To start the application as a DM go to the home page and either join an existing session or create a new one. When you click create it opens up a form to enter the name and description which are pre populated with the current date. Enter anything you want and click save. That session should be preselected in the dropdown and you can click join.

Once you have joined a session at the top of the page there are a few options: to end the session, view group functionality, request player input, and reset the initiative order. Below that there is an option to show the info to quickly join a session and then a list of current creatures in the initiative order. At the bottom on the right there is a floating button to add new creatures to the initiative order. At the very bottom there is a footer bar with the option to view message threads or send a new message.

End session triggers the session to be archived and provides an alert to all clients currently joined that they will be disconnected.

The group's functionality allows a DM to create groups of creatures in advance and then instantly add them to the current initiative order. Request player input allows the DM to ask the player characters for a dice roll and if it's an initiative it auto applies their values to the correct player characters in the initiative order. reset initiative does as it suggests just setting the first person in the initiative order to the highest value.

If you click on the add creature button It should open up a dialogue with the ability to add either single or multiple characters via tabs. when adding a single creature you can use the monster input to search for creatures based on the D&D API. There is also a custom option that allows you to create a new creature on the spot. After a monster has been selected the initiative name and HP values are all randomly generated based on the information returned about the monster from the D&D API. you could also regenerate the initiative and HP or enter the values including name manually. After you have entered all the information above there is An option to pre-apply status conditions. This is a multi-select dropdown. Once you have entered everything as you desire click the big add button at the bottom. After clicking the button you should see an alert and in the background you should see that newly created creature added to the initiative order. also new randomly generated values for initiative and HP have been generated to be able to quickly add a second monster of the same type.

If you want an even quicker way to add multiple monsters the multiple tab makes it even simpler. At the top there are two options, selecting A Monster again with autocomplete or you can enter a comma separated list of challenge rating numbers, from 1 to 30. After you selected the type of creature to generate, enter a value in the count field. Then optionally you can click the set a condition checkbox which will randomly apply a single condition to each of the generated monsters. after all the values have been entered just click add and it'll generate however many monsters you have chosen. This should also Show an alert with info about how many monsters were successfully created. it should also update the background initiative order with all monsters that have been created.

Once you are done adding creatures just close the dialogue by clicking on the X or anywhere outside of it.

Now that there are monsters on the field they should show in order of the initiative potentially wrapped around based on the first creature that was added. This is where you can reset the initiative if the battle hasn't started yet. Below the first creature is a huge button to move the initiative order to next to update the battle.

Each creature shows as a row with basic information including their name with an info button next to it, an HP bar to show the current and Max hit points, a list of any conditions that are currently applied and then an option to edit or delete the character from the initiative order.To note for player characters and HP bar is replaced with a simple representation of how alive they are as the DM won't know an exact HP value.

Clicking on the info icon should open a new dialog that provides any pertinent information about the creature also coming from the D&D API. At the bottom of the dialogue there are expandable sections for actions and abilities which when expanded Shows the options a creature could take in battle for their turn. You can close this dialog by clicking on the X or anywhere outside the dialog box.

For each creature on the field there is an edit icon that opens an edit modal. this modal allows you to edit the initiative name HP or conditions as necessary. The HP bar is also visible in this dialog and below there are options to quickly set an exact current HP, add or subtract to the current HP by a set amount, or just instantly set the HP to zero. the HP bar will update as the current HP is changed. For player characters once again HP is a little different and only provides a drop-down to update the value to an estimated liveliness. The GM is also unable to change the name field for player characters. Any changes here can be saved and will be updated in the initiative order.

Clicking on the delete icon will delete the selected Creature with an optional warning when deleting player characters or creatures that currently have any HP remaining.

The Request Player Input button will open up a dialog that allows you to select a reason, either Initiative or a skill check, and then multiselect a list of recipients with a quick “All players” option and then the dice type. Once requested all recipients will receive an event which opens a dialog allowing them to enter their rolled value. As mentioned previously, if the reason is an initiative role the player values will instantly be applied to their player characters and will auto update the initiative order. for other reasons a new button for the DM will appear that allows them to view player submitted dice rolls

The view player input button will appear and update as players submit their dice roll values for non-initiative requests. The number in the button indicates how many players have submitted their values. When clicked it shows a simple table with the player name, the reason and their submitted value. The DM can watch new values come in from here and clear the results after everyone has submitted their rolls. Once cleared the button to view input will also be hidden again.

Now that the current initiative order and battle state have been talked about let's go deeper into groups functionality. Groups are a great way to pre-cue up enemies for later battles or situations. After clicking on the group's button a new page should appear with a drop-down to view all currently created groups as well as an option to create, delete and add the group to the initiative order. Yo go back to the main initiative order just click the back to dashboard button

To start off let's create a new group by clicking on the create button. When creating a new group the only property needed is the group name. This name should be something descriptive like “Goblin horde” or “town villagers”. Once created, the drop-down should be pre-populated with the newly created group and below should look very similar to what we've already seen with the initiative order. Everything here works the same way as adding, editing and deleting creatures. The only difference is anything done here is self-contained with the group and doesn't Affect the initiative order or any other groups.

In the middle of a session the DM can go to the groups and select a group to quickly add to the initiative order by selecting add to battle button. After adding the group members to battle an alert pops up confirming success with a note that you can now delete the group if you would like or keep it to re-add later again.

As a player character to join a session you can either manually put the player page URL into your browser or the DM has the option to generate a QR code which instantly navigates your device to the player page.

Once on the player page there is an option to join as an observer only which doesn't generate a player character that is tracked in battle but is able to view the initiative order

If you'd like to join with your player character just enter your name and click the join session button.

This page is a simplified version of the initiative order on the DM dashboard and contains a live initiative order with the creature name, a description of creature liveliness, and then any status conditions listed for each character.

The player character page may also update to show session input dialogs if the DM requests an initiative or skill check.

At the bottom of the page the chat functionality it's much more relevant to player characters so let's go over that functionality now. There are two buttons, a message icon and a similar one next to it with a plus icon in it. clicking On the first message icon shows the list of all conversations the player is a part of with the option to change conversations via a drop-down. this chat you will also appear automatically if anyone adds to a conversation you are included in.

The other icon creates a new conversation.To start off you must All participants in the conversation up front with an option to select all players. After the recipients have been selected just type your message and those players will receive a conversation pop up on their player page to respond and continue the conversation. All messages will list the sender with their message on the left and your messages will show up on the right.