The Future of Cresthaven RPG

written by CresthavenRPG Guru | December 17, 2024

When I started creating Cresthaven RPG, it was never about making millions or building an empire. It began with passion… for storytelling, for crafting adventures, and, most importantly, for my kids. I wanted to create something special, something they could enjoy, and that others might find joy in too.

Over time, Cresthaven grew into a labor of love. Every rule, every piece of lore, every mechanic was built to bring players closer to the kind of game I wanted to share with the world. And for all of you who have played it, supported it, or even just cheered it on from the sidelines — I can't thank you enough.

But now I find myself at a crossroads. Cresthaven has always been about passion, but sometimes passion alone isn't enough to keep things going. I'm considering winding things down, perhaps with one final, polished PDF to wrap it all up in a way that does the game justice.

I'm sharing this because I believe in honesty and because Cresthaven was always meant to be for you: my players, my readers, and my family. I'd love to hear your thoughts: **Should I release one final edition, or let Cresthaven rest as it is?**

Thank you for being part of this journey. Whatever happens next, I'll always be grateful for the stories we shared and the adventures you've taken in the world of Cresthaven.

— Alan