

DMHelper



A Dungeon Masters Helping Hand

The DMHelper Team

July 28, 2020

CONTENTS

PART 1: FIRST STEPS

EMPTY CAMPAIGN	2
CREATING THE FIRST CONTENT.....	3
SUMMARY.....	10

PART 2: EPILOGUE

DOWNLOAD.....	12
CONTACT	12
SUPPORT US	12
THANKS	12
LEGAL REFERENCES	13

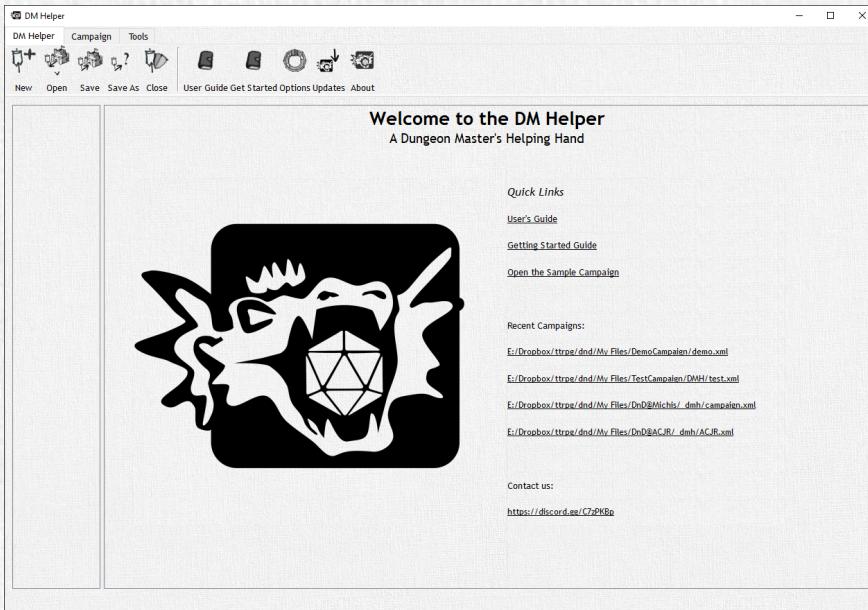
PART 1

FIRST STEPS

HELLO USER! Thank you so much for using DM Helper! This tutorial will guide you through creating your first campaign (in this case the example campaign), using the interface and setting up your world to run your game in.

EMPTY CAMPAIGN

First of all, a new campaign has to be created or opened. Check the DM Helper menu tab to see your options.



If there is no recent campaign to open, the options are opening the example campaign or creating a new one.

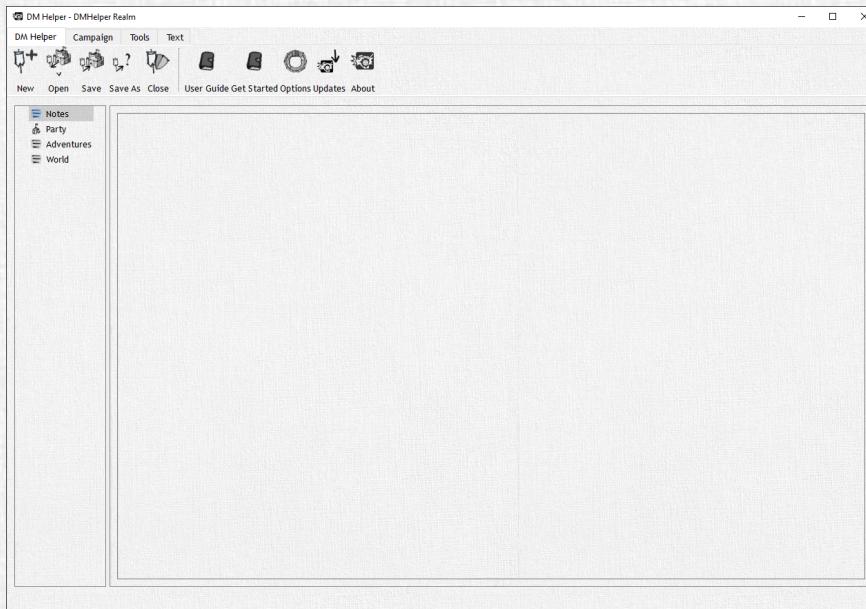


Just hit the New button to open a dialog for creation where you can enter the name of the new campaign. I'll use DMHelper Realm for this example.

