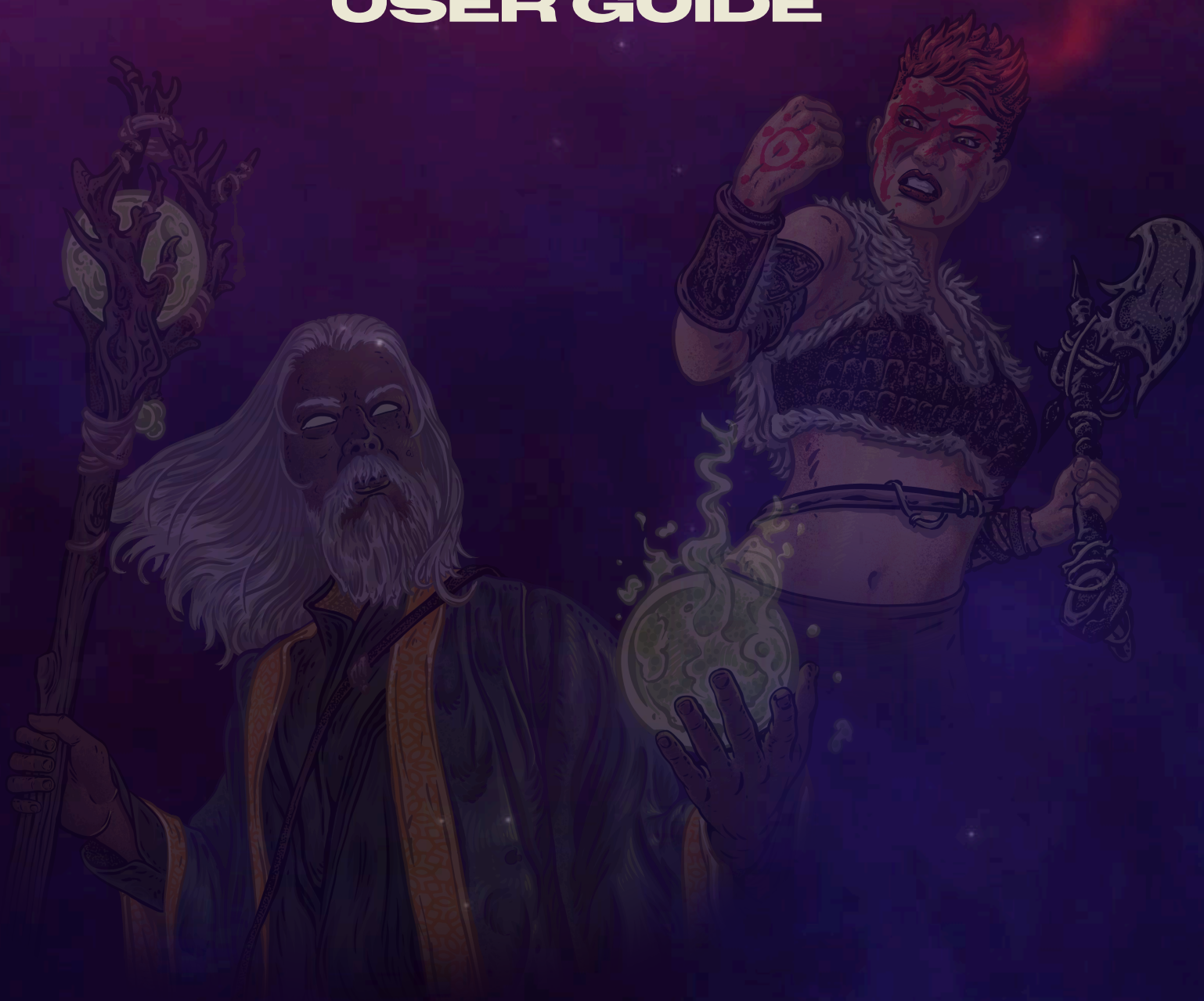


GRIPNR™

PLAY.GRIPNR.COM

USER GUIDE

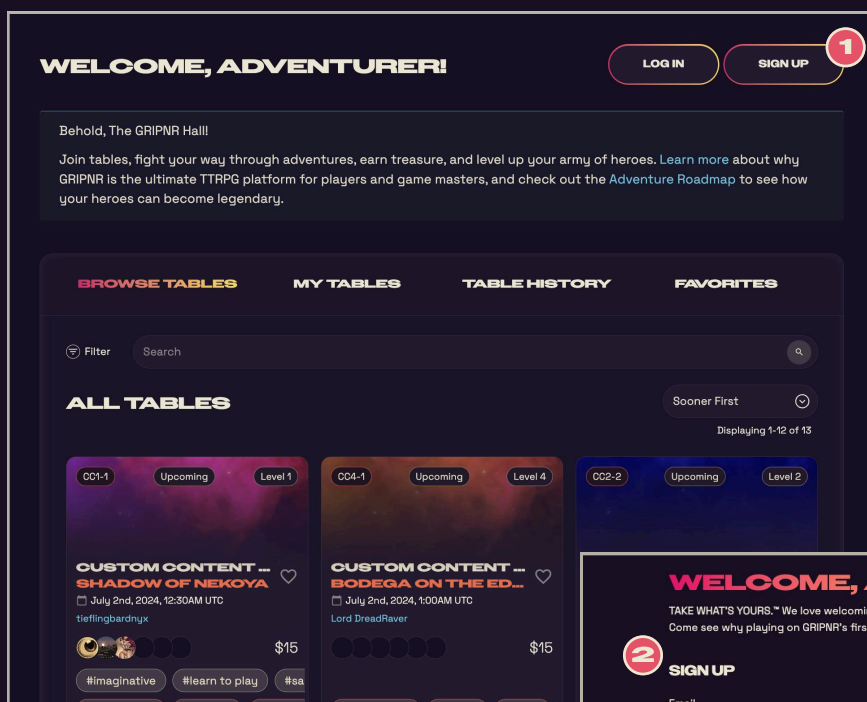


CONTENTS

This guide covers the basics to get you started on play.gripnr.com. Reach out to our community of players, game masters, and GRIPNR team members on [Discord](#) for support along the way!

Signing Up.....	3
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Sign Up



WELCOME, ADVENTURERS!

TAKE WHAT'S YOURS.* We love welcoming new folks to the tavern. Sign up today and we'll gift you a free hero and game session. Come see why playing on GRIPNR's first of its kind platform is the best 5e experience in the world.

2 SIGN UP **LOGIN**

Email
example@email.com

Username

3 Timezone
Select a Timezone

Password
Password should be at least 12 characters.

☐ I certify that I am 18 years of age or older and I agree to the [Terms of Service](#), [Privacy Policy](#), and [Code of Conduct](#)

