

# DMHelper



A Dungeon Masters Helping Hand  
v2.0

The DMHelper Team

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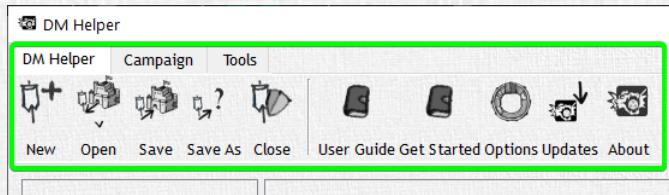
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## PART 1

# INTRODUCTION TO DMHELPER

**H**ELLO USER! Thank you so much for using DM Helper! In this introduction to DM Helper we are going to walk you through the application, introduce you to all its components, and give you a basic overview of how these components can help improve your DMing experience!

## MENU RIBBON



a specific set of functions for DM Helper. Here is a list of all the core tabs; DM Helper, Campaign, and Tools Some tabs will not appear until you need them such as Text, Map, Combat, and Animation; these are tied to certain areas of DMH

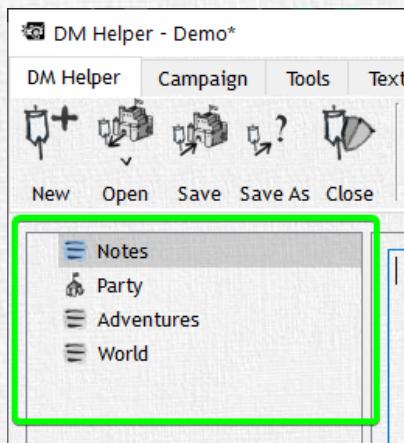
Through these tabs you can access and navigate almost every facet of the application.

More about the Menu Ribbon on page 7

The Menu Ribbon is the main source of interaction with DM Helper, it will act as a way to navigate all the various tools available to you, or simply save the progress in your campaign so far.

The Menu Ribbon is broken up into multiple tabs, each of these serve as a way to navigate

## CAMPAIGN TREE

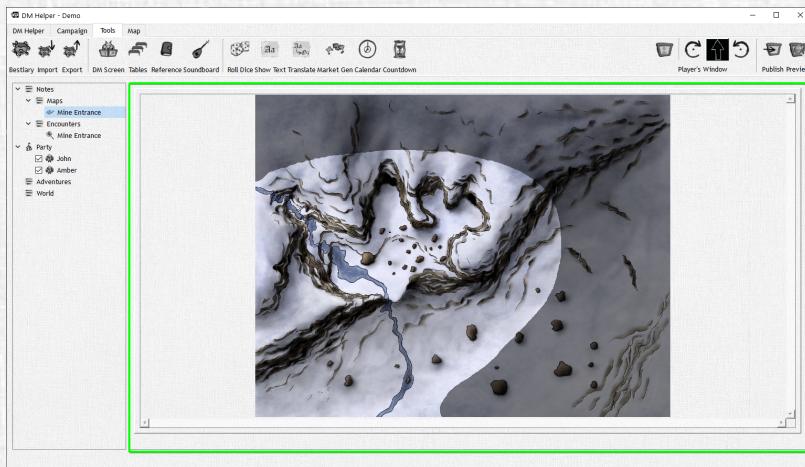


The Campaign Tree is the heart of your world, your characters, encounters, and NPCs; here you will create and organize all of the aforementioned elements for use in your campaign.

Here you will be able to fully flesh out your world with the ability to nest any object (Map, Encounter, NPC, Etc.) under any other object. For instance, let's say your party is on a quest to rescue the daughter of a guildmaster; you can create an adventure labeled as such, then nest maps, NPCs, and Encounters that the party may face under that adventure! This gives you the ability to set up a City in your world, shops they may run into in that city, and NPCs who will be in those shops or cities allowing you to plan for proper encounters and fully develop a world.

More about the Campaign Tree on page 19

# DM VIEW



hidden away after that boss fight your level 4 party barely just beat... I mean no, why would you ever do that?

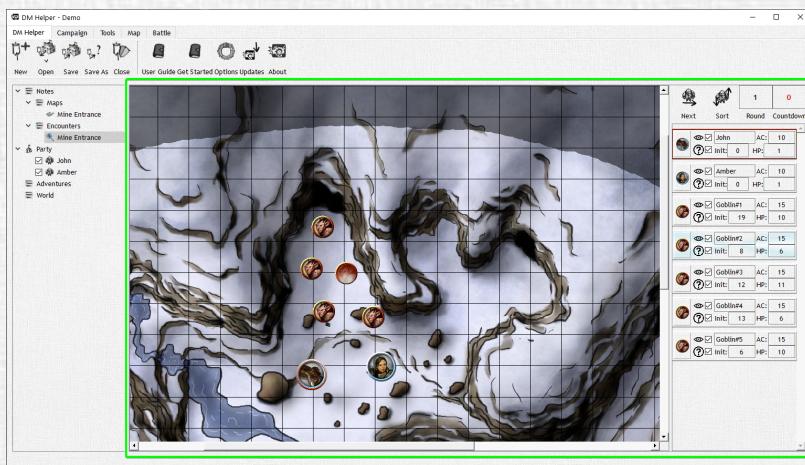
More about the DM View on page 21

In the DM View you will see all unpublished maps, fog of war updates, Hidden creatures/NPCs, and the combat initiative order.

To clarify all changes you make to your fog of war, maps, creatures, etc are able to be viewed here before allowing your players to see the changes you've made. You can then publish those changes and they will be made viewable in the Player Window, but more on that later.

This ensures that you can get the drop on your party without them knowing, so bring on the secret hordes of Tarrasques you have

# COMBAT VIEW



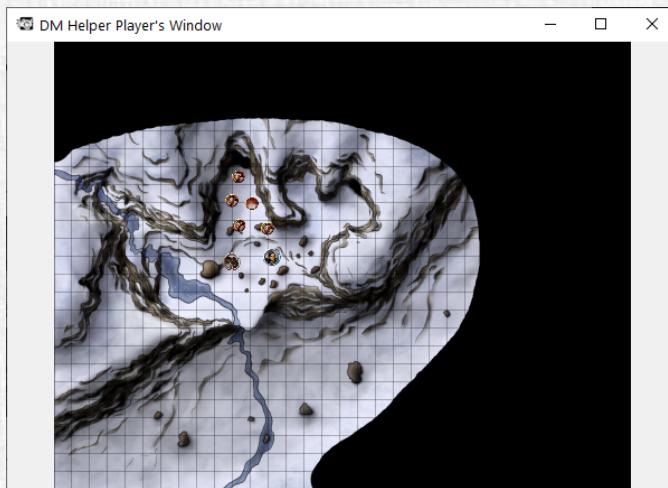
every combat encounter and give you the ability to track and organize combat in a more effective way. So get to know it intimately, you'll need it for the hell you're gonna put your party through, maybe quite literally hell.

More about the Combat View on page 24

The Combat View allows you to organize and view the combat initiative, while still being able to access map features such as zoom, fog of war, etc. The Combat View is initiated by creating a new battle encounter, or by selecting a combat encounter from the Campaign Tree. Once initiated the 'Combat/Battle Tab' will appear in the Menu Ribbon and the combat initiative will be displayed; along with some useful info to crush your playe- I mean guide your players on an amazing combat encounter...

The combat view will be used in

# PLAYER WINDOW



The Player window is the window where all published content is displayed, as well as the current combat initiative turn and following two turns to prepare the players up next for their turn.

As mentioned before this helps create a virtual DM screen to hide all information not known to the players and give them the information they need when you want them to have it. Side note, you can also display text, NPC, player, and creature images to the players here to really mess with their heads.

More about the Player Window on page 29

# PARTY VIEW

**Notes**

- Maps
- Encounters
- Mine Entrance

**Party**

- John
- Amber

**Challenge Thresholds**

Challenge	Threshold
Easy	50
Medium	100
Hard	150
Deadly	200

**John**

Initiative	AC	HP
0	10	1
30	10	
Speed (ft)	Passive Perception	
10 (+0)	10 (+0)	10 (+0)
Str	Dex	Con
10 (+0)	10 (+0)	10 (+0)
Int	Wis	Cha

**Amber**

Initiative	AC	HP
0	10	1
30	10	
Speed (ft)	Passive Perception	
10 (+0)	10 (+0)	10 (+0)
Str	Dex	Con
10 (+0)	10 (+0)	10 (+0)
Int	Wis	Cha

The Party View is very simply a place where you can see an overview of your party and all of their stats one might need at a quick glance. We also have a quick sync button beside all the player character mini stat blocks in order to sync your players' D&D Beyond character stats instantly.

More about the Party View on page 32

# THE BESTIARY



The Bestiary is a library of all the monsters you want available to you at any time. The Bestiary by default has all the free SRD content available to any player by Wizards. The Bestiary contains information on all monsters including basic stats, actions, special abilities, and legendary actions! You can also assign your own custom images to each monster that will appear as tokens in Combat. So... PREPARE THE DRACOLICHES!

More about the Bestiary on page 36

## KEYBOARD SHORTCUTS

- Ctrl+M:** Open the Bestiary to search for Monsters
- Ctrl+O:** Open a campaign
- Ctrl+S:** Save the current campaign
- Ctrl+D:** Dice roll Dialog
- Ctrl+E:** Opens the DM ScrEEen
- Ctrl+R:** Opens the Quick Reference Guide
- Ctrl+T:** Tables Tables Tables
- Ctrl+K:** Opens the Kalendar
- Ctrl+P:** Publish the current image or toggle Publishing
- Ctrl+W:** Open the PrevieW WindoW
- Ctrl+N:** Move to the Next combatant (in Combats only)
- Ctrl+Q:** Quit DM Helper

### IMPORTANT:

While using DMH your cursor will have several modes in which the cursor will operate very differently. Some of these modes do not have unique cursor shapes, and as such can be a bit confusing. If this problem ever occurs you can press the **Esc** key to default your cursor to its original state.

# PART 2

## MENU RIBBON

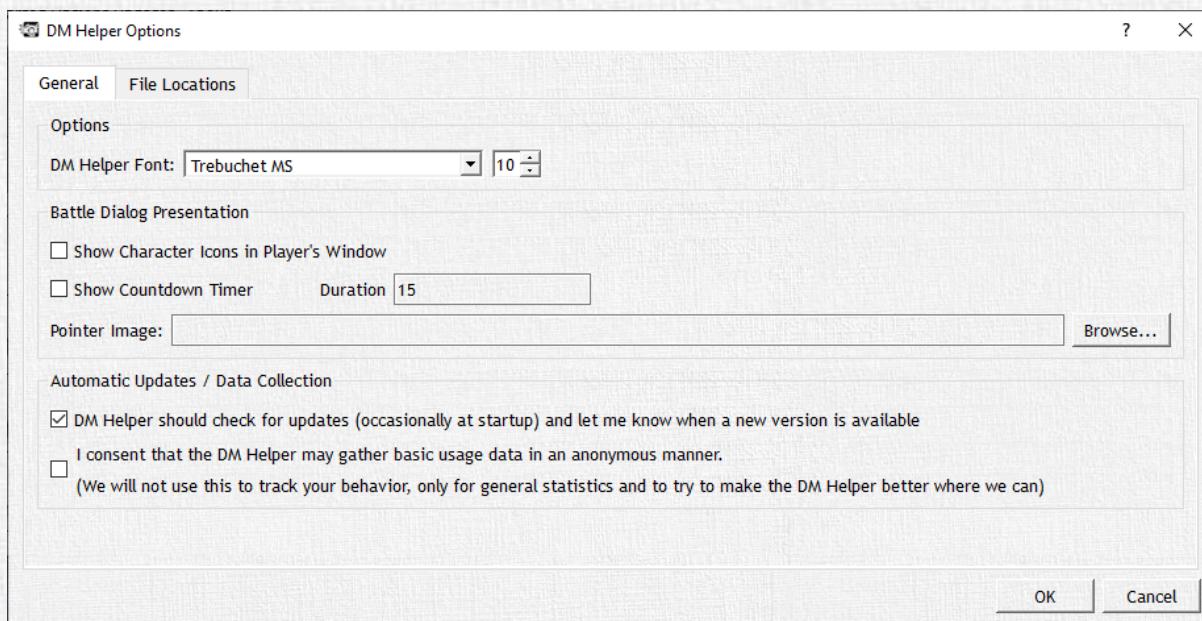
 THE MENU RIBBON IS LOCATED AT THE TOP OF DM HELPER, AND WILL HELP YOU NAVIGATE throughout the majority of DMH's functionality. This includes several tabs, some of which are specific to certain areas of DMH; those tabs are the following DM Helper, Campaign, Tools, Map, Combat, Text, and Animation. The first three tabs listed will always be available to you and help you with interacting with the application itself, the campaign tree, and DM tools that range from a timer to XML tables. In the following pages we are going to take a deep dive on all of these tabs and how you can use them to your advantage to keep the flow of your games effortless.

# DMHELPER



The DM Helper tab will act similar to your "File" tab in other applications allowing you to create a new campaign, open a campaign, save a campaign, view this document along with the Quick Start guide, check for updates, and access the options menu.

## OPTIONS



Most of these items are self explanatory and the basics of any application, but let's take a second to walk you through the options window. Here you will see two tabs General and File Locations; the General tab allows you to customize the overall look and feel of DMH; this is broken down into Options, Combat Dialog Presentation, and Automatic Updates/Data Collection.

## OPTIONS

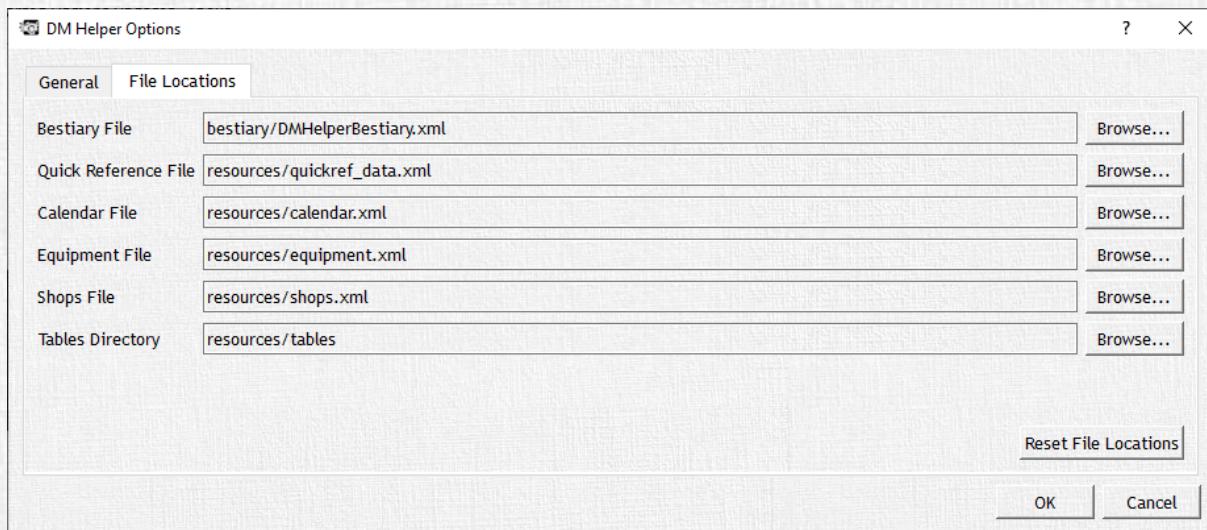
- **DM Helper Font:** This allows you to set the font and font size used in DMH

## COMBAT DIALOG PRESENTATION

- **Show Character Icons In Players' Window:** Enabling this option shows the player characters' and monsters' icons in the initiative order that is displayed in the right hand side of the Player Window
- **Show Countdown Timer:** Enabling this option allows you to time each turn in initiative if you are really pushing them for time, here you can also set the duration for each turn in any number of seconds.
- **Pointer Image:** This option allows you to change the pointer image for your pointer in the Map, and Combat Views. It is advised to use a bright, visible PNG file that is just a solid object with no background.

## AUTOMATIC UPDATES / DATA COLLECTION

- **Check For Updates:** Enabling the first option listed in this subheading will automatically check to see if there is a newer version of DMH available. If available a pop up window will appear with a link to download the newest release version available, unless you are a Patreon member in which you will be able to download new pre-release versions.
- **Consent to Gather Usage Data:** Enabling this option gives your consent to allow the DMH team to gather basic usage data, such as general statistics, to try and better DMH where we can. (All information obtained is anonymous, and will not track user behaviors.)



The File Locations tab allows you to customize the location that DMH saves its XML files to which contain all of your campaign information.

