

DUNGEONS & DRAGONS[®]

MINIATURES GAME



BATTLE RULES

DDM Map Gazetteer Credits

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Thanks to the many Chapter Masters who reviewed this document and provided invaluable feedback prior to publication.

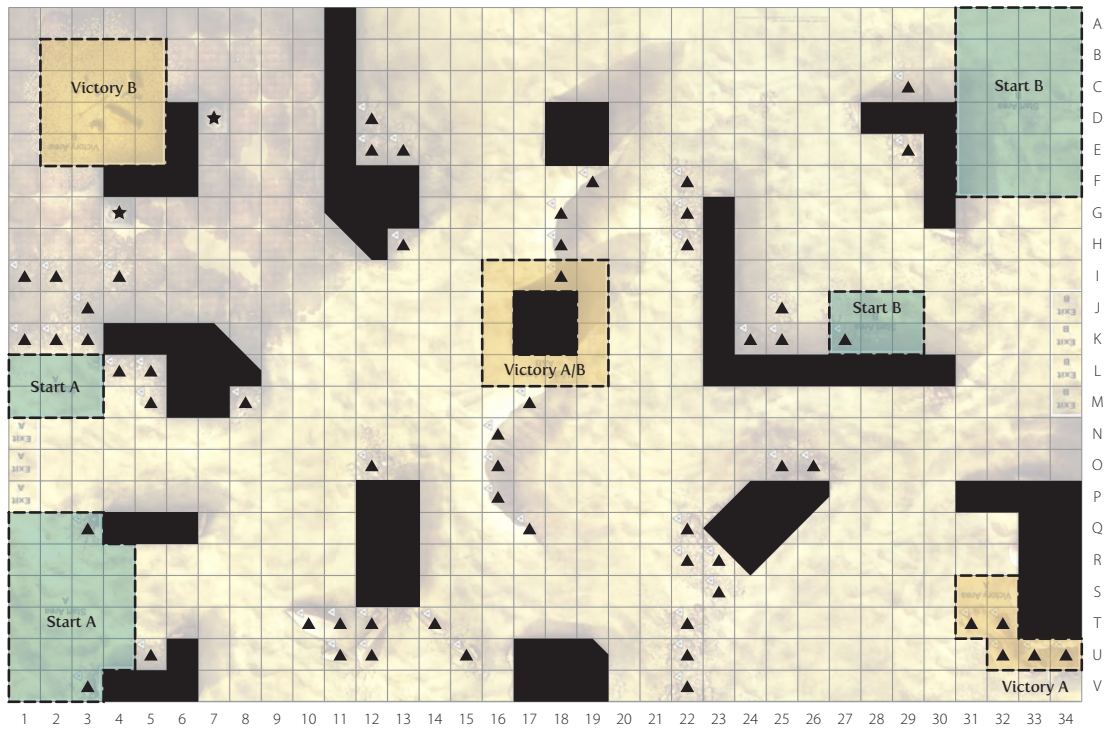
Based on the 4th Edition of the **Dungeons & Dragons**® roleplaying game and inspired by earlier editions of the **D&D**® RPG and the **D&D Miniatures Game**™.

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These rules are current as of November 19, 2009.

BLUE DRAGON LAIR



Size: Full-size (22x34) map.

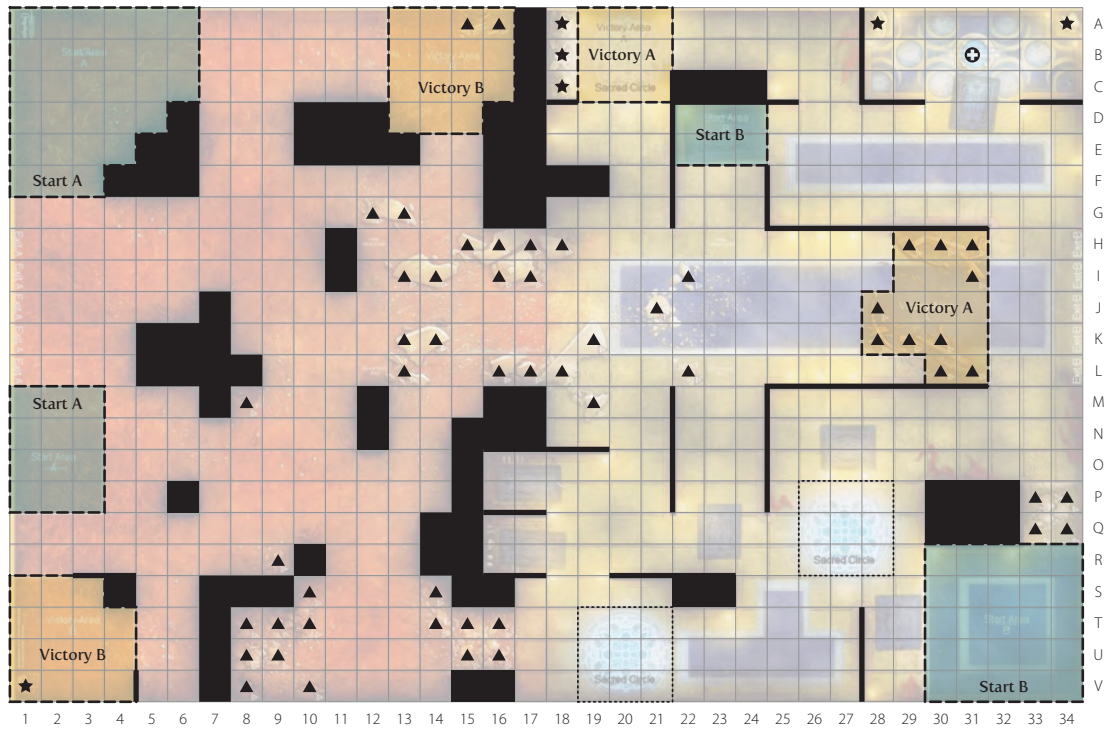
Terrain Features: Difficult terrain, statue terrain.

Start Areas: Side A: 2, Side B: 2.

Victory Areas: Side A: 1, Side B: 1, Shared A/B: 1.

Publication: Included in *Dungeons & Dragons Icons: Gargantuan Blue Dragon* and re-released on the reverse of the *Desert of Desolation* checklist poster.

BROKEN DEMONGATE



Size: Full-size (22x34) map.

Terrain Features: Difficult terrain, healing font terrain, sacred circle terrain, statue terrain.

Start Areas: Side A: 2, Side B: 2.

Victory Areas: Side A: 2, Side B: 2.

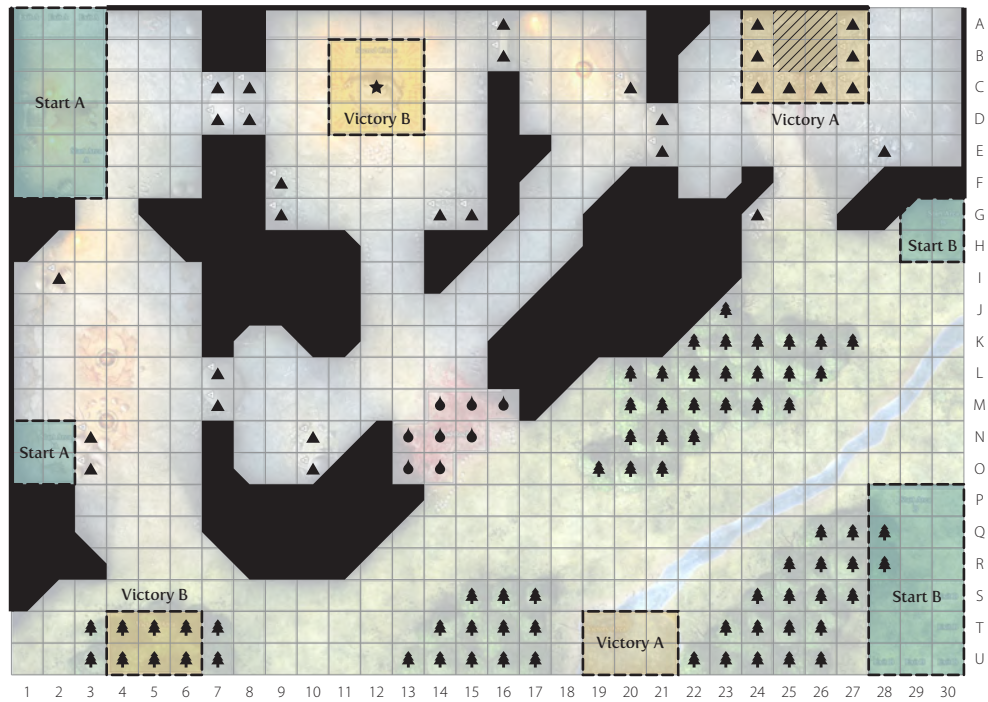
Publication: Released in the *Dungeons & Dragons Miniatures Game Starter Set* (2006). Re-released as a corrected poster for *War Drums* release events (see below).

Notes

The version of Broken Demongate included in the *Dungeons & Dragons Miniatures Game Starter Set* (2006) had several incorrectly labeled features, one of which is relevant in the Revised edition: The corner of the map containing a blue carpeted region labeled "Victory Area B" should instead be labeled "Start Area B".

The victory area which contains B20 is also a sacred circle. The areas containing U20 and Q27 are sacred circles.

CAVES OF CHAOS



Size: Full-size (21x30) map.

Terrain Features: Blood rock terrain, difficult terrain, forest terrain, pit terrain, sacred circle terrain, statue terrain.

Start Areas: Side A: 2, Side B: 2.