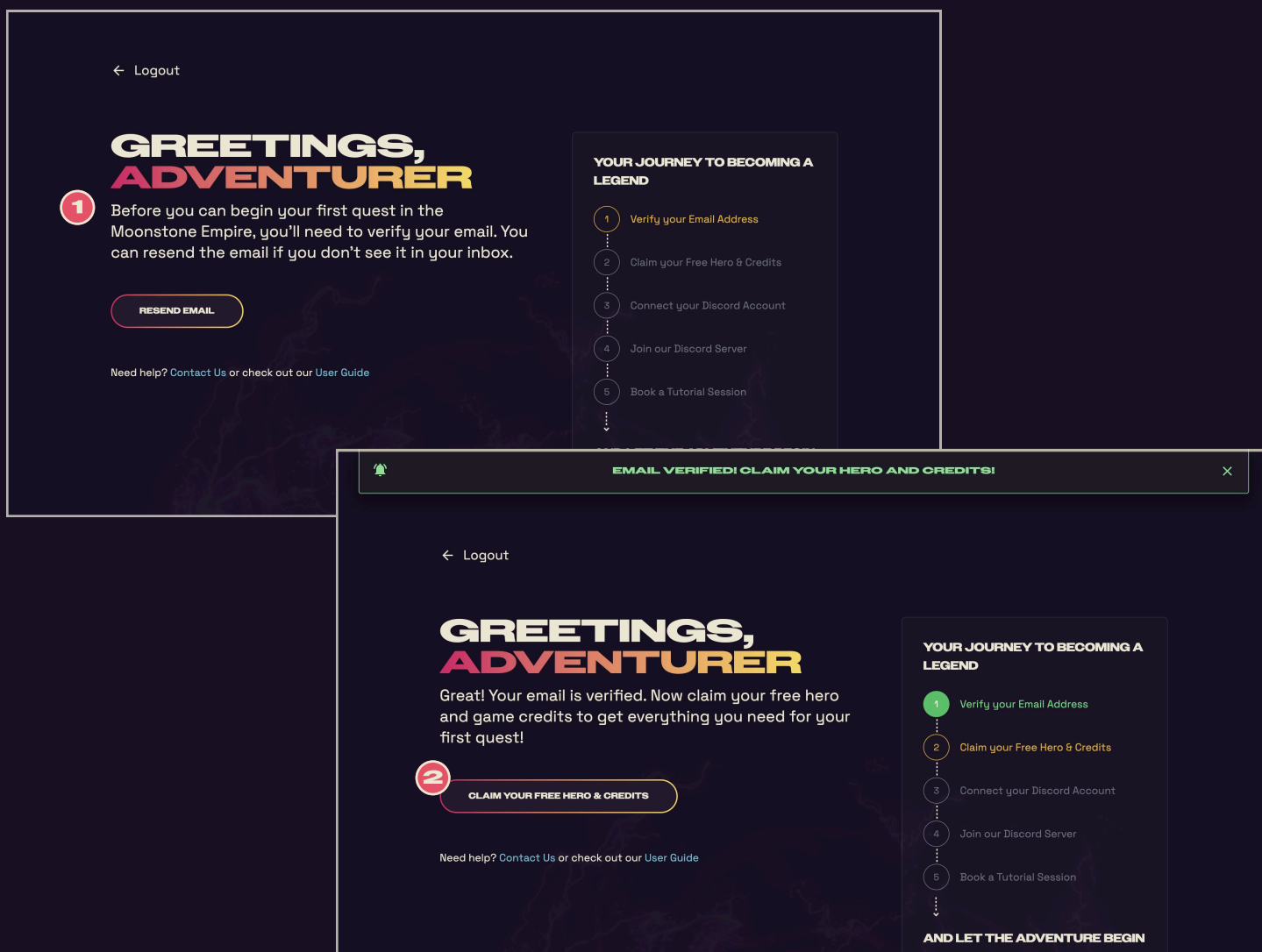
4 **SIGN UP**

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STEPS

- 1** Go to <https://play.gripnr.com> and click Sign Up.
- 2** Fill out the Sign Up form.
- 3** Make sure to select the correct Timezone, this controls how table times appear in the Hall.
- 4** Review the Terms of Service, Privacy Policy, and Code of Conduct and click Sign Up.

Onboarding



STEPS

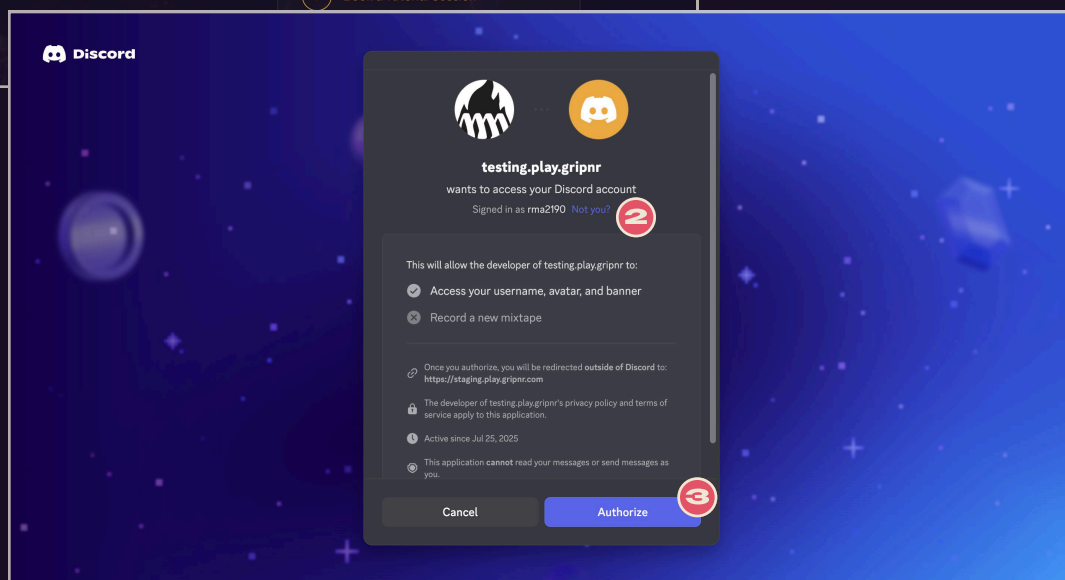
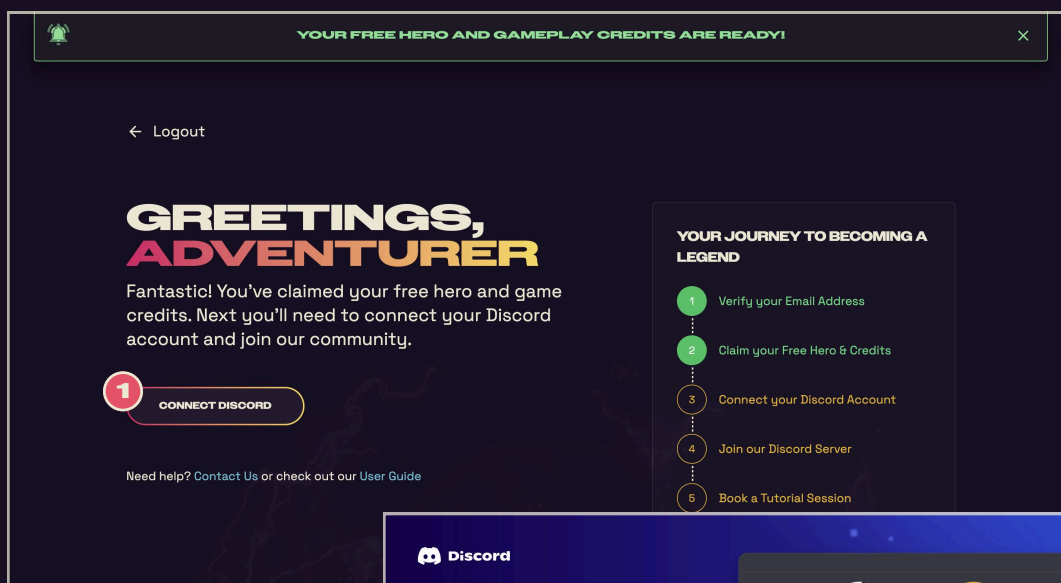
- 1 Check your inbox for an email with the subject "Email Verification" from support@gripnr.com. Click the 'Verify Email' button in the body of the email.

If you don't see the email, check your Spam folder. If the email went to Spam, you'll need to move it to your Inbox in order for the 'Verify Email' button to work. If you still don't see it, wait 5-10 minutes before trying to resend the email.

Once you've verified your email, go back to the browser tab with the welcome page. It should automatically refresh and move on to step 2 (if it doesn't, try manually refreshing the page).

- 2 Click to claim your free hero and game credits - this will give you everything you need to start playing! (more on that later)

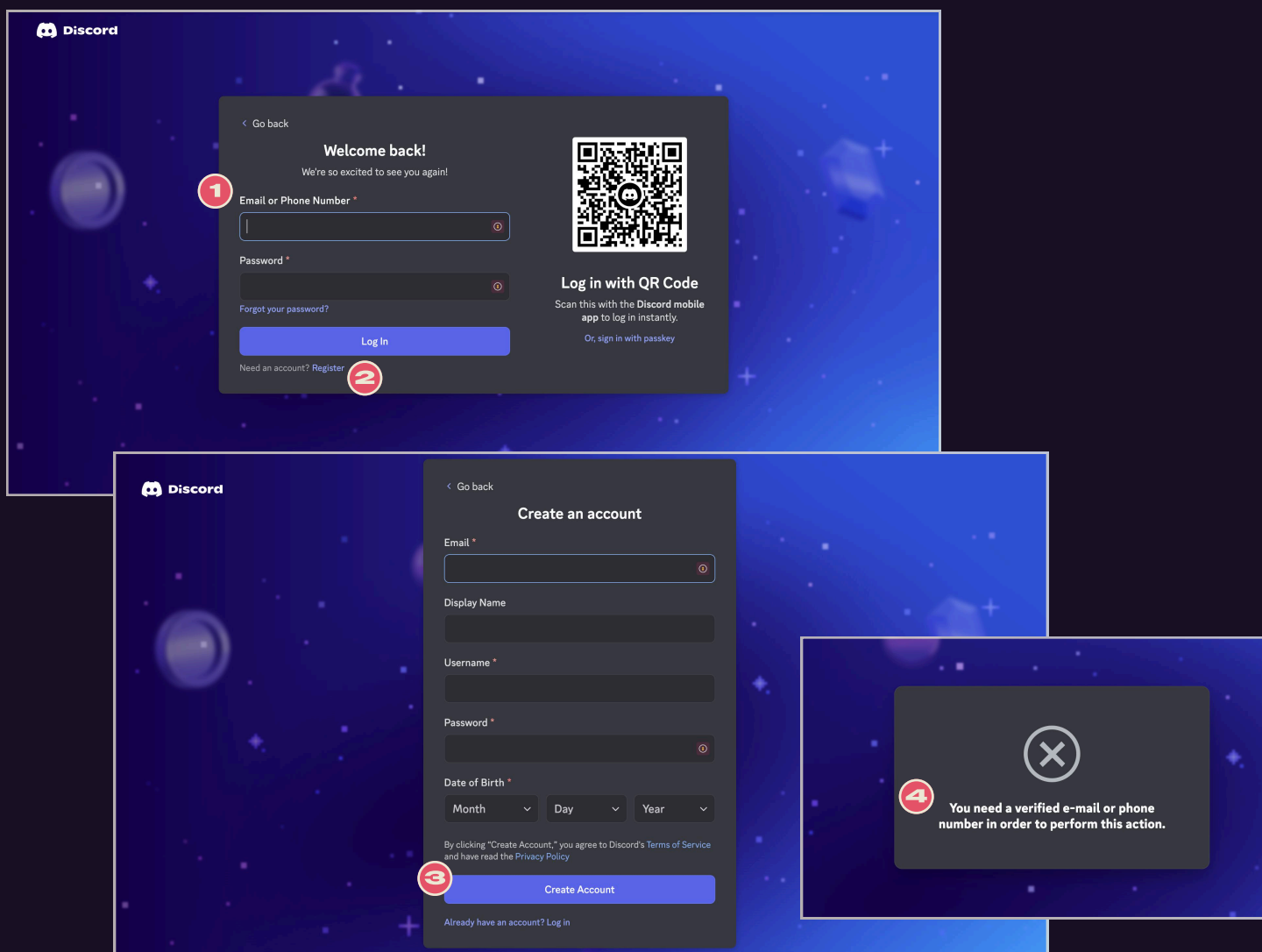
Connect Discord



STEPS

- 1 After you've verified your email and claimed your free hero and credits, you'll need to connect your Discord account so that you're able to join tables in our Discord server.
- 2 If you're already signed in to your Discord account, you'll be asked to authorize. Double check the "Sign in as" to make sure you're signed in to the Discord account you want to use. Click "Not you?" if you want to sign in to a different account (go to the next page for steps on switching Discord accounts or signing up for a new account).
- 3 If you are already signed in to the correct Discord account, click Authorize to finish connecting your account.

