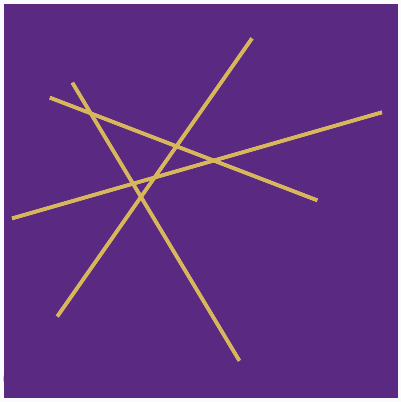
Fold&Roll DM Guide



DUNGEON MASTER FIELD MANUAL - NOVEMBER 2026 EDITI

1 Roles & Getting Started

Fold&Roll is an offline tabletop RPG companion for 5th-edition-style play. No accounts and no signal are needed at the table - everything runs on the devices in the room.

Pick your role

On launch, choose the **DM** role on this device. Your device becomes the campaign hub: campaigns, NPCs, shops, battle, the battle map, and hosting all live here. Players pick the player role on their own devices; a separate device can run as the **Table Display** (see Section 9).

On Mac and iPad the role screen shows three big tiles - DM, Player, and Table Display. Pick the one that matches the job this device is doing.

A fresh install starts **empty**: no sample campaigns, NPCs, or characters ship with the app. Everything at your table is content you made.

Your first session, in order

1. Create or open a campaign (Section 2).
2. Jump to a chapter and location (Section 3).
3. Host the table so players can join (Section 10).
4. Open Battle when a fight starts (Section 7) and use the **Call** button when you need a roll from the party (Section 8).

How to Play D&D (new in 1.3.0). The app also carries a complete, free **How to Play D&D** guide - **27 topics**, group badges, and a **Guide Master** capstone. New players can learn from it between sessions; the Player Guide covers it in full.

What stays private

2 Campaigns

Create a campaign manually

On the campaign list, tap **New Campaign**, name it, and set its table rules under **Edit Campaign**:

- **Leveling: XP or Milestone** - track experience, or level the party by story.
- **HP on level-up** - how hit points are gained on a level-up.
- **Haggle** - whether players can haggle in shops (Section 6).

The **Table** tab shows these rules back as a read-only summary, values read live from the campaign. Editing always happens here, in Edit Campaign.

Generate Random Campaign

Tap **Generate Random Campaign** on the campaign list for a complete adventure in one pass:

1. **Name** (optional - leave it blank and one is generated).
2. **Party level** - a stepper from 1 to 20. Encounter difficulty scales from it.
3. **Theme** - pick one of five themes, or **Surprise Me**.

You get a **3-chapter** campaign - hook, trail, and lair - with locations, friendly NPCs, read-aloud text, DM notes, stocked shops, and encounters whose monsters are pulled from the Bestiary at Challenge Ratings matched to party level. Everything is ordinary campaign data afterwards: rename, rewrite, restock, or delete any of it.

One-Shots (new in 1.3.0)

Session tonight, zero prep, no campaign? A **one-shot** builds a complete short adventure in **one tap**: NPCs, monsters matched to your party, stocked shops, and read-aloud text - everything a full campaign generation produces, sized for a single sitting. It is ordinary campaign data afterwards: run it tonight, and if it sticks, keep playing from it next week.

How many campaigns?

The free tier allows **2 campaigns**. **Fold&Roll+** removes the limit - unlimited campaigns (and unlimited characters for players). Premium is a single one-time purchase; see Section 13.

Editions: 2014 & 2024 rules (new in 1.1.0)

Each campaign runs **one edition**: the 2014 rules (SRD 5.1) or the **2024 rules (SRD 5.2)**, set by you as the campaign's edition. The lanes are **sealed** - a campaign is one or the other, never both - and **monster pools follow the campaign's edition**: a 2024 campaign draws on the **330-monster 2024 bestiary**. Players pick their edition when they create a character, and the compendium still browses both editions, every entry tagged with its own.

3 Chapters & Locations

Chapters

Opening a campaign lands on its **Chapters** view - a full-screen list with **no bottom bar**. Chapters are the acts of the story; each one holds its locations. Tapping a chapter header loads that chapter and lands on the **Map** with its location live - background, ambience, and the table sign all follow.