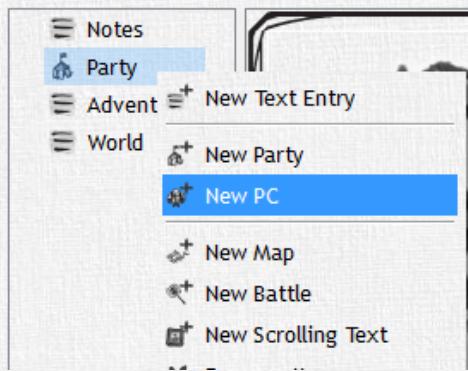


Click OK, then the DM Helper interface will be active and we can start adding our first content. This is a good moment to save your file in a location where it is safe.

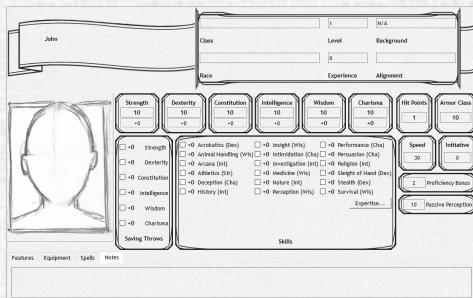
CREATING THE FIRST CONTENT



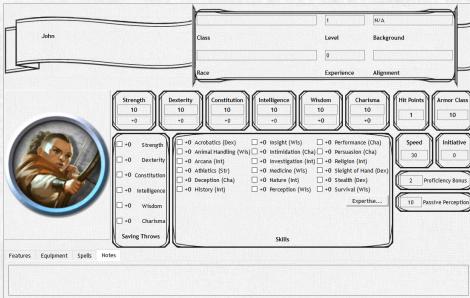
Now the DM Helper should show you an empty campaign, with several categories where you can add your content.



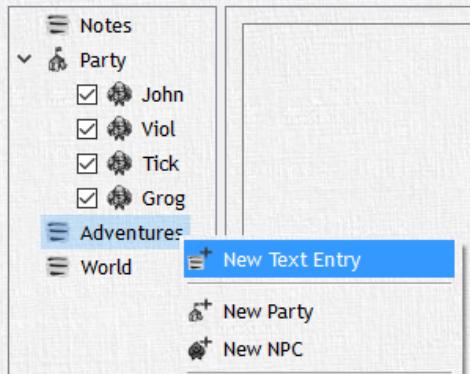
I'll name them John, Viol, Tick and Grog.



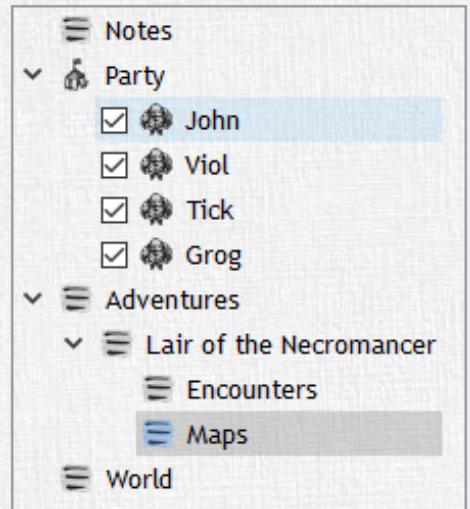
Whole character sheets can be stored here, particularly the Image is interesting. It does not have to be a portrait or something fancy like that, just a single character will do. Clicking on the portrait icon opens a file selection dialog, where you can select the character image.



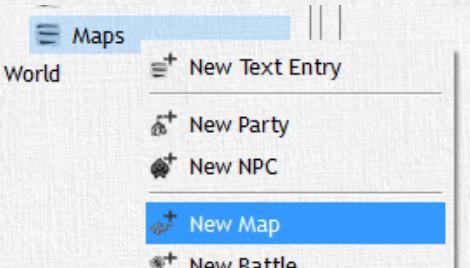
After that, the picture will be shown in the character view and in any combat scenes.



