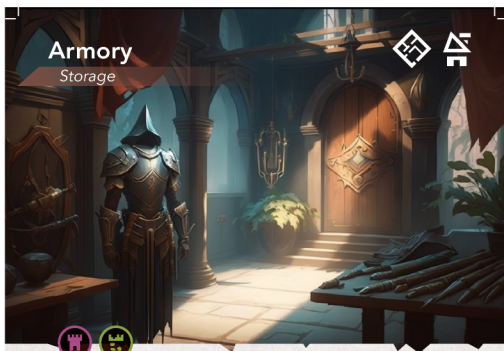




## Armory

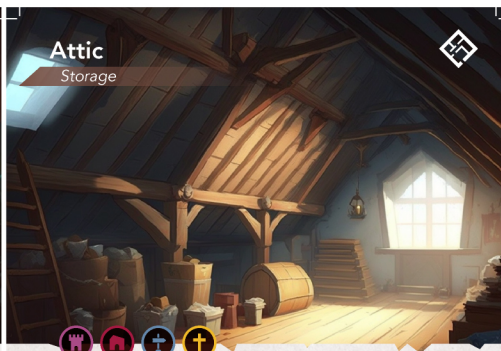
Storage

Access may be limited to members of a specific faction or guild. This will also limit the range of available armor and weaponry, ranging from common to rare. Characters can bring their damaged weapons and armor for reparation. Cost will depend on the damage severity and materials needed.

*"An armory may be filled with the finest weapons and armor, but it's the courage and strength of the warriors who wield them that truly determines victory."*

DRM 002 - Room | Storage

DnD Must Haves



## Attic

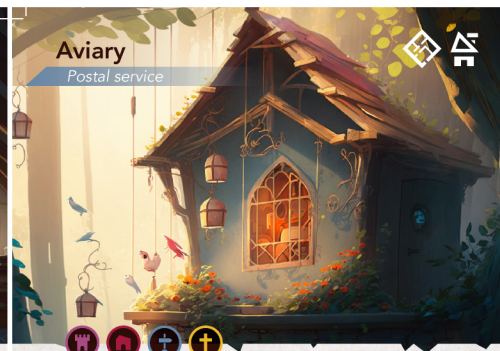
Storage

Primarily used for storage, attics may contain valuable items or long-lost treasure. An NPC could be hiding there or it could be haunted. Use ability checks to navigate through the cramped, cluttered space, with the possibility of falling through weak floorboards or getting stuck in tight spaces.

*"The attic was a dusty, cobweb-covered space. As I peered into the shadows, I couldn't shake the feeling that something sinister lurked among the trunks and forgotten memories."*

DRM 003 - Room | Storage

DnD Must Haves



## Aviary

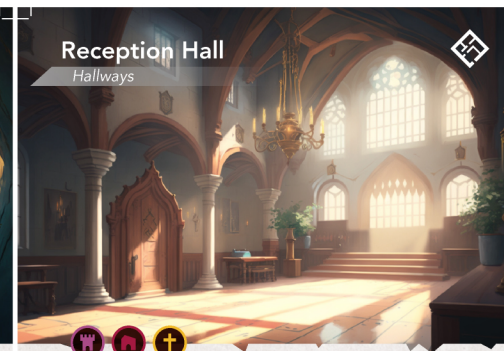
Postal service

An aviary can serve as a location for carrier pigeons, used to send messages and perform tasks such as delivering goods and messages. Other organizations and potentially a cult could also utilize this.

*"The Aviary was a marvel of colorful birds, singing and fluttering around. But watch out for the mischievous ones as they might steal your hat."*

DRM 004 - Room | Postal service

DnD Must Haves



## Reception Hall

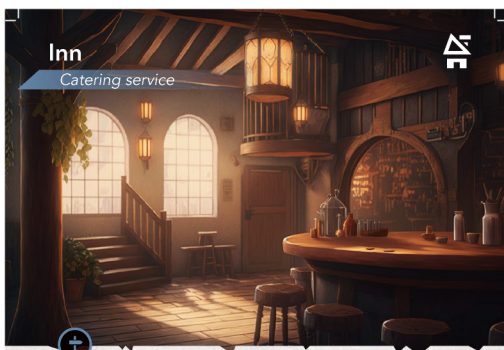
Hallways

A reception hall is a grand and spacious room for welcoming guests and hosting formal events. It's often adorned with ornate furnishings and artwork to create an impressive ambiance. Lighting fixtures on the wall add to the room's decor, while occasional musicians and other entertainment provide a lively atmosphere. Adequate seating for guests who require it is essential.