Tap a **location row** to play it: the location goes live (table sign, terrain, resolved ambience, battle and fog all switch to it) and you land on the Map. The **wrench** button on the row opens that location's Configure instead.

Getting here and leaving. From any DM tab screen, the **back chevron beside Home** leaves the location and returns you to this Chapters view - one step back, never further. On the Chapters view itself, that same chevron **exits to the campaign browser** (the campaign list). **Home** returns to role select from either place. So the loop is short: DM screen → chevron → Chapters → tap a location → you are back in, on the Map.

Add locations to a chapter as the party explores. Each location can hold its own NPCs, shops, notes, and battle map.

The ambience cascade

Ambience resolves in three layers, and the **most specific setting wins**:

1. **Campaign default** - the fallback for the whole campaign.
2. **Chapter ambience** - overrides the campaign default for that chapter. Set it from the chapter's **••• menu** in the Chapters view.
3. **Location ambience** - overrides both for that one location. Set it with the ambience picker on the location page itself.

So set a campaign-wide mood once, give a chapter its own sound where the story shifts, and override a single room only where it needs something different. When nothing is set at any layer, no ambience plays.

Import audio in place

Each campaign has an **audio library** - import once, assign anywhere. The location page can add to it without leaving the page:

1. Open the location.
2. Tap **Import Audio File** on the location page.
3. Pick the file. It is imported into the campaign's audio library in place, ready to assign as that location's ambience or anywhere else in the campaign.

Ambience is **100% your own audio** - nothing is built in. The ambience pickers stay hidden until the library has its first track: import one, and the pickers appear everywhere.

4 NPCs

The NPCs tab

Your campaign's cast lives on the **NPCs** tab. Three ways to add someone:

- **Add NPC** - build one from scratch.
- **Random NPC** - a quick generated character.
- **Import** - bring in an NPC from elsewhere.

Placing NPCs

The **Place** button drops an NPC into the current location and adds them to the battle roster. Use it when the party actually meets someone - or when a fight breaks out. **Place all** drops a whole group at once, **spaced a cell apart** so nobody lands in a pile.

Taking tokens back off is just as direct: **Remove from Map** sits on the Battle card's pin, and in the Map fog popover for non-player tokens. The **Clear Map** button on the Map hub removes **every token at once - tokens only**: zones, terrain, fog, and the battle roster are untouched.

NPC detail

Tapping an NPC opens their detail view: the full character sheet inline, with two extra DM tools in the toolbar:

- **Level Up** - **one tap, instant.** The NPC gains the average hit die plus Constitution to max **and** current HP, and derived stats recalculate on the spot. Choice features (subclass picks, ASI choices) are left unset. The same control steps levels **down**, to a floor of level 1. No wizard - that stays for player characters.
- **Notes** - freeform blurbs about the NPC: view, add, or delete. Bestiary stat blocks stay pinned as the first note.

Set a **token color** for the NPC's map token so they are easy to spot at a glance.

A note on spells for NPCs

If an NPC casts, their spellbook follows the same learning caps as a player's - see **Spell learning caps** in Section 5. You cannot add spells past the class cap, or of a level that class could not cast at its level in that class.

5 Bestiary & Spell Learning Caps

The Bestiary

The **Bestiary** tab (pawprint icon, between NPCs and Shops) is DM-only and holds **334 SRD monsters**, searchable by name.

Tapping a monster shows the full stat block: ability scores, AC, HP, saves, skills, traits, actions, reactions, legendary actions, CR, and XP. Hit **Spawn** and the monster becomes a DM-controlled NPC in your current location, ready to place on the map or into battle.

Spell learning caps

The spell compendium holds **147 spells** - 24 cantrips and 123 leveled. Spellbooks are capped, and the caps are enforced when spells are added:

- **Count caps by class** - cantrips known and spells known or prepared follow the granting class's own tables and formulas.
- **Spell-level gate** - a spell's level cannot exceed what that class could cast at the character's level **in that class**. A multiclassed character uses each class's own level for its own spells; Warlock pact level counts for Warlock spells.
- **Where it applies** - the Spellbook add flow and the roster spell manager, for player characters and DM-run NPCs alike.
- **What is not blocked** - characters already over a cap keep their spells and can still cast them. Adds simply stop until the book is back within the cap. Character creation, imports, and restores are not retroactively cut down.