# CAMPAIGN



The Campaign Tab gives you control over items in the campaign tree allowing you to import, export, remove and create items in your campaign allowing you ultimate freedom to share any part of your game with anyone you desire.



**Add Text Entry:** Add a basic text entry for notes, story plots, descriptions, etc.



**Add Party:** Add a new party to your campaign



**Add PC/NPC:** Add a new PC or NPC to your campaign with its own stat profile



**Add Map:** Add a new map for you to edit, and publish to the player window



**Add Combat:** Add a combat encounter to your campaign, this will enter you into Combat View



**Add Scroll Text:** Add a scrolling text encounter that can be published to the Player Window



**Remove:** Simply an option to remove the highlighted item from your campaign tree



**Export:** Export a XML item from your campaign, this can be any object including NPC, Text Entry, Party, Etc. (Excludes Player Characters)

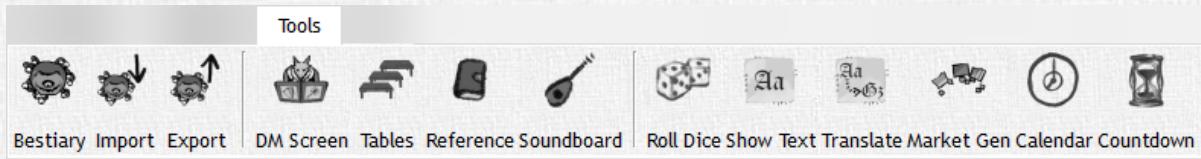


**Import:** Import a XML item from your campaign, this can be any object including NPC, Text Entry, Party, Etc. (Excludes Player Characters)



**Import PC:** Import a Player Character from D&D Beyond using its share link

# TOOLS



The 'Tools' Tab is dedicated to helping you, the DM, manage anything and everything. Look at your DM's table, now look at the 'Tools' tab, now look at your DM table, NOW LOOK AT THE 'TOOLS' TAB!!! Everything that is on your DM table should be here in some way (unless you have really weird things on your table like that weird slimy hand in a jar you have...)! Let's talk about it shall we...



**Bestiary:** View your bestiary



**Bestiary Import:** Import an entire bestiary to add to your collection of monsters



**Bestiary Export:** Export and share your bestiary as an XML file with anyone



**DM Screen:** A completely customizable DM Screen that gives you access to information such as inn, food, drink, weapon pricing and so on. Customizable via XML editing



**Tables:** View and roll XML based tables to randomly generate events in your game (See more pg X)



**Quick Reference:** View a quick reference table for all player actions, bonus actions, conditions, etc.



**Soundboard:** This is a work in progress feature, however it does allow you to play a song from your "tracks" section in the campaign tree



**Roll Dice:** A dice roller that you can roll any die, any number of them, and add modifiers to along with DC targets to compare to



**Show Text:** Allows you to publish quick text to the player window



**Translate:** Generate text that is coded with a DC check built into it; also allows you to publish the correct translation once the DC is succeeded



**Market Generator:** Generate a random shop inventory based on location and shop types



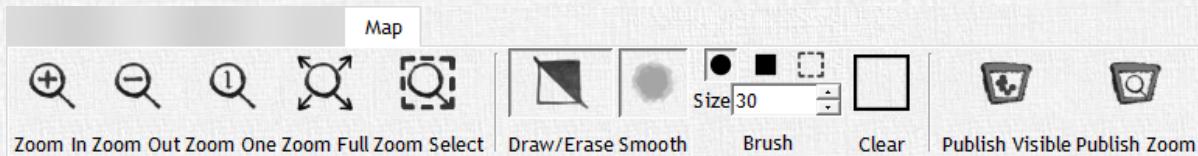
**In-Game Calendar:** Track your party's time in the year whether your calender is Gregorian or Harptos



**Timer:** Create a timer that you can publish to the player window to really light a fire under your party

These tools will become your best friends, and once you fully customize them to your game they will become irreplaceable.

# MAP



The 'Map' tab is solely used to manipulate the map and its fog of war. This tab will be one of the most used tabs outside of Combat, and contains some tools you will need to be familiar with in order to utilize DMH. With the level of importance this tab provides, we are going to take an in-depth look into the 'Map' tab and all its facets.

## ZOOM FUNCTIONS

These five buttons are located on the left side of the ribbon under the 'Map' tab, and deal entirely with the level of zoom of your map.



The **Zoom In/Out** buttons allow you to zoom in or out of the map by one unit. They are the first two buttons in the Zoom Functions and are labeled as such.



The **Zoom One** button zooms the map into a 1:1 ratio compared to its original size. I.E. you see the image at its full resolution regardless of DMH



The **Zoom Full** button brings the image to fill out the entire Map view. This is great for high resolution images/videos that you can sometimes get lost in.



The **Zoom Select** button allows you to select a square section of the map to zoom into, and automatically resizes the zoom to that area attempting to fit only that selection to the map view. This is useful for large scale maps such as cities like Waterdeep, where parties will need to explore specific areas of a map.

## FOG OF WAR FUNCTIONS

These buttons are located in the middle of your 'Map' tab, and will be used frequently as they control what your players can and cannot see at any given time. These options allow you to add or remove layers of fog of war from the map via a brush, with varying brush options, or selecting large areas at a time. Here are all the fog of war functions in order from left to right:



The **Fog of War** button toggles FoW editing via brush on or off, and is only visible while in a combat encounter.



The **Draw/Erase** button toggles between adding and removing FoW from the map. While the button is recessed the brush will erase existing FoW, and while flush with the ribbon the brush will add FoW to the existing FoW or map.

The **Smooth** button toggles whether the edges of the brush are gradually blended or hard changes. We suggest using the smoothed version when clearing fog of war with a round brush, particularly in outside areas.

## BRUSH OPTIONS

The Brush Options are an array of buttons that change the brush size and shape.



The **round and square** brush options determine the shape of the brush.



The **size** of the brush can be set in pixels relative to the map size



The **FoW Area** button allows you to change the brush to a square area selection tool, which lets you drag and select a rectangular area of the fog of war to be added or removed.



The **Fill/Clear** button fills in or removes the whole map of FoW with one click depending on the state of the 'Draw/Erase' button we mentioned previously. So it may appear as Fill or Clear... Oh, oh, oh its magic!



## COMBAT SPECIFIC FUNCTIONS

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As stated in our introduction, some items are only visible during combat encounters; the following functions are of that variety.

### THE CAMERA & CAMERA OPTIONS

These four functions are used to control and operate the Camera feature of DMH. The camera allows the DM to maintain a larger image while the players see only what the camera is encompassing on the player window. This allows a DM to have full control over what players do and don't see, and works simultaneously with the fog of war. We've found this especially useful in large combat maps in which you want to set up monsters and NPCs in other parts of the map while the party remains clueless. Silly players, omniscience is not for mere mortals!

Disclaimer: DMH does not give you omniscience nor god-hood. If you begin having delusions of grandeur while using DMH please see your therapist. Using DMH with alcohol may increase the chance of you experiencing these delusions of grandeur and may cause you to torture innocent D&D players. DMH does not support nor condone treating D&D players as "mere mortals", although we acknowledge their limitations.



The **Couple** button toggles linking to the camera frame to the 'DM View' in its entirety, blank space and all. This is great for working on large maps in combat encounters so that the players are only seeing the area you are working in as it will match the zoom level you are in.



The **Zoom Full** button extends the camera frame to the edges of the map entirely, but not to the full 'DM View'.



The **Select** button allows you to click and drag on an area of the map and create a camera frame equal to that selection.



The **Edit** button allows you to move and resize the camera frame manually by clicking inside the frame or the edge of the frame and dragging.

#### NOTE:

The Camera Frame is denoted by the blue rectangle in the 'DM View' and by default is sized to the edges of the map as if you selected the Zoom Full button. Players only see what is inside this frame on the 'Player Window'.

## RULER

The Ruler is used to measure distance on a map from point A to B and can optionally include a vertical distance in its calculations. It is important to accurately set your grid size in the Grid functions before using the Ruler, as distance is calculated based on the current grid size (*See more about grid sizing in the next section*). The Ruler has four components to it:



The Ruler button toggles the tool on and off; while on the tool allows you to click and drag from one point to another and it will display the distance between those two points.



The Height button toggles whether to calculate a vertical height into the measurement displayed by the Ruler. You can set the vertical height difference in the text field to the right of the button itself.



The Measurement Readout is located to the right of the Ruler button and above the Height button; here it will display the measurement calculated by the Ruler.

The Ruler is great for measuring distance in an encounter, even if it's the distance it takes for your Air Genasi Monk to levitate himself up to the you placed Beholder at the top of the cavern and commence to performing "dope monk stuff" on your precious mob... What? I'm not salty at all...

## GRID

The grid plays a very important role in DMH - it determines the "scale" of your map in a measurement that DMH uses to determine the sizing of tokens, sizing of spell effects, and distance for the ruler.



The Grid button toggles the grid lines hidden and visible; we suggest toggling this on to size your grid properly and then you can turn it off if you prefer a cleaner look.



The Scale text field is what determines how much distance is in between each line.



The H-Shift slider allows you to move the grid lines horizontally.



The V-Shift slider allows you to move the grid lines vertically.

Scaling and Aligning your grid can be useful to align the grid with walls, doors or even a pre-made grid in the premade maps.

## POINTER



The **Pointer** button displays a cursor on the 'DM View' that is mirrored to the 'Player Window' making it easy to... Well point at things. By default the Pointer is an arrow, but can be changed in the 'Settings' menu as mentioned earlier.

### NOTE:

You can use the pointer on any map by pressing spacebar while mousing over the Preview window.

# COMBAT

The 'Combat' tab gives you all the tools you need to build and run combat encounters in your games. Here you can spawn mobs, create spell effects, toggle map effects, link maps to the encounter, and interact with the combat initiative.



The **New Map** button allows you to select a new map for the combat encounter. All maps listed in the campaign tree are listed as available map selections; in order to display the map you must press the **Refresh** button. I like to nest my encounters under the map they are related to, under the adventure they fall into.



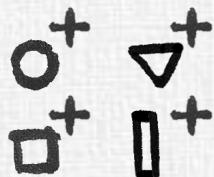
The **Add PC** and **Add NPC** buttons add a PC or an NPC from the campaign to the combat.



The **Add Mob/Object** buttons are all used to add their respective mob, the object for special objects on the map (*get creative, you can add any image and scale it appropriately*), on the fly. These functions are great for moments where you need to scale up your encounter because your party destroys all your plans. *Remember the Tarrasques... Just saying.*



## SPELL EFFECTS



The map effect functions let you add new shapes that represent spell affects to the map where they can be individually sized, and named. You can create a **Radius**, **Cube**, **Cone**, or **Line** effect, and any affected targets will highlight in a burgundy color. Once the spell effect is created you can right click on the effect to edit the effect, delete the effect, or roll a save for every target affected(See more pg x).

## MAP EFFECTS

The map effect functions are five toggleable buttons that toggle different map effect on or off on both the 'DM View' and the 'Player Window'. These range from showing dead mobs to enabling token movement areas.



The **Show Living** button toggles whether to show or hide all living combatants



The **Show Dead** button toggles whether to show or hide all combatants whose HP is 0, which may be important if certain mobs have certain special loot on them.



The **Show Effects** button toggles whether to show or hide all spell effects that are active, this is especially helpful if the map begins to get cluttered by spell effects.



The **Movement** button toggles whether the movement radius for mobs and PCs should be shown when moving them on the map.



The **Lair Actions** if selected, DMH will remind you to run lair actions when the initiative order passes 20



The **Next** button activates the next combatant in the initiative order.



The **Sort** button resorts the widgets by their initiative values (highest to lowest).



If you click the **Statistics** button, you can see the overall statistics of the combat, including who has dealt and taken damage so far.

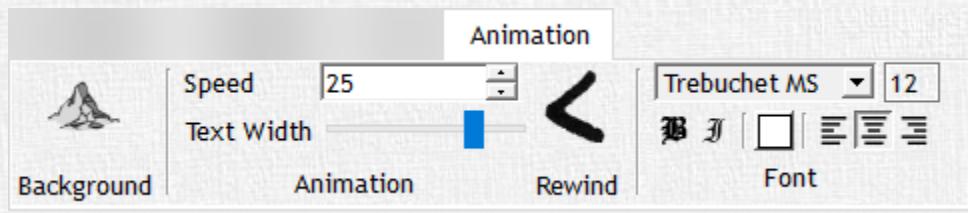
## TEXT

The 'Text' tab contains basic standard controls for formatting text. It appears both on its own for a text entry and as part of the 'Animation' tab for scrolling text entries in the campaign tree. We are 99% certain that you know how these features work from your favorite word processing tools. If not, congratulations on avoiding computers!

Any formatting changes you make are applied to whatever parts of the text you have selected. Here's a quick overview of what formats you can change in this tab:

- Font - pick any font installed on your system
- Font size - in points
- Font color
- Bold
- Italics
- Alignment: left, centered or right

# ANIMATION



The 'Animation' tab is used only while you have a scrolling text object selected in the flexible campaign tree, and is used to help animate text for your players in the player window once published. This tab includes animation controls such as text backgrounds and speed in which it scrolls, along with a full suite of text formatting options.



The **Background** button lets you select a background image for the animation.



The **Speed** control allows you to control how quickly the text scrolls across the screen in the animation. The number you choose is the number of pixels per second the text will move; meaning the resolution of your display will indicate how fast or slow the speed value is.



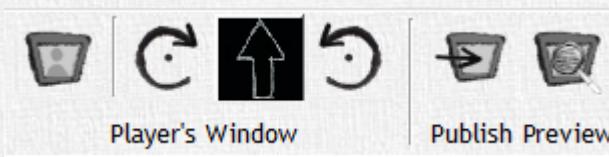
The **Text Width** slider lets you set how much of the image is covered by the text, from 10% to 100%.



The **Rewind** button does what it should, nothing more, nothing less.

The set of text format buttons are the same as described in the previous section on the 'Text' tab. Any changes apply to the entire text.

# PLAYER WINDOW & PUBLISH



These options appear in every tab, no matter what content you are viewing from the campaign tree, and give you the ability to publish any item in the campaign tree for your players to view. This also allows you to define the color of your FoW, rotate the orientation of the player window (for all you pimpin' DMs with your recessed TV in the table), apperate a 'Player Window' (again, m a g i c !), and it will display the current orientation of your player window.



The **Player Window** button will toggle the player window open and on top of DMH or close the window altogether.



The **Player Window Rotate Left/Right** button allows you to, yep you guessed it, rotate the orientation of the Player Window's contents left or right by 90 degrees.



The next button we'll call... **Player Window Fog Color Selector & Orientation Indicator**. That's a mouthful. Anyways this button allows you to select the color of the FoW displayed in the player window, and displays an arrow that indicates the orientation of the FoW currently.



The **Publish** button is a simple button that displays the items visible in the 'DM View' to the 'Player Window' and displays information hidden by FoW blacked out. This button can be used to publish any item in the 'Campaign Tree' except tracks, for obvious reasons.



There are two **Publish** buttons that appear in the under the Maps tab while selecting a map (not an encounter with a map) to the right of the FoW functions:



The **Publish Visible** button toggles whether you publish the map in its entirety or just the parts that are visible(not covered by FoW) to the players.



The **Publish Zoom** button toggles whether you publish the map in its entirety or just displaying the same zoom level shown in the 'DM View'.



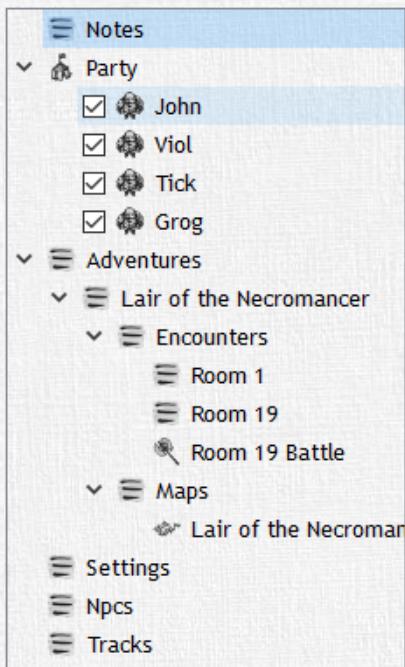
The Preview button allows you to briefly preview what a published 'Player Window' would look like to your players. This is especially helpful if you can't see the display you are outputting your 'Player Window' to.