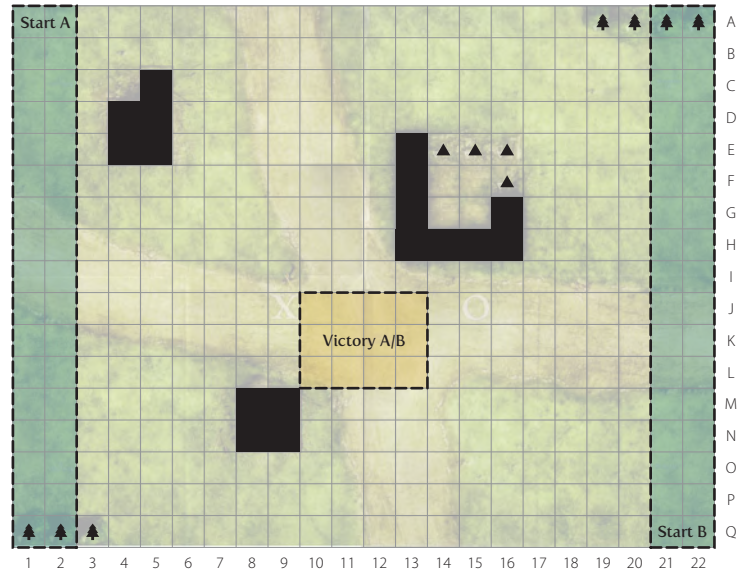
Victory Areas: Side A: 2, Side B: 2.

Publication: Released in *Fantastic Locations: The Frostfell Rift* and re-released on the reverse of the *Dungeons of Dread* checklist poster.

Notes

The victory area which contains C12 is also a sacred circle.

CROSSROADS



Size: Half-size (17x22) map.

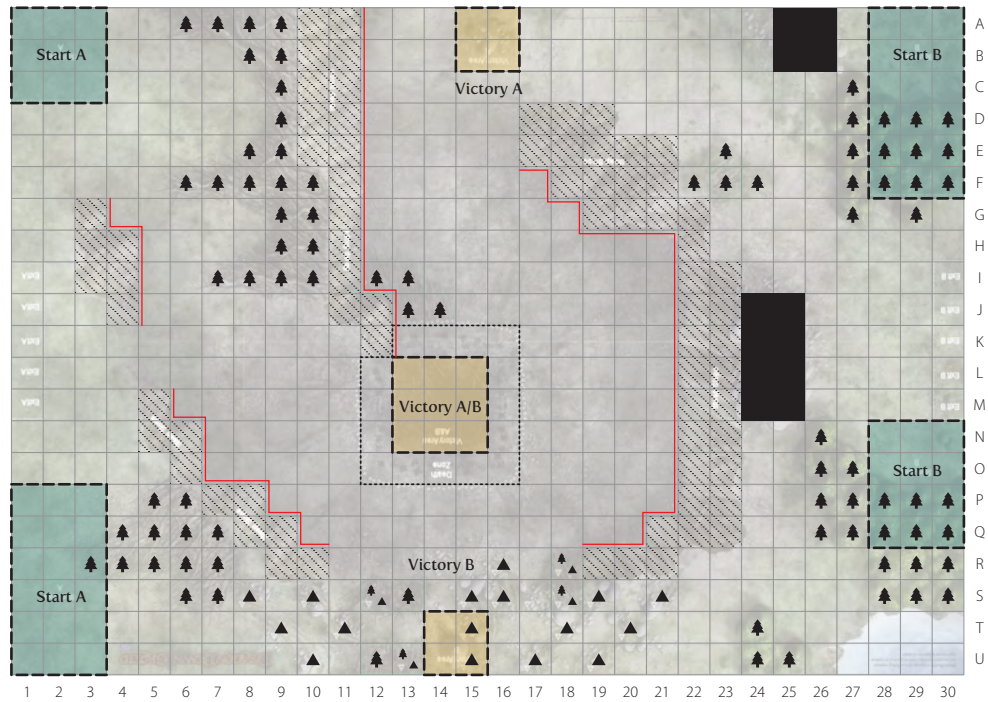
Terrain Features: Difficult terrain, forest terrain.

Start Areas: *Side A:* 1, *Side B:* 1.

Victory Areas: *Shared A/B:* 1.

Publication: Released in the *Dungeons & Dragons Miniatures Game Starter Set* (2008).

DRAGONDOWN GROTTO



Size: Full-size (21x30) map.

Terrain Features: Difficult terrain, forest terrain, steep slope terrain, zone of death terrain.

Start Areas: Side A: 2, Side B: 2.

Victory Areas: Side A: 1, Side B: 1, Shared A/B: 1.

Publication: Released in *Fantastic Locations: Dragondown Grotto*.

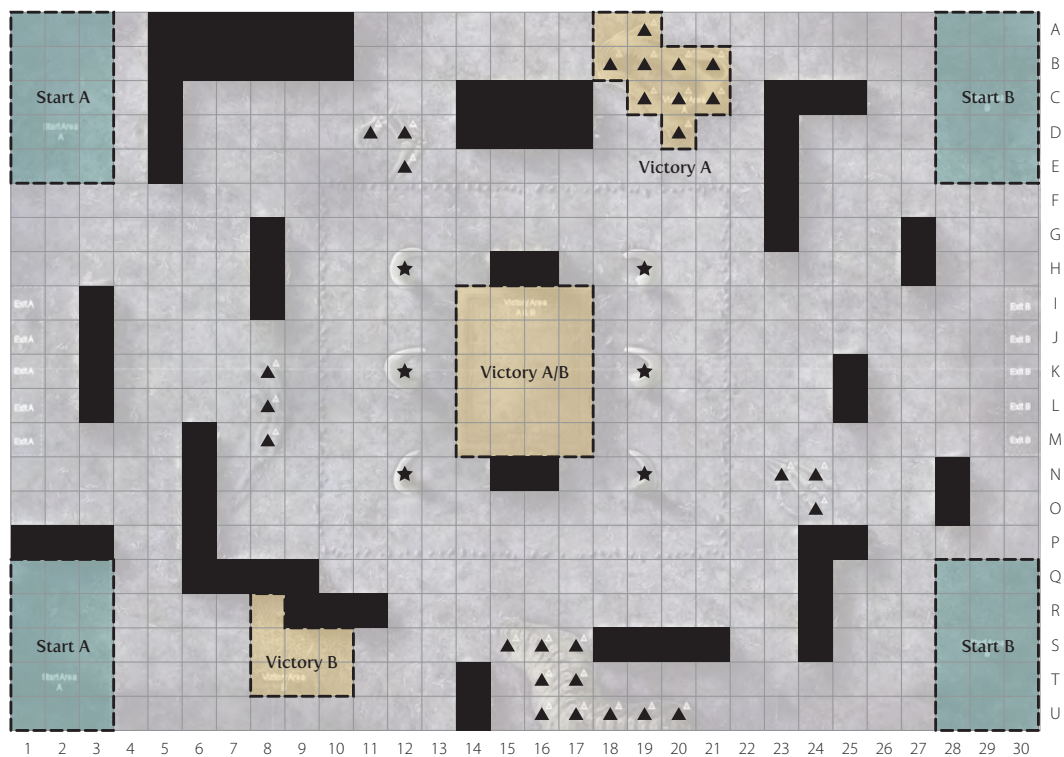
Notes

The area containing K16, including the victory area contained fully within it, is zone of death terrain.

ZONE OF DEATH TERRAIN

A creature hit by a melee attack while it occupies a Zone of Death square is considered bloodied until it no longer occupies a zone of Death square. A creature is still considered bloodied when its current hit points are its Bloodied score or less.

DRAGON GRAVEYARD



Size: Full-size (21x30) map.

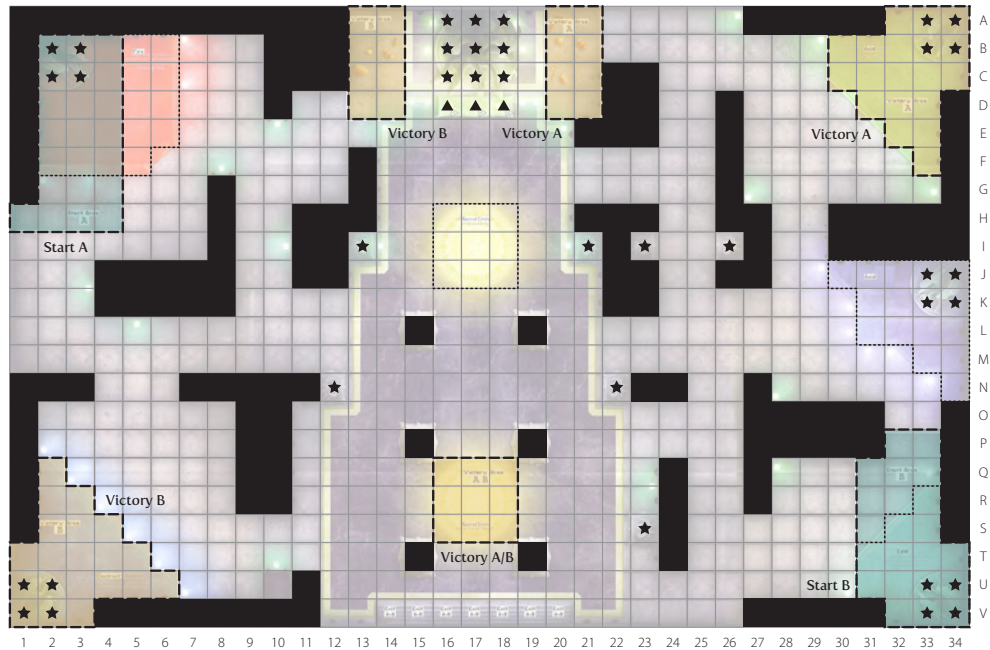
Terrain Features: Difficult terrain, statue terrain.

Start Areas: Side A: 2, Side B: 2.

Victory Areas: Side A: 1, Side B: 1, Shared A/B: 1.

Publication: Released in *Fantastic Locations: Dragondown Grotto*.

DRAGON SHRINE



Size: Full-size (21x30) map.

Terrain Features: Acid blessing terrain, cold blessing terrain, difficult terrain, electricity blessing terrain, fire blessing terrain, sacred circle terrain, statue terrain.

Start Areas: Side A: 1, Side B: 1.

Victory Areas: Side A: 2, Side B: 2, Shared A/B: 1.

Publication: Released in the *Dungeons & Dragons Miniatures Game Starter Set* (2006).

Notes

The victory area which contains R17 is also a sacred circle. The area which contains I17 is a sacred circle. The area which contains C5 is fire blessing terrain. The victory area which contains T3 is also electricity blessing terrain. The victory area which contains C32 is acid blessing terrain. The area which contains L32 is acid blessing terrain. The area fully contained within the lower-right start area which contains T32 is cold blessing terrain.