Core content is SRD 5.1 (CC-BY-4.0): the core background list is the **Acolyte**, and the core feat list is **Grappler**. **Wild Magic** isn't in Fold&Roll yet — it was set aside during the SRD-only content pass, and a way to bring it back is still being decided.

6 Shops

Three ways in

The Shops screen offers three plain rows - **tap the whole row**:

- **Open Shop** - a one-off shop on the fly. It shares live immediately, **saves nothing**, and is discarded when you dismiss it. For the merchant the party invents by walking into a building you never prepped.
- **Stage New Shop** - build and stock a shop that stays with the campaign, hidden until you open it.
- **Random Shop** - generate a stocked shop instantly.

In the shop editor you manage **wares** and prices, set a **discount**, manage **buying funds** (what the shop can pay for goods players sell), and assign **ambience** that plays while the shop is open.

Stocking magic items

Beyond mundane wares, stock magic items from the **273-item magic item compendium**. Search it, pick the item, and add it to the shop's wares. Prices follow the item's **rarity**, so a rare item is priced as a rare item without you having to price it by hand. Adjust the shop discount if this particular shopkeeper runs dear or cheap.

Running a shop

Open the shop to everyone at the table, or to a single player for a private browse. Players see each ware with a **Buy** button - and a **Haggle** option if your campaign's table rules allow it. When business is done, **Close Shop** pulls it back off the table.

7 Running Battle

Starting a fight

Open the **Battle** tab - battle activates for the current location. Tap **+** to open Add Combatants and pull fighters in from your campaign NPCs or straight from the Bestiary. A fight you build often can be **saved as an encounter** and reopened from Add Combatants instead of rebuilt.

On wide screens the DM Battle layout runs three abreast - **combatants | Quick Rolls | the map** - with the roll history pinned at the foot of the Quick Rolls column, and the map pane following the selected token, then the current-turn combatant. **Tap a token on the map to target it** for your Quick Rolls and attacks. See Section 9 for the map itself.

Check the difficulty first

The **encounter difficulty meter** rates the fight against the party using the DMG XP thresholds - from an easy warm-up to a deadly encounter. Check it before you publish initiative: add, remove, or swap a monster in Add Combatants and watch the rating move, instead of finding out mid-fight that the encounter was misjudged.

Minions & max HP

The spawn sheet carries two toggles. **Minion** flags a monster as a 1-HP minion - it hits like the real thing, but any solid hit drops it. **Max HP** spawns an SRD monster at its maximum hit points, for the boss. The encounter meter counts **four minions as one monster**, so a horde reads fair.

Initiative

1. **Start Initiative** - everyone rolls; the order is set. A Called Action for initiative (Section 8) also fills this tracker.
2. **Publish Order** - shares the order with the table.
3. **Next Turn** - advance through the order; the round counter ticks over automatically.
4. **End Battle** - wraps the fight and clears battle state.

Time: durations & the world clock

Timed effects show their **remaining duration** on the combatant - rounds or minutes, ticking down as turns pass, so "how long has Bless been up?" answers itself. Beside the round counter sits the **world clock**: the campaign's current **day and time of day**, yours to set and advance. Durations and the clock are bookkeeping every table already does on sticky notes - now the app carries them.

Combatant rows

- **HP steppers** - adjust hit points up and down.
- **Damage sheet** - tap a combatant for targeting and damage options.
- **Conditions** - apply any of the fourteen SRD conditions; they clear automatically where the rules say so.
- **Cover** - None, Half (+2 AC), Three-Quarters (+5 AC), or Total (blocked and untargetable). You still resolve hit or miss yourself.
- **CR override** - set a combatant's CR where a fight's difficulty math needs it; the encounter meter uses your number, not the book's.
- **Legendary and lair pips** - the **crown** button opts a monster into legendary tracking: legendary pips (3 by default, configurable 1-5) plus one lair-action pip. They reset when the round advances; tap a pip to spend it.
- **Reaction pip and OA** - one reaction per combatant per round, refreshing at the start of their turn. Tap the pip to spend it, or use **OA** to spend it and roll an opportunity attack. You decide when someone provokes; the app never guesses.