# PART 3

## FLEXIBLE CAMPAIGN TREE

# FLEXIBLE CAMPAIGN TREE

**C**HE FLEXIBLE CAMPAIGN TREE IS A TREE STRUCTURE THAT HOLDS ALL THE ‘OBJECTS’ OF YOUR campaign in it with collapsible headings and subheadings. In a galaxy far, far away and a time forgotten by man this campaign tree had a very specific way that all the objects would be organized. After MONTHS of working tirelessly we created a campaign tree that would assist with world building as well as displaying objects from the campaign!



Here you can create any object and put it in any order you like! Have certain NPCs that only matter to certain quests? Cool nest that NPC under a text object that lists the quest and all it entails. Have an NPC that gives a quest? Great! Nest that quest under that NPC. Are all of these quests in one city? PERFECT! Nest those quests/NPCs under that city! YOU CAN EVEN BREAK DOWN THE CITY INTO DISTRICTS AND NEST THE QUESTS UNDER THOSE SPECIFIC PLACES!!! Sorry... I got excited.

As you can see you can get as detailed or simple as you desire it to be. It is our belief that this flexibility will allow you to use DMH for preplanning a campaign, and complete worldbuilding instead of having to resort to other programs. This falls in line with our mission to make DMH suit any DMs playstyle, and to limit the amount of additional windows and applications that a DM has to have running.

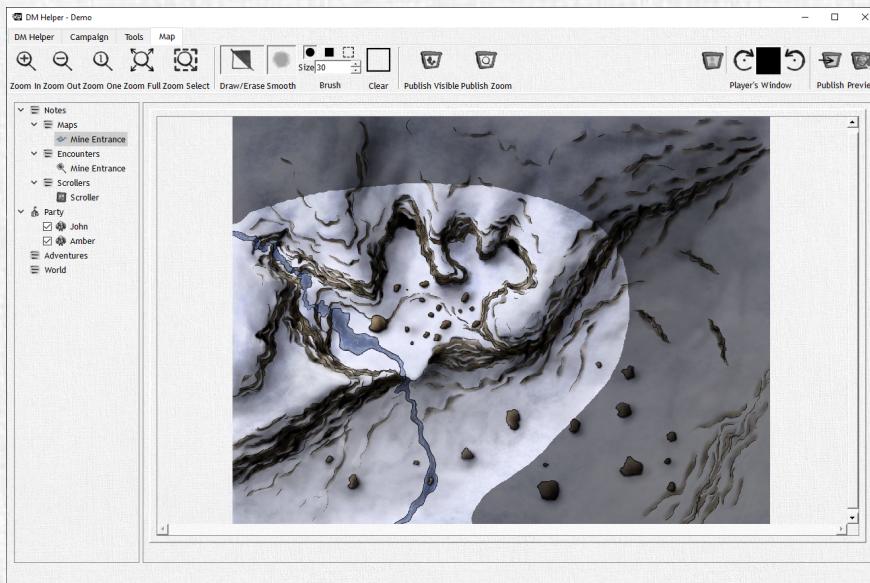
Before you ask, we’ve gone ten layers deep in the tree before we decided maybe we might be too deep, don’t want to get trapped here and not know where we are... I mean I don’t want to rely on a top to tell me what’s reality or not right!?

# PART 4

## THE DM VIEW

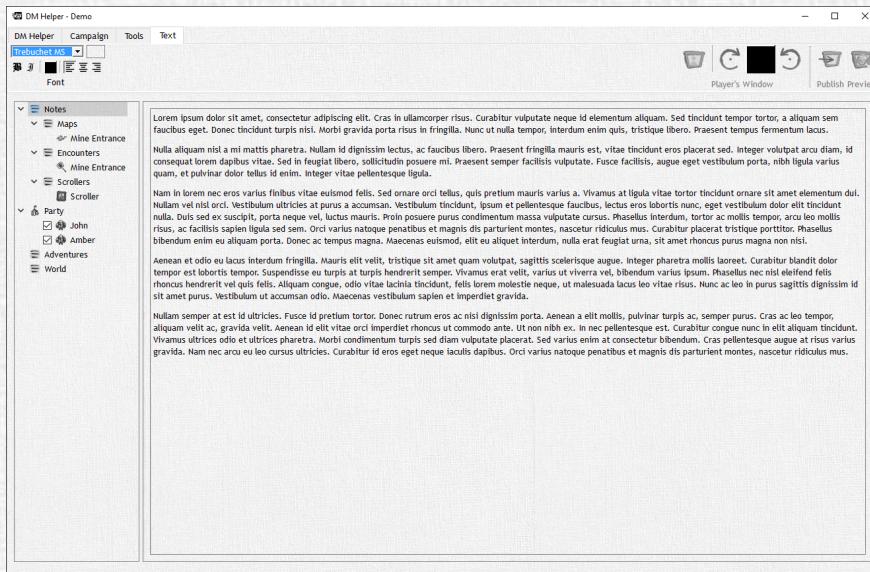
**T**HE DM VIEW IS WHAT YOU AS A DUNGEON MASTER WILL SEE THE MOST OF, GIVING YOU ACCESS TO world build using the campaign tree, set up maps, FoW for those maps, and edit your text/text animations. None of the details that are shown here are readily available to the players in the player window, until you publish the object you are viewing. The Combat View also exists within the DM View but we'll discuss more on that in later pages.

## MAPS



The DM View allows you to view maps you have imported into your campaign, by default these maps are covered in fog of war which is displayed by an opaque grey layer over the map image. Overall you will still see your map in its entirety, however this opaque grey layer appears as black to the players in the player window or "fog". This allows the DM to edit the FoW and place mobs safely without the players being able to see.

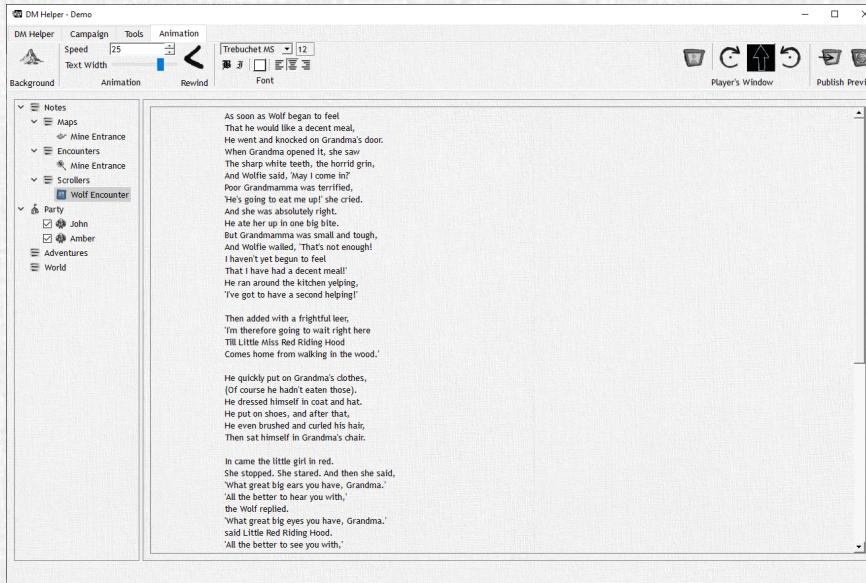
## TEXT ENTRIES



A simple text entry useful for recording information, encounter details, campaign notes like party progress, surprising events, spontaneous notes to self or pretty much anything else you need to write down.

If DMH finds the name of another entry in the campaign tree, it automatically converts it into a hyperlink in the text field to allow a quick reference.

# SCROLLING TEXT



Scrolling text is an easy-to-use way to create animated cutscenes. All you need is an attractive background (image or video!) and an engaging text for your players and DMH takes care of the rest. The DM's View gives you a preview of how the scrolling text will look on top of the selected background. You can use this to check whether the selected font and text color are well visible on top of the background. The text can be formatted and the animation controlled using the various entries on the "Animation" tab.

Like everything else in DMH, to start the animation and show the scrolling text, all you have to do is Publish.

#### NOTE TO LEGACY USERS:

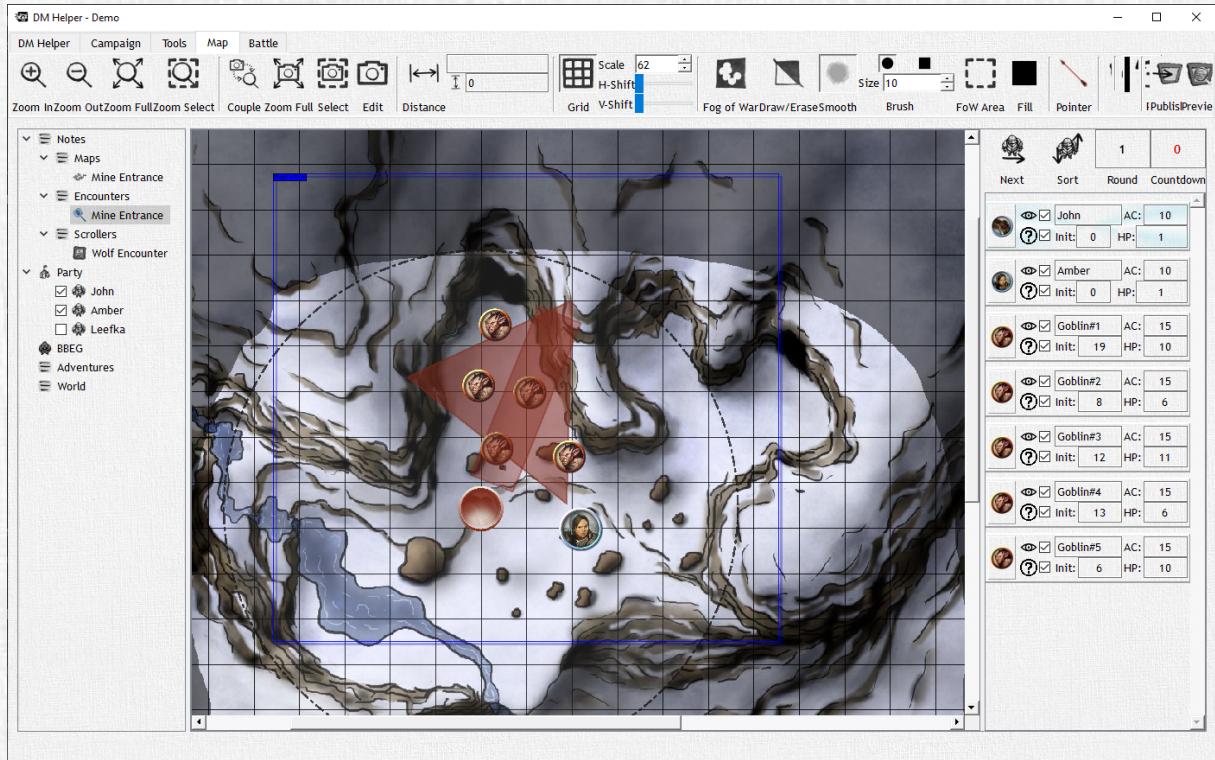
Starting with v2.0 of DMH, the scrolling text is published directly to the Player's Window rather than into its own publish window (ick!).

# PART 5

## COMBAT VIEW

**C**HE COMBAT VIEW IS WHERE YOU CONTROL AND RUN COMBAT ENCOUNTERS OR SIMILAR (LIKE CHASE sequences). You can use combat encounters as just a way to keep track of the initiative order using our initiative tracker. We believe though, the true magic of DMH is in its full Combat View which is only available while you have a map imported into the encounter. This allows for full use of the initiative tracker, real time fog of war, player/mob tokens to display positioning, and spell effects all with ease.

Generally speaking, you can do everything you need within the combat view (a great change vs previous versions...), including editing the fog of war - even outside of what the players can see, using the pointer or measuring distances.



#### NOTE:

You need to add a map separately to the campaign before you can add it to the combat. Also, you can only add tokens after you have added a map.

# INITIATIVE LIST

Next	Sort	Round	Countdown
		1	0
	<input checked="" type="checkbox"/>	John	AC: 10
	<input checked="" type="checkbox"/>	Init: 0	HP: 1
	<input checked="" type="checkbox"/>	Amber	AC: 10
	<input checked="" type="checkbox"/>	Init: 0	HP: 1
	<input checked="" type="checkbox"/>	Goblin#1	AC: 15
	<input checked="" type="checkbox"/>	Init: 19	HP: 10
	<input checked="" type="checkbox"/>	Goblin#2	AC: 15
	<input checked="" type="checkbox"/>	Init: 8	HP: 6
	<input checked="" type="checkbox"/>	Goblin#3	AC: 15
	<input checked="" type="checkbox"/>	Init: 12	HP: 11
	<input checked="" type="checkbox"/>	Goblin#4	AC: 15
	<input checked="" type="checkbox"/>	Init: 13	HP: 6
	<input checked="" type="checkbox"/>	Goblin#5	AC: 15
	<input checked="" type="checkbox"/>	Init: 6	HP: 10

All player characters, NPCs, and monsters involved in the combat are listed here. You can edit the initiative for each combatant and Sort them in order of initiative; if you don't like the order after sorting, you can fix it by dragging things around in the list. When you create a new combat encounter, all active members of the campaign's party are added automatically, it's up to you to then add the monsters.

Once you have your initiative order together DMH will start at the top of the round which is displayed at the top of the initiative list. You may advance the active combatant by clicking the **Next** button or use the **Next (Ctrl+N)** shortcut to the combatant next in the initiative order. You can also right click on a combatant and click Activate to make them the active player regardless of initiative order.

Speaking of the active combatant, when any combatant receives damage that damage is considered to be dealt by the active combatant. This is important as you can use the **Statistics** function to track damage that all combatants are receiving, dealing, and the average damage dealt per round. This may be useful to pinpoint where your party's main damage source is... also bragging rights for players, hehe.

	<input checked="" type="checkbox"/>	Goblin#1	AC: 15
	<input checked="" type="checkbox"/>	Init: 19	HP: 10

While all combatants are always visible to the DM sometimes you don't want your players to know about what you have lurking in the shadows; and as amazing as the initiative tracker is if they show up there you're ruined! Well don't worry we got you covered, combatants have two states of visibility **Known** and **Visible**; this can be changed using the checkboxes for each combatant.

A combatant that is **unknown** to the party is a big secret. They aren't shown in the initiative order and their tokens are certainly not visible. This is a good way to prepare monsters the party will encounter very soon, but haven't yet heard them growling.

A combatant that isn't **Visible** the players generally know about, it is shown in the initiative order (which a generic icon in case they haven't actually seen it ever), but the token isn't shown. This makes great for invisible combatants or mindflayers at the top of the cavern that are invading your mind and insulting your combatants' puny intelligence!

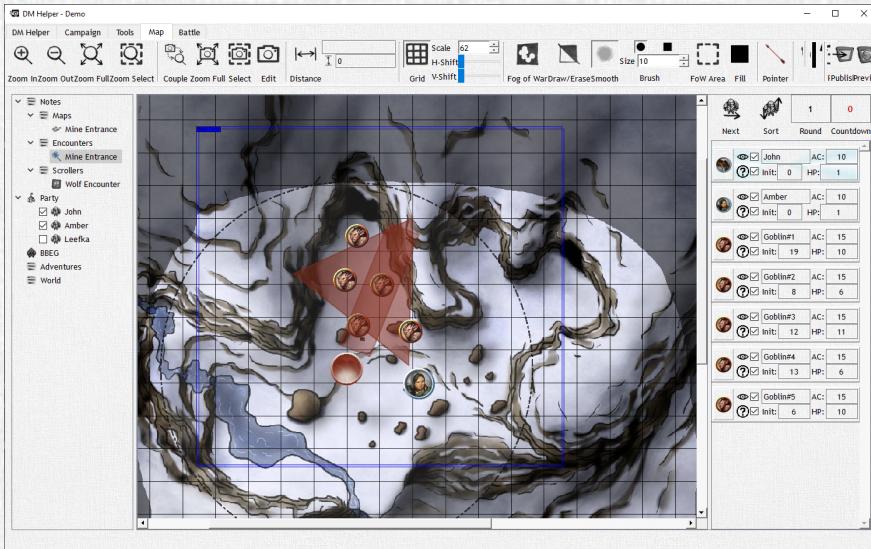


As stated earlier Lair Actions are also present, if active, in the initiative order kinda. At the top of the round you will be reminded to run lair actions with a pop up dialog box, you get the joy of deciding what those are, so go crazy.

## NOTE:

Double-clicking any combatant will open its details page, whether in the DM View for player characters and NPCs or in the Bestiary for monsters.