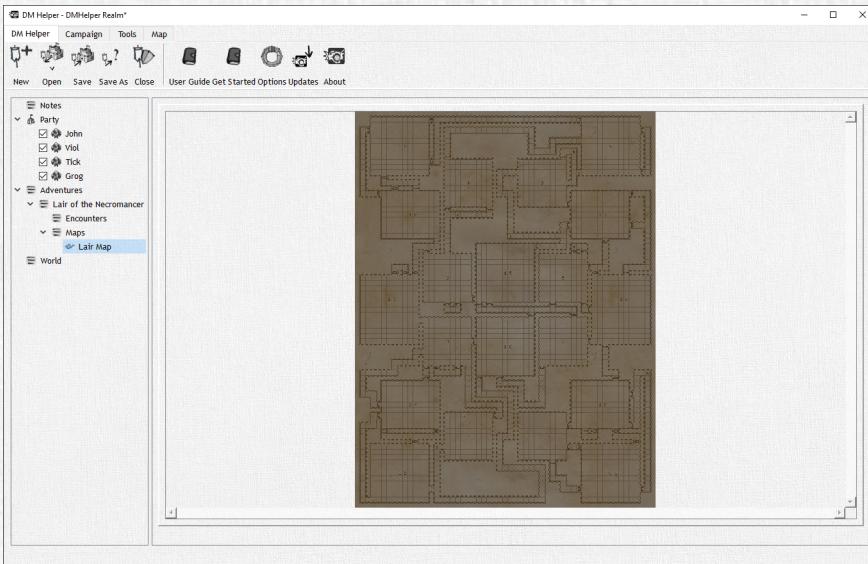
Next, we'll create an adventure. Let's call it "Lair of the Necromancer". Right click on Adventures and select New Text Entry or click the Text Entry button in the Campaign menu tab.



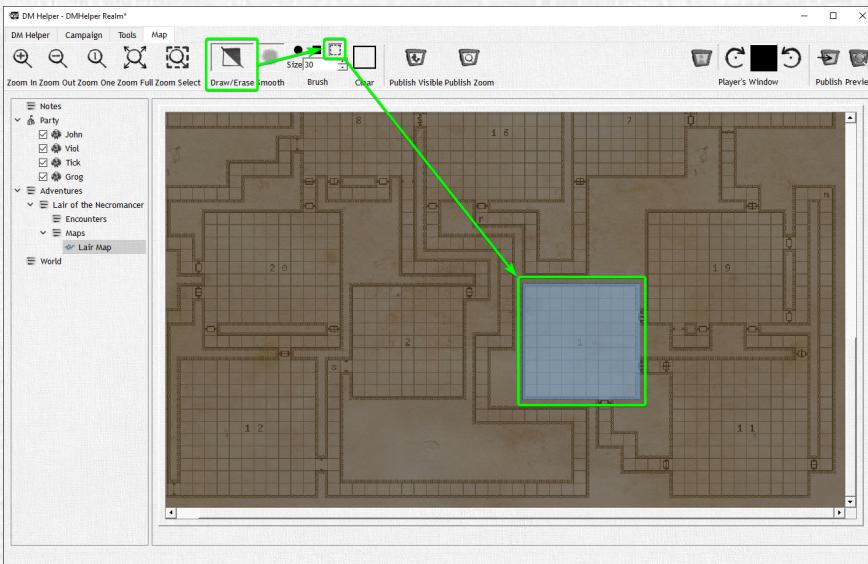
After you enter the name of the adventure, it will be added to the campaign tree. Once you have created the new adventure, see if you can create further text entries called "Encounters" and "Maps".