Award XP

The **star** button opens XP awards: enter the total, check which connected players receive it, and review the split preview. Awards sync straight to each player's phone and a summary lands in the battle log. The Table Display is excluded.

Loot Generator

After the fight, open the **Loot Generator** to roll treasure on the **DMG treasure tables** - coins, valuables, and magic items sized to the encounter. Then choose where it goes:

- **At the Table** - the loot goes out to the table, and coins can **split evenly** across the party in the same award.
- **This Device** - the loot stays on your device only, for a secret stash, a later reveal, or bookkeeping you do not want shared yet.

Area-effect zones

When anyone casts a zone spell, the cast flow places its area on the battle map - shaped to the spell, and **rotatable**, so a wall lines up with the corridor it blocks. The area **stays on the map while concentration holds and vanishes the moment concentration ends**, by any route. The **Battle Zones panel** lists the zones currently up.

Seven SRD zone spells are supported: **Moonbeam, Flaming Sphere, Spike Growth, Spirit Guardians, Wall of Fire, Cloudkill, and Sunbeam**.

Dispel Magic

Dispel Magic resolves inside the cast flow: cast it, then target an active spell effect. Effects at their **base level dispel automatically**; an **upcast** effect gets the proper ability check - no pausing for a rules dive.

8 Called Actions

New in this edition: instead of asking the table out loud and chasing answers, call for a roll and let the app collect it.

Make a call

In Battle mode, tap the **Call** button and choose the kind of roll:

- **Initiative** - everyone rolls for turn order.
- **Saving Throw** - pick the ability (for example, a Dexterity save against a trap).
- **Check** - pick a skill or an ability (for example, Perception or Strength).

Then set who it is for and what it says:

1. **Targets** - all connected players, or a picked subset. Call on the two characters crossing the bridge, not the whole party.
2. **Note** (optional) - a short line that travels with the call, such as the trap, spell, or situation behind the roll.

What players see

Each targeted player gets an **alert** on their device and rolls **in one tap**. They do not need to find the right dice or bonus - the call already knows what is being rolled.

The live tally

You watch the answers come back in one tally, per player:

- **Rolled** - with the total they rolled.
- **Waiting** - no roll yet.
- **Dismissed** - the player dismissed the call without rolling.
- **Not at the table** - the player was not connected for this call.

No more asking "did everyone roll?" - the tally is the answer. An **initiative call also fills the initiative tracker**, so a Call for initiative at the start of a fight does both jobs at once.

Real Dice (new in 1.2.0)

Your table's physical dice still count. With **Real Dice**, a player - or you - rolls real dice and enters the **die face** on the tap-to-commit pad; the app applies the modifiers, works out the crits, and logs the result exactly as if it had rolled itself. It works in the **DM Tray**, **Quick Rolls**, **Called Actions**, **initiative**, and fresh **death saves** - and a mis-tapped face can be taken back with **Undo**. Real Dice is **free**.

The roll log (new in 1.3.0)

Every roll is now recorded in one **roll log**: who rolled, what they rolled, and the total. When the

9 Battle Map, Fog & Table Display

The battle map

The map is the shared tactical picture: tokens for the party, NPCs, and monsters, positioned where the fight actually is. A new battle map starts **fully revealed** - fog is a tool you add, not a default you fight against.

When you create a map you **choose its size** - a tight room or a sprawling field. Terrain you paint **snaps to the same grid** the tokens move on, so walls and features line up with the squares instead of fighting them.

Moving tokens - tap, never drag

Tokens are **never dragged**. **Tap a token to select it** - it highlights - then **tap an empty cell to move it there**. The selection **stays** after a move, so chained moves are tap, tap, tap. **Tap the token again to deselect.**

Long-press a token (about half a second) on DM surfaces for its **info sheet**: name, HP and AC **including cover**, conditions, the reaction and legendary pips - and, for NPCs, the **− / + level steppers** from Section 4.

Placing and clearing tokens lives in Section 4: **Place**, **Place all**, **Remove from Map**, and **Clear Map** (tokens only).