# COMBAT SCENE



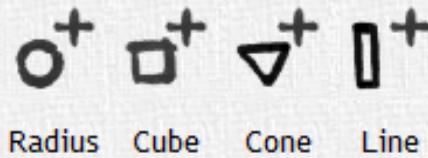
**The most important part of a combat scene is the grid size.** Even if you turn off the grid, setting its size is how you tell DMH how “big” the map is. Based on this, tokens are resized, effect sizes are adjusted and distance measurements are calculated. The **Ruler** is a useful way to quickly check the range between two points on the combat map to gauge proper grid scale. Also you can show your players they are just a few feet short of their objective at the end of the round in your chase sequence!

All combatants, objects and effects in the scene can be moved around the map by clicking and dragging them with the mouse. Any time you select a combatant to drag it, a movement circle is shown indicating how far they can move at most. This is just a guideline, but acts as a useful visual aide.

Combatants are added automatically to the middle of the scene as soon as they are added to the initiative order. The size of each token depends on both the size of the combatants (Small, Large, Huge, etc) and the grid size.

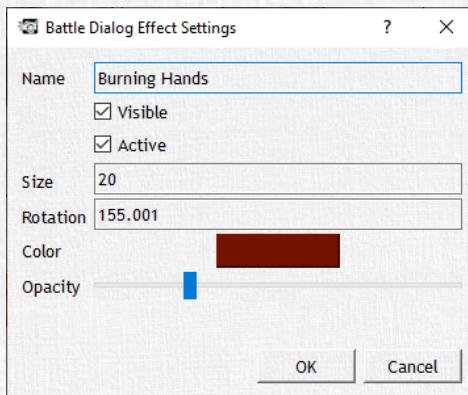
In addition to combatants, you can add **Objects** to the combat, which can be added as a token based on an image you provide without anything in the initiative list. You can pick the size of an object, move it around as normal and rotate them by holding the right mouse button just like spell effects! Our favorite use of objects is to move mimics around the map and see if players ever notice before being swallowed whole.

# SPELL EFFECTS

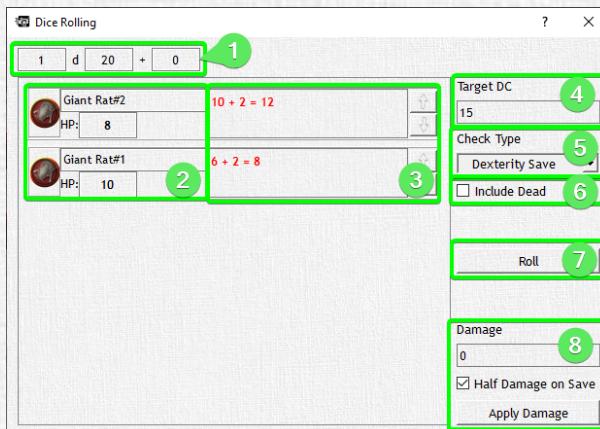


Radius    Cube    Cone    Line

Spell Effects can be used for any number of silliness, from the obvious area of a fireball to highlighting zones of danger on the map or just adding semi-transparent color. They can be moved around just like other tokens or rotated by holding the right mouse button. You can create a Radius, Cube, Cone, or Line effect, and any affected targets will highlight in a burgundy color (which you can totally change). Once the spell effect is created you can right click on the effect to edit the effect, delete the effect, or roll a save for every target affected.



When editing an effect (double-click to open the edit dialog), you can choose to make it inactive, so that it does not highlight any combatants in its area, or make it invisible so that your players will not even see it coming.



Once your spell effect is in the proper area, it's time to roll some damage, and lucky for you we've got an app for that? Here is your spell effects save roller? We don't have an official name for it yet ok! Anywho you can roll saves for all combatants affected by the spell effect, apply damage or half damage on a success, and have the combatants applicable modifier applied to the roll!

1. Set the die rolled and static bonus you wish to apply
2. Displays a list of all affected combatants and their HP
3. Displays the roll generated, the combatants bonus, and the total roll in either green or red depending on success/failure

4. Set the target DC for the combatants to meet
5. Select the type of save required (used to apply bonuses from the stat block)
6. Toggle including dead combatants
7. CLICK TO ROLL! Duh.
8. Set the damage dealt to combatants and toggle whether they receive half damage on a successful save or not.

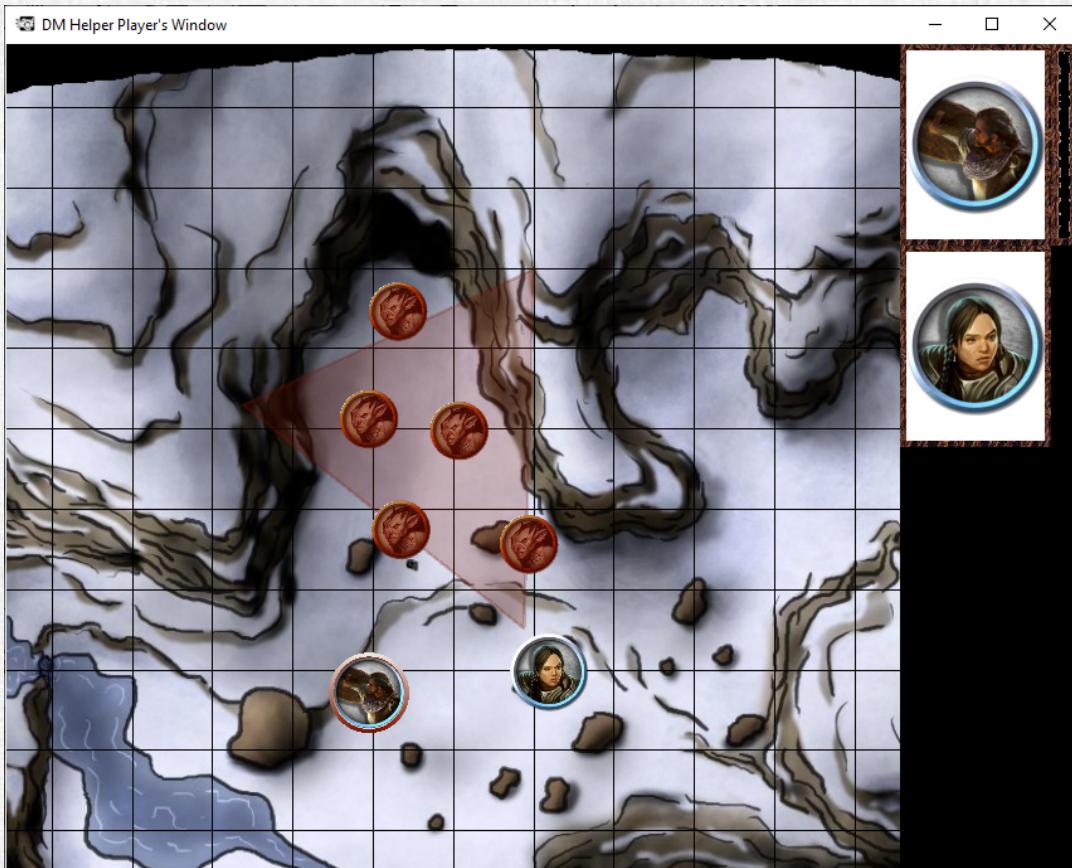
The Spell Roller is super useful in large combats with a ton of combatants.

# PART 6

## THE PLAYERS'S WINDOW

# THE PLAYERS'S WINDOW

**C**HE PLAYER WINDOW IS USED TO DISPLAY INFORMATION THAT YOU AS A DM WISH FOR YOUR PLAYERS TO see without revealing hidden objects. If you've ever played IRL and made this awesome combat map, covered it with black construction paper layered perfectly in order of how your players should explore the map so that they only see what their characters see, you are familiar with the concept. Except now when your players decide to go the most unorthodox route of exploring, you no longer have to struggle removing those pieces of black construction paper and accidentally revealing more than you wanted to! We've all been there once. Now imagine instead of just displaying a map you can show them letters, book entries, player/NPC/monster images up close, player descriptions, in depth lore you wrote for HOURS that you usually wouldn't bother to write out a second time, all that and more is available to display to your players here! Just remember kids the sky's the limit, well, your imagination is the limit here. There are just a couple of things worth noting about the player window.



## INITIATIVE TRACKER

When engaged in a combat encounter the player window displays a small bar, by default on the right side of the window, that displays the active player/mob, the next two players/mobs in the initiative order, and a timer that you can set to whatever time limit you wish in the form of a small green bar that runs down as time passes. This lets the players know whose turn it is, who needs to prepare to go next or whether to clench the butt cheeks for the oncoming onslaught, and how much time they have left to take their turn if you're into that kind of thing.

## EVERYTHING ELSE

---

Vague header I know... Really though every other object in the campaign tree can be published here. What you don't believe me? Ok fine bulleted lists it is!

- Maps, only the revealed parts.
- Player, Monster, NPC images
- Text
  - Use this to display lore, quests, descriptions, loot, etc. (I M A G I N A T I O N ! ! !)
- Animated Text
  - You can use this to display images of weapons, armor, magical items, etc as the "background" (I M A G I N A T I O N ! ! !)

SEE! Everything else. Seriously though get creative with how to use the items and how they interact with the player window, and you can almost do anything in DMH

## HOW DO I UTILIZE THE PLAYER WINDOW?

---

So now you know how amazing the player window is, and how it is the central focus of DMH as a whole. The question remains how do you leverage all that? I mean you can't use your monitor and display it at the same time. Well here's a few ways you show it to your players?

- You can attach a second monitor to your computer and point it at your players
- You can use a TV somewhere in your house that you can link your PC up to and then move the Player Window to it.
- You can build a gaming table with a TV recessed into it; for this sort of setup, the rotation of published content can be really useful
- You can play over the web by sharing the player window with your favorite streaming service such as Zoom, Skype, Discord, Hangouts, etc.
- You can use broadcasting software (OBS, XSplit, etc) to stream both the DM View and player window to an audience.

There are a plethora of ways to integrate the player window into your games, if you come up with anything creative, drop in discord and let us know! Regardless of how you are sharing your Player's Window, one very useful feature of it is the 'F' key. If you press 'F' on the Player's Window, it switches into fullscreen mode, not to be confused with "Press F to pay respects".

The Player's Window is the whole point of DMH. OK, so we said that about the Publish button too, but only because the Publish button is how you send things to the Player's Window... and the Player's Window is **the thing** you show to your players.

### NOTE:

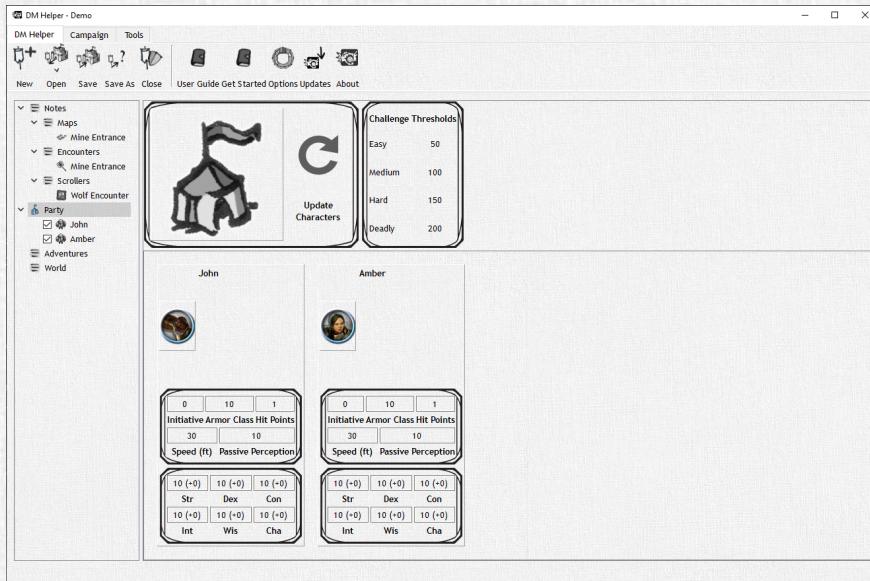
To be fair to all the other cool features, there's actually a lot of useful stuff that DMH does for you that is not specifically targeted at publishing for players. Still, we love publishing.

The controls around publishing to the Player's Window are described on page 16

## PART 7

# THE PARTY, PLAYER CHARACTERS & NPCS

# PARTY VIEW



A party is intended to be a collection of friends and heroes, but occasionally they just devolve into a bunch of people doing whatever they want! Party View allows you to view all the PCs/NPCs/monsters that are in your party, and an overview of all their basic stats should you need them.

In Party View you can give a token image to each party member, in an upcoming version of DMH you will be able to use this token to show the location of the party with a single icon on maps; this will be useful for those overland maps of the continent you made! The party view also gives you an overview of the characters in the party, as a useful quick reference.

Party members can be active or inactive, the difference being active party members are automatically placed into the initiative order when engaged in a combat encounter. Inactive party members can easily be added via the Combat tab while in a combat encounter so you don't have to create a stat block from thin air every time you need it.

We've found it useful to add objects such as Spiritual Weapon and Familiars as NPCs under their respective characters as inactive; this way they won't automatically be in the initiative list but are easily added.

# CHARACTERS & CHARACTER SHEETS

Characters that are in a party are treated as PCs, all other characters are NPCs. Each character object has a character sheet that was inspired by the very paper character sheet used in 5e! Certain values are calculated as they are supposed to be from your core six stats such as saves, skills, passive stats, etc. All relevant information that one could ever need to know about a character is listed here.

Tick

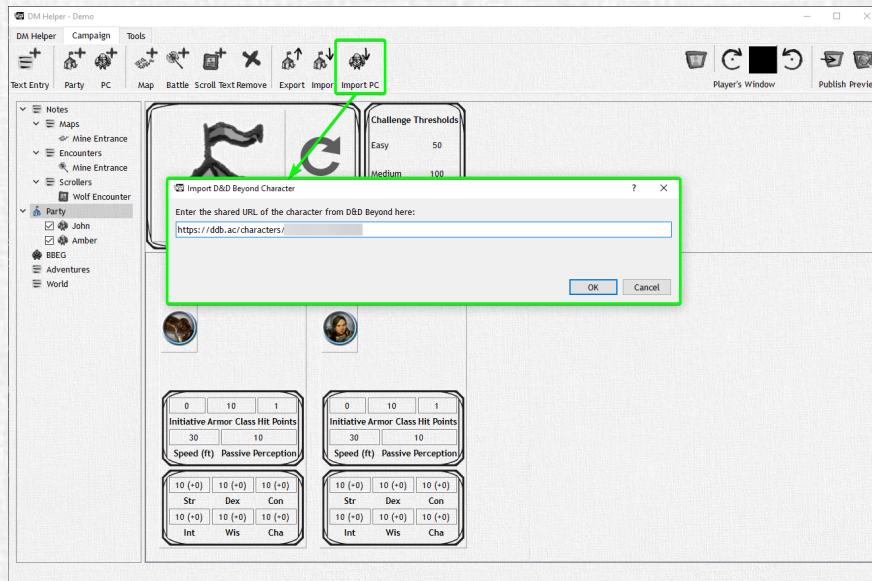
Class	Level	Background
Elf		Chaotic Good
Race	Experience	Alignment

Strength 9 -1	Dexterity 12 +1	Constitution 10 +0	Intelligence 18 +4	Wisdom 14 +2	Charisma 11 +0	Hit Points 45	Armor Class 13
---------------------	-----------------------	--------------------------	--------------------------	--------------------	----------------------	------------------	-------------------