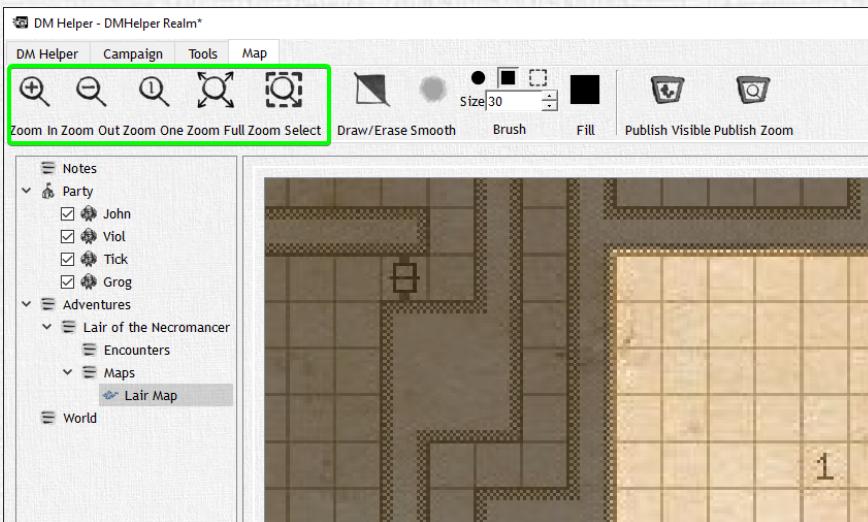
Let's add a map to our new adventure. To do so, right click on "Maps" and select New Map or click the Map button in the Campaign menu tab. First, it has to be named, so let's call it "Lair Map".



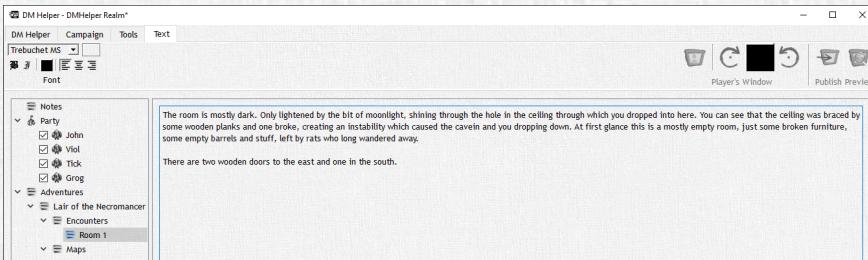
Once you click ok, a file selection dialog will pop up where you can pick a file for the map. Let's find `LairoftheNecromancer.jpg` and add it.



Now I'll just assume the players dropped to a trapdoor in Room 1 of this lair, while investigating the cemetery to find why some of the graves are suddenly open and empty. Notice that the map is slightly darker than your original file. That's the fog of war, which you now can remove for room one by just painting over the area. Use the FoW Area tool or the square brush to clear the fog of war from Room 1.



The zoom controls can be used to change the view of the map, which comes in handy if you have really large maps and cannot make out the details fully zoomed out. Just try them, you will not mess up your map by zooming.



I like to keep my room descriptions in the DM Helper as well. For that we're going to create an encounter by right clicking on Encounters and adding a new Text Entry. Let's name it Room 1 and put in the description we need.

This way, I can just read the players the descriptions right out of the DM Helper.

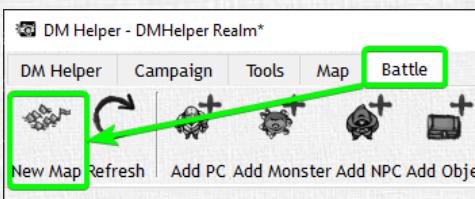
Now let's assume that the players go to Room 19. Let's create another text entry with a description:

The old, wooden door opens to your pushing it, the hinges creaking loudly. After a few inches the door gets stuck, just wide enough opened for you and your companions to push through, one by one. The following room is dark. Really dark. The little light spilling over from the room before does not help, even a little.

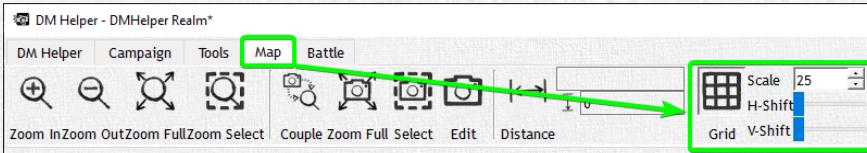
If the players have a torch or darkvision: The room is mostly empty. Here and there are some little clusters of rubble. The door got stuck on a rock, embedded in the muddy ground. On the other corner of the room, there are two, halfling sized holes, right next to each other. (perception check) You think you saw a reflection off an eye. Just before two large rats emerge from the holes.