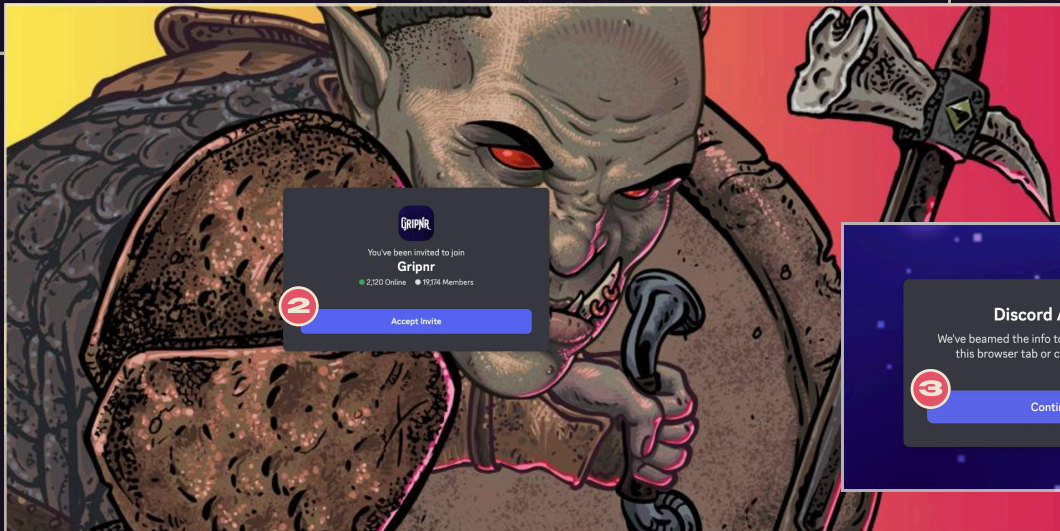
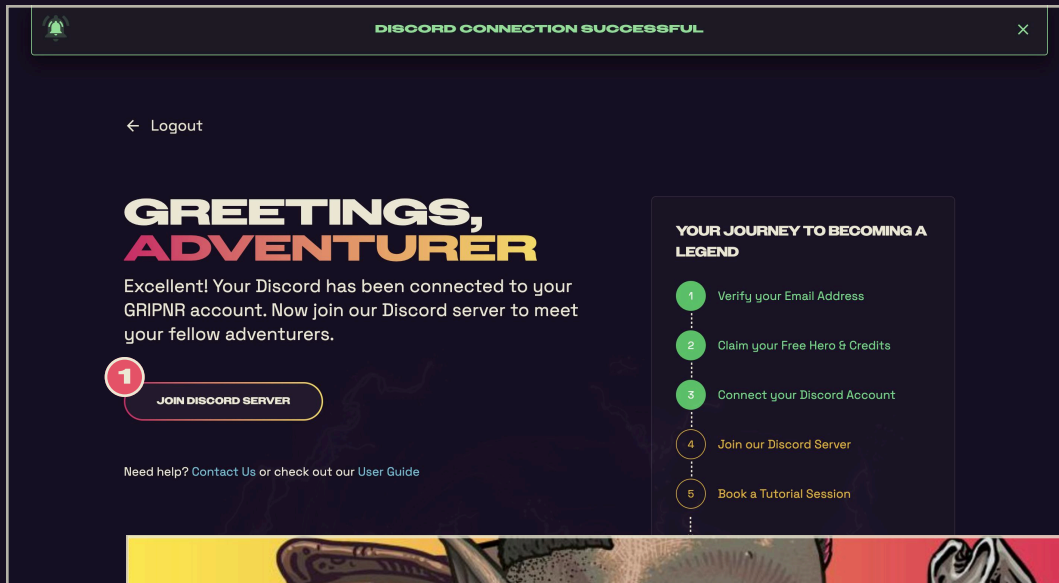
Connect Discord (cont.)



STEPS

- 1 If you're not already logged in to Discord or if you clicked "Not you?" on the previous screen, you'll be taken to this page to log in.
- 2 If you don't have a Discord account yet, click "Register" to create one. Go [here](#) for more information about getting started with Discord.
- 3 Fill out all of the required information and click "Create Account". Once you've created an account you'll be redirected to authorize play.gripnr. Click "Authorize" to complete the connection.
- 4 Make sure to verify your email for your new Discord account before authorizing or else you'll see this error.

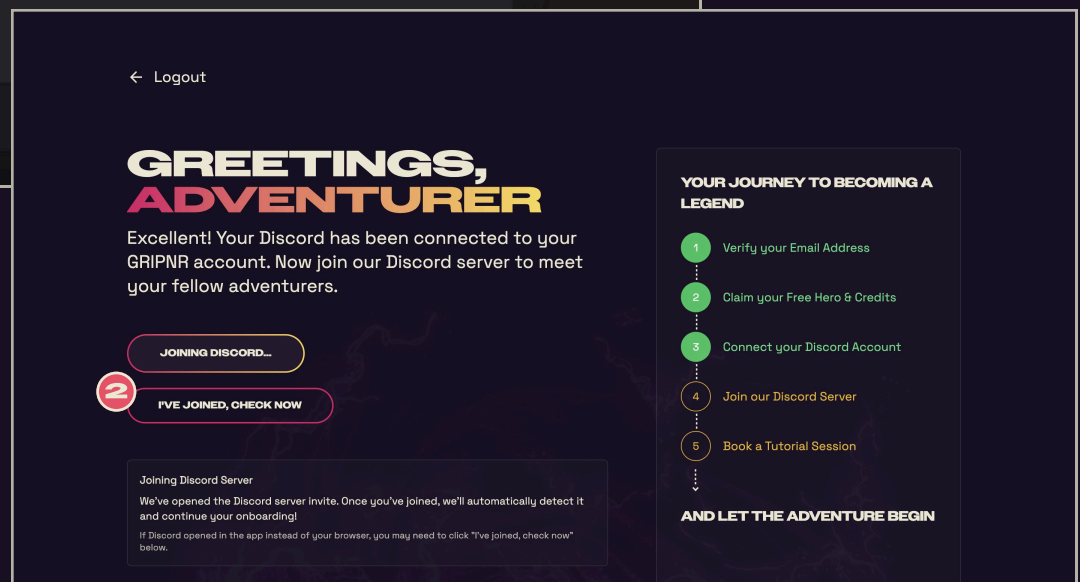
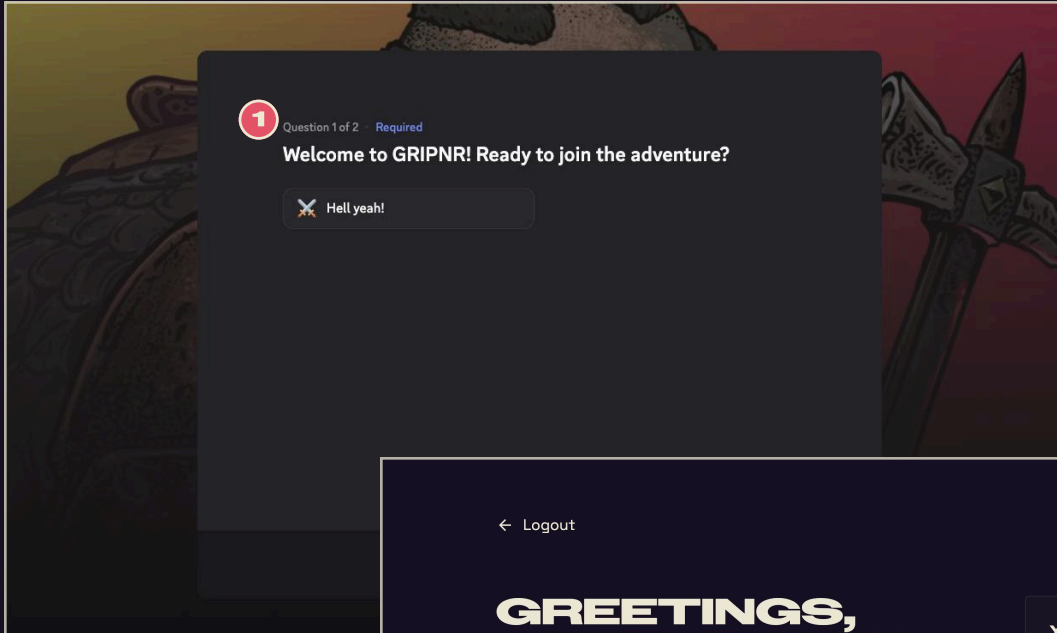
Join GRIPNR Server



STEPS

- 1** Once you've connected your Discord account, you'll need to join the GRIPNR server.
Note: If you're already a member, this step will be skipped automatically. If you're already a member but this step was not skipped, it likely means the Discord account you connected in the previous step is different than the Discord account you joined the GRIPNR server with.
- 2** Accept the invite to join the GRIPNR server. After accepting the invite you'll need to complete the onboarding flow in Discord.
- 3** If you have the Discord app it will prompt you to accept the invite in the app.

