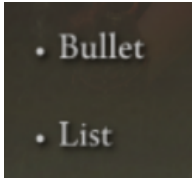
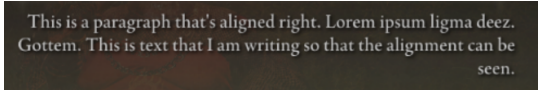


Formatting Text in Elden Ring

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Introduction

This is a short tutorial (or really just a reference page) for different formatting you can do in Elden Ring. I've done it with Item Descriptions, confirmations on other text would be great! Use DSMS's Text Editor for this, using [HTML text format](#). You can also edit the .fmg, but the formatting of the formatting (lol) will be a bit different and more annoying.

Formatting	Syntax Example	Result
Color (Uses hex)	<code> This text is red. Now it is not.</code>	
Bullet Point	<code>Bullet List</code>	
Underline	<code><u> Underlined </u></code>	
Italics	<code><i> Text </i></code>	Doesn't work. Might work if you add an italic font the game can work with.
Bold	<code> Text </code>	Doesn't work. Might work if you add a bold font the game can work with.
Paragraph alignment (LEFT, RIGHT, CENTER)	<code><P ALIGN ="RIGHT"> Text </P></code>	
Font size	Default font size. <code> Bigger font size.</code>	

Letterspacing	<pre> 5_LetterSpacing</pre>	Couldn't get to work.
Kerning	<pre> 0_Kerning 5_Kerning</pre>	Couldn't get to work
Paragraph	<pre><p> Text </p> <p> Text </p></pre>	This is a big paragraph I'm typing that needs to have a lot of information in it to show the effect. The dorsal lateral hypothalamus does some stupid shit I can't remember but it sounds cool to mention brain parts randomly. This is a new paragraph. Perhaps you've seen it, maybe in a dream. A murky, forgotten land. A place where souls may mend your ailing mind. You will lose everything once Branded. The Symbol of the Curse. An augur of darkness.

Credits

- TKGP - Direction and assistance
- ivi - More assistance