The 3 Components All D&D Maps Need

Full video link: https://youtu.be/27m0_E0vpAU

So you want to make a map for your next campaign, but how do you go about doing it so that you're not wasting your time making a map that your players won't encounter because they've decided to go somewhere else?
This is how I do it.

Our maps need to have 3 things:

1. A function
2. They need to entrench certain things
3. They need to give us options

- Function
    - Geography, items, monsters.
    - A map needs to serve a specific function – one being geography.
    - Geography – the shapes, areas and zones of interest on a map.
    - Layout – doors, stairs, exits, monsters.
    - Contents – items, boxes, chairs etc.
    - NPC positions – where are they and are they taking advantage of the area?
    - Structures have a working function – otherwise why build them?

- Entrench
    - Your themes, tones and goals.
    - This is about re-enforcing your world space as the GM

- Options
    - Your map must present options to the players.
    - You want your map to have depth and multiple layers, so that the players can go from one side to the next using overhead balconies.
    - We also want to make the map dual function – an additional area of map unrelated to the first.
    - For example – a map with a room that has an exit leading out into a swamp like area. Both areas of the map can be used independently of each other in different parts of your campaign.

- Suggestion – find and copy real life maps
  - Learn how they did it.

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