ACID BLESSING TERRAIN

While any creature in your warband occupies acid blessing terrain, each creature in your warband has Resist 5 Acid.

COLD BLESSING TERRAIN

While any creature in your warband occupies cold blessing terrain, each creature in your warband has Resist 5 Cold.

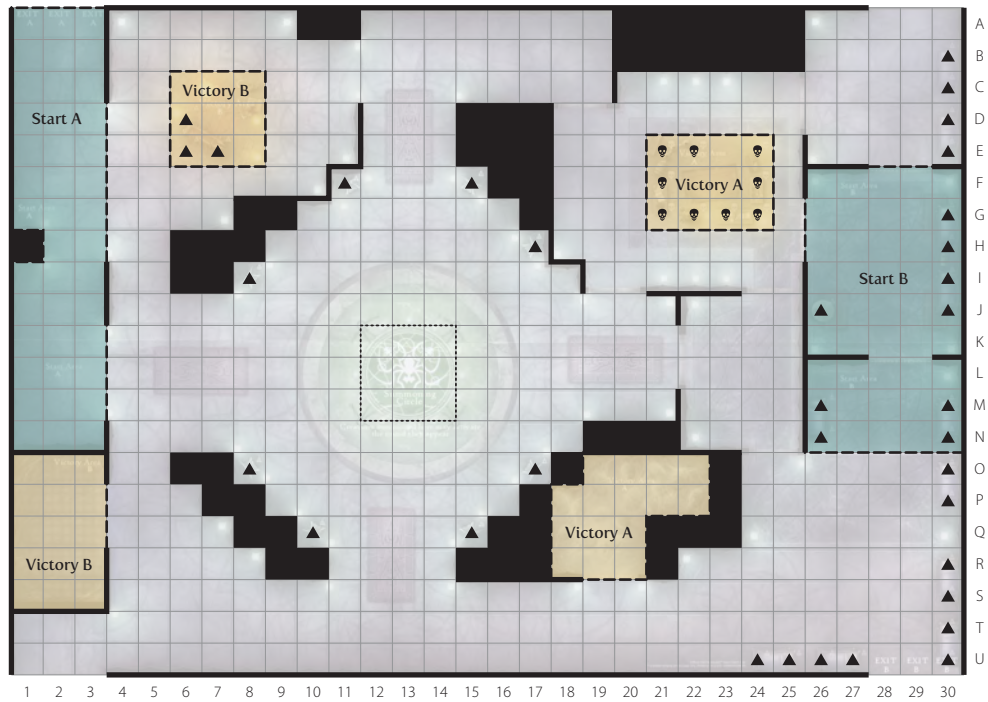
ELECTRICITY BLESSING TERRAIN

While any creature in your warband occupies electricity blessing terrain, each creature in your warband has Resist 5 Lightning.

FIRE BLESSING TERRAIN

While any creature in your warband occupies fire blessing terrain, each creature in your warband has Resist 5 Fire.

DROW ENCLAVE



Size: Full-size (21x30) map.

Terrain Features: Dangerous terrain, difficult terrain, summoning circle terrain.

Start Areas: Side A: 1, Side B: 1.

Victory Areas: Side A: 2, Side B: 2.

Publication: Released in *Fane of the Drow*.

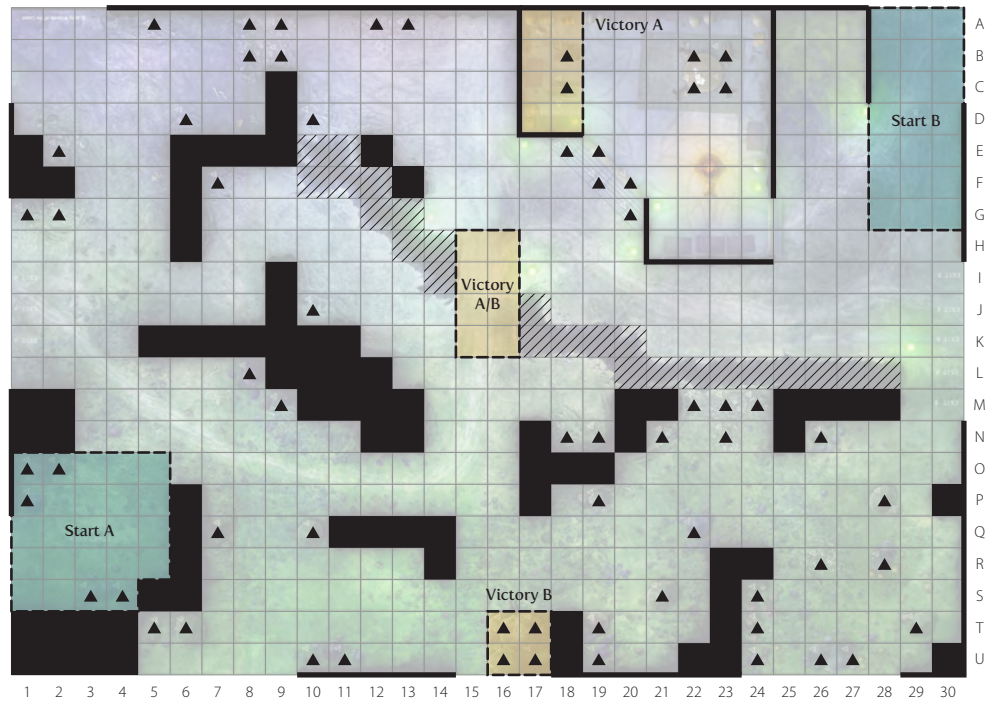
Notes

The area which contains L13 is summoning circle terrain.

SUMMONING CIRCLE TERRAIN

A Summoned creature occupying summoning circle terrain can take a turn on the round it is put onto the battle map. *(It is not considered activated on the round it is put onto the battle map until it takes a turn.)*

DROW OUTPOST



Size: Full-size (21x30) map.

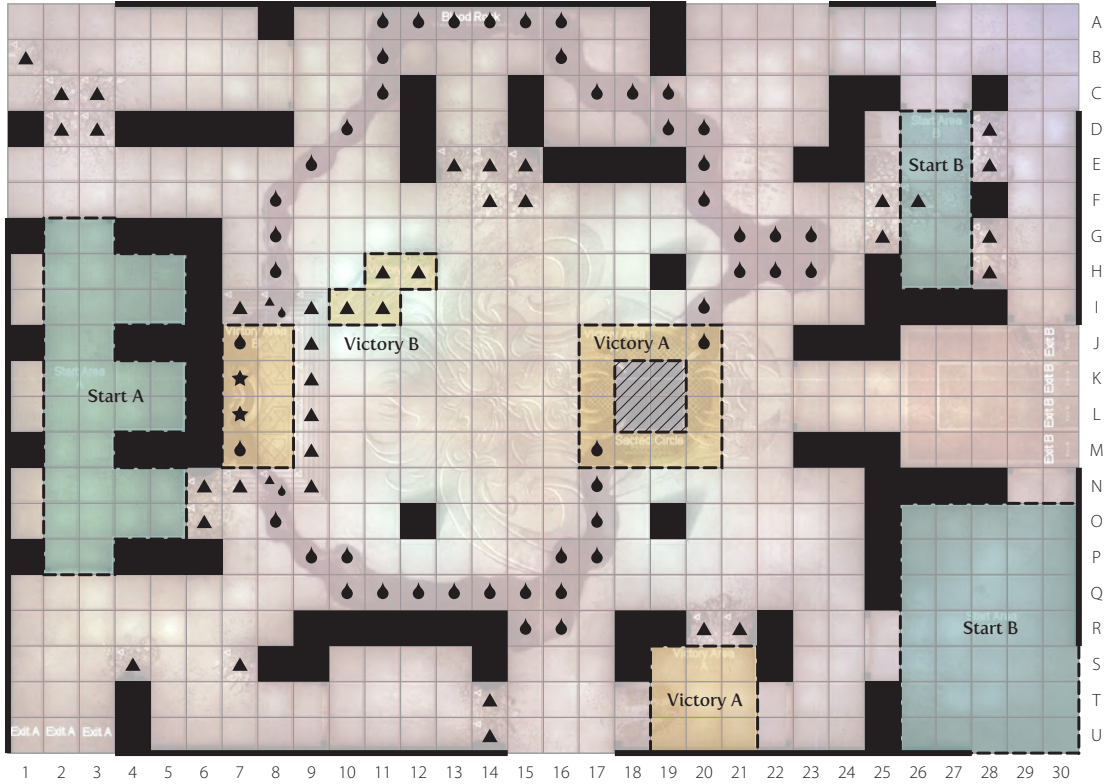
Terrain Features: Difficult terrain, pit terrain.

Start Areas: Side A: 1, Side B: 1.

Victory Areas: Side A: 1, Side B: 1, Shared A/B: 1

Publication: Released in Dragon Magazine #337 (November 2005). Re-released on reverse of *Night Below* checklist poster.

DUNGEON OF BLOOD



Size: Full-size(21x30) map.

Terrain Features: Blood rock terrain, difficult terrain, pit terrain, sacred circle terrain.

Start Areas: Side A: 1, Side B: 2.

