

# PLAYER ROLES

During dungeon-crawling and hex-crawling sessions, some players will be required to fill certain group roles. These two roles are determined at the start of each session and reward the player with a small boost to experience gained for that session. Each of the roles can be filled by multiple people, but each must be filled before anyone doubles-up on a role. Players can choose to fill more than one role in a single session; however, they will still only receive the experience bonus from filling one role. Anyone who fills one of these roles will receive a 10% boost to the experience points their character receives for the session.

## MAPPER

This player is responsible for creating or updating maps as required. This may include mapping the rooms of a dungeon, filling out information on a wilderness hex map, or just taking notes about the layout of a settlement and its residents. The maps do not have to be anything more than a picture of a sketch on a piece of notebook paper or a Microsoft Paint drawing. The Mapper(s) will have to send their map(s) to the DM to receive their experience bonus. All maps will be made available on the website ([Archive of My Own](#) -> Maps)

## ARCHIVIST

This player is responsible for keeping session notes for the adventure. This should include a short summary of what happened during the session, along with any important names of people and places encountered. They can be as in-depth or brief as you want as long as another player could use them to get an idea of what happened during the session. The format of the notes can be a write-up, a collection of mid-session notes linked together with some post-game clarifications, or an in-character journal entry from your character. The Archivist(s) will have to send their notes to the DM to receive their experience bonus. All session notes will be made available on the website ([Venture Blog](#))