

The Realm

Campaign Engine User Guide

For players, hosts, and Dungeon Masters

Website: <https://www.fredrickprimalforge.com/realm/>

Use this manual to set up campaigns, manage adventurers, run play sessions, roll dice, use shared trackers, and unlock host-only tools.

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1. What The Realm Does

The Realm is a browser-based campaign dashboard for a private tabletop role-playing session. It lets the group choose or create a campaign, manage adventurer cards, track HP and armor class, roll dice, use party items, reveal or hide masquerade portraits, write journals, and give the Dungeon Master a separate tool layer.

The page stores campaign information in the browser and also includes a Save button intended to sync/save the latest state. Because this is a web app, everyone should use the same Realm URL and select the same campaign before play starts.

Best audience: players who need to join and play, and the host/Dungeon Master who needs to set up and manage the session.

2. Quick Start for Players

1	Open https://www.fredrickprimalforge.com/realm/ on your phone, tablet, or computer.
2	On the Welcome screen, select Enter Realm.
3	Use the Campaign dropdown at the top to choose the correct campaign.
4	If the toolbar shows You are, choose your character from the dropdown.
5	Find your adventurer card. Use it to view HP, AC, class, race, level, signature move, and notes.
6	Use the dice tray at the bottom to roll d20, d12, or d6. Add a Strike/modifier number before rolling when needed.
7	Use the Action Bar target dropdown to select a character, then press available move or item buttons.
8	When the DM asks, use shared tracker sections for map, announcements, and images.

Player tip: if something looks old or missing after another person changes it, use the page refresh button and make sure you are on the correct campaign.

3. Screen Map and Main Controls

Control / Area	What it does
Welcome screen	Entry page with Enter Realm and Start New Campaign buttons.
Campaign dropdown	Switches between available campaigns.
New Campaign	Opens the campaign creation form.
Edit Campaign	Changes campaign name, tagline, colors, mask setting, DM key, and campaign maintenance options.
Save	Saves the current Realm state. Use after important setup or session changes.

Control / Area	What it does
Dungeon Master	Opens DM unlock. DM tools require the campaign DM key.
Help	Opens the Realm Console and shows command-style help.
Action Bar	Choose a target character and trigger signature moves or party inventory items.
Adventurers	Character cards for players and the Dungeon Master/host.
Shared tracker	Side panel for battle map, announcements, and shared images.
Dice tray	Bottom tray for dice rolling and strike/modifier input.

4. Creating a Campaign

Campaigns organize the table, theme, characters, items, maps, and host settings. Create a new campaign when you are starting a new adventure, party, one-shot, or event.

1	From the Welcome screen, choose Start New Campaign, or from inside the app choose + New Campaign.
2	Enter the Campaign Name. This is what players choose from the campaign dropdown.
3	Enter a short Tagline. This appears under the Realm title and sets the theme.
4	Choose theme colors: primary, secondary/glow, and accent/gold.
5	Leave Masquerade Mask Effect on if portraits should begin hidden behind masks.
6	Select Create Campaign.
7	Press Save after setup so the campaign is kept.

Recommendation: create and test the campaign before the players arrive. Add at least one character, verify the DM key, and press Save.

5. Editing, Duplicating, Clearing, or Deleting a Campaign

Use Edit Campaign for theme changes and campaign maintenance. This is also where the DM key is displayed.

Control / Area	What it does
Campaign Name / Tagline	Renames the campaign and changes the subtitle shown in the header.
Theme colors	Changes the visual style of the Realm for that campaign.
Masquerade Mask Effect	Turns portrait masks on or off for the campaign.

Control / Area	What it does
DM key	A private key used to unlock DM tools. Share only with the Dungeon Master/host.
New key	Generates a fresh DM key. Old DM links or keys stop working.
Duplicate Campaign	Creates a copy so you can test or branch without changing the original.
Clear Campaign (Keep Characters)	Clears campaign play data while preserving character cards.
Delete This Campaign	Removes the campaign. Use carefully.

Important: regenerating the DM key invalidates old keys and bookmark links. Only do this when you want to lock out old DM access.

6. Adding and Editing Adventurers

Adventurers are the player character cards shown in the main grid. Each card can include a portrait, player name, character name, class, race, level, armor class, HP, alignment, signature move, and notes.

1	In the Adventurers section, choose the add/new adventurer card.
2	Add a portrait by pasting an image URL or uploading a file.
3	Fill in Character Name and Player Name. Use Player Name if the character name is still secret or undecided.
4	Enter class, race, level, armor class, max HP, current HP, alignment, and signature move.
5	Use Backstory / Notes for roleplay details, reminders, or special rules.
6	Select Save Character.
7	Press the page Save button after major changes.