The screenshot shows the DM Helper software with the 'Encounters' node for 'Room 19' selected. A context menu is open with the following options: 'New Text Entry' (disabled), 'New Party', 'New NPC', 'New Map', 'New Battle' (highlighted in blue), and 'New Scrolling Text'.

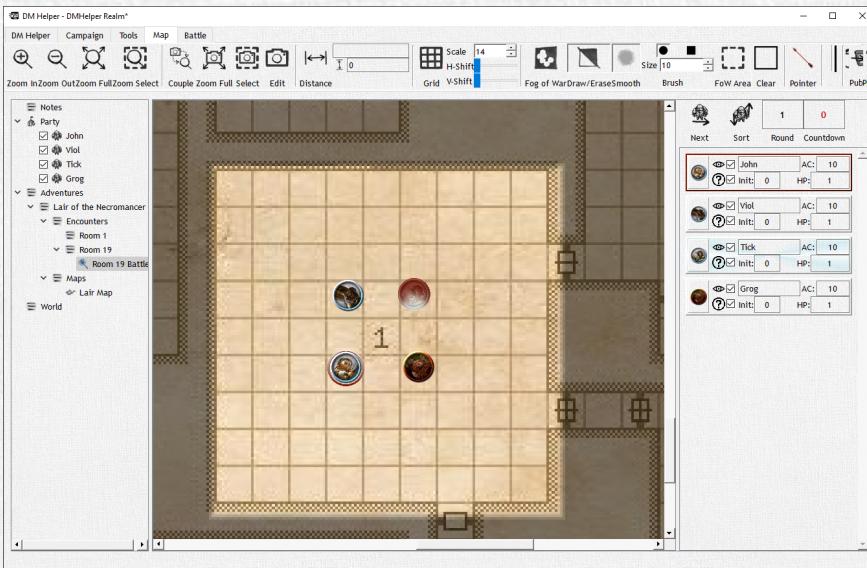
Now, there will be a fight, so let's add combat under the Room 19 description by right-clicking and adding a New Combat, which we can call Room 19 Battle



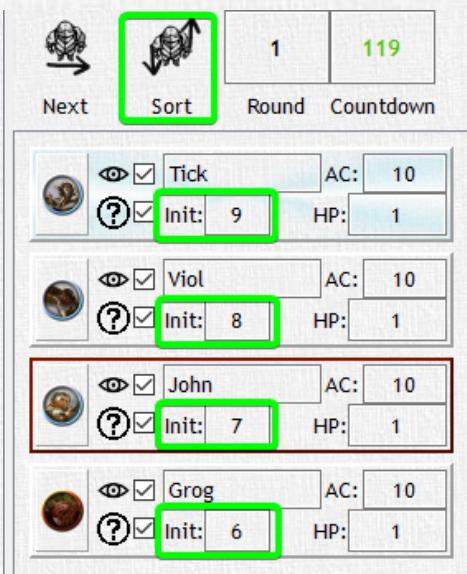
Now I'll add the Map by clicking on New Map in the Combat menu tab and selecting the Lair Map.



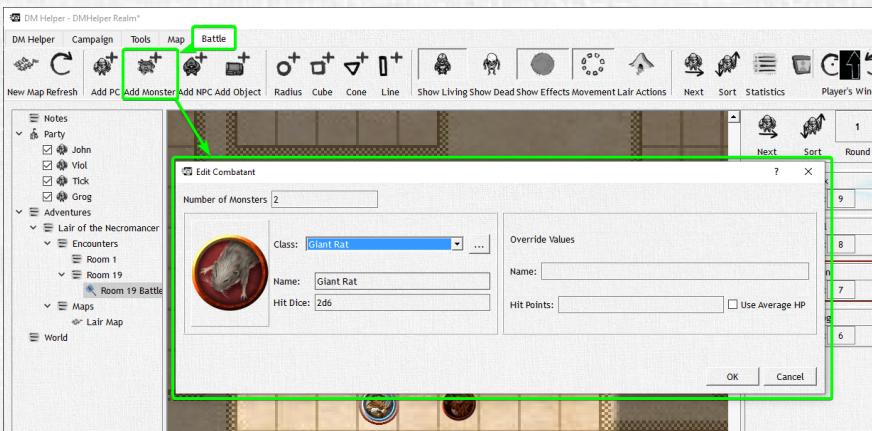
Using the Grid Size, the H-Shift and the V-Shift the grid overlay can be adapted to fit the actual map picture, regardless of scaling. This will also be important for measurement of effect areas or ranges.