*"The reception hall was grand and elegant, with guests mingling and dancing. The chandeliers sparkled, and the music filled the air. It was a truly magical experience."*

DRM 005 - Room | Hallways

DnD Must Haves



## Inn

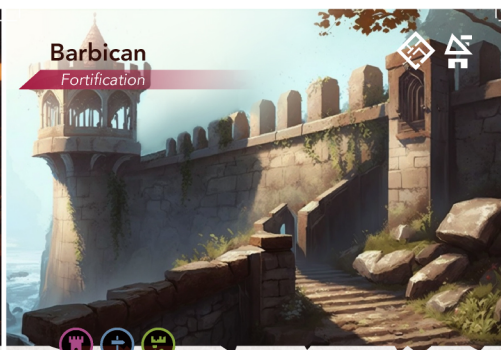
Catering service

An inn is the place for adventurers to sit down and relax. It features rooms for rent and often host a tavern for food and drinks. During a brawl, a character proficient with weapons can use a similar object, such as a mug or table leg, as if it were that weapon and use their proficiency bonus. If not, the weapon will deal 1d4 damage on a successful hit.

*"The Rusty Tankard Inn is a cozy spot where the warm fire and aroma of ale fills the air. It was the perfect spot to unwind and share stories with fellow adventurers."*

DRM 006 - Room | Catering service

DnD Must Haves



## Barbican

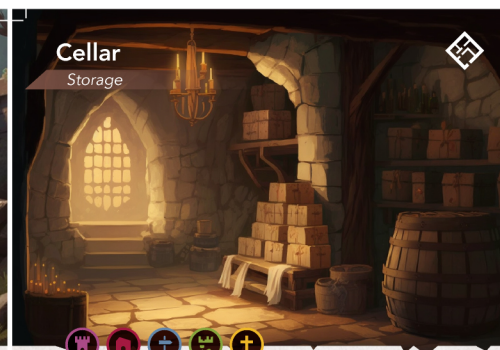
Fortification

A barbican is a defensive structure that is typically used to protect the main gate of a castle or fortress. It can serve as a defensive position for archers or as a fortification to slow down attackers. Incorporate a barbican's ability to channel deadly siege engines to make combat more strategic and realistic.

*"Barbican's towering walls and fierce guards protect the castle's gates, a formidable barrier to any invaders."*

DRM 007 - Room | Fortification

DnD Must Haves



## Cellar

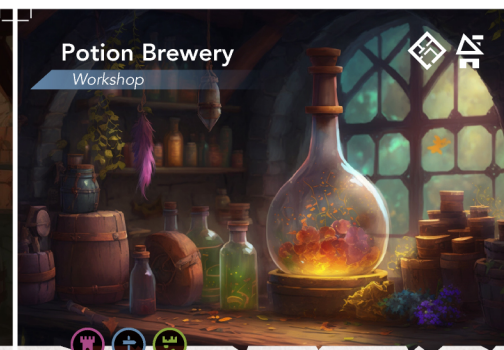
Storage

This lower-level room used for storage usually contains food, drink, supplies, and other goods. Characters may use the cellar for shelter or hiding. A cellar can also be a great place for a secret passage way potentially containing traps and other hazards. A character proficiency in Investigation or finding traps may be able to disarm them.

*"Leading my son to the cellar, I shared a family secret. With anticipation, he began searching for the yellow-labeled bottle. A hidden lever, revealing a secret escape route."*

DRM 008 - Room | Storage

DnD Must Haves



## Potion Brewery

Workshop

A brewery or chemical room contains various potion brewing materials, taking into account factors such as rarity and accessibility. Additionally, consider the potential hazards that may arise during the brewing process, such as the release of toxic fumes.

*See also: Xanathar's Guide to Everything p130*

*"In the potion brewing room, sometimes a mixture that was intended to heal may have unexpected but pleasant results, such as enhanced vision."*

DRM 010 - Room | Workshop

DnD Must Haves





## Catacombs

Dungeons



Crypts offer a great opportunity for exploration, where ancient puzzles await those who seek the secrets of the deceased. Whispers of the dead may guide or mislead those who dare to communicate with the spirits, leading to both enlightening opportunities or unpleasant undead encounters.

*"The catacombs beneath the church were the final resting place for fallen clerics, a silent testament to the devotion and sacrifice of those who served the divine."*

DRM 012 - Room | Dungeons

DnD Must Haves



## Dining Room

Living quarters



A dining hall is a great location to advance the plot, create memorable interactions and encounters with NPCs. Describe the aroma and visual delights of a banquet, as well as the dining customs or lack thereof, to establish an immersive atmosphere.