-1 Strength	+1 Dexterity	+0 Constitution	+4 Intelligence	+2 Wisdom	+0 Charisma	Speed 30	Initiative 0
<input type="checkbox"/> -1 Strength	<input type="checkbox"/> +1 Dexterity	<input type="checkbox"/> +0 Constitution	<input type="checkbox"/> +4 Intelligence	<input type="checkbox"/> +2 Wisdom	<input type="checkbox"/> +0 Charisma	<input type="checkbox"/> +2 Medicine (Wis)	<input type="checkbox"/> +0 Persuasion (Cha)
<input type="checkbox"/> +1 Strength	<input type="checkbox"/> +2 Dexterity	<input type="checkbox"/> +1 Constitution	<input type="checkbox"/> +6 Arcana (Int)	<input type="checkbox"/> +4 Intelligence	<input type="checkbox"/> +1 Wisdom (Wis)	<input type="checkbox"/> +4 Investigation (Int)	<input type="checkbox"/> +4 Religion (Int)
<input type="checkbox"/> +0 Strength	<input type="checkbox"/> +0 Dexterity	<input type="checkbox"/> +0 Constitution	<input type="checkbox"/> -1 Athletics (Str)	<input type="checkbox"/> +0 Deception (Cha)	<input type="checkbox"/> +6 History (Int)	<input type="checkbox"/> +2 Medicine (Wis)	<input type="checkbox"/> +1 Sleight of Hand (Dex)
<input type="checkbox"/> +4 Strength	<input type="checkbox"/> +4 Dexterity	<input type="checkbox"/> +4 Constitution	<input checked="" type="checkbox"/> +6 Arcana (Int)	<input type="checkbox"/> +4 Intelligence	<input checked="" type="checkbox"/> +6 History (Int)	<input type="checkbox"/> +6 Nature (Int)	<input type="checkbox"/> +1 Stealth (Dex)
<input type="checkbox"/> +2 Strength	<input type="checkbox"/> +2 Dexterity	<input type="checkbox"/> +2 Constitution	<input type="checkbox"/> +4 Intelligence	<input type="checkbox"/> +2 Wisdom	<input type="checkbox"/> +4 Perception (Wis)	<input type="checkbox"/> +4 Perception (Wis)	<input type="checkbox"/> +2 Survival (Wis)
<input type="checkbox"/> +0 Strength	<input type="checkbox"/> +0 Dexterity	<input type="checkbox"/> +0 Constitution	<input type="checkbox"/> +0 Intelligence	<input type="checkbox"/> +0 Wisdom	<input type="checkbox"/> +0 Charisma	<input type="checkbox"/> +0 Speed	<input type="checkbox"/> +0 Initiative
Saving Throws				Skills			
<input type="checkbox"/> +2 Insight (Wis) <input type="checkbox"/> +0 Performance (Cha) <input type="checkbox"/> +2 Animal Handling (Wis) <input type="checkbox"/> +0 Intimidation (Cha) <input type="checkbox"/> +0 Persuasion (Cha) <input checked="" type="checkbox"/> +6 Arcana (Int) <input type="checkbox"/> +4 Investigation (Int) <input type="checkbox"/> +4 Religion (Int) <input type="checkbox"/> -1 Athletics (Str) <input type="checkbox"/> +2 Medicine (Wis) <input type="checkbox"/> +1 Sleight of Hand (Dex) <input type="checkbox"/> +0 Deception (Cha) <input type="checkbox"/> +6 Nature (Int) <input type="checkbox"/> +1 Stealth (Dex) <input checked="" type="checkbox"/> +6 History (Int) <input type="checkbox"/> +4 Perception (Wis) <input type="checkbox"/> +2 Survival (Wis)							
Expertise...							
Features    Equipment    Spells    Notes							
Staff of Fire							

You can create a character by entering all of their data by hand or copy the character details based from a creature in the bestiary. The character sheet is the same for both NPCs and PCs as they function similar to each other. There's nothing like having a player retire a PC in your campaign and making him an NPC. You can make this change from a PC to an NPC or vice versa easily by dragging them in or out of a party.

# D&D BEYOND IMPORT



If you click on the 'Import PC' button, you can enter a link to a public character on D&D Beyond, DMH will automatically import the character data, and ask you if you would like to download and import the character icon as well.

## C D&D Beyond Sync

If a character has been imported from D&D Beyond, you can update it at any time with a simple click of the "D&D Beyond Sync" button.



Update  
Characters

In fact, on a party view, you can even update all the characters in the party with a single click.

# PART 8

## THE BESTIARY

# THE BESTIARY

**C**HE BESTIARY CONTAINS THE FULL LIST OF CREATURES AND MONSTERS AVAILABLE FREE TO THE public SRD provided by Wizards of the Coast. We know that you'd like a full monster manual's worth of monsters in the bestiary however we have to follow the rules set by Wizards about content made for D&D. A side note to that you can import and export custom monsters or whole bestiaries from other users to help fill out your bestiary. In this Bestiary window, you can browse through the existing list, edit individual entries or add new creatures.



**1. Monster selection drop-down** Here you can select an individual monster in the Bestiary, either through the drop-down box or by typing the name of the monster. The names are listed in the drop-down alphabetically.

**2. Monster selection arrows** Click to move left/right through the Bestiary as if turning the pages of a book.

**3. Monster image** This is the image icon used for this specific monster through the DM Helper application. This same icon is also used in combats for visualizing each monster. See the section Combat for further details.

You can set the icon by clicking on the image and select an image file from your system. Once the icon has been set, its file location will be stored in the back end of DMH (Where the magic happens). To replace it you simply click on the image and select a new image file. We strongly suggest adding monster images to the directory in which the Bestiary is stored or its /Images subdirectory. Both the JPEG and PNG images are supported by DMH; for items that have a transparent background we suggest using the PNG format.

You have two functions located directly below the monster image that work directly with the DMH and the image saved.

- The **Reload** button reloads the monster's image.
- The **Clear** button removes the monster's image, setting it back to the default image.

**4. Publish functions** Publishes the monster image in the Player's Window, useful for demonstrating how a monster looks in its full glory to your players! For the details of how the various buttons work, check out the section Publish Functions above.

**5. New Monster button** Creates a new, blank monster entry. You can copy a monster from another monster - a great way to create zombie versions of your favorite monsters... and everything is nastier when it's a zombie!

**6. Delete Monster button** Deletes the currently selected monster. **Use with care!**

**7. Close button** Closes the bestiary dialog.

**NOTE:**

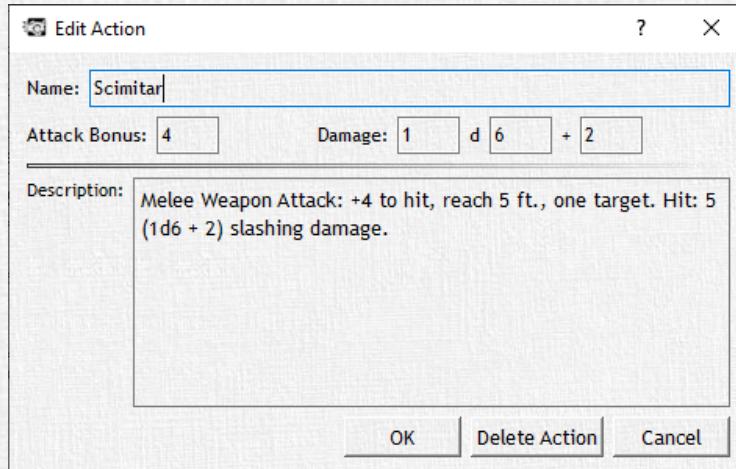
This does not unload the Bestiary as it is used by the whole DM Helper application.

**8. Monster Information** Editable details for the monster. The following individual details have a relevance in other parts of the DM Helper application:

Monster size is used to set the size of monster icons in combat. Armor Class is shown for reference in the initiative list in combat. Speed is used to determine the allowed movement distance when "Limit Movement" is selected in combat. Hit Points / Hit Dice: the average hit points are read-only and are calculated based on the entered hit dice. Attribute bonuses are calculated based on the given attribute values. Attributes and skills are used for saving throws when applying area effects in the combat. The CR of the monster is used to calculate its XP and to evaluate the difficulty level of an encounter.

**9. Ability Lists** Here Actions, Legendary Actions, Special Abilities and Reactions are all listed along with all their details in their own lists.

You can also edit these actions or add new actions to any monster in the bestiary! Here's how you can do that.



To edit or add an individual action, double-click on the action or . The dialog to the left will appear.

Enter the name, the attack bonus to add to a hit, and the damage dealt if the action strikes true in the [# Of Dice] [Type of Die] + [Bonus Damage]. Example: 2 d12 + 5

Lastly enter a description of the action, this is especially helpful if an action requires a save, or condition.

You can also easily delete an action, by double-clicking on it to open the edit dialog and click the "Delete Action" button.

## PART 9

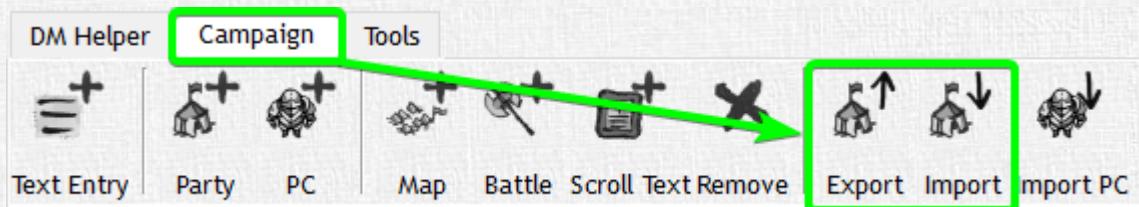
# IMPORTING & EXPORTING XML ITEMS



OT SOME ENCOUNTERS, ADVENTURES, (N)PCs THAT YOU WANT TO USE IN ANOTHER CAMPAIGN?  
Or some Homebrew monsters that you want to share with others?

We got you covered. You can export pretty much any item in the Menu Tree, as well as Monsters into a file that you can then import in another campaign.

## EXPORT ITEMS FROM MENU



Select an Item from the Menu and click the Export Button. Choose a filename and you're done exporting. Sub-Items will be included as well.

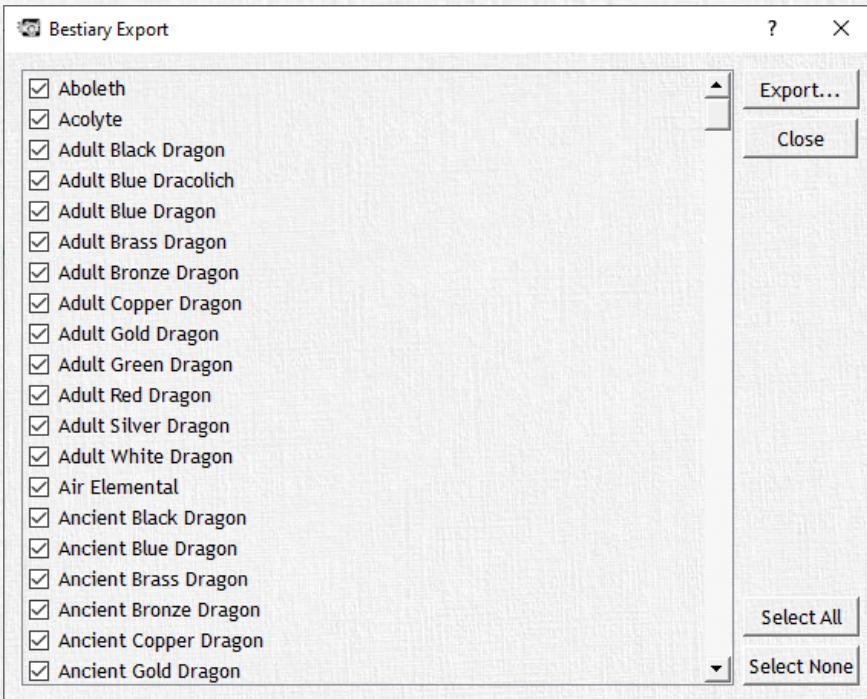
In another Campaign select the Item under which you want to import the previously exported Item, click the Import Button, select the file that you created and voila - you got everything right there.

A short word on importing Files into the same campaign they got exported from -> it won't work. Items need to be identifiable and for that purpose they have a unique ID that you can only see within the XML-File. You can change the \_baseID Attribute of the Object you want to import to make it work - but as always with editing XML-Files directly - **be careful and make a Backup so you are able to restore if needed.**

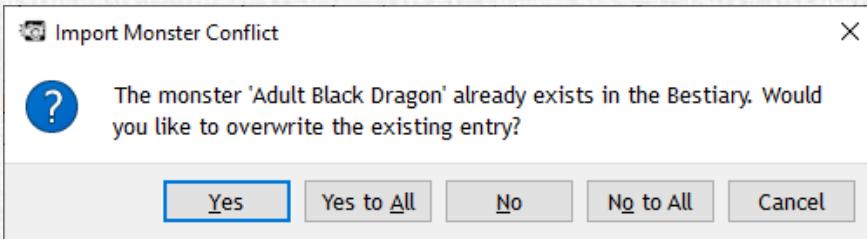
## EXPORT MONSTERS



If you have created a new Monster and you want to share it with somebody else you can do that with ease. Click the Export Button and you will get a Window that will show you all Monsters from the currently loaded Bestiary.



Select all the Monsters you want to include in your Export and click "Export...". Choose a Filename and you're done. You (or somebody else) can now Import the Monster into another Bestiary by clicking Import and choosing the file. Should the loaded Bestiary already have a Monster with the same name it will ask you if it should be overwritten. If you have exported more than just one Monster it will perform the same check for all of them.



You can of course also just click "Yes to All" or "No to All" where every duplicate Monster would be overwritten with the Infos from the File or not respectively.

# PART 10

## XML FILES OF DMHELPER



OST OF THE INFORMATION/DATA WITHIN DMHELPER - LIKE YOUR CAMPAIGN FILE, THE DM SCREEN, the Reference Sheet, etc. - comes from XML-Files.

## WHAT IS AN XML-FILE?

If you are totally foreign to XML you might want to familiarize yourself with it with one of the available tutorials out there. We will only cover bare basics in this documentation to get you to a point where you should be able to manipulate the Files of DMHelper.

## WHAT DOES THAT MEAN?

Simple. It means that you can edit certain aspects of the Information that is shown to you within DMHelper.

## WHY WOULD I WANT TO DO THAT?

Well, there are multiple reasons. The Files that come with DMHelper are geared towards the standard DnD 5e ruleset. But that might not be what you want to use. You might want to adjust prices or even go a more homebrew route or with a different system altogether. Just a heads-up - we are not yet able to fully support every aspect of other systems. There will be aspects of the File-structures that can't be edited - but we're trying to improve on that. Don't hesitate to give us feedback on that.

## WHICH FILES CAN BE EDITED?

Theoretically, all of them. That said there are - as mentioned previously - structures that have a hard-coded counterpart within DMHelper and will not be able to be edited, changed, expanded, or reduced. The best way in such cases is honestly just to find out with try and error. Also there are risks with editing your campaign file directly. It follows a very strict structure and is very extensive depending on what content you have created. Therefore we will concentrate on the files that are more suitable for customization and omit the campaign file altogether.

In any case: **Please be careful and backup your files regularly when you are experimenting on them!**

## HOW DO I EDIT THOSE FILES?

While you can use any Text-Editor of your choosing we would suggest using one that "understands" the Syntax (=Structure) of XML and can therefore highlight it for you. Our Suggestion is the Freeware Notepad++ (<https://notepad-plus-plus.org/downloads/>) but you can find heaps of other text editors out there that will support XML. You won't need any expensive features to edit the files on your own.

# XML - THE BASICS

At its base XML is a File that has a certain structure that is humanly readable and also readable for DMHelper. Don't worry it won't be long - we just want you to know what we're talking about when using certain terms and you getting a feeling for what you are doing.

Every XML-File starts with this Line:

```
<?xml version="1.0" encoding="UTF-8"?>
```

You can pretty much ignore it as this only defines the File as being an XML-File. It is a standard that everybody should follow but that doesn't change the actual content.

After that you will see what is called a `root`-Element. Sometimes it is even named `root` but it can be whatever fits best. The important thing is that there can only ever be one (!) root Element. So if you copy stuff around be sure that you copy it into the right place. Appending stuff just at the end of the File won't work. It has to be within the root element at the right place.

The root Element will contain some Attributes that help with validating the Files which is not something that you will do.

```
<root xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"  
      xsi:noNamespaceSchemaLocation="equipment.xsd">
```

You can safely ignore those Attributes. They will be included in the code examples for completeness sake but they will be grayed out.

## ELEMENTS

An Example for an Element in XML would be:

```
<tag>value</tag>
```

An **Element** in XML contains **Tags** that mark the name of a **Value** that DMHelper can then apply within the app.

```
<tag> value </tag>
```

The Value can be any text you like with the exception of a few characters like "<" and ">" as those would be interpreted as the start or the end of another Tag. If you don't feel like looking through all your text you can use free online formatters that will take care of this automatically (eg. )

## SUBELEMENTS

Elements can also act as Container and contain Sub-Elements

```
<element>  
  <subelement>value</subelement>  
</element>
```

```
<element>  
  <subelement> value </subelement>  
</element>
```

The "parent-Element" still uses **Tags** but instead of a plain Text as a **Value** there now is another "Sub-Element" or also called "Child-Element".

You will also note that the Sub-Element is on a separate Line. This has no functional implications for the XML-File. The only place where you need to be careful with new-lines is with the Values.

The Example with the Sub-Element could therefore also have been written like this:

```
<element><subelement>value</subelement></element>
```

But not like this:

```
<element><subelement>val  
ue</subelement></element>
```

Every Element has an **opening Tag** and a **closing Tag**:

```
<tag></tag>
```

If an Element contains no value it can be shortened to a special "empty" Tag Notation:

```
<tag />  
<tag />
```

The 2 shown ways are functionally exactly the same.

