DMHelper is a VTT that will act as your in-game assistance, your dungeon master’s swiss army knife, taking care of the administrative tasks and allowing you to focus on your players, the narrative, and having fun!

With version 2.4 we’re starting the journey to grow DMHelper to both make your life at the table as easy as possible, but also increase the cinematographic experience for your players.

**Version 2.4**

Big Changes

**•** Our Amazing new HW-accelerated Player Window rendering... lots more to come here! If you had any performance issues while publishing with previous versions, that should be a thing of the past now.

**•** A brand new What's New Dialog!

**•** All-new (and still optional) Initiative Tracker on the Player Window. Somewhat condensed and two different visualization options

**•** Quick shortcut campaign notes, just hit Ctrl+Alt+N and enter a note, you can open the notes to view/edit them on the Campaign tab

Smaller, really cool changes

**•** Moving characters, effects and objects from the Player's Window. Your players want to move their fireball around? Their spaceship? No problem!

**•** Added proper transparency support for objects and spell effects

**•** Add map markers with flexible icons

**•** Distance moved for each combatant is tracked during their turn

**•** Smooth multi-selection of combatants in battle

**•** Distance measurement added to the map view as well as combat

**•** Changing a map in combat leaves combatants where they are. This is really useful if the terrain changes dramatically mid-battle.

**•** Rebooted "Add Monster" dialog, with even more customization options

**•** Fixed and enhanced the Export & Import functionality, which unfortunately <u>really</u> didn't work right in v2.3

**•** A few other bug-fixes and community-requested changes that I've lost track of

**Key Features of DM Helper**

**•** A two-window system created for displaying and editing for the dungeon master, and a ‘Player Window’ to display only what you wish for the players to see; NPC images, maps, battles, item images, etc. The ‘Player Window’ can be used on an external monitor or shared via streaming tools for full flexibility in whatever situation you need.

**•** Fully functioning tabletop-like combat via our battle view which includes an initiative tracker, player/NPC/monster tokens, hit point tracking, damage tracking, and area of effect spell effects that offer saving throw rolls and damage for all targets hit.

**•** Integrated D&D Beyond character import & updates

**•** Full map visualization of static or animated maps. That means editable fog of war, panning, different tools to zoom in on specific details, and a pointer to highlight individual items on the map.

**•** A detailed bestiary, pre-filled with all open-source SRD monsters with the ability to add your own custom monsters, monster images, and monster stats!

**•** A campaign tree structured to easily break down and organize your campaign into adventures, encounters, maps, locations, party members and NPCs. No more cluttered notes, and desk space!

**•** A quick reference to all combat actions, conditions, environmental conditions, and movement actions; basically a DM cheat sheet that can be easily accessed!

**•** Editable reference, and custom, tables including all SRD equipment, and available to add all your homebrew items and tables! This even includes a random marketplace inventory generator!

**•** A fully configurable campaign clock for tracking time and day throughout your adventures, got an NPC who only has 4 years left to live? Perfect, you’ll make sure his patron takes his life just on time!

**•** Import/Export every item of DMHelper from your characters to maps to encounters between campaigns, or even import full adventures with all the bells and whistles into your existing campaign!

**•** A configurable calendar to meet your custom seasons, months, and day or just use your standard calendar. Whatever sun(s) spins, or deities rule, your world we have something here to help you track every moment!

**Download**

You can get DMHelper for free from the following portals:

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

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

**Contact**

Need to contact us for some reason? Do you have a great idea that you think belongs in DMHelper? 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)

Follow us on Twitter: [u/TheRealDMHelper](https://www.reddit.com/u/TheRealDMHelper/)

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 and bad jokes: <https://discord.gg/C7zPKBp>

Thank you so much for using DMHelper, we are so glad that we can and will be able to bring you DMHelper 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: <https://twitter.com/TheRealDMHelper>

• Subreddit: <https://www.reddit.com/r/DMHelper/>

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

• Website: <http://www.dm-helper.com/>

If you want to contribute more than just being valued member of the community you’re always welcome to support us via Patreon!

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

Twitter:

DMHelper VTT v2.4 with all-new HW-accelerated rendering to make your maps and combats that much more amazing! Come check it out!

http://dm-helper.itch.io/dm-helper

#DM #dungeonmaster #DnD #dnd5e #dungeonsanddragons