

WELCOME TO HAVENS PEAK

HAVEN'S PEAK IS A PLAY-BY-POST DUNGEON AND Dragons game with scheduled tabletop sessions. This document will outline the setting, explain the mechanics of play, and guide you through some aspects of character creation.

WHAT IS A PLAY-BY-POST HYBRID?

Play-by-post is a format of roleplay that has existed for a very long time. The format is pretty straight forward, rather than sitting down to play a game around a table (or more likely at a computer these days), players play by roleplaying in a text based medium; In this case Discord. You play your character, other players play their character, and our Narrators play the hundreds of NPCs that inhabit Haven's Peak. The vast majority of roleplay takes place in the play-by-post method, but the major downside to PBP is how long combat can take, which is why we offer TableTop Sessions.

TABLE TOP SESSIONS

There are a few situations which make table top sessions the preferred method of play. When your character accepts a quest or wishes to delve into a dungeon, or put themselves in a situation that could have them face combat, a narrator will recommend a table top session. You can schedule a solo session or invite other players to join you in your quest! Table Sessions are priced per person and must be scheduled at least four days before hand. The per person price is based off the highest subscription tier of the group.

GETTING STARTED

Getting started is pretty simple, all you need is Discord and a D&DBeyond Account, which if you already play 5e, you probably already have!

1 JOIN THE SERVER

Join our Discord Server by clicking [here!](#)

2 CREATE A CHARACTER

Go to DnDBeyond.com, create an account if needed and create a character by clicking [here](#). I recommend using the "Standard Build" if it is your first time. This site gives you a step-by-step for character creation. Remember to check out our [setting guide](#) for building your backstory and background.

3 LINK YOUR ACCOUNTS

Go to your [settings](#) and link your Discord account and your DnDBeyond account.

THE SETTING

The world of Valon was once a cold and icy place. Great glaciers stretched across the land and its inhabitants struggled to survive in this inhospitable climate. Until one day a group of mages devised a plan to make the world better and in their hubris they used powerful magic to warm the world up. These mages inadvertently flooded the world, forcing those who could make it to high ground. Millions perished, including the mages, those that survived are on isolated peaks, now islands. One of these was named Haven and became a diverse hub of survivors now trying to make it in a world with limited resources and vast salty oceans. Your ancestors were these survivors and you are one of the third generation. Haven itself has stabilized and become a great city, but more space will be needed, more resources extracted, and adventurers to slay the monsters that inhabit the islands. Your story begins in Haven and as you grow in power, you will be able to explore other islands. Haven's Peak is at its core a sandbox game that allows you to play the way you want. Political intrigue, monster hunting, exploration, mystery; whatever type of game you want to play is the game you can play at Haven's Peak.

4 JOIN THE CAMPAIGN

Click [here](#) to join the campaign on DnDBeyond.

5 IMPORT YOUR CHARACTER

Go to the New Player channel in the Discord Channel and type "!import [your shareable link found from the "share" button on your character sheet] It should look like !import ddb.ac/characters/84687180/Xrw1Uv This will allow the rolls made on your character sheet to show in the discord server.

6 GET APPROVED

Tag a Narrator by typing "@Narrator" to have your character setting changed on our end and have your character approved. If there is any issue with your character we will DM you to help you get approved.

7 START PLAYING!

After approval simply introduce your character by posting a description of your character and beginning your first scene in a location of your choice by posting in the correlating channel.