Join GRIPNR Server (cont.)



STEPS

- 1 Complete the onboarding questions to join the GRIPNR Discord server.
- 2 The welcome page should automatically refresh after you've joined the server, but if it doesn't click "I've joined, check now" or refresh the page.

If you get stuck on any of the Discord steps please [Contact Us](#) and we'll walk you through it, we know it can be confusing!

Book a Tutorial

WELCOME TO THE DISCORD SERVER!

← Logout

GREETINGS, ADVENTURER

You're all set up - now let's book a tutorial session to start your adventure!

1 [BOOK A TUTORIAL](#)

Need help? [Contact Us](#) or check out our [User Guide](#)

YOUR JOURNEY TO BECOMING A LEGEND

- 1 Verify your Email Address
- 2 Claim your Free Hero & Credits
- 3 Connect your Discord Account
- 4 Join our Discord Server
- 5 **Book a Tutorial Session**

GRIPNR

WELCOME, TEST_PLAYER_100!

2 Behold, The Tutorial Hall!

Welcome and congratulations on taking your first step into the world of DnD! We can't wait to have you rolling dice and slaying monsters! Join a tutorial table below to get started. If you don't see a time here that works for you, feel free to reach out in the Welcome channel on Discord. You can also check out our [User Guide](#) for a step by step walkthrough of the GRIPNR platform.

TUTORIALS HAPPENING TODAY 20 tutorial seats left [Hide](#)

Virtual	Preparing	Level 1
WELCOME TUTORIAL		
WELCOME TUTORIAL		
10:10AM CDT		\$10
View Table		

Virtual	Upcoming	Level 1
GROUP WELCOME TUTORIAL		
GROUP WELCOME TUTORIAL		
12:30PM CDT		\$10
View Table		

Virtual	Upcoming	Level 1
GROUP WELCOME TUTORIAL		
GROUP WELCOME TUTORIAL		
2:00PM CDT		\$10
View Table		

EXTERNAL

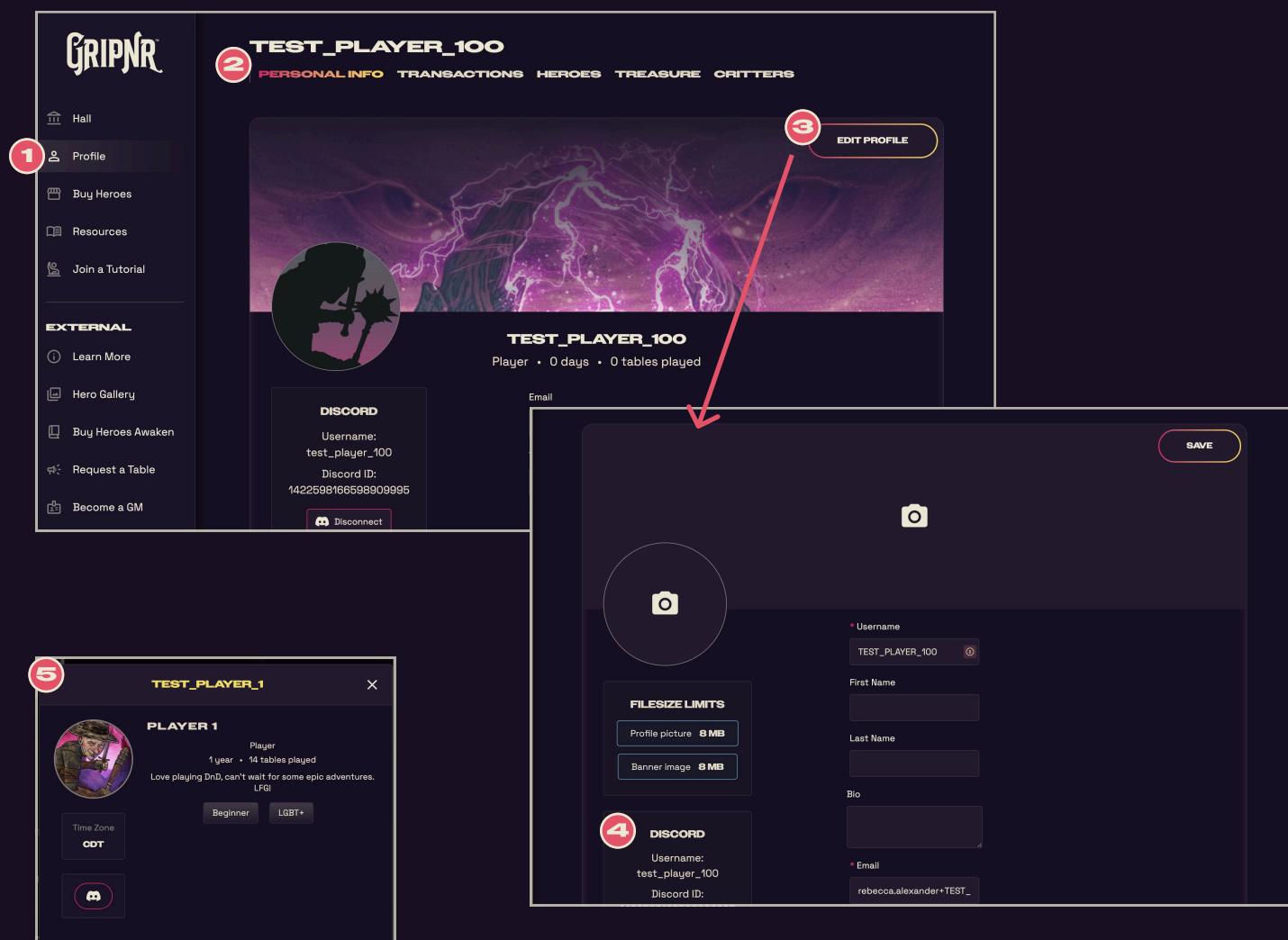
- [Learn More](#)
- [Hero Gallery](#)
- [Buy Heroes Awaken](#)
- [Request a Table](#)
- [Become a GM](#)

4 [Join a Tutorial](#)

STEPS

- 1** It's time to start playing! Click "Book a Tutorial" to find a tutorial table to join. The tutorial is where we'll teach you everything you need to know about how to use the GRIPNR platform, playing DnD for the first time, and the specifics of the Glimmering ruleset.
- 2** If there aren't any tutorials scheduled or you don't see a time that works for you, reach out in the [#welcome](#) channel in Discord and we'll coordinate with you to set one up.
- 3** Once you see a tutorial table you want to join, click "View Table" to book your seat. Check out page 17 of this guide for detailed steps on joining the table.
- 4** If you're already an experienced DnD player and have read through [Heroes Awaken](#) to understand the Glimmering ruleset, you can elect to skip the tutorial and jump straight into a full length adventure in the Hall.

Profile



STEPS

- 1 Head to your Profile to finish setting up your account.
- 2 Every new player is awarded a free Hero, starting equipment, and gameplay credits, so you'll have everything you need to get a tutorial and play your first table on the house - no strings attached!
- 3 Edit your profile to add a profile picture and share more information about yourself.
- 4 Your Discord should already be connected if you completed the onboarding flow successfully, but if you never need to update it you can do that here.
- 5 The information in your profile (with the exception of email address) will be visible to other players and game masters when you join a table.

Transactions

TEST_PLAYER_100

1

PERSONAL INFO

TRANSACTIONS

HEROES

TREASURE

CRITTERS

2

2

3

+ Add

GAMEPLAY CREDITS

Pay for seats with gameplay credits.

STRIPE PAYMENT METHODS

No payment methods associated with this account

GAMEPLAY C

Pay for seats with gamepla

1

STRIPE PAYM

ADD PAYMENT METHOD

Card

IDEAL

Bank

\$5 back

Google Pay

+

Secure, fast checkout with Link

Card number

1234 1234 1234 1234

Expiration date

MM / YY

Security code

CVC

Country

United States

ZIP code

12345

By providing your card information, you allow GRIPNR, LLC to charge your card for future payments in accordance with their terms.

Cardholder Name

Enter your full name

Submit

STEPS

- Go to the Transactions tab of your profile to see your game credits and payment methods.
- Everyone is awarded two gameplay credit when they sign up. A gameplay credit can be used to book a seat at a table in lieu of payment.
- Add a credit or debit card to pay for table seats and Heroes. You will also be able to edit payment information directly when you are joining a table or buying a Hero.