## ATTRIBUTES

```
<date year="800" month="5" day="1" />
```

A **Tag** can have **Attributes** that have a **name** and a **value**:

```
<date year="800" month="5" day="1" />
```

Make sure to only edit the value within the quotes as they mark the beginning and end of a value.

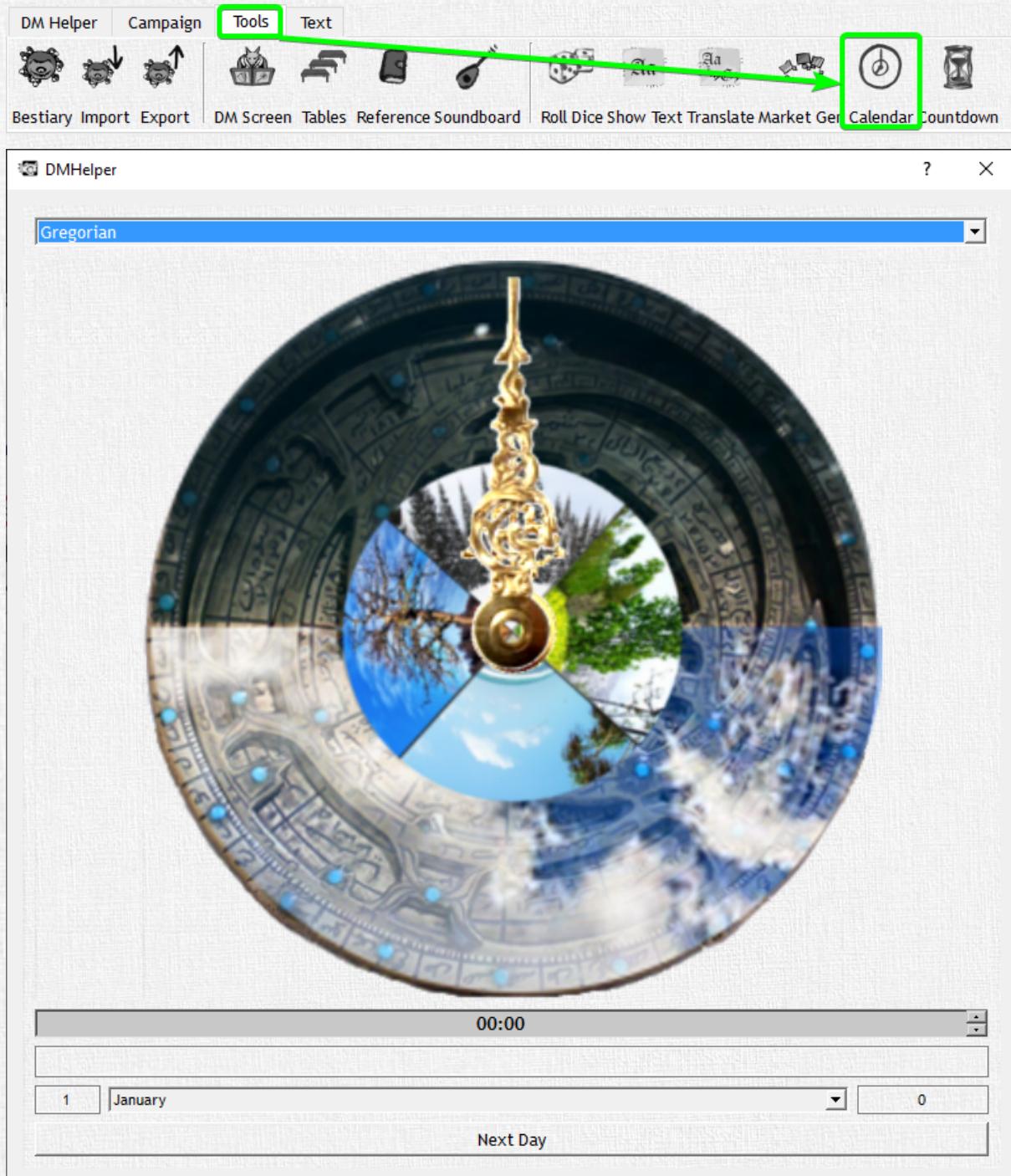
There can also be mixtures where an Element/Tag has Attributes and Values:

```
<element attributeName="attributeValue">elementValue</element>
```

No worries, this probably sounds pretty complicated. It's mostly because this is very condensed and short info about the Parts of XML. But rest assured - you probably won't write the XML structure yourself but you will rather copy what is already there and adjust where needed. So you won't need that deep of an understanding of XML to make your own changes.

# CALENDAR [CALENDAR.XML]

The calendar File contains the Data that is shown within the Calendar Dialog of DMHelper



### Minimal Example:

```
<root xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
      xsi:noNamespaceSchemaLocation="calendar.xsd">
  <calendar name="Gregorian" weeklength="7">
    <month name="January" days="31"/>
  </calendar>
</root>
```

This contains only one Calendar named "Gregorian" with a week length of 7 days. It contains only one month named "January" that has 31 days.

You can Copy the <calendar> element as many times as you want. Just name them individually to find them later in DMHelper.

### Example with 2 Calendars:

```
<root xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
      xsi:noNamespaceSchemaLocation="calendar.xsd">
  <calendar name="Gregorian" weeklength="7">
    <month name="January" days="31"/>
  </calendar>
  <calendar name="Other Calendar" weeklength="7">
    <month name="Firstmonth" days="20"/>
    <month name="Secondmonth" days="77"/>
  </calendar>
</root>
```

This would show up in DMHelper as 2 Calendars where the second Calendar has 2 months where "Firstmonth" has 20 days and "Secondmonth" has 77.

# DM SCREEN [EQUIPMENT.XML]

The equipment File contains the contents shown in the DM Screen



Simple Melee Weapons							Martial Melee Weapons						
Name	Cost	Damage	Weight	Properties	Name	Cost	Damage	Weight	Properties				
Club	1 sp	1d4 B	2 lb.	Light	Battleaxe	10 gp	1d8 S	4 lb.	Versatile (1d10)				
Dagger	2 gp	1d4 P	1 lb.	Finesse, light, thrown (range 20/60)	Flail	10 gp	1d8 B	2 lb.	...				
Greatclub	2 sp	1d8 B	10 lb.	Two-handed	Glaive	20 gp	1d10 S	6 lb.	Heavy, reach, two-handed				
Handaxe	5 gp	1d6 S	2 lb.	Light, thrown (range 20/60)	Greataxe	30 gp	1d12 S	7 lb.	Heavy, two-handed				
Javelin	5 sp	1d6 P	2 lb.	Throw (range 30/120)	Greataxe	50 gp	2d6 S	6 lb.	Heavy, two-handed				
Light Hammer	2 gp	1d4 B	2 lb.	Light, thrown (range 20/60)	Halberd	20 gp	1d10 S	6 lb.	Heavy, reach, two-handed				
Mace	5 gp	1d6 B	4 lb.	...	Lance	10 gp	1d12 P	6 lb.	Reach, special				
Quarterstaff	2 sp	1d6 B	4 lb.	Versatile (1d8)	Longsword	15 gp	1d8 S	3 lb.	Versatile (1d10)				
Sickle	1 gp	1d4 S	2 lb.	Light	Maul	10 gp	2d6 B	10 lb.	Heavy, two-handed				
Spear	1 gp	1d6 P	3 lb.	Thrown (range 20/60), versatile (1d8)	Morningstar	15 gp	1d8 P	4 lb.	...				
<b>Simple Ranged Weapons</b>							Pike	5 gp	1d10 P	18 lb.	Heavy, reach, two-handed		
<b>Martial Ranged Weapons</b>							Rapier	25 gp	1d8 P	2 lb.	Finesse		
<b>Simple Melee Weapons</b>							Scimitar	25 gp	1d6 S	3 lb.	Finesse, light		
<b>Martial Melee Weapons</b>							Shortsword	10 gp	1d6 P	2 lb.	Finesse, light		
<b>Simple Ranged Weapons</b>							Trident	5 gp	1d6 P	4 lb.	...		
<b>Martial Ranged Weapons</b>							War Pick	5 gp	1d8 P	2 lb.	...		
<b>Simple Melee Weapons</b>							Warhammer	15 gp	1d8 B	2 lb.	Versatile (1d10)		
<b>Martial Melee Weapons</b>							Whip	2 gp	1d4 S	3 lb.	Finesse, reach		
<b>Simple Ranged Weapons</b>							<b>Martial Ranged Weapons</b>						
<b>Martial Ranged Weapons</b>							Blowgun	10 gp	1 P	1 lb.	Ammunition (range 25/100), loading		
<b>Simple Melee Weapons</b>							Crossbow, hand	75 gp	1d8 P	3 lb.	Ammunition (range 30/120), light, loading		
<b>Martial Melee Weapons</b>							Crossbow, heavy	50 gp	1d10 P	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed		
<b>Simple Ranged Weapons</b>							Longbow	50 gp	1d8 P	2 lb.	Ammunition (range 150/600), heavy, two-handed		

The base structure looks like this:

```
1  <?xml version="1.0" encoding="UTF-8"?>
2  <root xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
3  xsi:noNamespaceSchemaLocation="equipment.xsd">
4  <magicitems>
394 <armor>
417 <weapons>
466 <animals>
482 <tacks>
498 <vehicles>
506 <tradegoods>
525 <lifestyleexpenses>
534 <food>
564 <service>
577 <tools>
620 <adventuringgear>
725 <containers>
740 </root>
741
```

This file is a bit bigger and more involved as it contains a bunch of information. This is where Editors like Notepad++ come in handy. When you open an XML File you will see plus and minus symbols on the left border. Clicking them can expand and collapse elements to make it easier to get an overview and not having to scroll all over the document.

Here the Sub-Elements are folded in for a bit better overview. Where the horizontal lines are is where all the contents of those Sub-Elements would be.

You will recognize that those correspond to the respective Tabs in the DM Screen in DMHelper

The screenshot shows the DMHelper application interface. At the top, there's a navigation bar with tabs: Weapons, Armor, Adventuring Gear, Containers, Tools & Trade Goods, Travel, Lodging & Service, and Magic Items. Below the navigation bar is a table titled "Armor Type" with columns: Cost, AC, STR, Stealth, and Weight. The table has three rows: Padded (5 gp, AC 11 + Dex modifier, Disadvantage, 8 lb.), Leather (10 gp, AC 11 + Dex modifier, ---, 10 lb.), and Studded leather (45 gp, AC 12 + Dex modifier, ---, 13 lb.). A green arrow points from the XML code above to the "Light Armour" section in the table.

```

<lightarmor>
<armor type="Padded" cost="5 gp" ac="11 + Dex modifier" strength="---" stealth="Disadvantage" weight="8 lb." probability="always"/>
<armor type="Leather" cost="10 gp" ac="11 + Dex modifier" strength="---" stealth="---" weight="10 lb." probability="always"/>
<armor type="Studded leather" cost="45 gp" ac="12 + Dex modifier" strength="---" stealth="---" weight="13 lb." probability="common"/>
</lightarmor>
<mediumarmor>
    
```

They are not necessarily in the same order and some of the Sub-Elements are accumulated within one single Tab but the contents of the Sub-Elements correspond 1:1 with the contents of the Tabs. As example here the Light Armor section

The screenshot shows the DMHelper application interface. At the top, there's a navigation bar with tabs: Weapons, Armor, Adventuring Gear, Containers, Tools & Trade Goods, Travel, Lodging & Service, and Magic Items. Below the navigation bar is a table titled "Armor Type" with columns: Cost, AC, STR, Stealth, and Weight. The table has two rows: Hide (10 gp, AC 12 + Dex modifier (max 2), ---, ---, 12 lb.). A green arrow points from the XML code above to the "Light Armour" section in the table.

```

<magicitems>
    <armor>
        <lightarmor>
            <mediumarmor>
                <heavyarmor>
                    
```

The headers are an example of structure that you can't (yet) change. Deleting the light armor section would just result in an empty heading within DMHelper as it is hardcoded.

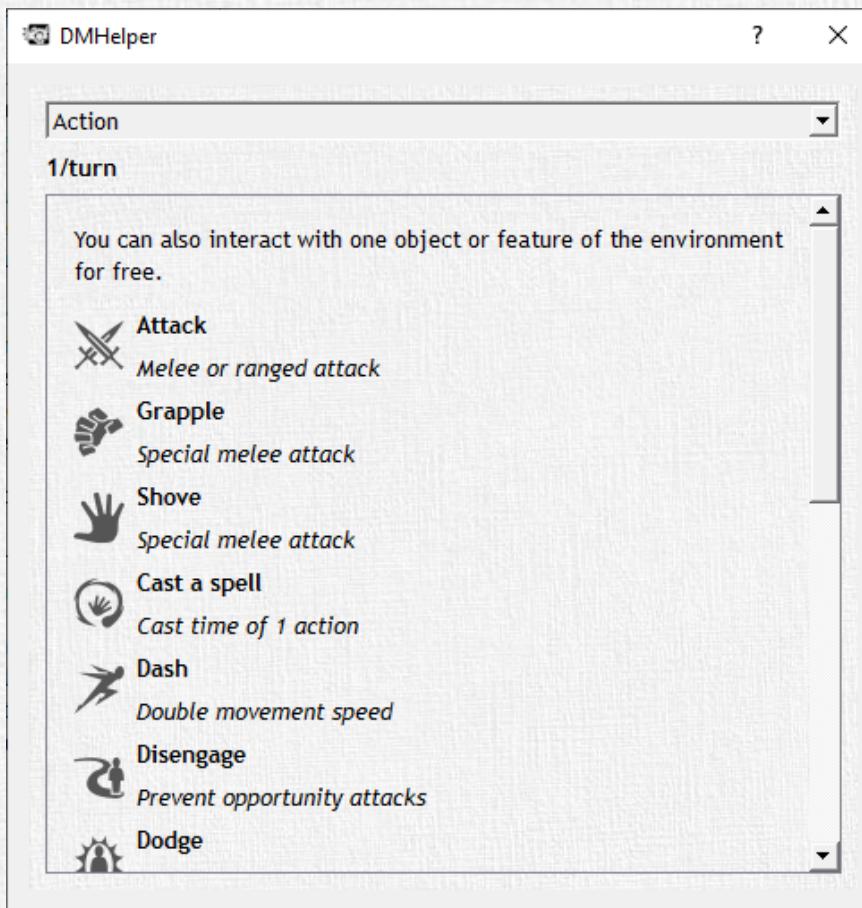
This holds true for the rest of the file as well. The easiest way is to work with the innermost subelements and to leave most of the outer structure as is.

Be aware that entries in this file will also be pulled for generating Shops / Markets. More Details are in the Market Generator File Section.

Going over every single element in this file would overstretch the context of this Documentation but with try and error you should get fast results (Don't forget to backup your xml file). Don't hesitate to ask us if you have troubles editing the File.

# REFERENCE [QUICKREF\_DATA.XML]

This file contains the data for the "Reference" Window in DMHelper



Most of this file is pretty tightly integrated with DMHelper at the moment. So while you can still add content as far as text goes the icons are currently compiled into the app itself.