The signature move becomes an Action Bar button when that character is selected as the target.

7. Character Cards During Play

Control / Area	What it does
Portrait	Shows the character image. If masks are enabled, masked portraits can be revealed later.
AC badge	Armor Class appears as a shield badge on the portrait.
HP bar	Shows current HP compared with max HP. Low HP changes the visual bar.
Stats	Shows class, race, level, alignment, and signature move.

Control / Area	What it does
Notes	Shows backstory or quick reminders.
Active turn glow	The DM can mark a character as active so the card visibly stands out.
Journal	Character journal opens a rich text note area for that adventurer.

8. Dice Rolling and the Action Bar

The dice tray stays at the bottom of the screen and supports d20, d12, and d6 rolls. The Strike field acts as a modifier added to the roll. Rolls appear with an animated dice result and are also recorded in the live log.

1	Choose the acting or target character from the Target dropdown in the Action Bar.
2	Optional: enter a positive or negative number in Strike before rolling.
3	Press d20, d12, or d6.
4	Read the result from the dice animation and live log.
5	Use signature move or item buttons in the Action Bar when appropriate.

For most D&D-style; checks, use d20. Use d6 or d12 when the DM asks for damage, random events, or table-specific mechanics.

9. Party Inventory and Item Buttons

Party Inventory appears when the campaign has available items. Items display an icon, name, detail, and quantity. If an item has quantity 0, its Action Bar button becomes disabled.

Control / Area	What it does
Inventory card	Shows item name, detail/type, and quantity.
Action Bar item button	Lets the selected/target character use an item.
Quantity	Counts down as items are used, depending on campaign setup.

10. Shared Tracker: Map, Announcements, and Images

The Shared Tracker is the side panel used during play. It can be minimized, dragged/floated, or docked depending on screen size and layout.

Battle Map

- Use Enlarge map to open the map in a larger modal view.
- Use Upload or an image URL to set a custom map background.

- Use Apply map to use the entered map image.
- Use Default art to return to the built-in map background.
- DM tools can move or manage map tokens when unlocked.

Announcements

- Type a short note into the announcement field.
- Press Add to add it to the shared announcement list.
- Use announcements for initiative, clues, public reminders, or scene notes.

Shared Images

- Upload an image or paste an image URL.
- Use shared images for NPC art, clue handouts, room visuals, puzzles, or item cards.
- Use smaller images or hosted URLs when possible to avoid browser storage limits.

11. Journals

The journal system gives the DM and characters a built-in notes area. The editor supports bold, italic, bullet lists, and text color.

1	Open the character or DM journal button.
2	Type session notes, secrets, clues, memories, or character goals.
3	Use the toolbar buttons for basic formatting.
4	Select Save journal.
5	Press the main Save button after important journal updates.

Journal content is sanitized by the app, so pasted scripts or embedded unsafe content should not run. Keep journals text-focused for best reliability.

12. Dungeon Master / Host Guide

DM tools are locked by the campaign DM key. The HTML help text describes the intended flow: everyone opens the same Realm page and campaign; the campaign owner copies the DM key from Edit Campaign; the DM unlocks with Shift+D, the Dungeon Master button, or a DM link.

1	Open the correct campaign.
2	Choose Edit Campaign and copy the DM key.
3	Give the key only to the person running the session.
4	On the DM device, choose Dungeon Master or press Shift + D.
5	Paste the key and choose Unlock.
6	Open the DM panel and use host-only tools during the session.

DM Tools Reference

Control / Area	What it does
Configure Dungeon Master	Set the DM display name and portrait.
Unmask target	Reveals the selected target character portrait.
Unmask all portraits	Reveals all masked portraits.
Mask all portraits	Re-applies portrait masks.
Long Rest	Restores/refreshes party state according to the app rules.
Clear active turn	Removes the current active-turn highlight.
God voice	Shows a dramatic same-browser message overlay that can be dismissed by clicking.
Hidden NPCs	Private DM-only NPC/monster HP tracker on that device; not synced to players or server.

Security note: the DM key is campaign-specific. If it is shared with the wrong person, use Edit Campaign > New key to regenerate it.

13. Realm Console and Keyboard Help

The Help button opens the Realm Console. Type commands into the console input and press Enter.

Control / Area	What it does
HELP	Show the list of console commands.
RESET HP	Restore all characters to max HP.
REVEAL ALL	Remove masks from all characters.
MASK ALL	Re-apply masks to all characters.
Shift + D	Shortcut to open DM access/unlock.