Dice-Drop Maps (new in 1.1.0)

Short on prep? **Dice-Drop Maps** build a dungeon from a literal dice drop. Pick **6 to 16 dice** and roll them onto the map: **where a die lands is the chamber, and its value decides what it is** - **1** Entrance, **2-3** Room, **4** Hall, **5** Treasure, **6** Hazard.

Corridors carve between the chambers at the width set by the **Corridors** control: **1-wide** for tight and tense, or **2-wide** (the default) so the whole party can actually move - at width 2, rooms and halls carve **3x3**. Flip the width and the **same drop re-carves in place**; the dice do not move. Not feeling a drop? **Re-rolls are free** until you accept the map. An accepted map starts **fully fogged**, so players never see its silhouette. Your **first 10 generated maps are free**; unlimited generation is a **Fold&Roll+** benefit.

Fog of war

Use the DM fog tools to hide parts of the map, then **reveal** areas as the party explores or as sight lines open. Fog state syncs with the table, but only as you reveal it - players and the Table Display see the revealed map, never your hidden areas.

Table Display

The Table Display is the shared screen: a second device facing the table, showing the battle map, the table sign (campaign and chapter), and shared log entries. It is also the **table speaker** for ambience and sound effects.

- **Pause / Resume** - freeze or resume what is showing.
- **Hide / Show Map** - pull the map off the display for a secret DM moment without ending anything.
- **Stream Overlay** - the compact toggle pill at the display's **top-left** switches it to a stream-friendly overlay composition, with background choices - **Dark, Black, Chroma Green, Chroma Blue** - for capture software. A phone joined as a Table Display carries the same overlay controls.

Players never see DM-only information on it: no hidden HP or AC, no unrevealed fog, no secret rolls.

Who plays it?

Ambience plays through the **Table Display**, which acts as the table speaker. Keep the display device near a speaker or paired to one, and the room hears the location the party is in - not a sound from your phone. The **Soundboard** tab triggers combat and spell effects live during play.

On Mac and iPad the Table Display runs as a **second window** beside your Prep+Play window - see Section 14.

10 Hosting the Table & Players

Host

1. Open a campaign.
2. Start hosting from the table controls - **Host "{campaign name}" Table**.
3. Players nearby open their **Table** tab, find your table in the list, and join. No codes, no accounts.

From any DM screen, the top-right quick buttons mirror the player's bar: **Notes** (the active location's read-aloud and DM notes), **Table** (the WiFi icon - hosting, as a sheet), and **Soundboard**.

That is the in-person table - the mode named **At the Table**. When the party cannot share a room, the same table can run **online** instead: Telepathic Bond, next page.

What syncs

Initiative and turn order, token positions, fog reveals, battle log entries, shop openings and closings, XP awards, Called Actions, and chat (Section 11). Table state is per session - when a player rejoins, they reconnect to the live table.

The Players section

The **Players** section lists who is connected, with each player's character. Need to check a sheet mid-game - a save bonus, a passive score, what a character is carrying?

Tap a connected player's row to open their full character sheet on your device, read-only.

- You can read everything on the sheet; you cannot edit it from here.
- **The player's device stays authoritative.** Their sheet is the live one; your copy is a view of what they shared when they joined and as it updates.
- Changes a player makes happen on their device, not yours - ask them to make the change.

Grants

From the Players area you can grant things to connected players - for example a **level-up** - which lands on the player's own device, where they run it on their character.

Getting back to Campaigns

The **back chevron beside the home icon** steps back exactly one level. On any DM tab screen it **leaves the location and returns to the Chapters view** (Section 3) - it does not exit the campaign. On the **Chapters view itself**, the chevron exits to the **Campaigns** list: use it there to switch campaigns between sessions. **Home** returns to role select from either place.

Telepathic Bond: online tables (new in 1.3.0)

Telepathic Bond takes the table online. You host from your device just as you do in person - but players join **from anywhere**, over the internet instead of from the room. The in-person mode keeps its own name, **At the Table**; an online table is a Telepathic Bond table. Everything the table shares works the way it does in the room.

Hosting an online table

Start the table from the same table controls and choose the online table. **Fold&Roll+** is needed **only to create** one - joining is **free for every player**. A DM runs **one live online table at a time**: a stopped table still holds its place, and archiving it frees the slot for the next one.

