on this brew):

```
- ### [<span>3</span><span>Introduction</span>](#p3)
```

Sidenote: In the *Player's Handbook* they are also used for each part (Mostly for the pretty images with the *Part X* at the beginning of each section of the book), while the chapters use the next type.

RED TEXT

I use this for the headers with two hashtags (eg: ## Style).

The code used for this type is the following:

```
- ##### [<span>3</span><span>What You Will Need</span>](#p3)
```

Note: In the Table of Contents, this line needs a space before the score or its margin will be aligned with the first type!

BLACK TEXT

I use this code for all the headers in my brews with three hashtags, which are all the red text with yellow underline headers (eg: ### Adding to the Homebrewery)

The code used for this type is the following:

```
- [<span>4</span><span>Normal Spacing</span>](#p4)
```

IMAGE BLENDING

Quile you can easily remove the white background for images using the blend modes, some other images can be blended with a bit more of work. This idea was created originally by /u/QalarValar, and you can see his amazing resource [here](#).

Here's a different method for blending images, simpler and quicker, but it's limited by the images you use. In this case, I took the background image you can find in the Unearthed Arcana Google Drive folder and edited it, erasing some parts of the background, allowing to show some image under it with better stains and a nicer look. **With this method, you need to make sure the edited backgrounds you use for blending are at least 816 pixels width, so it covers the whole background image.**

I think this is a nice way to have a nice blending look for images, and it's great for everyone who doesn't know how to use Photoshop or any other editing software. You can also resize, flip and rotate the edited *Player's Handbook* background to fit your needs.

How This Work

The process is pretty simple: you need to put the image you want to blend and then you just add the edited background image below the base image.

The background images I've created are in the same link you can find on the 3rd page of this guide! [If you missed it](#), and they are a bit bigger (1275x1650), so you can resize them from 816px to a bigger size, and then moving it to fit the images you want to blend (and the text you're using).

TEST (RANDOM TEXT)

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Sed lobortis erat vel quam pharetra condimentum. Phasellus sed dapibus lacus, vitae pulvinar nisl. Nullam nec erat eget nisi viverra semper rhoncus vel tortor. Nullam dictum tellus elementum, egestas mi sit amet, molestie neque. Vivamus vel blandit ligula, et placerat lorem. Aliquam consequat suscipit nisl, at gravida ante auctor mollis.

TEST TEXT

Morbi scelerisque suscipit ligula, id consectetur tortor scelerisque id. Cras imperdiet orci ac diam mollis, ac hendrerit velit cursus. Phasellus fermentum finibus blandit.

COOKIE TASTINESS

Tastiness	Cookie Type
-5	Raisin
8th	Chocolate Chip
11th	2 or lower
14th	3 or lower
17th	4 or lower



Image used:

"Adventurers" by Sandara

A BIT MORE OF RANDOMNESS

Nunc blandit consectetur lorem, vel fringilla nisl accumsan vel. Morbi tempor enim sed sodales rhoncus. Aliquam vel venenatis turpis. Sed felis turpis, dignissim id purus at, iaculis pulvinar metus. Ut consectetur lectus at lectus dictum scelerisque. Phasellus vitae egestas metus. Nunc consequat, metus lobortis egestas varius, nunc nisl facilisis lorem, a fringilla orci lorem a odio. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Fusce egestas, nisl ac faucibus finibus, dui risus fermentum erat, hendrerit aliquet dolor diam eget est. Ut nec faucibus dui.

HEAL BAD HYGIENE

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 10 minutes

A flame, equivalent in brightness to a torch, springs from an object that you touch. The effect look like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered or hidden but not smothered or quenched.

Here you can see the codes for the images used in this page. As you can see, the adventurers' image is first on the code, followed by the modified background.

IMAGE I WANT TO BLEND

```
<img  
src='http://orig14.deviantart.net/0522/f/2015/166/7/d/adventurers_by_s  
d8xgvqg.jpg'  
style='position:absolute;top:-80px;left:0px;width:816px' />
```

MODIFIED BACKGROUND

```
<img  
src='https://i.imgur.com/Vxj8X1u.png'  
style='position:absolute;top:0px;left:0px;width:916px' />
```