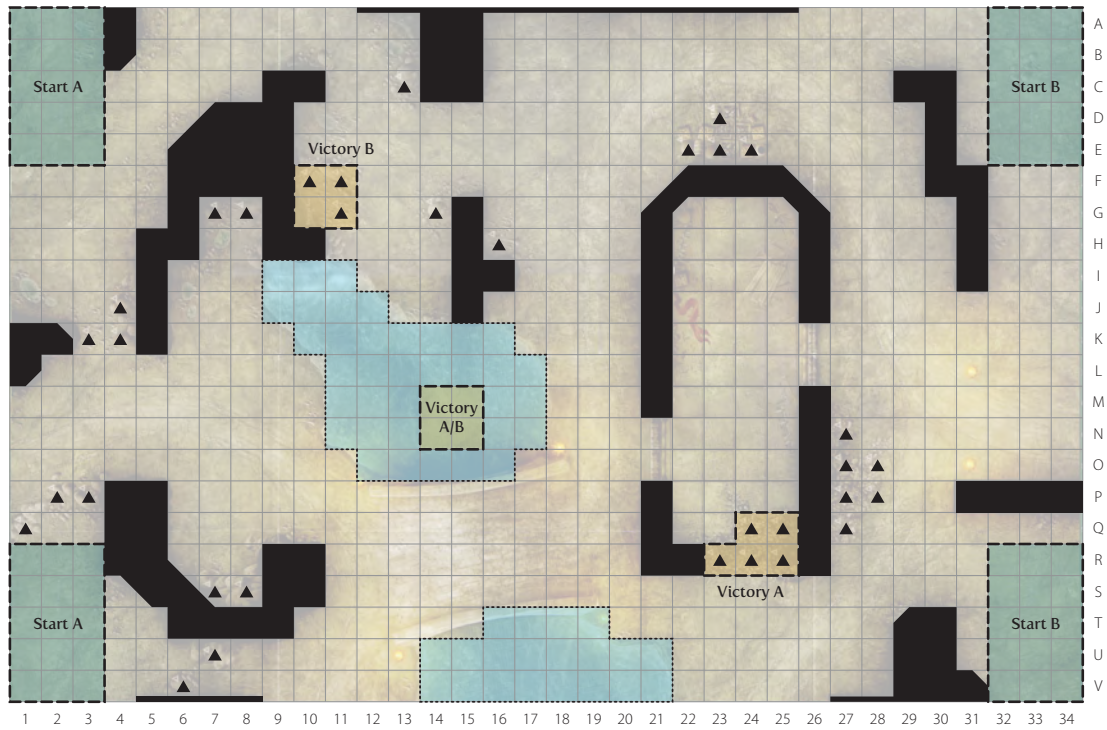
Victory Areas: Side A: 2, Side B: 2.

Publication: Released in *Fantastic Locations: Fields of Ruin*.

Notes

The victory area which contains J17 is also sacred circle terrain. Both the areas containing H11 and K8 are Side B victory areas.

DWARVEN OUTPOST



Size: Full-size (22x34) map.

Terrain Features: Difficult terrain, river terrain.

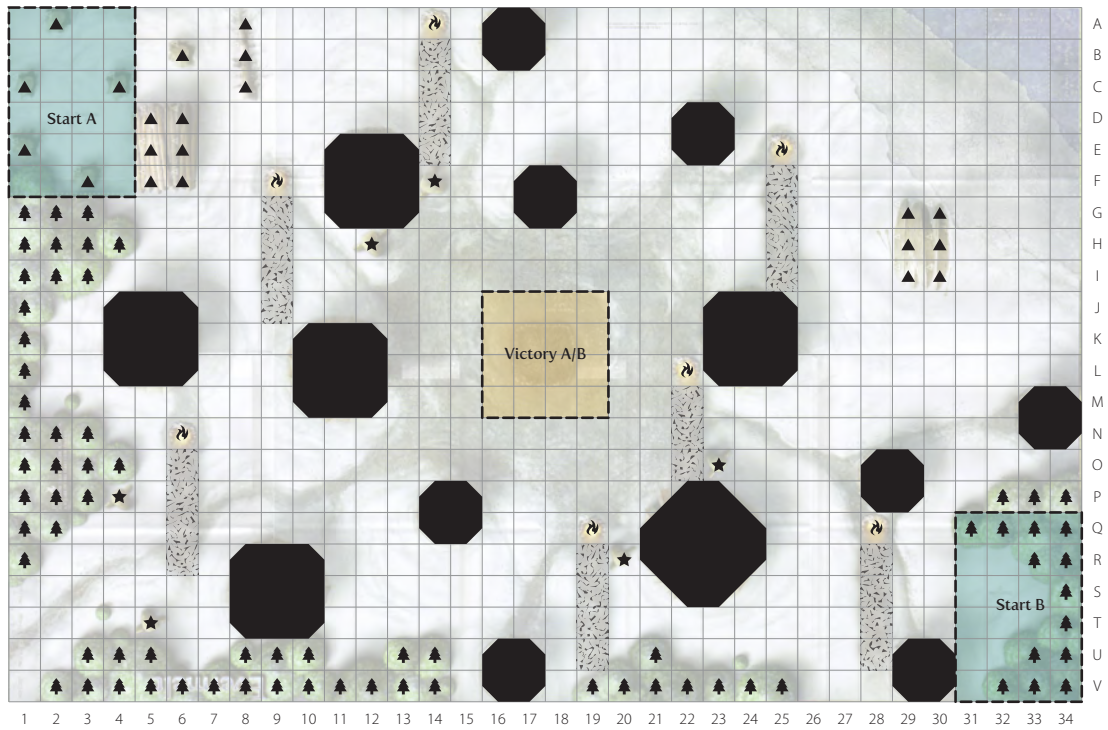
Start Areas: Side A: 2, Side B: 2.

Victory Areas: Side A: 1, Side B: 1, Shared A/B: 1.

Publication: Released in the *Dungeons & Dragons Miniatures Game Starter Set* (2008).

Notes

The areas containing L12 and U17 are river terrain, including the squares inside the victory area fully contained within the river terrain.



Size: Full-size (22x34) map.

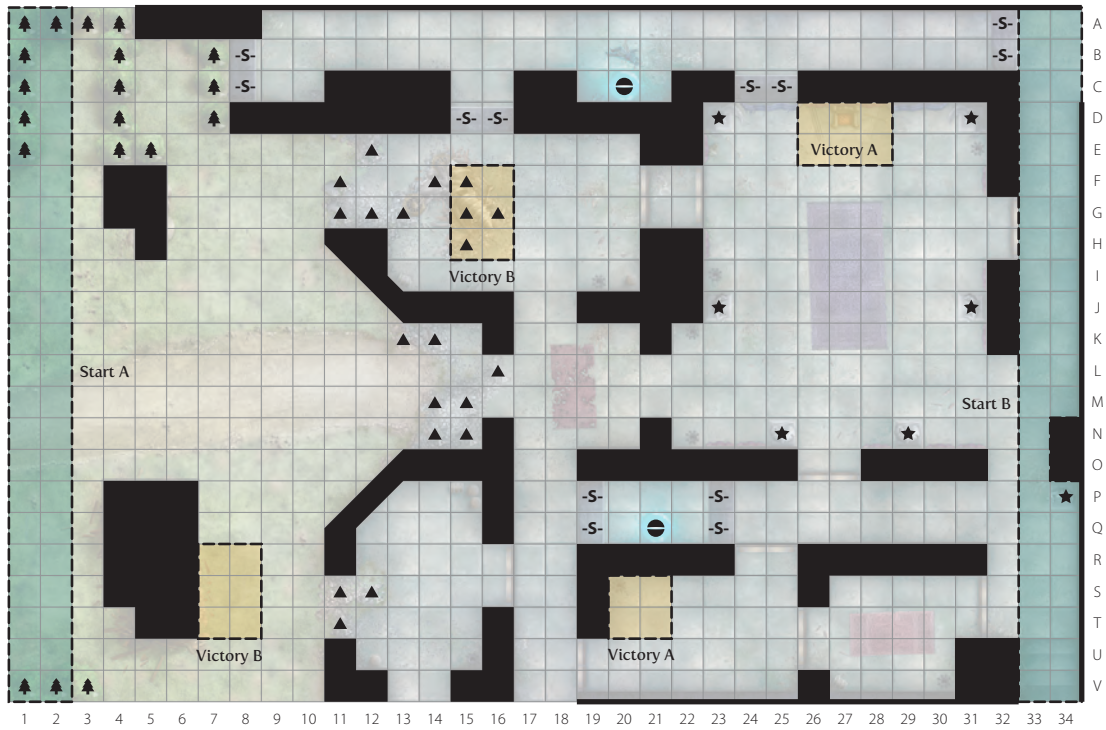
Terrain Features: Difficult terrain, fire terrain, forest terrain, smoke terrain, statue terrain.

Start Areas: Side A: 1, Side B: 1

Victory Areas: Shared A/B: 1.

Publication: Released in *Dungeons & Dragons Icons: Legend of Drizzt Scenario Pack*.

FALLEN FORTRESS



Size: Full-size (22x34) map.

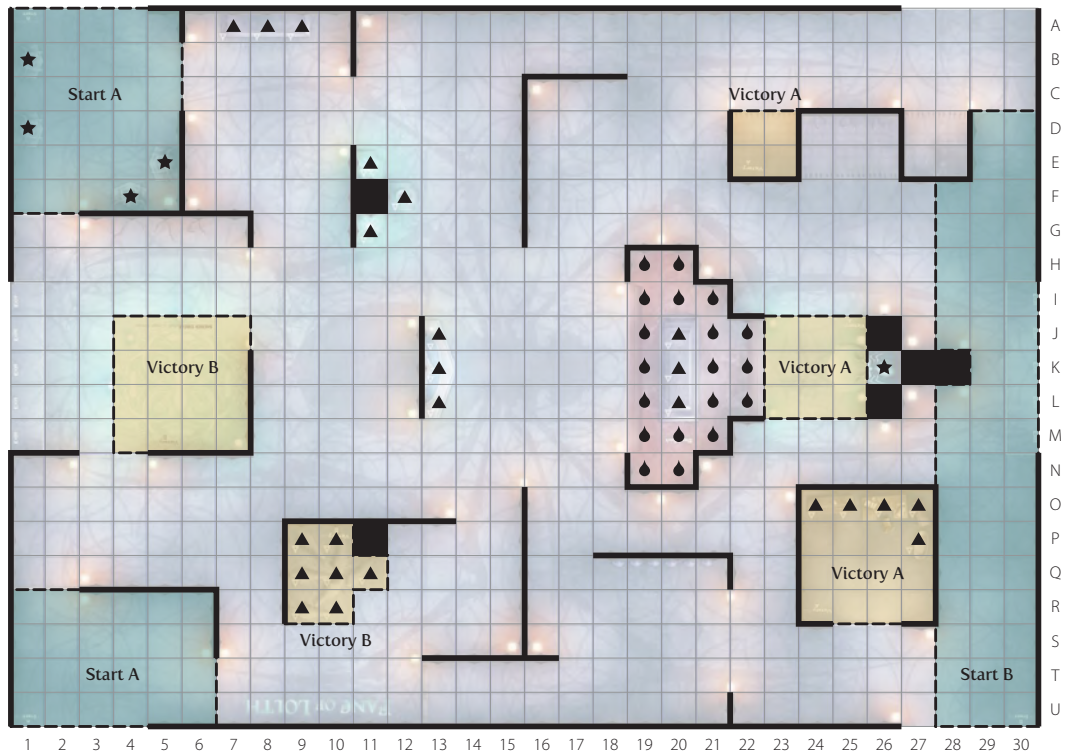
Terrain Features: Difficult terrain, forest terrain, secret door terrain, statue terrain, teleporter terrain.