You'll notice that all of our PCs were automatically added to the combat.



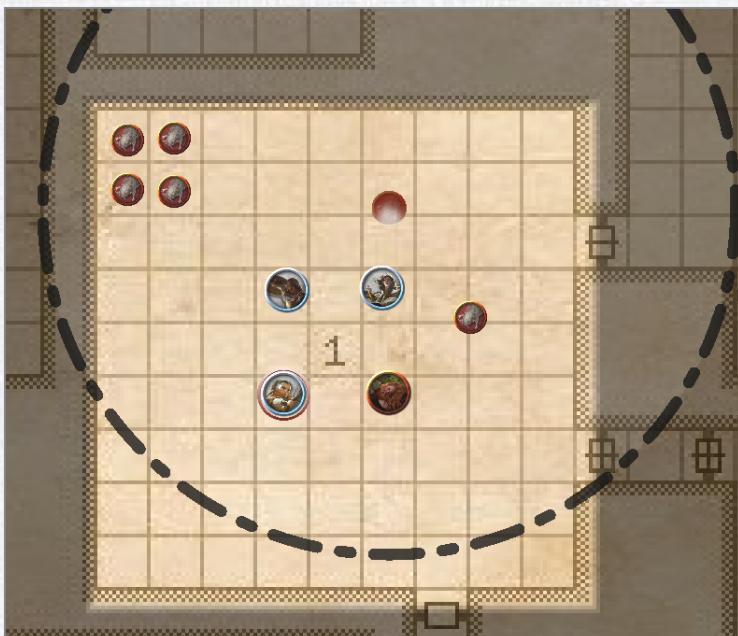
You can enter the initiative values for the various combatants and hit sort to order the combatants.



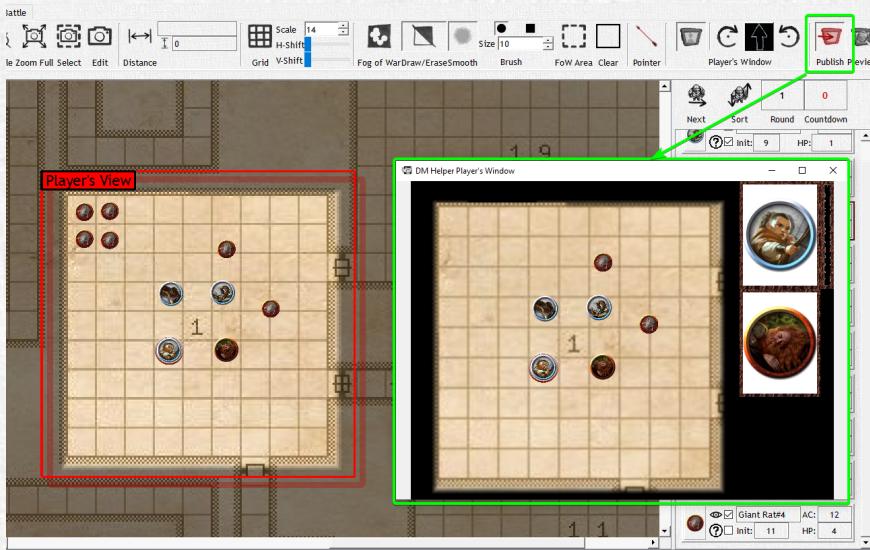
Now I want to add two Giant Rats by clicking on Add Monster. A new dialog comes up where I can select the Monster, how many and even override some stats right there. I'll just stick to two basic Giant Rats.