11

Heroes

PERSONAL INFO **TRANSACTION** **1 HEROES** **TREASURE** **CRITTERS**

[View Adventure Roadmap](#)

Behold your heroes! You can track each one's level, table, and abilities here. You can also view their hero sheets and level them up. To learn more about leveling up, check out the adventure roadmap.

Filter

Ancestry: All | Class: All | Background: All | Homeland: All | Level: All

Created Recently | Displaying 1-13 of 13

Relizannah
Oro Wizard
Level 1 0/10 XP

STR: 2 | DEX: 1 | CON: 3 | INT: 4 | WIS: 1 | CHA: 0

Not Seated | [View sheet](#) | [Level up](#)

GRIPNR

LEGEND'S WEEKEND SALE: BUY A HERO FOR \$4.99

BUY HEROES
Build your army and take what's yours.

HOW MANY HEROES WOULD YOU LIKE?

Heroes: 1
Total: \$19.99 \$4.99

By clicking checkout you agree to our terms and conditions

[CHECKOUT](#)

4 WHAT MAKES A HERO?
GRIPNR's Genesis Collection of Heroes, designed for on-chain gameplay, are randomly generated as playable characters; each with their own unique combination of varying ancestries, classes, backgrounds, weapons, and more.

MOB

5 HERO COLLECTION

Ancestry: | Class: | Background: | Background Details: | Title: | Homeland: | Virtue: | Level: |

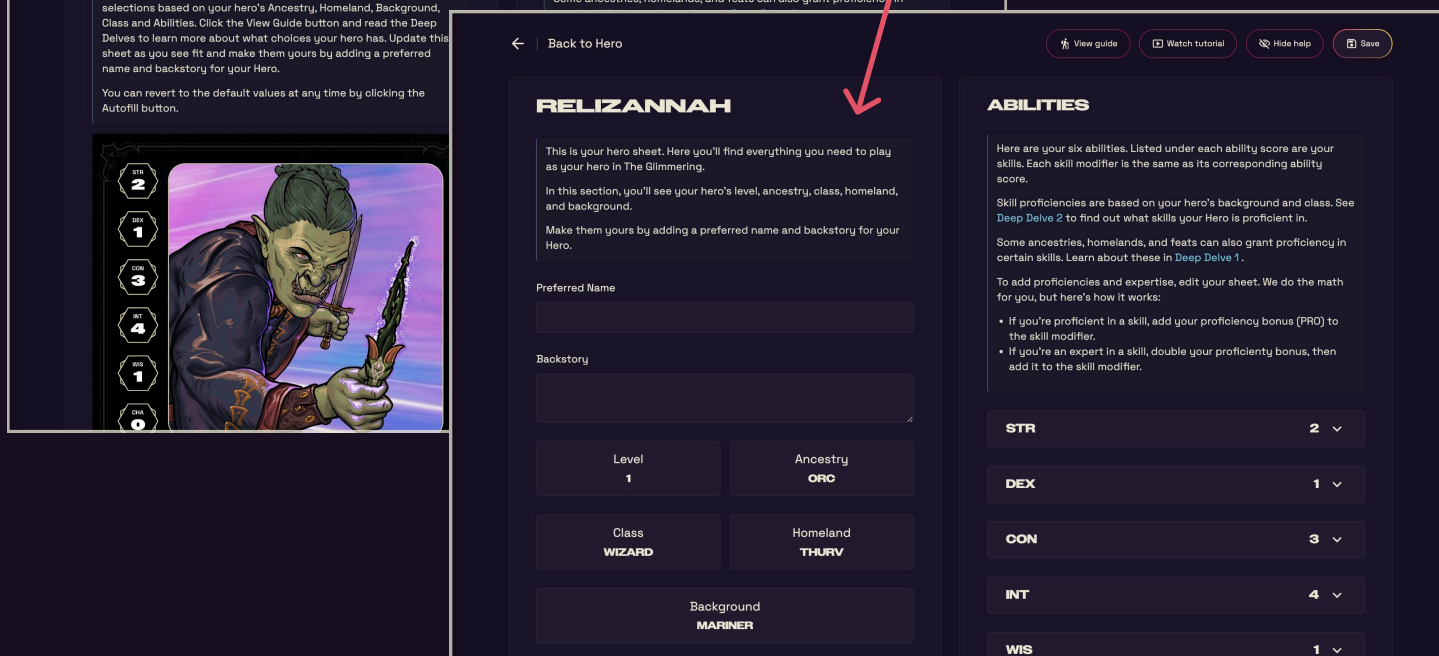
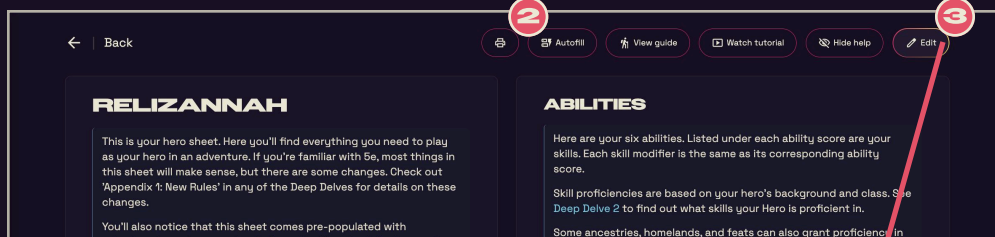
Displaying 30 Heroes | Sort by (Newest)

Celtarv **Kavah** **Maurshalla**

STEPS

- 1 Go to the Heroes tab of your Profile to see your free Hero.
- 2 Click 'View Sheet' to go to their character sheet.
- 3 Go to the 'Buy Heroes' page to add more Heroes to your collection. Keep an eye out for our Legend's Weekend events when Heroes go on sale for only \$4.99!
- 4 Heroes are randomly generated so each one is totally unique with their own combination of artwork, ancestry, class, homeland, background, weapons, and more.
- 5 Go to theglimmering.com/collection to explore the full collection unique Heroes.

Hero Sheet



STEPS

- 1 Click the 'View sheet' button next to your Hero in the Heroes tab of your profile to set up your character sheet and prepare them for their first adventure.
- 2 Your character sheet comes auto-filled and ready to play so you can jump into a table right away without making any changes. You can revert to these default selections at any time by clicking the 'Autofill' button.
Note: the autofill selections are for a level 1 hero, as you level up you will need to use the [Heroes Awaken guide](#) to update your character sheet.
- 3 Edit your character sheet to customize your Hero. Choose a nickname, give them a backstory, and make important choices such as traits, features, feats, and skills. Check the help text and Heroes Awaken for more information. You can make adjustments to your character sheet at any time, there's no pressure to make it perfect before your first table.

The Hall

The screenshot shows the 'The Hall' interface. On the left is a sidebar with navigation links: Hall, Adventure Portal, Scheduling, Admin Portal, Profile, Buy Heroes, Resources, and an 'EXTERNAL' section with Learn More, Request Table, Tutorials, Hero Gallery, Become a GM, and FAQ. The main content area has a header 'Behold, The GRIPNR Hall!' with a description. Below is a 'HAPPENING TODAY' section showing two table cards. Card 1 (CC2-2) is 'TWO SIDES TO EVER...' at 8:00PM CDT for \$15. Card 2 (CC1-1) is 'CRAWL: BATTLE DU...' at 10:30PM CDT for \$5. Both cards show 'Upcoming' status, 'Level 2' and 'Level 1' respectively, and a 'View Table' button. A '7 seats left' indicator is present. Below this is a 'BROWSE TABLES' section with a search bar and filters for Plot, Level, GM, Status, Tags, Start Date, and End Date. The 'ALL TABLES' section displays three more table cards: 'CRAWL: BATTLE DU...' (Level 1, \$5), 'LAST OUTPOST OF...' (Level 1, \$18), and 'G61 GLIMMERING SU... TOWER OF POWER L...' (Level 1, \$10). Each card includes a 'View Table' button and a heart icon for favorites.

STEPS

- 1 Once you're ready to play, head to the Hall to see all upcoming tables available to join. Each table represents a single session, so you're not locked in to a recurring campaign. This gives you the flexibility to play with different players and GMs at times that work for you.
- 2 The table card shows the level, adventure title, start date/time, seat price, and players joined / seats available. Click 'View Table' to see more details and book your seat.
- 3 'Browse Tables' shows all upcoming tables in the Hall, 'My Tables' shows all upcoming tables that you've joined, 'Table History' shows all tables that you've completed. Click the heart icon on a table to save it to your 'Favorites'.
- 4 Use the filters to help find a table that matches what you're looking for. Level 1 tables with the #beginner or #learn to play tags are great places to start for beginners.