Start Areas: Side A: 1, Side B: 1.

Victory Areas: Side A: 2, Side B: 2.

Publication: Released as a DDM Guild fundraiser, courtesy of Wizards of the Coast.

FANE OF LOLTH



Size: Full-size (21x30) map.

Terrain Features: Blood rock terrain, difficult terrain, sacred circle terrain, statue terrain.

Start Areas: Side A: 2, Side B: 1.

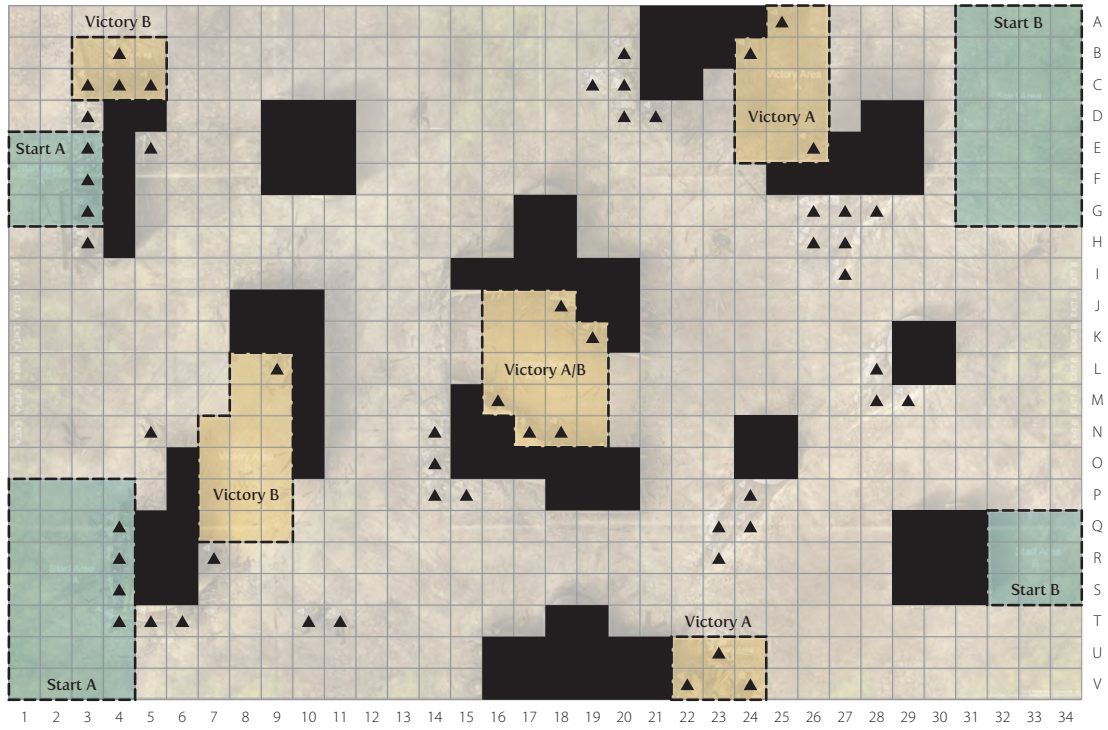
Victory Areas: Side A: 3, Side B: 2.

Publication: Released in *Fane of the Drow*.

Notes

The victory area containing K5 is also sacred circle terrain.

FIELD OF RUIN



Size: Full-size (22x34) map.

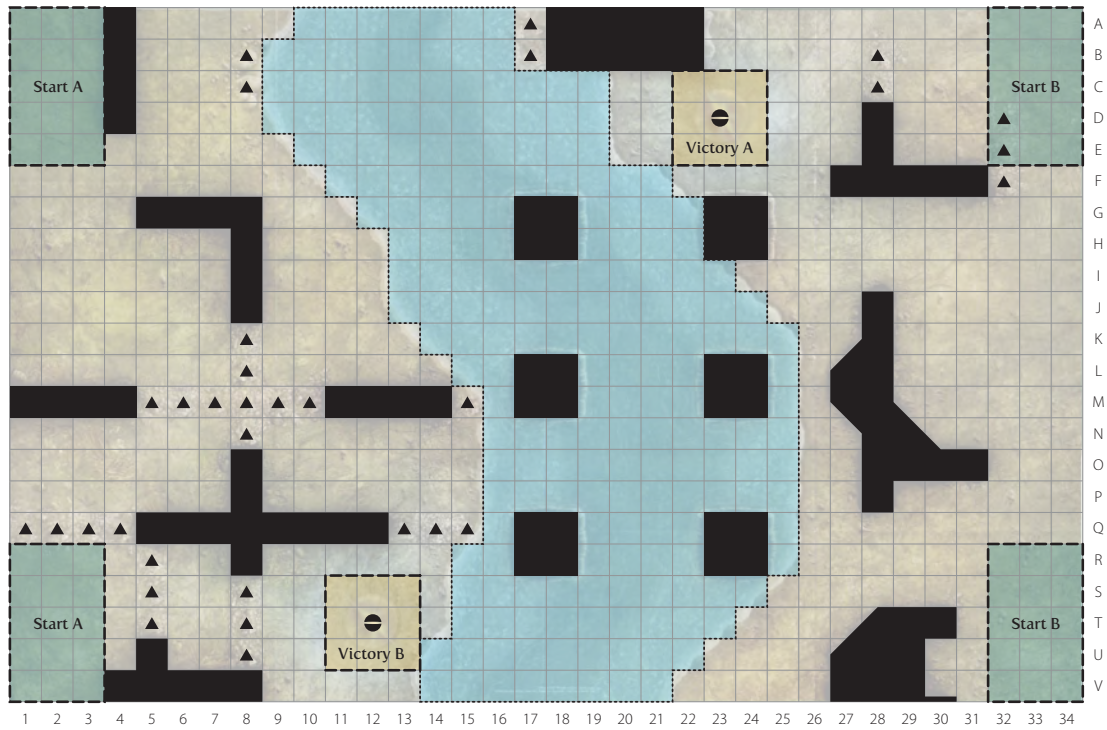
Terrain Features: Difficult terrain.

Start Areas: Side A: 2, Side B: 2.

Victory Areas: Side A: 2, Side B: 2, Shared A/B: 1.

Publication: Released in the *Dungeons & Dragons Miniatures Game Starter Set* (2006).

FLOODED RUINS



Size: Full-size (22x34) map.

Terrain Features: Difficult terrain, river terrain, teleporter terrain.

Start Areas: Side A: 2, Side B: 2.

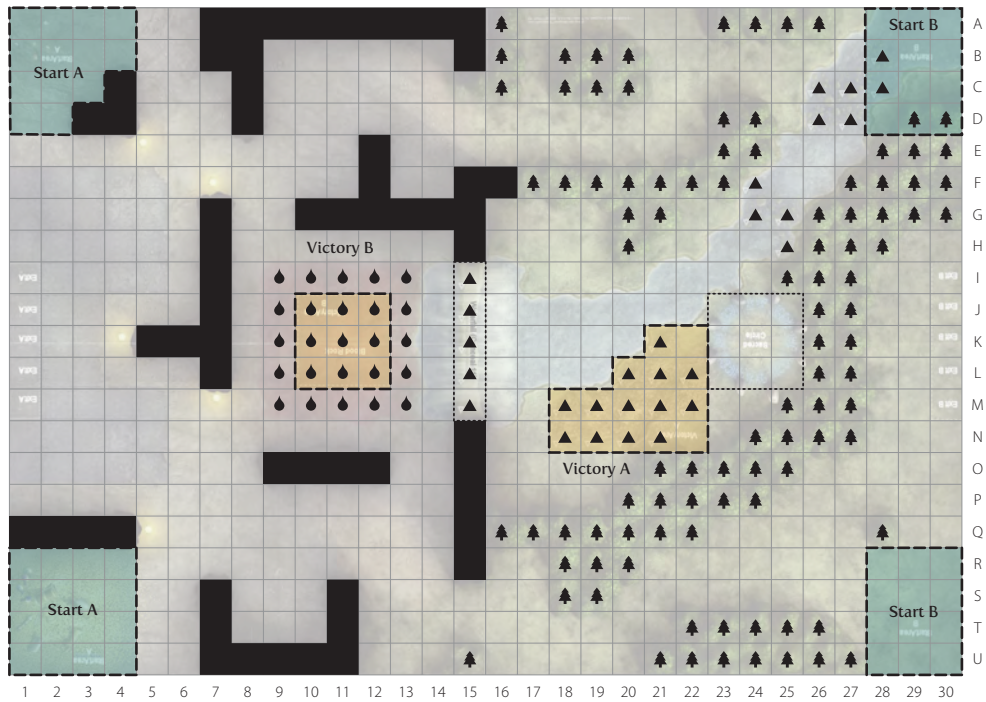
Victory Areas: Side A: 1, Side B: 1.

Publication: Released in the *Dungeons & Dragons Miniatures Game Starter Set* (2008).

Notes

The large area containing V18 is river terrain.

FOREST CLIFF LAIR



Size: Full-size (21x30) map.

Terrain Features: Blood rock terrain, difficult terrain, forest terrain, sacred circle terrain, waterfall terrain.

Start Areas: Side A: 2, Side B: 2.

Victory Areas: Side A: 1, Side B: 1.

Publication: Released in *Fantastic Locations: Dragondown Grotto*.