Combatant	AC	HP
Giant Rat#1	12	10
Giant Rat#2	12	10
Giant Rat#3	12	5
Giant Rat#4	12	8
John	10	1
Viol	10	1
Tick	10	1
Grog	10	1

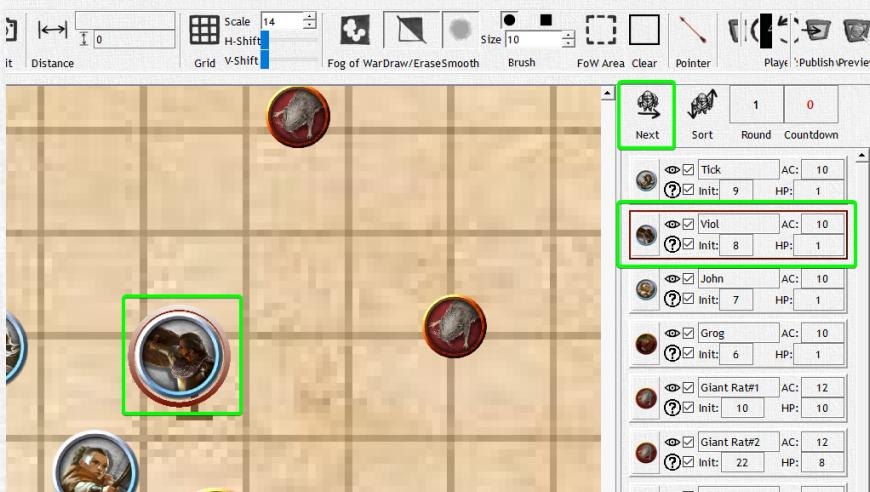
Then, since there is always more than one rat, I'll add another set of four Giant Rats and deselect the "Known" checkbox so that they remain hidden from the PCs for now. After two rounds of fighting, the four additional Rats will join the fight.



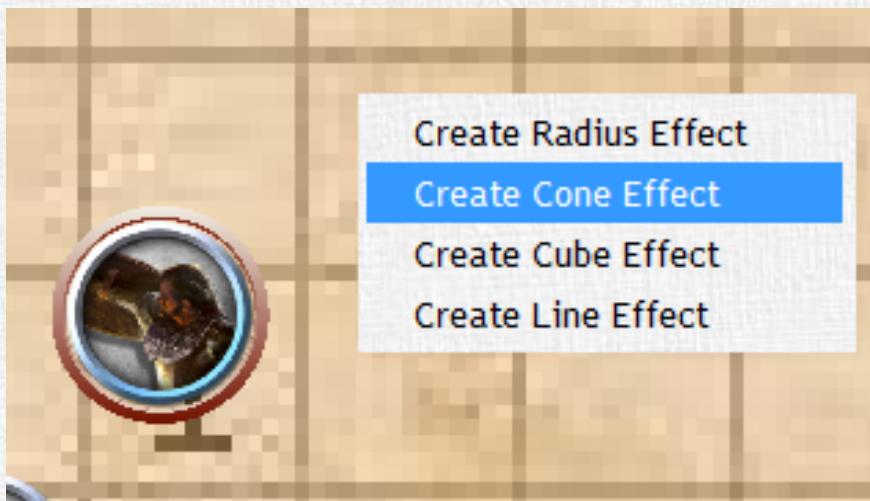
You can move the characters and monsters around on the map by dragging them with the mouse cursor. When you drag somebody over the map, you will see exactly how far they can move, as stated in the character/monster page.