Adventure Roadmap

1


ADVENTURE ROADMAP


2 Rules of the Road:

- Follow The Glimmering campaign or join a custom 5e adventure, the choice is yours!
- Heroes can join any adventure that is +/- one level from their current level (e.g. a level 2 hero can join level 1, 2, and 3 adventures)
- Heroes can repeat adventures as many times as they want to earn treasure and XP
- Once your hero has enough XP to reach the next level, they will not continue to accrue XP until you level them up
 - The number below each level indicates the XP required to level up
 - Head to the 'Heroes' tab of your Profile to see your hero's progress and level up

3

LEVELS

 Available to play

 Not released

ADVENTURES



Glimmering Campaign



Custom 5e Content

1

10XP



A Dark and Stormy Night

5XP



Strange Solstice

5XP



Tower of Power: Entry

5XP

 Custom Content: Level 1

5XP

2

20XP



Trial of the Blood Moon

5XP



Tower of Power: Iron and Steam

5XP

 Custom Content: Level 2

5XP

STEPS

1

Go to play.gripnr.com/roadmap to see the Adventure Roadmap (also linked in the help text at the top of the Hall). This shows all of the Adventures that you can join at each level, the XP for each, and the total XP required to level up.

2

Adventures are categorized as either Glimmering adventures, or Custom Content. The Glimmering is the name of GRIPNR's flagship campaign, and serves as the setting from which our Heroes originate. Go to theglimmering.com/lore to learn more. Custom Content adventures can be any 5e adventure the GM chooses to run. These are often homebrew adventures written by GRIPNR games masters!

3

Each level will typically have two Glimmering adventures (one main plot, one Tower of Power) and a Custom Content adventure. You only need to complete enough adventures to reach the level up XP threshold - this can come from any combination of Glimmering and Custom Content adventures. If an adventure / level is greyed out, it means it hasn't been released yet.

Table Details

CC1-1 Upcoming Level 1

CUSTOM CONTENT ...

CRAWL : BATTLE DUNGEON!

10:30PM CDT

1 View Table

CUSTOM CONTENT LEVEL 1 - PART 1:
CRAWL : BATTLE DUNGEON!

July 2nd, 2024, 10:30PM CDT Upcoming

BEGINS IN
00 days 12 hours 48 minutes 11 seconds

This is a level 1 custom content adventure (part 1 of 2). This can be any L1 5e adventure, chosen by the GM. Check the GM Notes for details.

Created by Lord DreadRaver AKA GM David

Level **1** Players **3-6**

VTT: Discord with Roll20 stream audio/visual enhancements

2 hours \$5 5XP

LORD DREADRAVER
Very Experienced

View GM Notes

#beginner #learn to play #dungeon crawl #hack-n-slash #survival

PLAYERS (1/6)

BALDEGL666

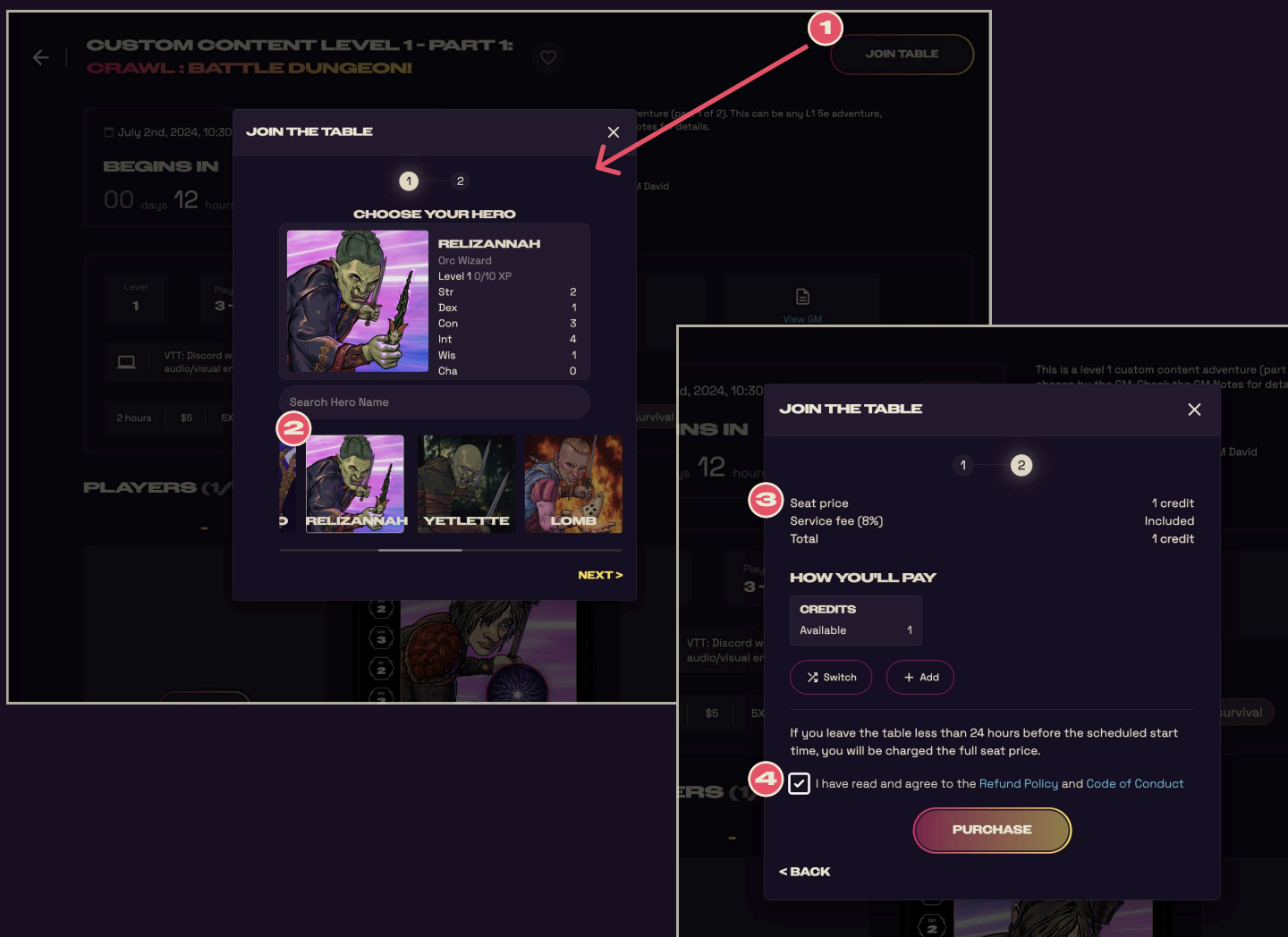
STEPS

1

Click 'View Table' to check out all of the important details before joining:

- **Adventure title / subtitle** - the title (in white) tells you which Adventure it is on the Adventure Roadmap, and the subtitle (in orange) tells you what content the GM is running at that table
- **Start date / time** - this will always be shown in the time zone set on your profile (if you're not logged in it will be in UTC)
- **Level** - a Hero can play at any table within one level of them (e.g. a level 2 Hero can play at level 1, 2, and 3 tables)
- **Number of players required** - a table cannot start without the minimum number of players - if not enough players join, your GM will cancel the table and you will not be charged (if you used a gameplay credit, it will automatically be added back to your account)
- **VTT** - the virtual table top that the GM plans to use - reach out to your GM if you have questions about the VTT or how they plan to use it (e.g. if they need you to create an account with that VTT before the table starts)
- **Session length** - the number of hours is set by the GM and can vary across tables, make sure you're available to stay for the duration of the session
- **Price** - a one-time payment for a seat at that individual session, set by the GM (can range from \$1 - \$100)
- **XP** - the amount of XP your Hero will gain if they survive
- **GM Notes** - a longer description of the content the GM is running

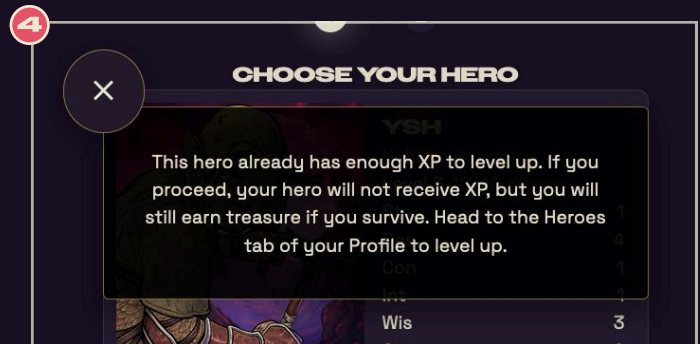
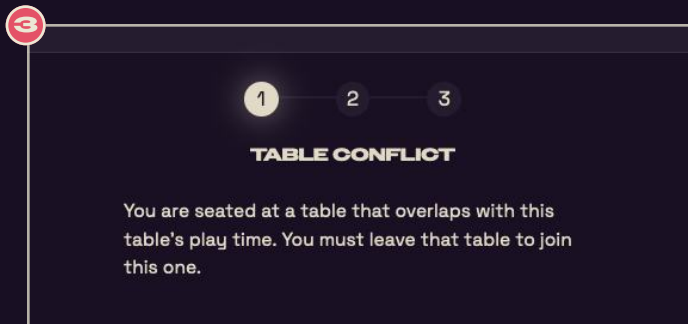
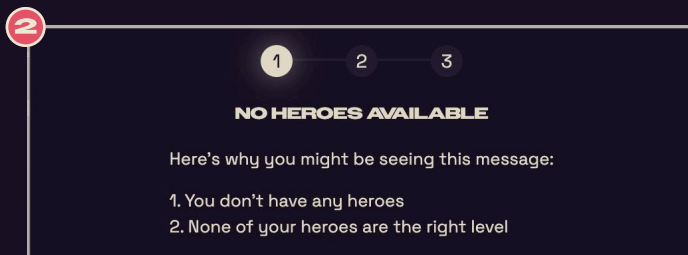
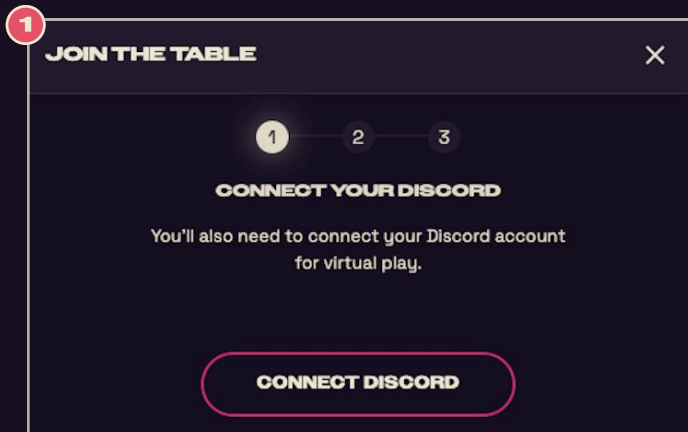
Join the Table