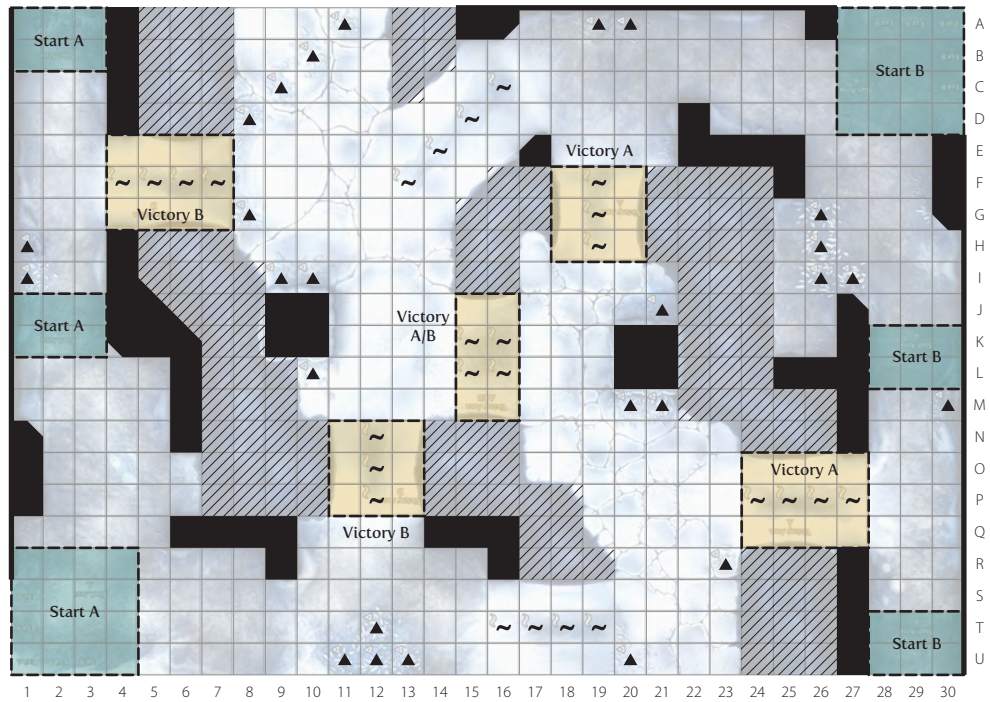
Notes

The area containing K24 is sacred circle terrain. The area containing K15 is waterfall terrain.

WATERFALL

A creature has Conceal 11 against ranged attacks whenever line of effect between the attacker and that creature enters or passes through waterfall terrain.

FROSTFELL RIFT



Size: Full-size (21x30) map.

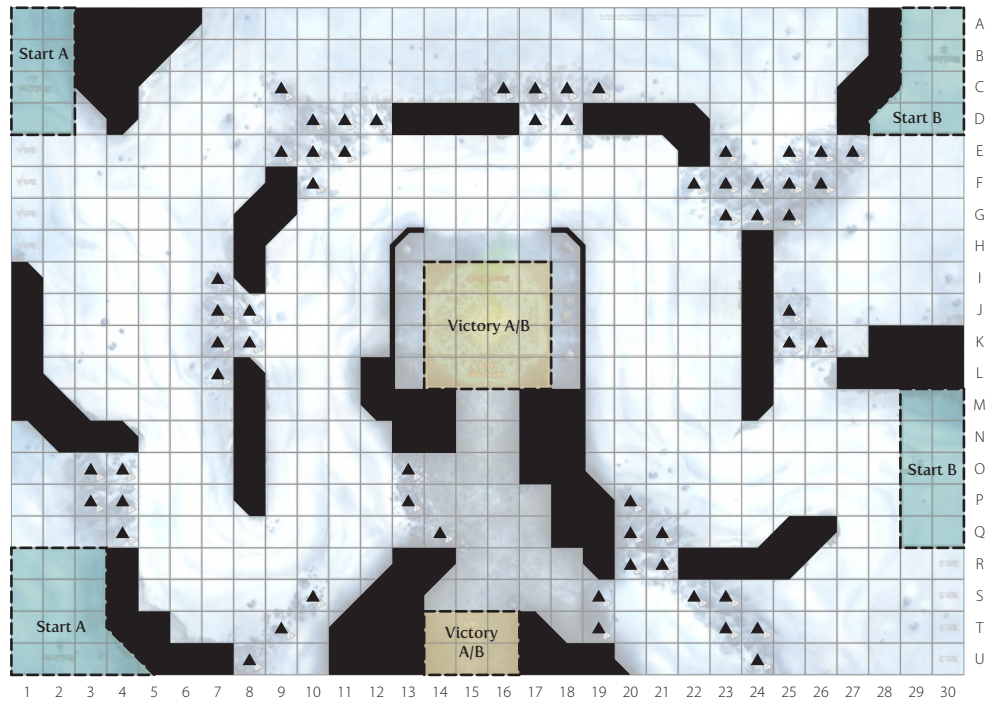
Terrain Features: Difficult terrain, pit terrain, slippery terrain.

Start Areas: Side A: 3, Side B: 3.

Victory Areas: Side A: 2, Side B: 2, Shared A/B: 1.

Publication: Released in *Fantastic Locations: The Frostfell Rift*.

HAILSTORM TOWER



Size: Full-size (21x30) map.

Terrain Features: Difficult terrain, sacred circle terrain.

Start Areas: Side A: 2, Side B: 2.

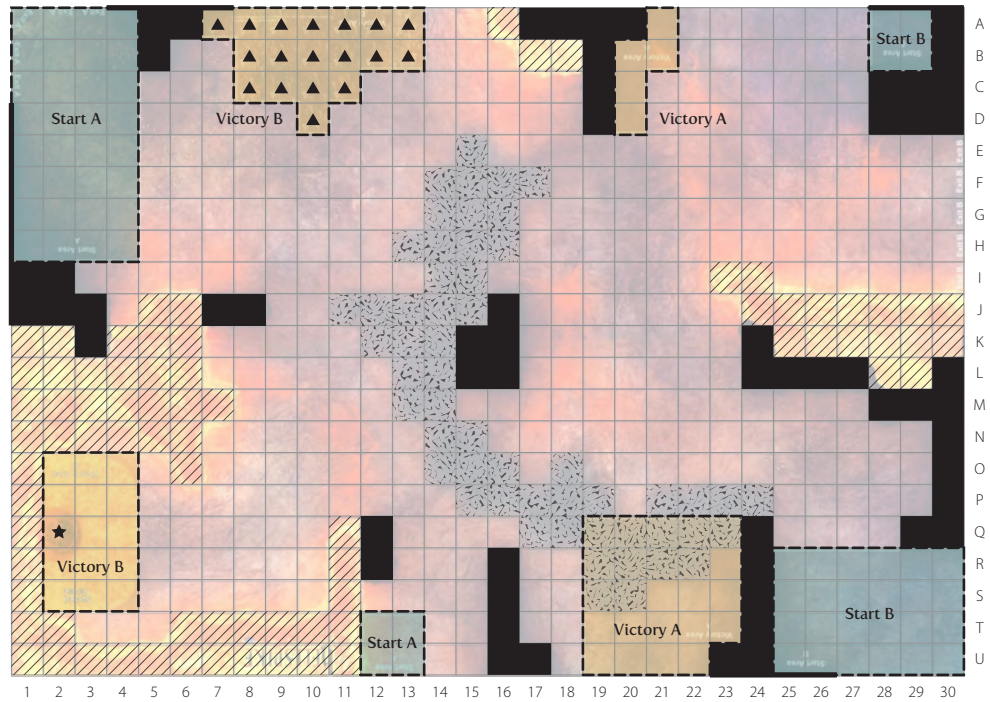
Victory Areas: Shared A/B: 2.

Publication: Released in *Fantastic Locations: The Frostfell Rift*.

Notes

The victory area containing J15 is also sacred circle terrain.

HELLSPIKE



Size: Full-size (21x30) map.

Terrain Features: Difficult terrain, pit terrain, sacred circle terrain, smoke terrain, statue terrain.

Start Areas: Side A: 2, Side B: 2.

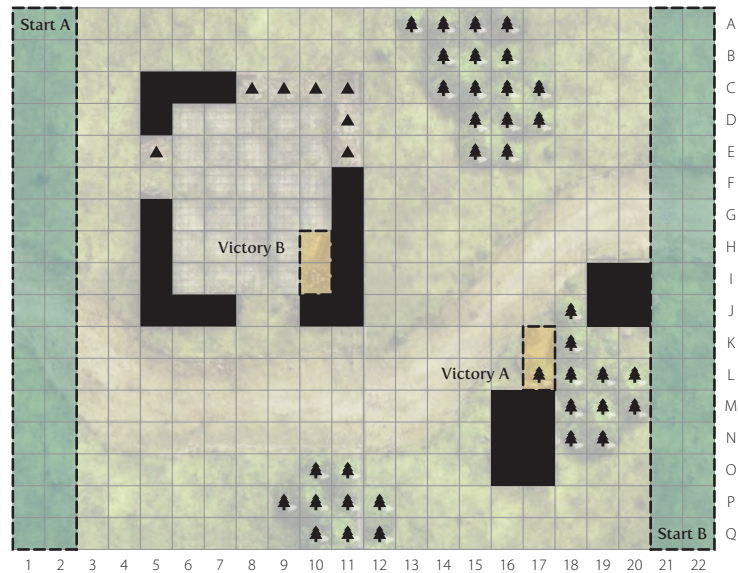
Victory Areas: Side A: 2, Side B: 2.

Publication: Released in *Fantastic Locations: Hellspike Prison*.

Notes

The squares in the victory area containing Q3 are also sacred circle terrain.

THE HIGH ROAD



Size: Half-size (22x17) map.