Use console commands carefully. They can change campaign state quickly.

14. Saving, Syncing, and Browser Storage

The Realm keeps a local backup in the browser and includes a Save workflow for preserving or syncing full campaign data. Large uploaded images, especially maps, can fill browser storage. The app warns that full data should be saved to the server and that huge map uploads may be dropped from local backup if storage is full.

- Press Save after creating campaigns, adding characters, changing DM settings, or making major session changes.
- Use hosted image URLs for very large maps or handouts when possible.

- If browser storage warnings appear, save to the server and consider replacing large uploads with URLs.
- Players should refresh if their screen seems out of date after the DM changes something.

15. Recommended Session Workflow

1	Before the session: create or choose the campaign, add characters, set masks, confirm inventory, configure DM, and press Save.
2	At session start: have everyone open the Realm URL and select the correct campaign.
3	DM unlocks DM tools with the key.
4	Players choose their character from You are, if shown.
5	Use the Action Bar and dice tray for checks, moves, and items.
6	Use the Shared Tracker for maps, announcements, images, and clues.
7	Use journals for personal notes and session recap.
8	At session end: press Save and optionally duplicate the campaign before major future changes.

16. Troubleshooting

Control / Area	What it does
I do not see the right campaign.	Use the Campaign dropdown. If it is missing, refresh and confirm the URL.
DM tools will not unlock.	Make sure you are using the current DM key from Edit Campaign. Old keys stop working after New key is used.
Players do not see updates.	Press Save after important changes. Players may need to refresh and reselect the campaign.
Images or maps disappear locally.	Browser storage may be full. Use hosted image URLs and press Save.
A button seems disabled.	For items, check quantity. For DM buttons, unlock DM mode first.
Portrait masks are wrong.	Use DM tools: Unmask target, Unmask all portraits, or Mask all portraits.
Dice tray covers something.	Open/close the console or minimize/floating tracker to adjust the workspace.
Accidental campaign changes.	If available, duplicate the campaign before experimenting. Be careful with Clear and Delete actions.

17. One-Page Cheat Sheet

Control / Area	What it does
Join	Open the Realm URL > Enter Realm > choose campaign.
Create campaign	Start New Campaign or + New Campaign > fill details > Create Campaign > Save.
Add character	Adventurers > add card > fill details > Save Character > Save.
Roll dice	Set Strike modifier if needed > press d20, d12, or d6.
Use moves/items	Choose Target > press signature move or item button.
Unlock DM	Dungeon Master or Shift+D > enter DM key.
Show all portraits	DM tools > Unmask all portraits.
Reset HP	Console > RESET HP, or DM Long Rest when appropriate.
Take notes	Open Journal > format notes > Save journal > Save.
End session	Review updates > press Save.

The Realm — User Guide Revision v2

This revision updates the original Realm manual with newly added features and workflow changes from the latest Realm build. Existing sections were updated rather than rewritten.

Revision Summary

Area	Original Manual	Revision v2 Change
Navigation	Basic navigation	Added User Guide links and onboarding access
Landing Screen	Enter Realm flow	Guide links and onboarding additions
Inventory	Static quantity display	Inline quantity adjustment controls
Tracker	Dock/minimize behavior	Enhanced floating/mobile behavior
Player Help	Manual only	Integrated onboarding banner and quick help
Mobile	Basic responsive support	Improved tray/sidebar behavior

1. Navigation & User Guide Access (UPDATED)

The Realm now includes direct access to the User Guide from multiple locations in the interface.

New additions:

- User Guide button added near the main navigation area.
- User Guide link added to the landing/welcome screen.
- New players can access help documentation before entering a campaign.
- Quick onboarding guidance now appears directly in the interface.

2. New Player Onboarding Banner (NEW FEATURE)

A new onboarding banner now appears near the bottom of the screen to help guide first-time users.

Banner features:

- Quick explanation of Realm basics.
- Direct links to the User Guide.
- Dismiss button for experienced players.
- Mobile-friendly responsive layout.

3. Landing Screen Workflow Changes (UPDATED)

The landing screen has been expanded with additional onboarding and help features.

Updated behavior:

- Players can now access the User Guide directly before joining.
- Improved instructions for entering campaigns.
- Better visual guidance for new users.

4. Inventory System Improvements (UPDATED)

The inventory system now includes inline quantity controls directly on inventory cards.

New functionality:

- Dedicated increase/decrease quantity buttons.
- Faster inventory management during live sessions.
- Improved mobile usability.