MYTHLAYER / PUBLIC ROADMAP

More time playing. Less time preparing.

Small, useful improvements first. Larger systems built in steps.

Current Release

V2.488.0 is verified and available on itch.io. The roadmap below describes future improvements.

MythLayer is being built around a simple goal: help DMs run a clear, responsive table without making preparation harder. We are taking a small-improvements-first approach, finishing useful changes before moving into larger systems.

Next Focus

Clearer combat feedback

More visible ranged attacks, readable hit/healing/miss feedback, and improved spell movement. Extra flair will be adjustable or switchable, with reduced-motion options. Existing area-spell visuals will be preserved while any proposed changes are reviewed.

Easier everyday use

Better creature-library filters, simpler issue reporting, clearer player-screen setup, and improvements to keyboard access. A rules-agnostic setup and useful character details will make more table styles easier to run.

Planned In Small Steps

Easier browser joining

Player invitation links, clear joining/reconnecting messages, host approval and a lighter player experience. These will build on ML's existing remote-play work.

Share what you create

Portable encounters and reusable effects that can be shared with clear creator credit. Safe import previews and recoverable updates will come before a larger in-app content directory.

More useful table tools

Quicker map/token preparation, reusable scene setups, clearer lighting controls, and practical character/resource tools. Additional named rules presets will show exactly which behavior ML supports.

Better communication at the table

Text chat, whispers, optional shared ambience and selected-screen sharing are planned as separate improvements. These are tabletop tools; built-in voice and video calls are outside the current roadmap.

Touch Development

Phone/tablet workflows will improve as the Sidecar touch work is defined, completed and integrated. A focused, fully touch-playable website encounter demo is planned after broad touch support is ready. It is not the next-build demo promise.

Exploring - Not Committed Features

External character-sheet connections, physical miniature tracking, advanced custom effects, richer sight/floor systems and a small physics-table experiment. Each needs a useful proof before wider support is promised. Full 3D is only a distant possibility.

How This Roadmap Works

This is a direction of travel, not a release calendar. Items are planned or exploratory unless an actual release note says they shipped. We will prioritize the smallest useful improvements, test them, and adjust the order as we learn. The next release will not contain every item listed here.

Updated 17 October 2026. Planned items are not shipped features. No fixed release dates.