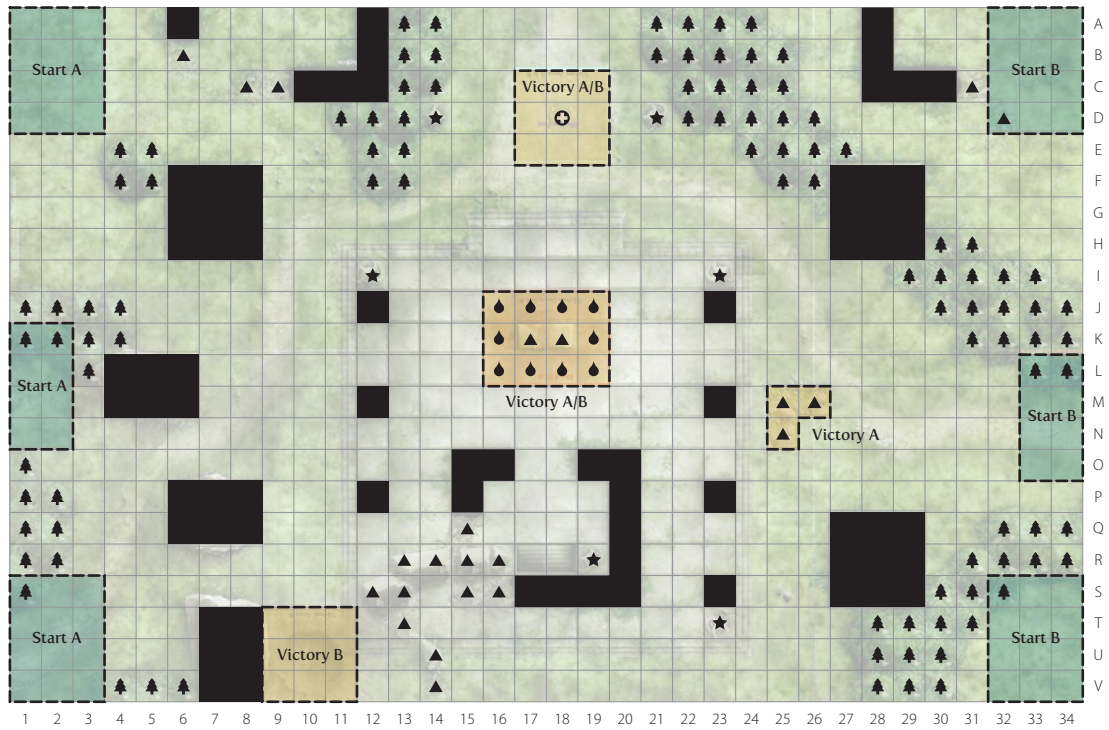
Terrain Features: Difficult terrain, forest terrain.

Start Areas: Side A: 1, Side B: 1.

Victory Areas: Side A: 1, Side B: 1.

Publication: Released on reverse of *Demonweb* checklist poster.

JUNGLE TEMPLE



Size: Full-size (22x34) map.

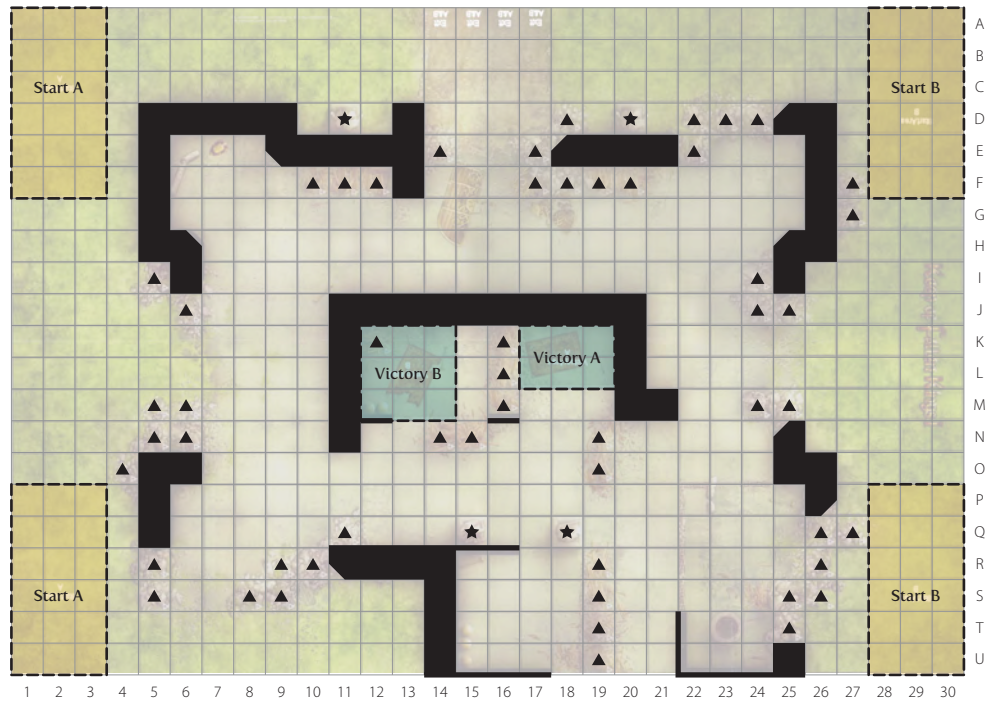
Terrain Features: Difficult terrain, blood rock terrain, forest terrain, healing font terrain.

Start Areas: Side A: 3, Side B: 3.

Victory Areas: Side A: 1, Side B: 1, Shared A/B: 2.

Publication: Released in the *Dungeons & Dragons Miniatures Game Starter Set* (2008).

KEEP OF FALLEN KINGS I



Size: Full-size (21x30) map.

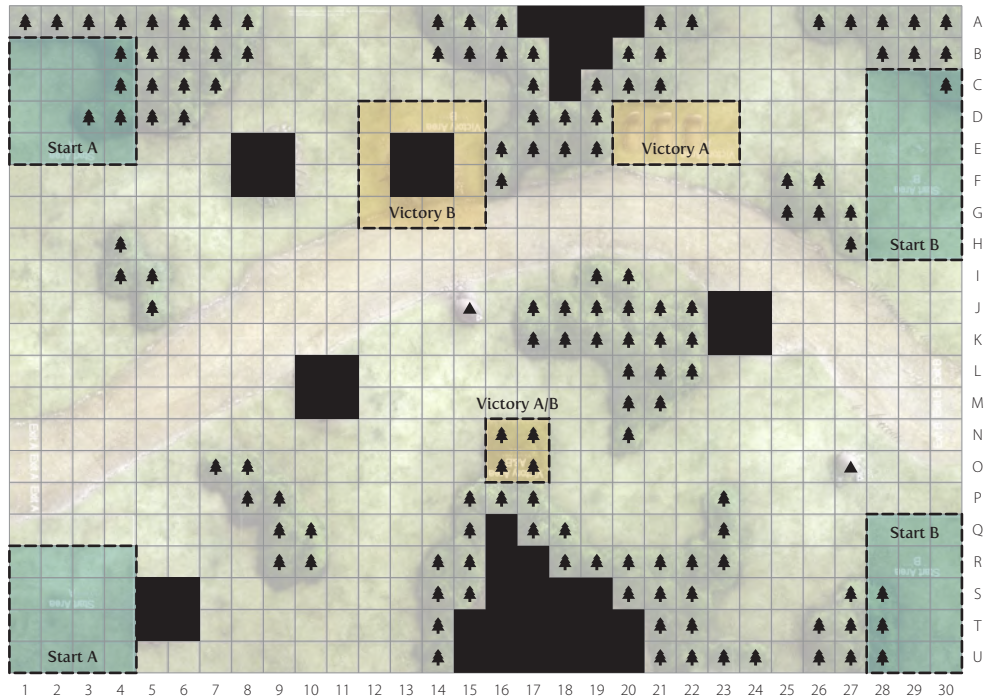
Terrain Features: Difficult terrain, statue terrain.

Start Areas: Side A: 2, Side B: 2.

Victory Areas: Side A: 1, Side B: 1.

Publication: Released in *Fantastic Locations: Fields of Ruin*.

THE KING'S ROAD



Size: Full-size (21x30) map.

Terrain Features: Difficult terrain, forest terrain.

Start Areas: Side A: 2, Side B: 2.

Victory Areas: Side A: 1, Side B: 1, Shared A/B: 1.

Publication: Released in *Fantastic Locations: Fields of Ruin* and re-printed on the reverse of the Against the Giants checklist poster. However, the reprint is missing start areas and victory areas and is not legal for DDM play.

MAGMA KEEP



Size: Full-size (21x30) map.

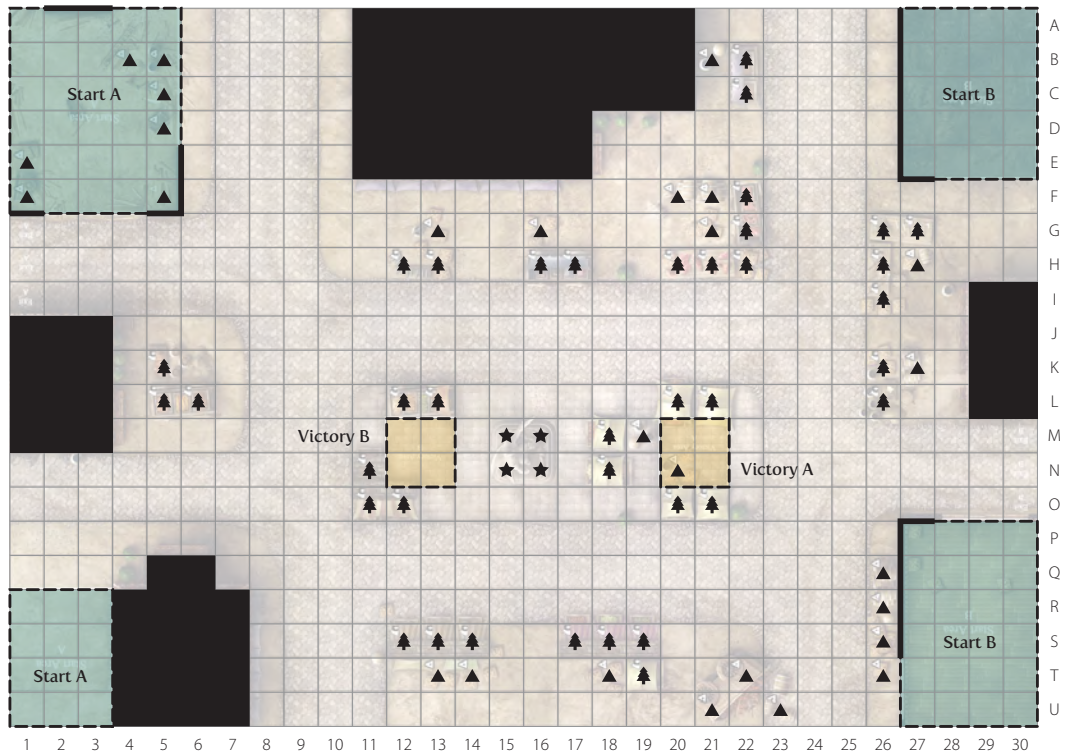
Terrain Features: Difficult terrain, pit terrain.