Players join from your **invite link**. If a link will not open on a player's device, they can paste it inside the app instead - **Paste Invite Link** - and land at the same table.

What syncs online

The **battle map with its fog of war**, **initiative and turn order**, and **rolls** stay in sync for everyone at the table, wherever they are. As in the room, **sheet sharing is the player's choice** - each player decides what to share, including sharing with **you only**.

DM location notes

Each location now carries a set of **DM notes fields** written for the moment the party walks in: **Checks**, **Saves**, **Secrets**, and **If the party...** - the DCs, the traps, and the consequences you always meant to have ready. Above them runs a **passive-perception strip** built from the sheets your players share, so the party's passive scores sit in front of you without asking.

Place on Map & recipe Dice-Drop maps

A **saved encounter** no longer has to be rebuilt at the table: **Place on Map** puts it straight onto the battle map. And a **Dice-Drop Map** can travel by **recipe**: the drop is described compactly and replayed on each device, so the **same generated map** appears on every screen at the table.

11 Table Chat

Your channels

As DM you have a **Chat** tab with:

- **Table** - everyone at the table: you, all players, and the Table side of the game.
- **One private thread per player** - a direct line between you and that player only. Use it for the note passed under the table: a secret a character has spotted, a question you do not want the room to hear.

The Party channel - not yours

Players also have a **Party** channel. **It is never visible to the DM.**

That is by addressing, not by a setting you can toggle: Party messages are sent only between player devices. They are not sent to the DM or the Table Display, and a DM device drops them if one ever arrives. Do not expect to read party planning in chat - that privacy is the point of the channel.

Cost and history

- **Chat is free for everyone** - no channel and no history is behind Fold&Roll+.
- **History is kept on-device, per table.** Each device keeps its own record of the tables it has been part of. There is no server copy and no store-and-forward: a device that was not at the table does not receive that table's messages later.

The Discord session log

Point the campaign at a **Discord webhook** - in **Edit Campaign**, host-only - and **Table chat is mirrored to your Discord server** as it happens: a searchable session log of the night's calls, rolls, and table talk, written while you play.

12 Cloud Sync & Conflicts

Cloud Sync is a **Fold&Roll+** feature. With it on, your **characters and campaigns sync via iCloud**, so the campaign you prepped on one device is waiting on the other. At the table itself nothing changes - play is still local and offline.

When two devices edit the same item

If the same character or campaign is edited on two devices before they sync, one version becomes the live version - and the other is **not deleted**. The losing copy is **parked in the Cloud Sync screen, listed by name**, so you can deal with it deliberately instead of losing work silently.

For each parked copy you have two choices:

- **Restore it** - the parked copy becomes the live version, everywhere. Use this when the parked copy is the one you actually want to keep.
- **Discard it** - the parked copy is removed and the current live version stands. Use this when the live version is right and the parked copy is a duplicate edit.

Working habit

After a session where you edited on more than one device, open the **Cloud Sync** screen once and clear any parked copies while you still remember which edit was which. A parked copy does nothing until you choose - it waits for Restore or Discard.

13 Exports, History, Homebrew, Themes & Premium

Exports - free, themed

Export **themed PDFs of characters and campaigns** and **spell cards** - every theme and spell-card style is **free for everyone**, and a themed file carries the **theme name in its filename**.

Fold&Roll+ - one purchase

Fold&Roll+ is a **single one-time purchase - $14.99** - no subscription. It unlocks:

- **Cloud Sync** - characters and campaigns via iCloud, with conflict handling (Section 12).
- **Telepathic Bond** - creating online tables (Section 10); players always join free.
- **Homebrew Workshop** - build and manage your own homebrew content for your campaigns.
- **Unlimited Characters & Campaigns** - past the free tier's 6 characters and 2 campaigns.
- **Unlimited Variants & JSON Exports** - past the free tier's 1 variant per character and 5 free JSON exports.
- **UI Themes** - the premium themes below.
- **Campaign History** - the record of your campaigns' past play, kept as a campaign asset.
- **Campaign Memory** - Recall search, a linked Notebook, and a structured Previously on for each campaign (below).