An example of an addition in the XML and the results of those entries

```
<data title="demoSubsection">
<icon>demoIcon</icon>
<subtitle>demoSubtitle</subtitle>
<description>demoDescription</description>
<reference>demoReference</reference>
<bullets>
  <bullet><! [CDATA[ demoBullet ] ]></bullet>
</bullets>
</data>
```

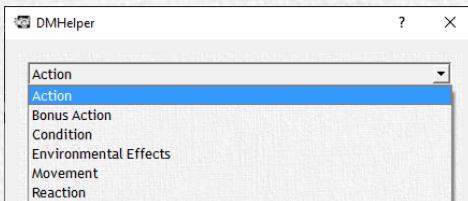
```

1 <?xml version="1.0" encoding="UTF-8"?>
2 <root xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:noNamespaceSchemaLocation="quickref_data.xsd">
3   <section>
4     <name>Action</name>
5     <limitation>1/turn</limitation>
6     <subsection>
7       <description>You can also interact with one object or feature of the environment for free.</description>
8       <data title="demoSubSection">
9         <icon>demoIcon</icon>
10        <subtitle>demoSubtitle</subtitle>
11        <description>demoDescription</description>
12        <reference>demoReference</reference>
13        <bullets>
14          <bullet><! [CDATA[demoBullet]]></bullet>
15        </bullets>
16      </data>
17      <data title="Attack">
18        <icon>attackIcon</icon>
19      </data>
20    </subsection>
21  </section>
22</root>
23
24
25
26
27
28
29
30
31
32
33
34
35

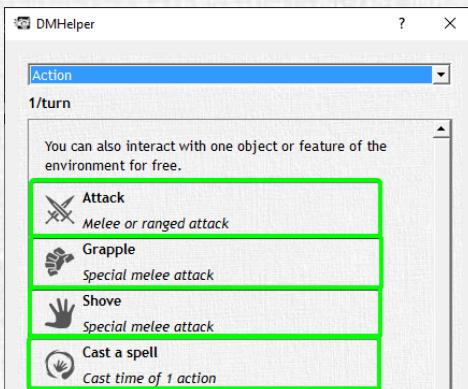
```

A special mention here would be that the text content of the bullets has to be wrapped in a special CDATA section. Meaning "character data" that can contain characters like < or > which would otherwise be reserved for xml tags. This enables the use of formatting tags like <b> for bold text, <i> for italic text and <u> for underlined text. Make sure that you put <! [CDATA[ at the beginning of the text and ]] at the end of it

<! [CDATA[ this text can contain < and > without being a problem ]]>



You can either edit <sections> that correspond with the items in the drop down list



or <subsections> that correspond to the items within a section

## SECTION

---

Sections have a name, a limitation text and a subsection that contains all the Options for the section.

```
<section>
  <name>Name of Section</name>
  <limitation>limitation text</limitation>
  <subsection>
    ...
  </subsection>
</section>
```

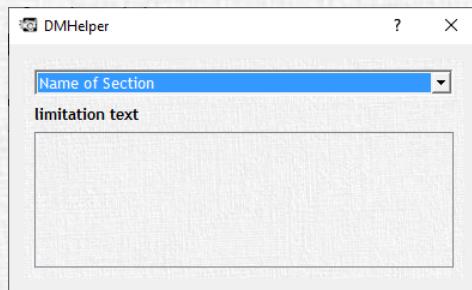
The screenshot shows an XML code editor with the following XML structure:

```
1  <?xml version="1.0" encoding="UTF-8"?>
2  <root xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
3  xsi:noNamespaceSchemaLocation="quickref_data.xsd">
4  <section>
5    <name>Name of Section</name>
6    <limitation>limitation text</limitation>
7    <subsection>
8      ...
9    </subsection>
10   </section>
11   <section>
```

The XML code is color-coded: yellow for the XML declaration, red for the root element and its attributes, blue for the child elements, and purple for the text content. A tree view on the left shows the hierarchical structure of the XML document.



This gives you a new entry in the dropdown list



but no Options for this Choice yet

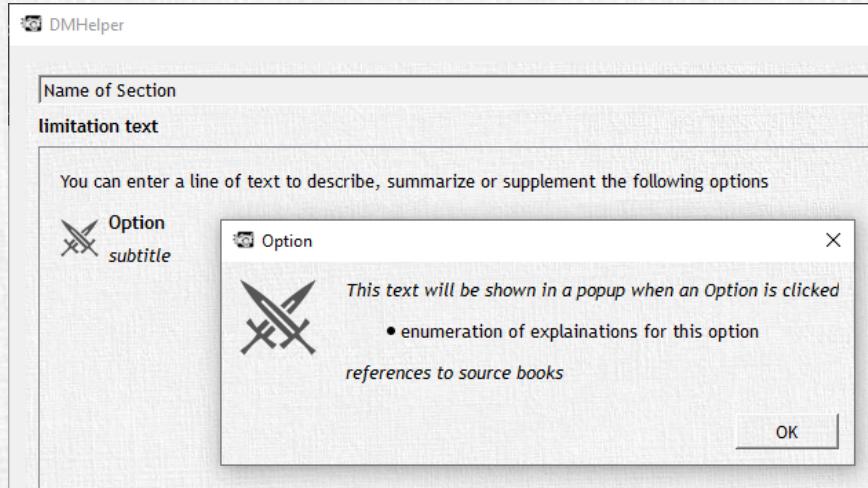
For that you need to add the Options via a subsection

## SUBSECTION

---

The subsection contains all the Options that are shown when Choosing a Section

```
<section>
  <name>Name of Section</name>
  <limitation>limitation text</limitation>
  <subsection>
    <description>You can enter a line of text to describe, summarize or supplement the following options</description>
    <data title="Option">
      <icon>crossed-swords</icon>
      <subtitle>subtitle</subtitle>
      <description>This text will be shown in a popup when an Option is clicked</description>
      <reference>references to source books</reference>
      <bullets>
        <bullet><! [CDATA[enumeration of explainations for this option]]></bullet>
      </bullets>
    </data>
  </subsection>
</section>
```



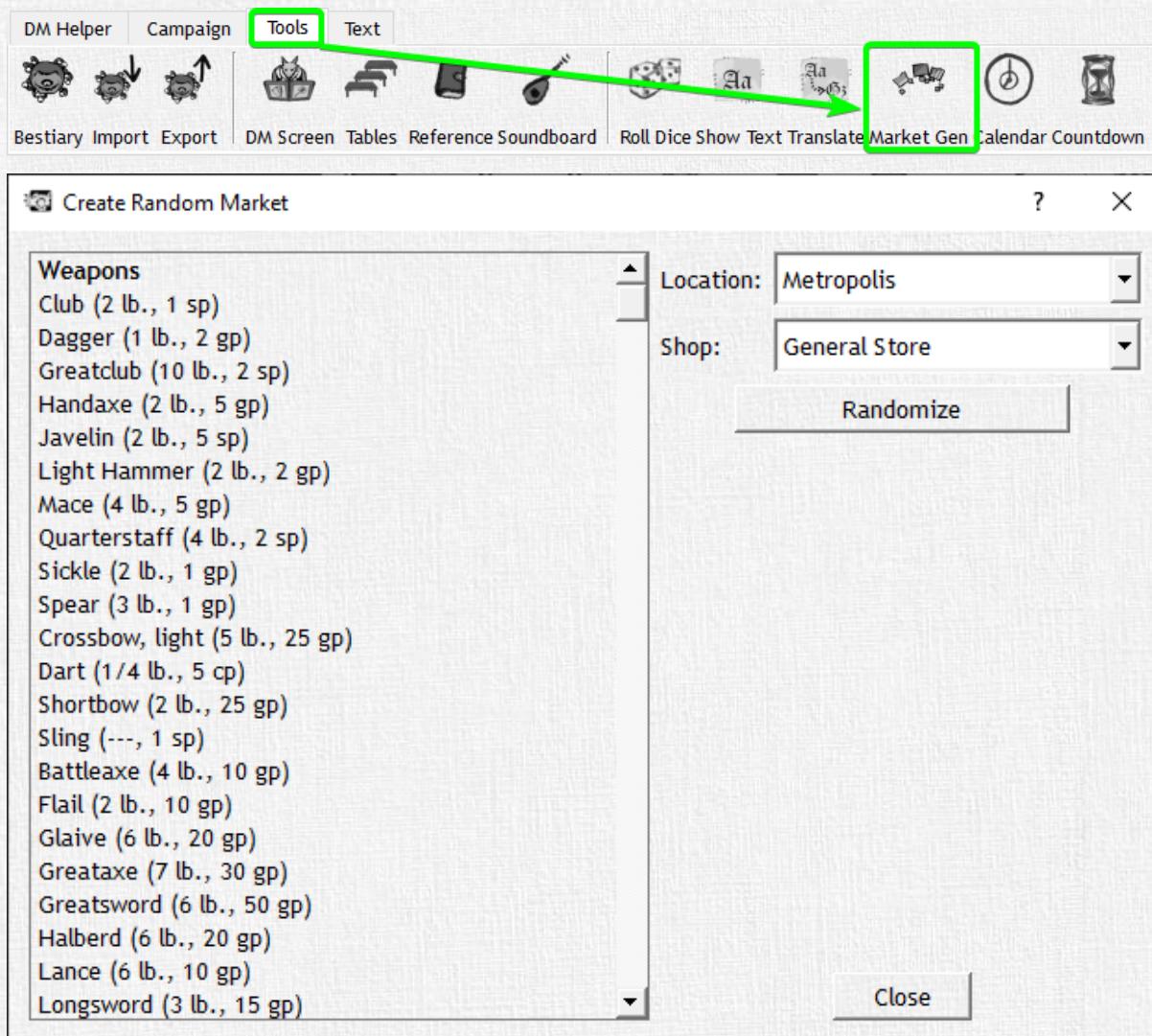
Example of the Result that the Addition produces.

**Note:**

Icons are compiled into the app itself and can not (yet) be supplied by yourself. Though you can use the included ones no problem.

# MARKET GENERATOR [SHOPS.XML]

This file contains data for the Market Gen Window in DMHelper



## Minimum File:

```
<root xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
      xsi:noNamespaceSchemaLocation="shops.xsd">
<locations>
  <location name="Metropolis" probability="10.0">
    <shop name="General Store" mundane="1.0" goods="1.0" magic_armor="0.1" magic_
        potion="0.5" magic_ring="0.1" magic_rod="0.1" magic_scroll="0.1" magic_
        staff="0.1" magic_wand="0.1" magic_weapon="0.1" magic_wondrousitem="0.1" 
        vehicles="0.1" weapon="0.5" armor="0.5"/>
  </location>
</locations>
</root>
```

The <location> element can be seen as a grouping of different shops. In this case used to define what shops would occur in which size of cities.

This is ofc not limited to size - you could just as well impose geographical groupings as well as any other criteria that you can think of. The "probability" Attribute is a multiplier that is applied to the probabilities of each Item-Type-Attribute of the shops.

The <shop> element has one "name" attribute and multiple Item-Type-Attributes that set the respective probability for each Item-Type. A 0 meaning 0% chance of occurring in this shop, a 1 meaning 100% chance of occurring in the shop. You can ofc set any value in between. Remember that the probability also gets multiplied by the location multiplier.

reduced Example:

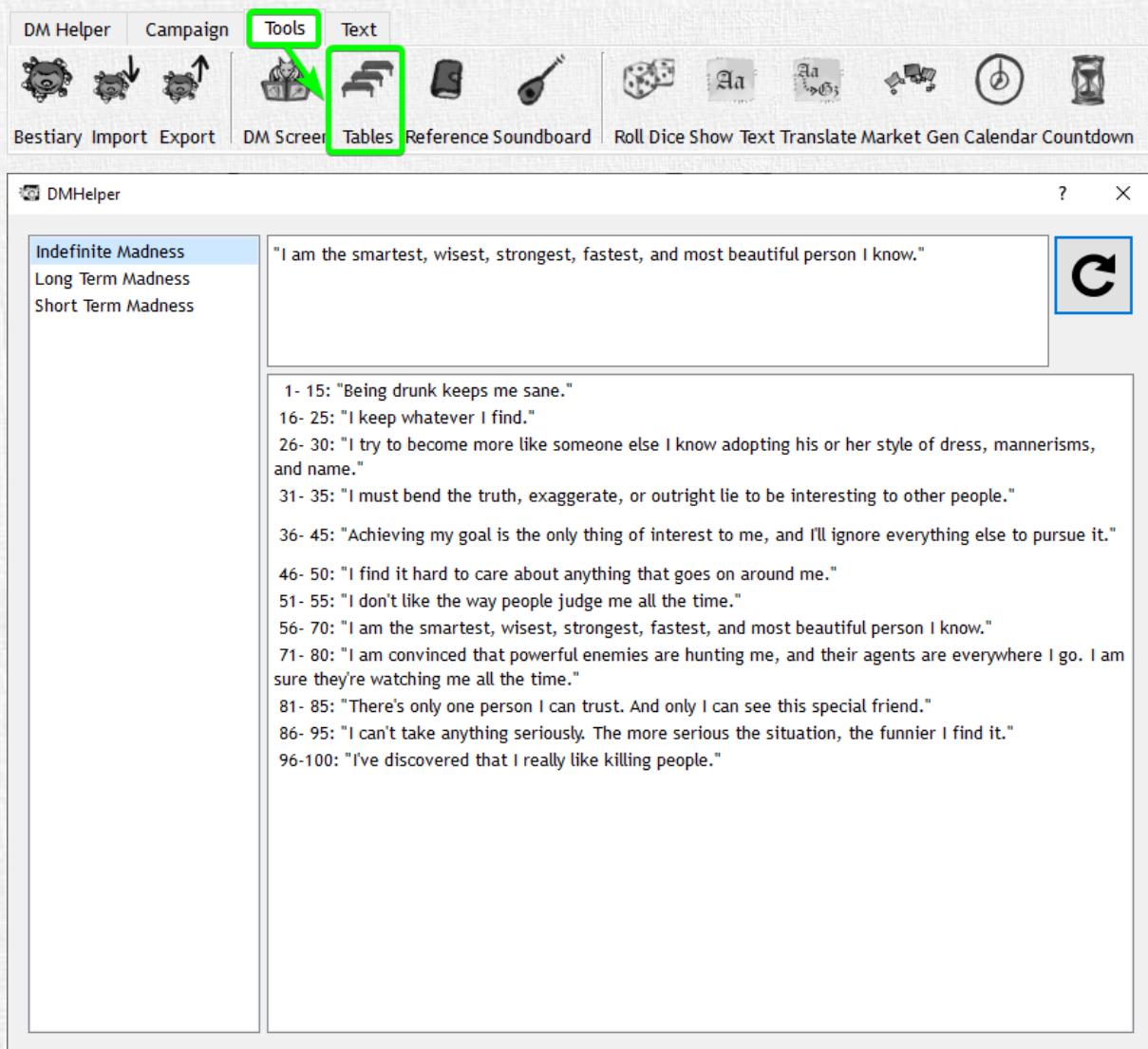
```
<location name="Example" probability="0.5">
    <shop name="General Store" mundane="1.0" goods="0.5"/>
</location>
```

This means that "mundane" Items have a chance of  $1.0 \times 0.5 = 0.5$  (=50%) and "goods" have a chance of  $0.5 \times 0.5 = 0.25$  (=25%) of occurring.

The items that can occur are pulled from the equipment.xml File from the respective sections. For example `magic_weapon` Item-Type would come from the <magicitems> section where the category of a magic item contains the keyword "Weapon". "goods" corresponds to the <tradegoods> sections and so on.

# TABLES

Since there can be multiple tables they are not bound to a single File. Instead you configure a Path to a Folder within DMHelper Options that contains multiple xml-files -> your tables.



## Minimum File:

```
<dmhelperlist name="tablename" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"  
xsi:noNamespaceSchemaLocation="table.xsd">  
  <entry>"Option"</entry>  
</dmhelperlist>
```

Be careful to give each table you create a unique name.

## WEIGHTS

---

For the following examples i am omitting the encapsulating <dmhelperlist> element to save on space and make things more clear. In the actual file it still needs to be present of course.

A list with 3 equally likely options would look like this

```
<entry>Item 1</entry>
<entry>Item 2</entry>
<entry>Item 3</entry>
```

To make things less random and to give maybe Item 1 a better chance of showing up you can add weights to the entries.

```
<entry weight="3">Item 1</entry>
<entry>Item 2</entry>
<entry>Item 3</entry>
```

This way Item 1 is 3x as likely to show up in comparison to Item 2 or 3. You can add those weights only to those items that you want to show up more often or you can also add weights to all of the Items as well.

```
<entry weight="3">Item 1</entry>
<entry weight="4">Item 2</entry>
<entry weight="1">Item 3</entry>
```

The most likely item to show up here is Item 2, followed by Item 1 with Item 3 being the lowest chance item.

## SUBTABLES

---

What if, when one item in a table gets chosen, you want another table triggered that again gets rolled on.