*"Dining in the castle was a grand affair, with delicacies such as roasted meats and fine wine, but the delicacy of a rare gelatinous cube stood unmatched."*

DRM 014 - Room | Living quarters

DnD Must Haves



## Holding Cells

Dungeons

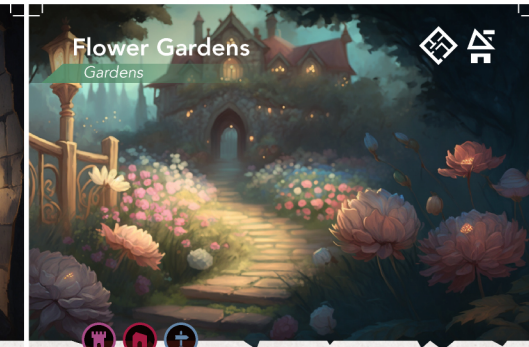


Within the cold, damp walls of a prison cell, characters must use their wit and cunning to find a way out. Perhaps they discover a weak point in the cell's design or stumble upon a tool left behind by a previous prisoner. They could also try their charm on their captors with a silver-tongued persuasion.

*"Trapped in the cell, I could hear the lively sounds of the market place beyond the walls, a cruel contrast to my own silent confinement."*

DRM 016 - Room | Dungeons

DnD Must Haves



## Flower Gardens

Gardens



Nobles are not the only one who possess grand flower gardens, wizards and renowned alchemists are also know to cultivate their own. These gardens can be a valuable resource for druids and rangers to gather ingredients for their spells. It can also provide a serene and peaceful setting for a diplomatic meeting or negotiation.

*"Wandering through old wizard Zolba's botanical garden, I truly felt as though I was walking through a maze. I'm going to need that herb soon."*

DRM 019 - Room | Gardens

DnD Must Haves



## Gate House

Fortification

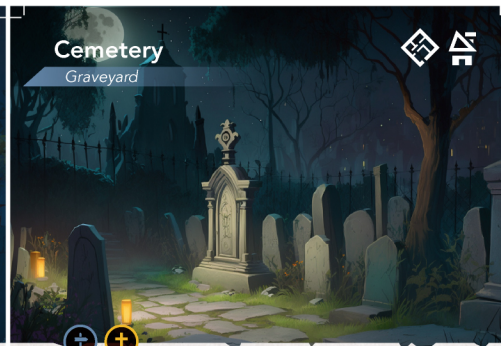


Gatehouses serve as effective barricades to keep unwanted guests out, providing an additional layer of defense. If characters don't want to get spotted and avoid any unwanted questioning, they need to be clever when they try to infiltrate the area.

*"As I stood guard, a stranger approached, dressed in peculiar robes adorned with mysterious symbols, holding a strange orb in his hand. 'Halt! State your business'"*

DRM 023 - Room | Fortification

DnD Must Haves



## Cemetery

Graveyard



These solemn sites can serve as covert meeting spots for nefarious cultists and may even hold clues to hidden treasures. Use graveyards in your campaign to add depth and intrigue, offering opportunities for researching bloodlines and delving into the history of the deceased.

*"I paid my respects and whispered a prayer for Wyndrick's noble soul. May you rest in peace my dear paladin of light."*

DRM 024 - Room | Graveyard

DnD Must Haves



## Kitchen

Living quarters

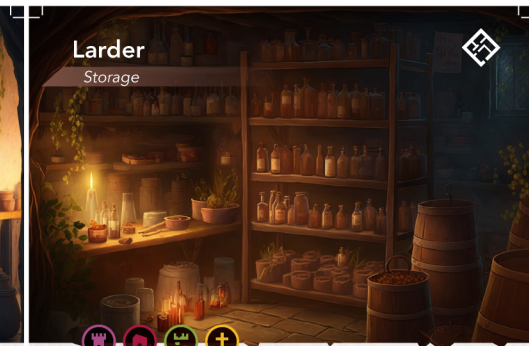


Kitchens are a prime location for interactions and plot advancement. Eavesdrop on conversations and discover secrets. Skilled cooks can use herbs and spices to create delicious dishes, while alchemists may imbue their creations with magical properties. Unexpected ingredients or the potential for sabotage make for an exciting dining experience.

*"The castle cook is meticulously preparing a feast for the guests, filling the air with mouth-watering aromas of a bubbling stew full of roasted meats and sweet dried fruits."*

DRM 029 - Room | Living quarters

DnD Must Haves



## Larder

Storage



A larder is a great location to store meats, vegetables and other provisions for the party's journey. Use it to add realism and create opportunities for scavenging and resource management. A larder could also contain exotic ingredients. Keep in mind that this could also attract vermin and other unwanted visitors.

*"As I entered the larder, the scent of cured meat filled my nostrils. Remembering the thrill of the hunt with my father. Finally, the fruits of our labor could be enjoyed."*

DRM 030 - Room | Storage

DnD Must Haves