UI Themes

The app's look is set by a theme. **Arcane** is the free default. With Fold&Roll+ you also get **Crimson**, **Forest**, **Midnight**, and **Ember**, plus a **Custom** theme - your own accent and secondary colors, with a **live preview**, from the theme picker on the role-select screen.

Note: **app themes** (above) are a Fold&Roll+ extra, while **export themes and spell-card styles stay free**.

Campaign History

With Fold&Roll+, **Campaign History** keeps a campaign's past sessions and events as part of the campaign itself.

Campaign Memory

With Fold&Roll+, a campaign remembers itself: **Recall** searches everything the campaign has lived - names, places, events, notes - alongside a linked **Notebook**, and **Previously on** assembles a structured recap before the session. No AI, no server - it all lives on your phone.

Content packs

The Homebrew Library can carry content as a **pack** - one file of homebrew spells, feats, monsters, items, and classes. **Export Pack** shares your own creations out (whole-row toggles, your name as

14 Tables & the DM Screen

Tables

Under **More**, **Tables** holds rollable tables you build yourself - the "something happens" charts every DM keeps in a notebook. Entries are a **flat list** or **dice ranges**; the editor checks your ranges live for **gaps and overlaps**, and **Even Out** spreads entries across the die for you. Tap **Roll** for a result, and share it straight to **table chat** when the table should see it. Three original starters are included: **Something Happens** (d20), **Weather** (d10), and **Tavern Happenings** (d20).

The DM Screen

Also under **More**, the **Screen** replaces the cardboard: **Actions in Combat**, **Conditions**, **Typical DCs**, **Cover**, **Death Saves**, and **Skills** - the panels a DM actually glances at, one tap away, no unfolding anything.

Search, deeper

Every search in the app now matches **body text, not just names** - search the Bestiary for "pack tactics" or the spells for "underwater" and the right entries surface. Name matches still sort first.

15 Mac & iPad: The Two-Screen DM Setup

On Mac and iPad, DM mode becomes a two-screen setup built for prep at a desk and play at a table.

Role select

Pick your role from **three big upright tiles** - DM, Player, Table Display - instead of the phone-style list.

The main window: Prep, Play, Battle

The header flattens the setup into three modes: **Prep**, **Play** (the map), and **Battle**.

- **Prep** - a sidebar of pinned panes, each list-plus-detail: **Table**, the **current chapter's Configuration** (anchored to the active location), **NPCs**, **Bestiary**, **Shops**, **Brew** (Homebrew), and **Notes**. Chapter and location management itself lives in the campaign browser.
- **Play and Battle** - the live game, sharing a right-hand column that switches between **Dice, Log, and Chat** to serve the mode you are in.

Notes also sits in the header as a glyph popover - both routes edit the active location's Read Aloud and DM Notes.

Entering on iPad

Entering DM on iPad starts at the **campaign chooser**, same as iPhone - no campaign auto-opens. The browser is **pinned panes, no collapsible menu**: the **campaign list** (always visible, left), the **campaign detail** (middle), and a **Configure** pane that slides in from the right when you tap a location's wrench or **Configure Campaign** - tap the same target again, or its ×, to close it. Location rows work as on the phone: **row tap plays the location**, the **wrench** drives Configure.

The second window: Table Display

Open the **Table Display as a second window** on the same Mac or iPad. It shares your DM store in the same app, so it always shows the current public view - map, table sign, shared log - and carries the table audio, while your main window keeps the DM-only information.

Back to Campaigns on the big screen

The Mac window header carries a **Campaigns** button at the front, so switching campaigns does not mean digging to the bottom of a tab.

16 New in 1.4 - Deeper Tables

Locations grow floors

Any location can have **floors**. A tab strip above the battle map switches the whole board - terrain, fog, tokens, and zones are kept per floor, and the floor you are looking at is the floor the fight uses. A location always has at least one floor; free locations get one, Fold&Roll+ adds as many as the tower needs. Existing maps keep working - they simply become floor 1.

One-shots that delve

The one-tap one-shot generator learned a second shape: the **dungeon** - one location delved floor by floor, each floor's cast placed on its own floor and the villain waiting at the bottom (the dungeon shape is part of Fold&Roll+). The classic shape - hook, sites, showdown - is unchanged and free under the one-shot cap.

