

Chronicler's Reward

This document presents a new rule for our Dungeons & Dragons System, designed to reward players who contribute to the campaign's documentation. This document is in draft form, intended for playtesting and feedback gathering.

Chronicler's Reward

Your meticulous dedication to recording your party's history and discoveries resonates with the ambient magic of the world. By documenting your adventures, you create a tangible link to the past, and the world rewards you for this act of preservation.

After you complete a game session, you can choose to produce a detailed written account of your recent exploits. If this chronicle is shared publicly with your adventuring party (by posting it to a campaign wiki) and meets the criteria below, you find a **Potion of Healing** (or coin to equal value of a health potion) in your pack the next time you retrieve your gear.

To gain this benefit, your session report must contain the following elements from the previous session, or the DM can make a template for you to use:

- **Timeline:** The in-game date(s) on which the events occurred.
- **Significant Moments:** A description of at least two pivotal events, crucial decisions, or dramatic turning points.
- **Lore & Discoveries:** Notes on any new lore, secrets, or important information the party uncovered.
- **Notable NPCs:** A list of the non-player characters the party interacted with, along with a brief note on the interaction.
- **Treasures & Loot:** An inventory of the valuable items, gold, or magical artifacts the party acquired.

If multiple people do a report then they all get the reward.

Feedback wanted for the rule bellow.

The potion created by this feat is fleeting and must be used to be appreciated. It loses its magical potency and becomes mundane water if another session report is completed or after 7 in-game days, whichever comes first. You can only benefit from this feat once per game session.

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