STEPS

- 1 Once you're ready to book your seat at the table, click 'Join Table'.
- 2 Select which of your Heroes you want to play with, search by name to find them quickly. Pay attention to your Hero's level and XP to see if they need more XP in order to level up.
Note: you will not earn XP past the max amount for your current level (e.g. if a Level 1 Hero already has 10/10 XP, you will not earn any additional XP by completing another Adventure until you level them up)
- 3 Select a payment method - this will default to gameplay credits if you have any available. You can switch to one of your other payment methods saved on your Profile, or add a new credit / debit card here.
- 4 Read the [Refund Policy](#) and [Code of Conduct](#), and click 'Purchase' to book your seat.

Requirements & Warnings



ERRORS / WARNINGS

- 1 If you try to join a table before connecting your Discord account on your Profile, you will see this message. Click the 'Connect Discord' button to complete this step and then click 'Refresh' to proceed to the next step.
- 2 If you don't have any Heroes within the level range for that table, you will see this message. Remember, your Hero can play up or down one level (e.g. a L2 Hero can play at L1-L3 tables).
- 3 You cannot be seated at overlapping tables - this is based on the start time and session duration.
- 4 Your Hero will not earn XP past the max amount for their current level. Level them up before joining the table - you cannot level up a Hero while they are seated at a table. If you forget to level them up before joining the table you can switch which hero is seated, level up your original hero, and then switch back. Be aware that leveling up your hero may take them out of the eligible level range for that table.

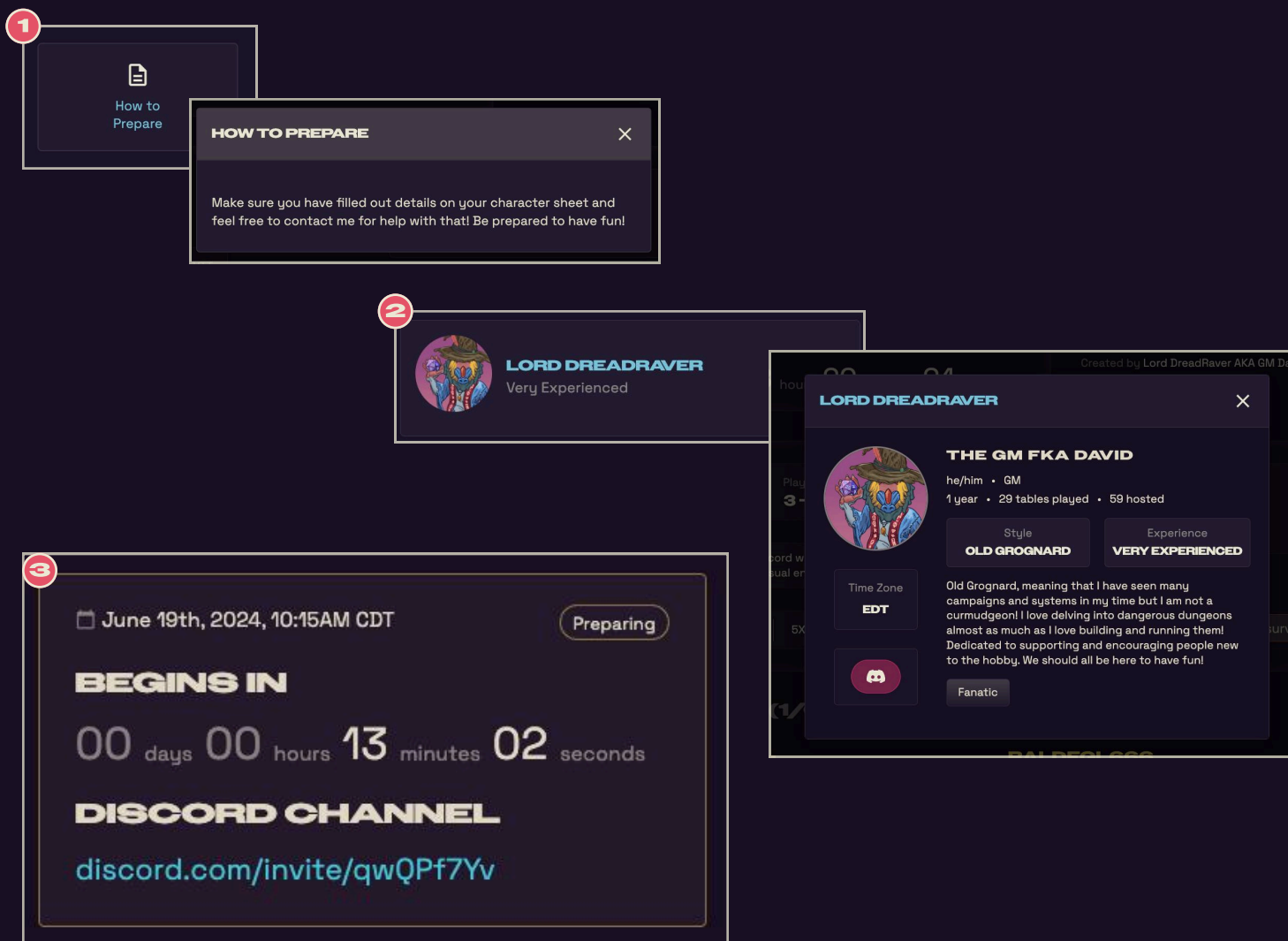
Equip your Hero

The screenshot shows the 'Equip your Hero' interface. At the top, there's a hero's name 'Corinon' and a 'Sheet' button. Below it, a red circle with the number '1' highlights the 'Equipment' button. The main interface is titled 'EQUIP YOUR HERO' and has a 'SAVE' button in the top right corner, marked with a red circle and the number '3'. The interface is divided into sections: 'CURRENTLY EQUIPPED' with tabs for 'PERM TREASURE (0/3)', 'CONS TREASURE (0/4)', 'BOONS (0/4)', and 'CRITTERS (0/3)'. Below this, there's a 'TREASURE ITEMS' section with a red circle and the number '2'. This section is further divided into 'PERMANENT' and 'CONSUMABLE'. The 'PERMANENT' section shows 'ALCHEMICAL ITEMS' and 'ARMOR'. The 'ARMOR' section displays a 'MASTERWORK CHAIN MAIL ARMOR' item with a '+ Equip' button. The 'CONSUMABLE' section shows 'ALCHEMICAL ITEMS', 'POTIONS', 'SCROLLS', 'WEAPONS', and 'WONDEROUS ITEMS'. A 'CONSUMABLE ITEMS' dialog box is also visible, asking for agreement to burn consumables at the end of the session, marked with a red circle and the number '4'.

STEPS

- 1 After you've successfully joined a table, you'll see an 'Equipment' button below your Hero on the table details page. Click this to equip your Hero with items from your inventory before the table starts. Once the table starts you will not be able to add or change equipment.
- 2 There are three categories of items that you can equip:
 - **Treasure:** almost all items that you earn from gameplay fall into this category (except for Boons)
 - **Boons:** these are special items that are part of the Glimmering campaign storyline - they can only be earned from Glimmering main plot adventures
 - **Critters:** have you heard rumblings of the Bastard Baboon Brigade? Ask us about it in Discord and one of these Critters might just find their way into your inventory
- 3 Once you've finished equipping the items you want to bring into this adventure, click Save. You are not required to equip the maximum number of items in each category.
- 4 If you equip a consumable item, it will be burned at the end of the adventure, regardless of whether you use it during gameplay or not.