Stones that talk, items that work

Sending Stones pair at the first tap: hold one stone and tap its partner in the partner's inventory - from then on they trade 25-word messages (the composer counts), one exchange per dawn, reset by the world clock. More SRD items do what they say now: a Lantern of Revealing burns oil by the pint and the hour, a Bag of Tricks spends a ball on the summon. The compendium marks every working item **Functional**.

Online tables, hardened

Three quiet upgrades to Telepathic Bond (Section 10). Party and DM **chat is encrypted** now, and character sheets travel as encrypted payloads. **Sync Health** - on your table card - shows the channel, your seat state, and any problem in plain language, plus published vs. applied revisions so you can watch sync catch up. And **seats persist**: a player keeps their seat until you remove them - there is no expiry. If you are in a session and open another table, the app asks, ends the current one cleanly, and takes you where you tapped. A Table Display - including the new **Apple TV** app - can also join an online table as a display seat.

17 Quick Reference

- **Host the table** - Table controls - Host "{campaign name}" Table
- **Back one level** - Chevron beside Home (Mac header: Campaigns)
- **New campaign** - Campaign list - New Campaign
- **Instant 3-chapter campaign** - Campaign list - Generate Random Campaign
- **Table rules** - Edit Campaign (XP / Milestone, HP, haggle)
- **Jump to a chapter** - Chapters view - chapter header (lands on Map)
- **Play / configure a location** - Chapters view - row tap plays it / wrench opens Configure
- **Location ambience** - Location page - picker / Import Audio File
- **Add an NPC** - NPCs tab - Add NPC / Random NPC / Import
- **NPC on the map / in a fight** - NPCs - Place / Place all (spaced)
- **Level an NPC** - NPC detail - Level Up (one tap; steppers in the token info sheet)
- **Spawn a monster** - Bestiary tab (334 monsters) - Spawn
- **Shops** - Shops screen - Open Shop (one-off, saves nothing) / Stage New Shop / Random Shop
- **Stock a magic item** - Shop editor - magic item compendium
- **Open / close a shop** - Shop row - Open (everyone or one player) / Close Shop
- **Start a battle** - Battle tab - + Add combatants (or reopen a saved encounter)
- **Minions / max-HP boss** - Add Combatants - Minion / Max HP (4 minions = 1 for the meter)
- **Check difficulty** - Battle - encounter meter (DMG thresholds)
- **Durations / clock** - Battle - durations on combatants; clock by the round counter
- **Run initiative** - Start Initiative - Publish Order - Next Turn
- **Call for a roll** - Battle - Call - Initiative / Saving Throw / Check - pick targets - watch the tally
- **Cover / conditions / legendary** - Combatant row - cover / conditions / crown
- **CR override** - Combatant row - set CR
- **Move a token** - Tap token to select - tap empty cell (tap token again to deselect)
- **Token info / remove** - Long-press a token - info sheet / Remove from Map
- **Zones** - Cast a zone spell - place the area in the cast flow; Battle - Zones panel
- **Dispel** - Cast Dispel Magic - target the effect (base level auto; upcast rolls)
- **Stream Overlay** - Table Display - top-left pill (Dark / Black / Chroma)
- **Opportunity attack** - Combatant row - OA
- **Award XP** - Battle toolbar - star
- **Roll loot** - Loot Generator - At the Table or This Device
- **Read a player's sheet** - Players section - tap their row
- **Chat the table / one player** - Chat tab - Table / that player's thread (Party is players-only)
- **Discord session log** - Edit Campaign - Discord webhook - mirrors Table chat
- **Resolve a sync conflict** - Cloud Sync screen - parked copy - Restore or Discard
- **Export** - Export PDF / spell cards (themed, free; theme name in the filename)
- **Import / export a content pack** - Homebrew Library - Import Pack / Export Pack (imported content is locked against re-export)
- **Tables & DM Screen** - More - Tables (Roll; share → chat) / Screen (Actions, DCs, Cover, Saves, Skills)
- **Campaign Memory** - (Fold&Roll+) Recall / Notebook / Previously on
- **Mac / iPad layout** - Prep+Play main window + Table Display second window