How about loot in a chest. You have one table that decides the type of Item

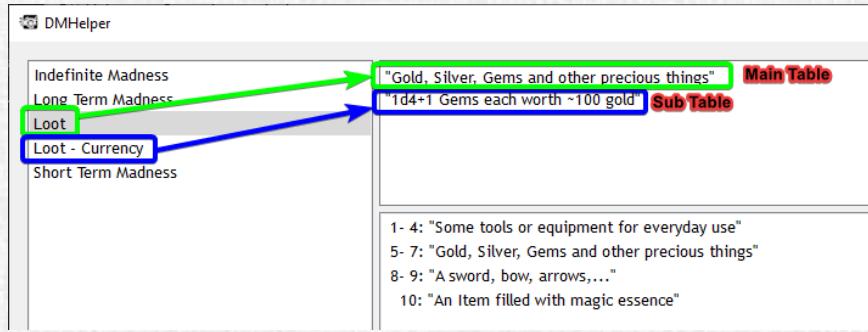
```
<dmhelperlist name="Loot" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xsi:noNamespaceSchemaLocation="table.xsd">
  <entry weight="4">"Some tools or equipment for everyday use"</entry>
  <entry weight="3">"Gold, Silver, Gems and other precious things"</entry>
  <entry weight="2">"A sword, bow, arrows,..."</entry>
  <entry weight="1">"An Item filled with magic essence"</entry>
</dmhelperlist>
```

But which tool? How much gold? Sword or Bow? That is where subtables come in.

```
<dmhelperlist name="Loot" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xsi:noNamespaceSchemaLocation="table.xsd">
  <entry weight="4" subtable="Loot - General Items">"Some tools or equipment for
    everyday use"</entry>
  <entry weight="3" subtable="Loot - Currency">"Gold, Silver, Gems and other
    precious things"</entry>
  <entry weight="2" subtable="Loot - Weapon">"A sword, bow, arrows,..."</entry>
  <entry weight="1" subtable="Loot - Magic Items">"An Item filled with magic essence
    "</entry>
</dmhelperlist>
```

With those added DMHelper will search for other tables in your tables-Folder that have the given name and roll a value on those to display as well. A subtable looks exactly like a normal table - the only thing that has to be taken care of is the right name.

```
<dmhelperlist name="Loot - Currency">
  xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xsi:noNamespaceSchemaLocation="table.xsd">
    <entry weight="4">"10d20+30 Copper"</entry>
    <entry weight="3">"8d20+20 Silver"</entry>
    <entry weight="2">"5d20+10 Gold"</entry>
    <entry weight="1">"1d4+1 Gems each worth ~100 gold"</entry>
  </dmhelperlist>
```



Whenever you roll on the Main List DMHelper will automatically roll on the subtable as well.

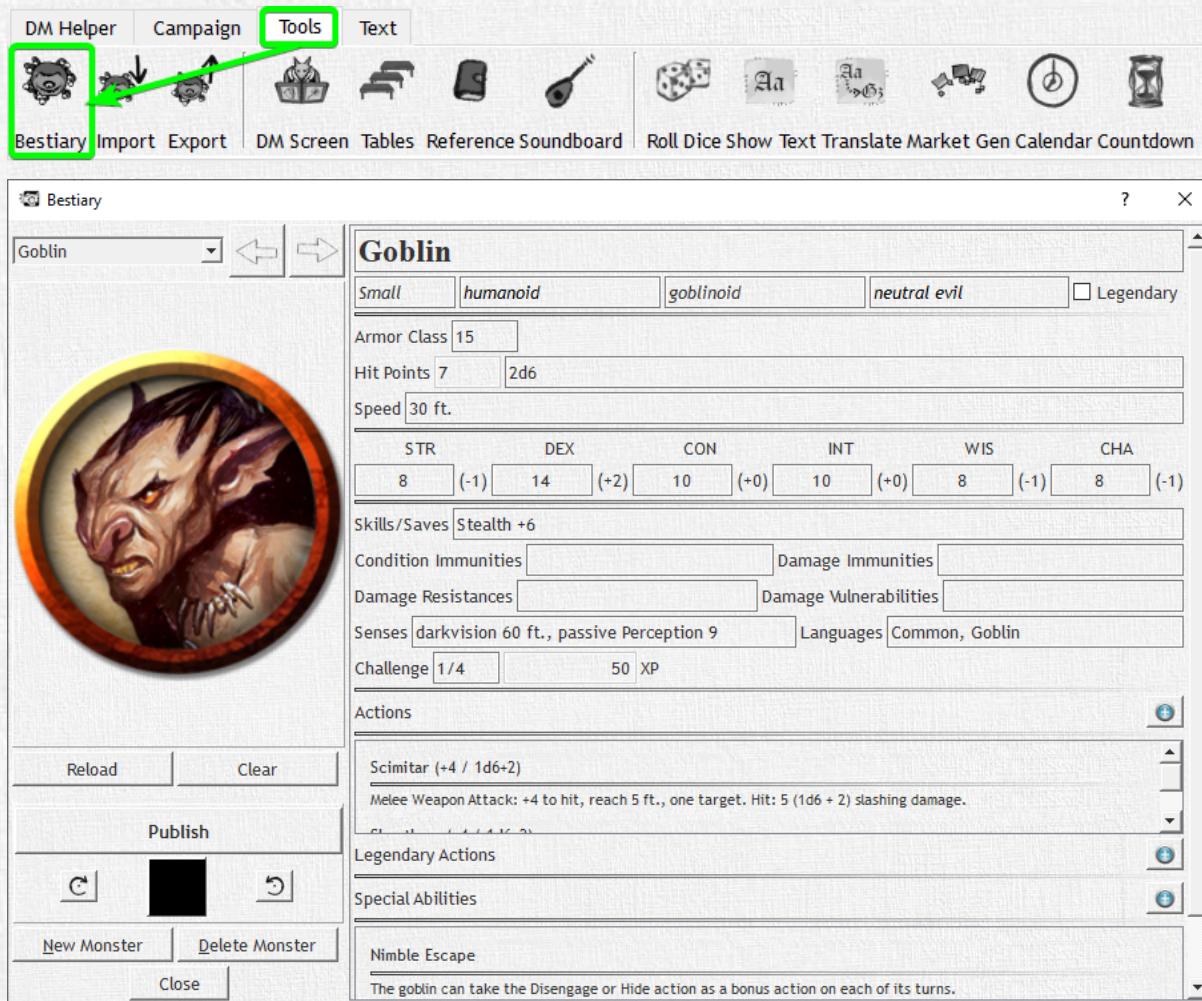
Here the "Loot" Table rolled the second Option "Gold, Silver, Gems and other precious things". Since it was connected to a Subtable it automatically rolled on the "Loot - Currency" Table as well and brought up some shiny Gems to give out to your Players.

Can Subtables have Subtables? Yes! There is practically no limit to how deep you can go with your subtables.

It is a very nice way to introduce some randomness and sometimes creative outcomes for certain situations.

# BESTIARY

The Bestiary contains stats and info for all your monsters and opponents.



The screenshot shows the D&D Beyond application's Bestiary interface. At the top, there are tabs: DM Helper, Campaign, Tools (which is highlighted with a green box), and Text. Below the tabs are icons for Bestiary, Import, Export, DM Screen, Tables, Reference, Soundboard, Roll Dice, Show Text, Translate, Market Gen, Calendar, and Countdown. The main window is titled "Bestiary" and shows a "Goblin" entry. The entry includes the following details:

- Size:** Small
- Type:** humanoid
- Species:** goblinoid
- Alignment:** neutral evil
- Legendary:**
- Armor Class:** 15
- Hit Points:** 7 (2d6)
- Speed:** 30 ft.
- Statistics:** STR 8 (-1), DEX 14 (+2), CON 10 (+0), INT 10 (+0), WIS 8 (-1), CHA 8 (-1)
- Skills/Saves:** Stealth +6
- Condition Immunities:** [empty]
- Damage Immunities:** [empty]
- Damage Resistances:** [empty]
- Damage Vulnerabilities:** [empty]
- Senses:** darkvision 60 ft., passive Perception 9
- Languages:** Common, Goblin
- Challenge:** 1/4
- XP:** 50
- Actions:**
  - Scimitar (+4 / 1d6+2)  
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.
  - Legendary Actions
  - Special Abilities
- Nimble Escape:** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

On the left side of the main window, there are buttons for Reload, Clear, Publish (with a file icon), New Monster, Delete Monster, and Close. There are also two small image placeholders with a C and a D icon.

The Bestiary XML consists of multiple `<element>` entries that all resemble one Monster.

```
<root xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
      xsi:noNamespaceSchemaLocation="bestiary.xsd">
  <bestiary majorversion="100" minorversion="100">
    <element icon="pathToImage" private="0">
      ...
    </element>
  </bestiary>
</root>
```

The "pathToImage" Attribute can be a relative or absolute path to an image for the monster.  
Everything contained within the element is the name, stats, actions, attacks,... of the monster.

The following values are available:

## GENERAL INFORMATION

```
<name>monster name</name>
<size>monster size (tiny, small, medium, large, huge, gargantuan)</size>
<type>monster type (best, undead, fiend,...)</type>
<subtype>monster subtype</subtype>
<alignment>monster alignment (evil, good, lawful, chaotic)</alignment>
<armor_class>10</armor_class>
<hit_dice>hit dice to roll unique hit dice (eg. 10d20+30)</hit_dice>
<hit_points>average hit points</hit_points>
<speed>speed in ft</speed>
<senses>darkvision, blindsight,...</senses>
<condition_immunities>condition immunities (poisoned, stunned,...)</condition_
    immunities>
<damage_immunities>damage immunities (fire, acid,...)</damage_immunities>
<damage_resistances>damage resistances (fire, acid,...)</damage_resistances>
<damage_vulnerabilities>damage vulnerabilities (fire, acid,...)</damage_
    vulnerabilities>
<languages>monster languages</languages>
<challenge_rating>monster challenge rating (1/2, 1/4, 5, 6,...)</challenge_rating>
```

## STATS

```
<strength>10</strength>
<dexterity>10</dexterity>
<constitution>10</constitution>
<intelligence>10</intelligence>
<wisdom>10</wisdom>
<charisma>10</charisma>
```

## SKILLS

```
<acrobatics>10</acrobatics>
<arcana>10</arcana>
<athletics>10</athletics>
<deception>10</deception>
<history>10</history>
<insight>10</insight>
<intimidation>10</intimidation>
<investigation>10</investigation>
<medicine>10</medicine>
<nature>10</nature>
<perception>10</perception>
<performance>10</performance>
<persuasion>10</persuasion>
<religion>10</religion>
<stealth>10</stealth>
<survival>10</survival>
```

## SAVES

```
<strength_save>2</strength_save>
<dexterity_save>2</dexterity_save>
<constitution_save>2</constitution_save>
<intelligence_save>2</intelligence_save>
<wisdom_save>2</wisdom_save>
<charisma_save>2</charisma_save>
```

## ACTIONS

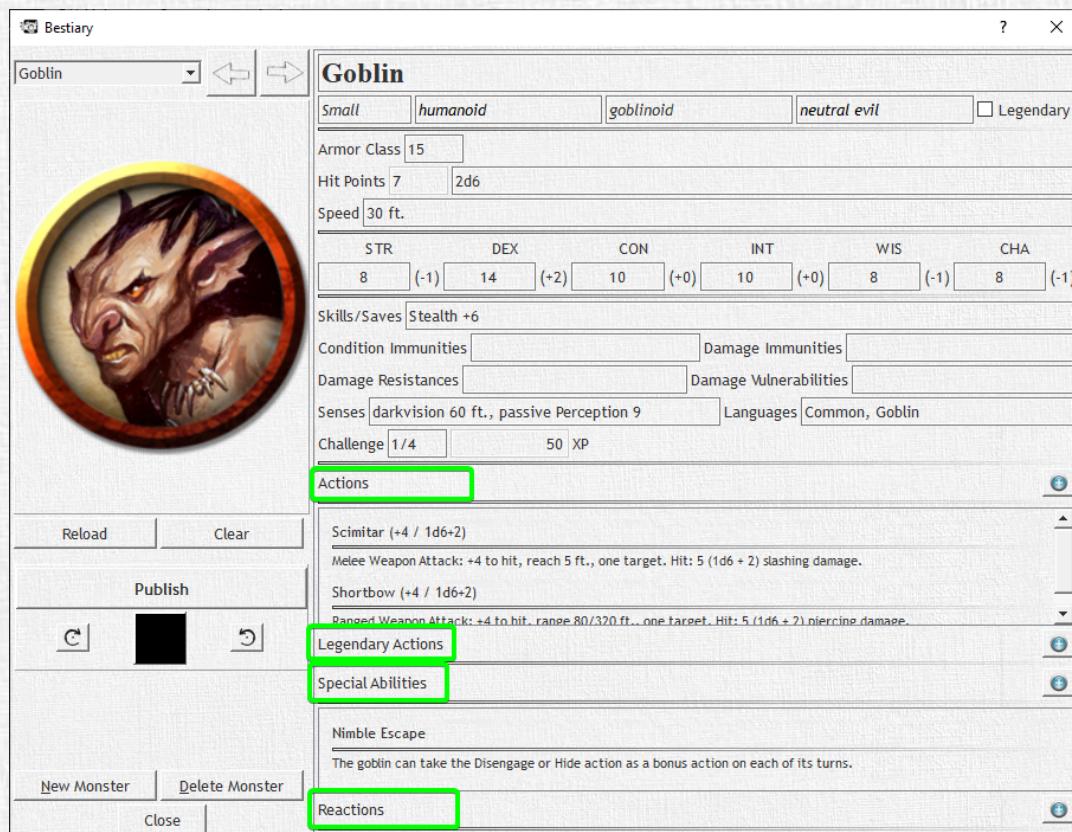
There are 4 more possible elements that are identical in structure: <actions>, <special\_abilities>, <reactions> and <legendary\_actions>. They are basically what the monster can do as his Actions, Reactions, etc.

```
<actions>
<element>
<attack_bonus>attack modifier</attack_bonus>
<desc>description of the action</desc>
<name>action name</name>
<damage_bonus>damage bonus (str, dex, etc.)</damage_bonus>
<damage_dice>damage dice (eg. 1d6)</damage_dice>
</element>
</actions>
```

As an Example - a melee Attack could look like this:

```
<actions>
<element>
<attack_bonus>4</attack_bonus>
<desc>Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.</desc>
<name>Shortsword</name>
<damage_bonus>2</damage_bonus>
<damage_dice>1d6</damage_dice>
</element>
</actions>
```

Depending on what tag you use it will show up in different spots on the Monster Page



# PART 11

## EPILOGUE

# THANK YOU

 HANK YOU, YEAH WE MEAN YOU READING THIS RIGHT NOW!

Seriously from all of us here on the DMH Team thank you so much for downloading, using, providing your feedback, and being a part of the DMH community! We can't tell you how much it means that you are enjoying DMH, and we hope that we continue to make DMH your go to application for all things D&D!

We have a LOT of plans in the works some being our big brain, genius features and other being galaxy brain suggestions, by you, the community.

You can reach out to us at any of the following places and we will get back to you as soon as one of the team can. Need to contact us for some reason? Do you have a great idea that you think belongs in DM Helper? Great! You can reach out to us in any of the following channels! We look forward to hearing from you!

Email: [info@dm-helper.com](mailto:info@dm-helper.com) Website: <https://www.dm-helper.com>

Also we encourage you to become one of our valued, active community members on discord as it is where the DMH Team is most active. If you want a quick answer come drop by, but stay for the memes...

<https://discord.gg/C7zPKBp>

We are so glad that we can and will be able to bring you DM Helper as a free tool for all those who need their own personal DM assistant to help them run their game! If you would like to support us in our efforts to continually improve and expand, the best way to help us is by continuing to give us valuable feedback and spreading the word. Below are our social media links where you can tag us and like us for updated information and sharing us to all your friends!

Twitter: @TheRealDMHelper (<https://twitter.com/TheRealDMHelper>)

Reddit: r/DMHelper (<https://www.reddit.com/r/DMHelper/>)

If you want to contribute more than just being a valued member of the community you're always welcome to support us via Patreon! <https://www.patreon.com/dmhelper/>

You can get the DM Helper for free from the following portals:

Itch.io: <https://dm-helper.itch.io/dm-helper>

DriveThruRPG.com: <https://www drivethrurpg.com/product/274208/DM-Helper>

Warm regards, All of Us at the DMH Team.

# THANKS TO OUR PARTNERS...

All menu icons are derived from tokens provided by Ross from 2-Minute Tabletop, an amazing source of RPG resources: <https://www.2minutetabletop.com> under the Creative Commons BY-NC 4.0 (<https://creativecommons.org/licenses/by-nc/4.0/>)

The vectorized dragon logo was provided by Mike Rickard from "I Cast Pod!", our guide to everything dungeonesque and dragonny (and a great DnD podcast!)

Many thanks to the following people for allowing us to use their amazing artwork and maps for our documentation! We highly recommend that you check out their work and support them in every way possible!

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Artist & Illustrator

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Rustajb

<https://www.reddit.com/user/rustajb>

## FEATURE IMPROVEMENTS:

Furthermore, thanks to the following community members for their ideas, requests and recommendations to help us make the DM Helper as good as possible!

- Cricketot (<https://www.reddit.com/user/Cricketot>) for the Random Marketplace inspiration and algorithm
- NutritiousCookie for the improvements to the Player's Window (rotation still to come!)
- anomalystic777 for the customizable calendars and reference tables
- Thanks to Alex (<https://www.reddit.com/user/wurschtbrotwilli>) for the original Python-based inspiration for the Translate Text menu... and many more for their chats and wise words on Reddit, Twitter, itch.io or any of the other clever corners of the Internet

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