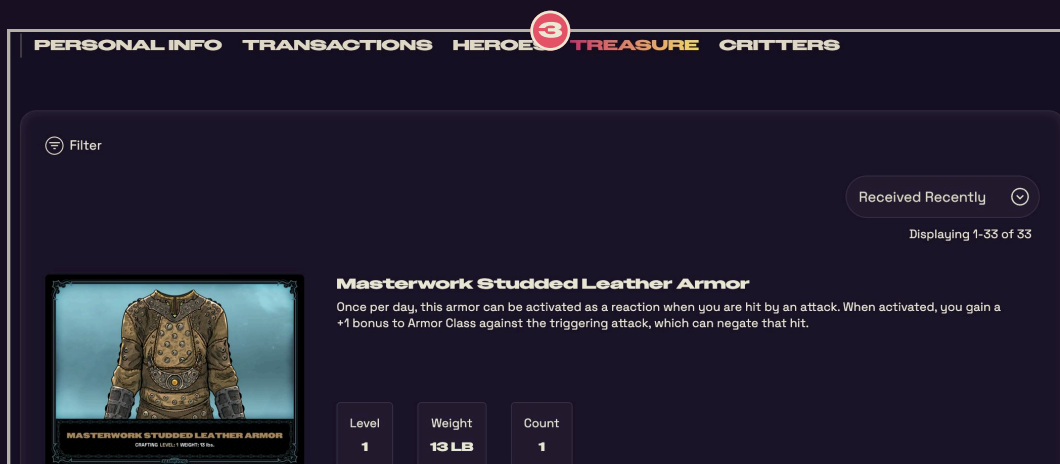
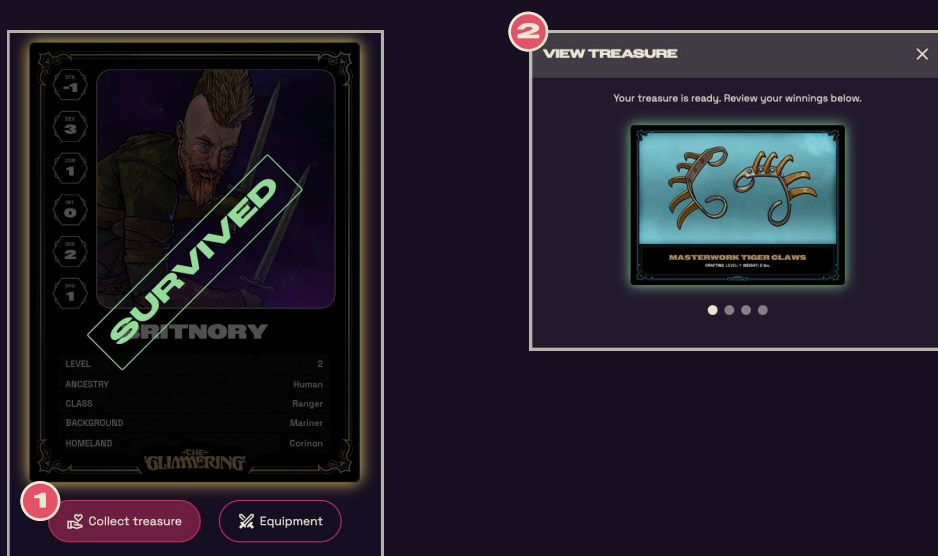
Play the Adventure



STEPS

- 1 After you've joined the table, you'll see a 'How to Prepare' field on the table details page. Click this to see instructions from your GM on what to do before the table starts.
- 2 If you have questions, reach out to your GM on Discord. If you don't know their Discord handle, click on their name on the table page to open their GRIPNR profile and click the Discord icon to see their Discord username. Tag your GM in the #general channel in the GRIPNR Discord with your question (we try to avoid Discord direct messages to prevent potential scams).
- 3 Once it's time for the table to start, head back to the table details page. 15 minutes before the start time you will see a link to a private Discord channel. Only the GM, players that have joined the table, and GRIPNR staff have access to this channel. Click the link to join and let the adventure begin! If you don't see the link or are unable to join the channel, tag @mod in Discord and we'll help you out.


Collect Treasure



STEPS

- 1** After the session ends, head back to the table details page. If you survived the adventure you'll see a button under your Hero to 'Collect treasure'.
- 2** Collect your treasure to see your winnings. Treasure is randomly selected, so you will likely not receive the same items as the other players at your table. Post pictures in Discord to show off your new gear!
- 3** Go to the Treasure tab of your Profile to access your full inventory of treasure items at any time.

Level Up



Waamin
 Dwarf Monk
 Level 1 10/10 XP

[View sheet](#)
 Not Seated
[Level up](#)

STR	DEX	CON	INT	WIS	CHA
0	4	1	0	2	0

LEVEL UP WAAMIN

Next level
2

NOTE
Your hero will be able to join adventures that are one level up or down from their new level.

LEVEL UP

LEVEL UP UNAVAILABLE

Next level
2

This Hero is currently seated at a table. You must leave or complete the table before you can level up

LEVEL UP BRENT

Next level
4

Please select an ability to increase

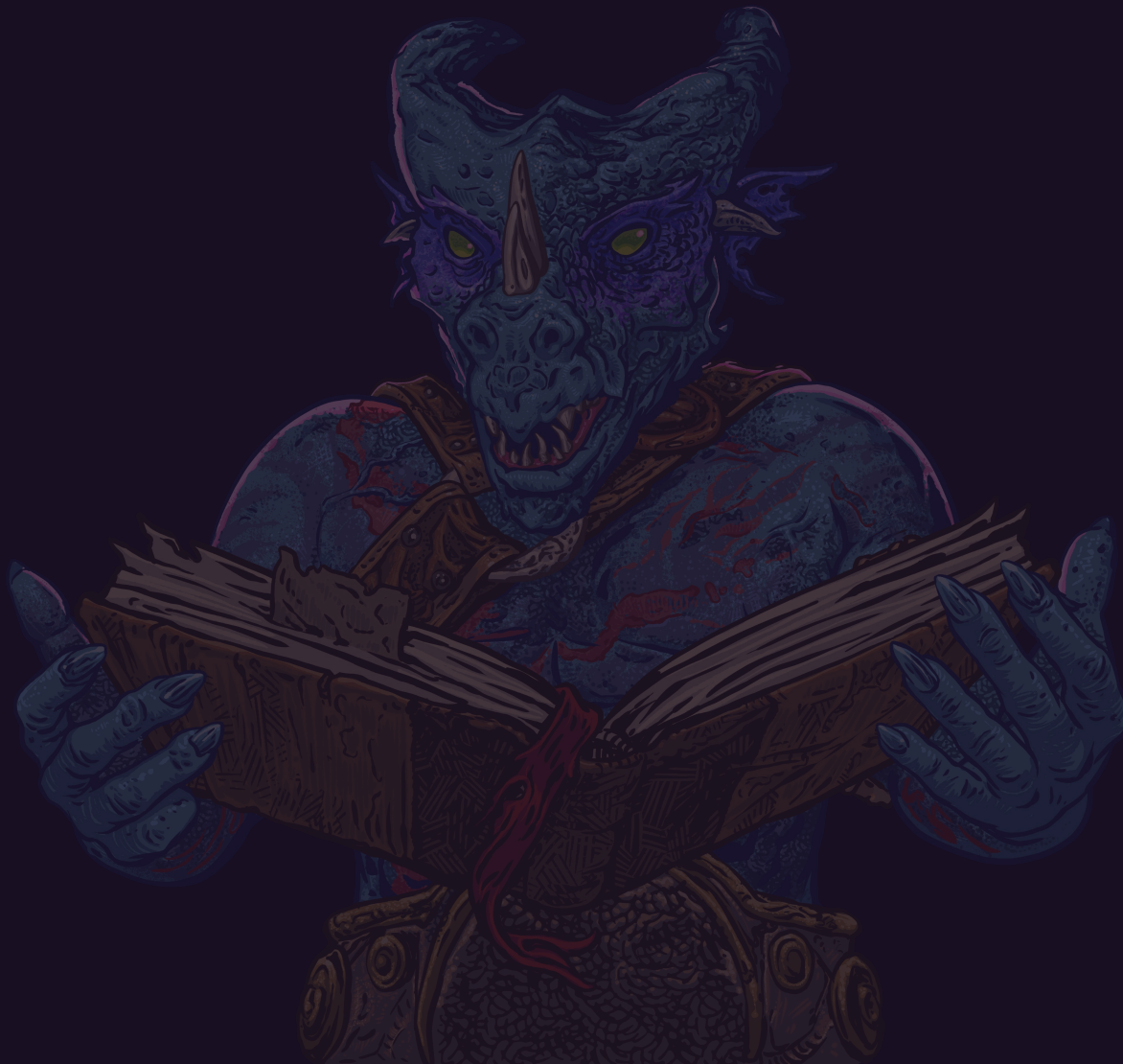
Placeholder

The maximum for each ability is 5.

STEPS

- 1 Check the Heroes tab of your Profile to see each of your Hero's progress towards reaching the next level.
- 2 Once your Hero has reached the XP threshold, the 'Level Up' button will be enabled. You are not required to level up your Hero once they become eligible, but you will not continue to earn XP until you do so.
- 3 You will not be able to level up a Hero that is currently seated at a table.
- 4 Click 'Level Up' to complete the process. Your Hero's new level will appear on their card.
- 5 At levels 4, 8, 12, 16, and 19 you will get to pick an ability score to increase, choose wisely!

Resources & Support



We're here to help! Check out our additional support resources below. We also have an amazing community of players and game masters in the [GRIPNR Discord server](#) ready to answer your questions. Join the community and start playing today!

- 1 [GRIPNR Resources](#)
- 2 [FAQ](#)
- 3 [Contact Us](#)
- 4 [Discord Support Tickets](#)

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