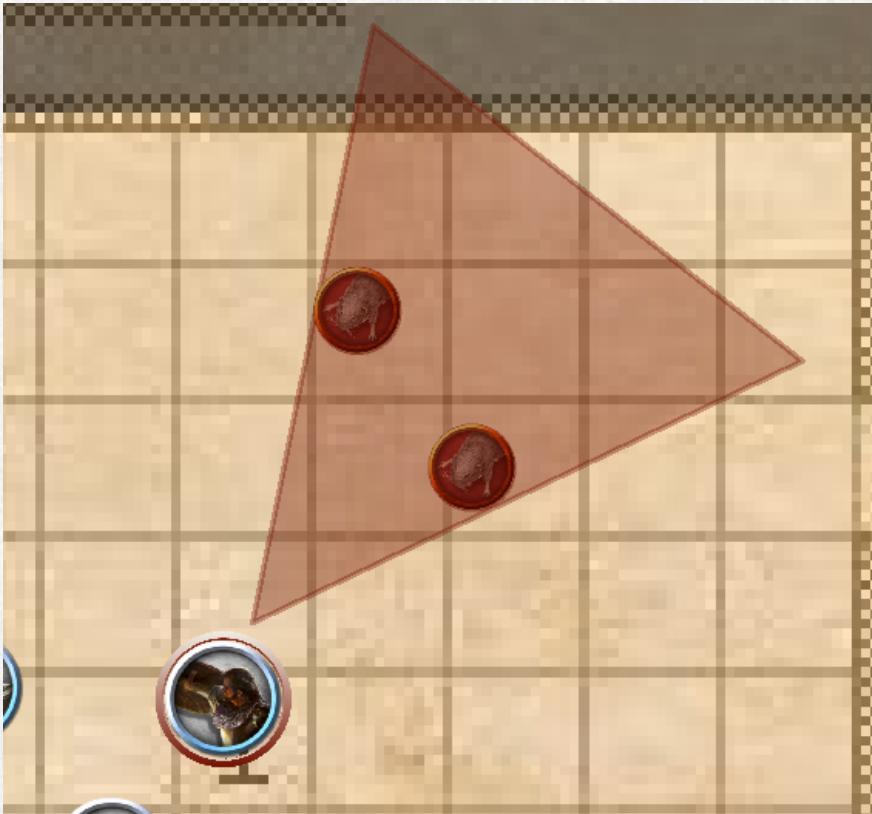
If you click the Publish button, a new window will open, which can be moved to a second screen or screen share to be shown to the players.



The player or monster whose turn it is will be highlighted. Clicking Next (Ctrl+N) will end their turn and the next combatant in the list will be up.



John did nothing, Viol moved and then used a cone shaped spell. I added the effect by right clicking on the background. With a left click it gets dragged, a right click is used to rotate it in place.



Viol is hitting both rats (red marker) with the spell.

SUMMARY

These were just a few basic, first steps with the DM Helper and should get you started for your first adventure. This first steps file covers the base functions of the DM Helper and there is lots more to do. For example: NPCs can be added, scrolling text cutscenes created with animated backgrounds and whole campaigns can be planned.

If you have any issues, ideas or questions, feel free to get in contact with us!

PART 2

EPILOGUE

DOWNLOAD



OU 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>

CONTACT



OU CAN REACH US UNDER THE USUAL CHANNELS:

Email: info@dm-helper.com

Twitter: [@TheRealDMHelper](#)

Join us on our Discord server here: <https://discord.gg/C7zPKBp>

SUPPORT US



E ARE HAPPY FOR EVERYBODY TO USE THE DM HELPER FOR FREE AND ARE COMMITTED TO GIVING our tool to anybody interested in using it.

If you would like to support us in our efforts to continually improve and expand, you are welcome to do so either through Pay What You Want on one of the download portals or via our Patreon here:

<https://www.patreon.com/dmhelper>

THANKS



LL MENU ICONS ARE DERIVED FROM TOKENS PROVIDED BY ROSS FROM 2-MINUTE TABLETOP, AN amazing source of RPG resources: <https://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!

BACKGROUND IMAGES AND CHARACTER IMAGES DONATED BY:

Rixt Heerschop

Artist & Illustrator

<https://rixtheerschop.com/>

Maps donated by:

Alex van der Aa

<https://www.patreon.com/neutralparty>

https://www.reddit.com/user/Urza_Is_Mine

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

LEGAL REFERENCES



THE DM HELPER IS UNOFFICIAL FAN CONTENT PERMITTED UNDER THE FAN CONTENT POLICY. NOT approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC.

Some content provided in the bestiary and the quick reference tables are from the Wizards of the Coast SRD (Systems Reference Document) published under the OPEN GAME LICENSE Version 1.0a as follows:

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor
- (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
- (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License:

This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.