Start Areas: Side A: 1, Side B: 1.

Victory Areas: Side A: 2, Side B: 2.

Publication: Released in *Fantastic Locations: Hellspike Prison*.

MARKET SQUARE



Size: Full-size (21x30) map.

Terrain Features: Difficult terrain, forest terrain, statue terrain.

Start Areas: Side A: 2, Side B: 2.

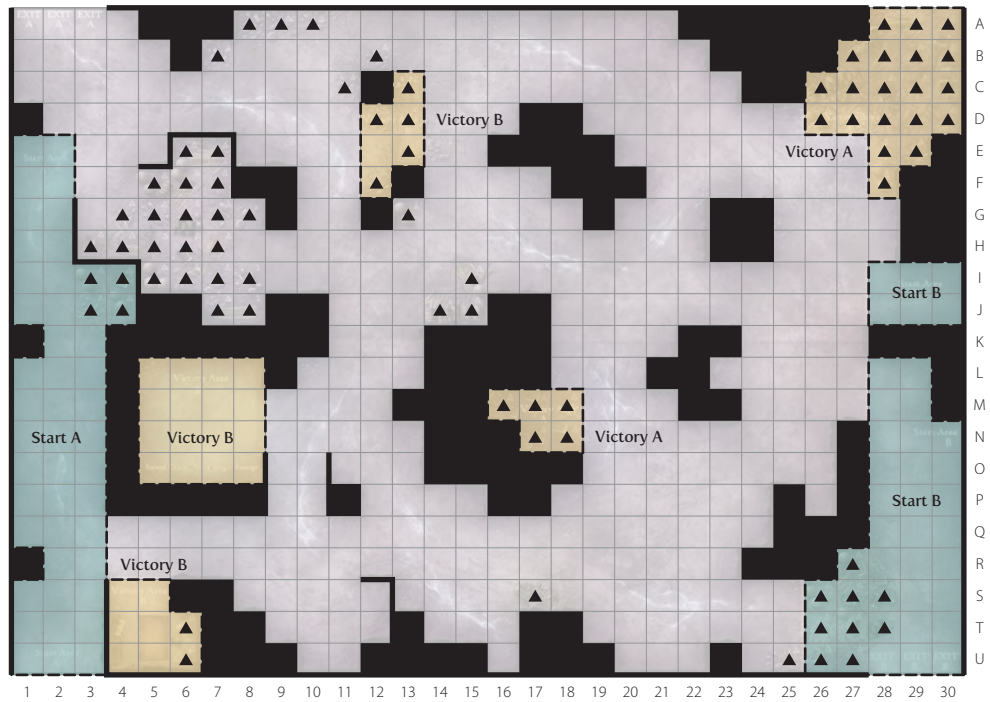
Victory Areas: Side A: 1, Side B: 1.

Publication: Released in *City of Peril*.

Notes

The squares marked as Market Stall terrain are considered Forest terrain.

MITHRAL MINES



Size: Full-size (21x30) map.

Terrain Features: Difficult terrain, sacred circle terrain.

Start Areas: *Side A: 1, Side B: 2.*

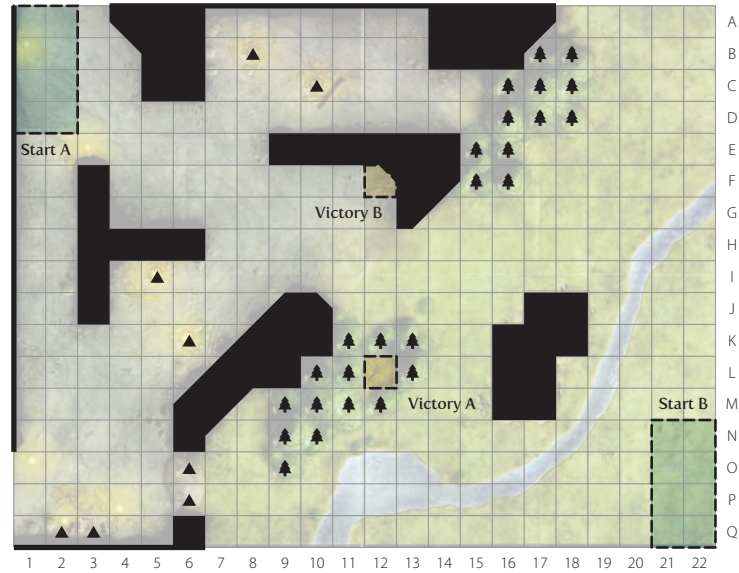
Victory Areas: *Side A: 2, Side B: 3.*

Publication: Released in *Fane of the Drow*.

Notes

The victory area containing M6 is also sacred circle terrain.

MONSTER LAIR



Size: Half-size (17x22) map.

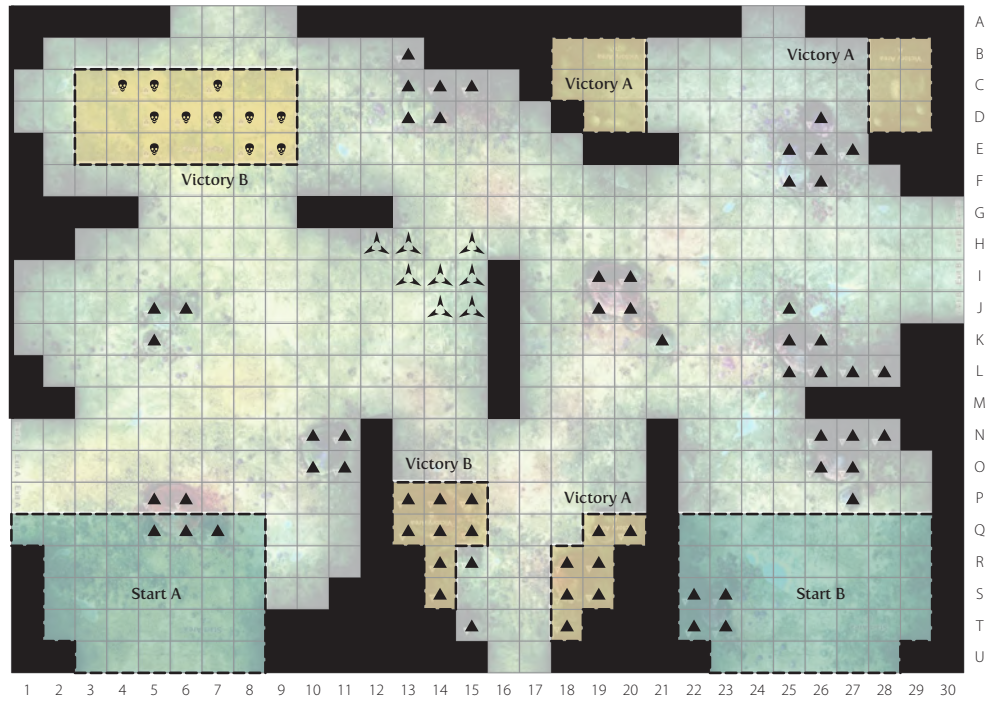
Terrain Features: Difficult terrain, forest terrain.

Start Areas: Side A: 1, Side B: 1.

Victory Areas: Side A: 1, Side B: 1.

Publication: Released in the *Dungeons & Dragons Miniatures Game Starter Set* (2008).

MUSHROOM CAVERN



Size: Full-size (21x30) map.

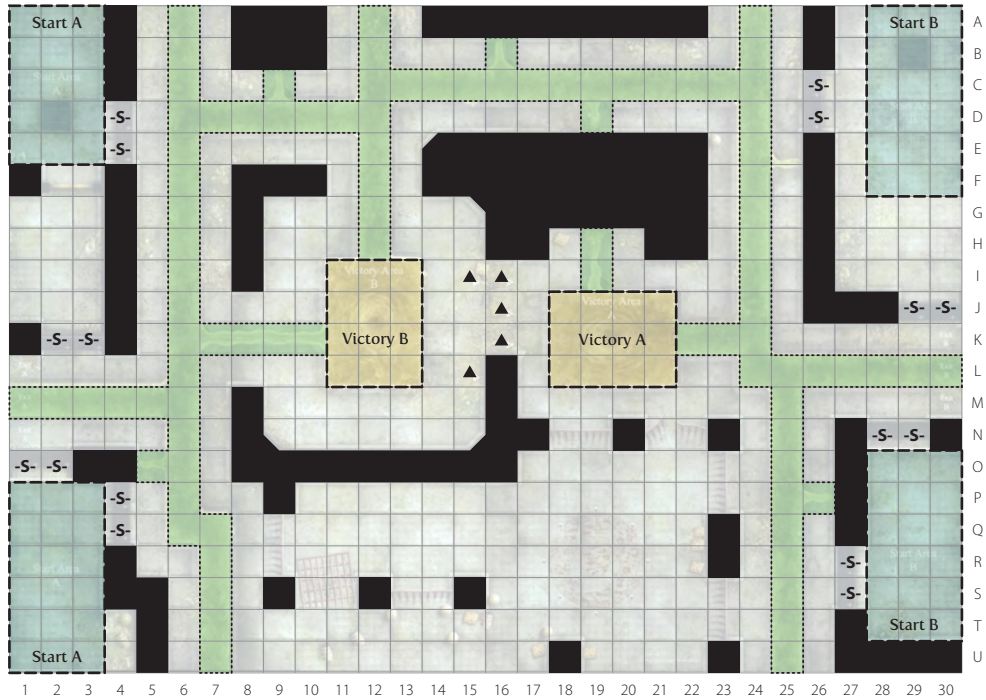
Terrain Features: Dangerous terrain, difficult terrain, spike stones terrain.

Start Areas: Side A: 1, Side B: 1.

Victory Areas: Side A: 3, Side B: 2.

Publication: Released in *Fantastic Locations: Hellspike Prison*.

RATFANG SEWERS



Size: Full-size (21x30) map.

Terrain Features: Difficult terrain, sewage terrain, secret door terrain.

Start Areas: Side A: 2, Side B: 2.

Victory Areas: Side A: 1, Side B: 1.

Publication: Released in *City of Peril*.

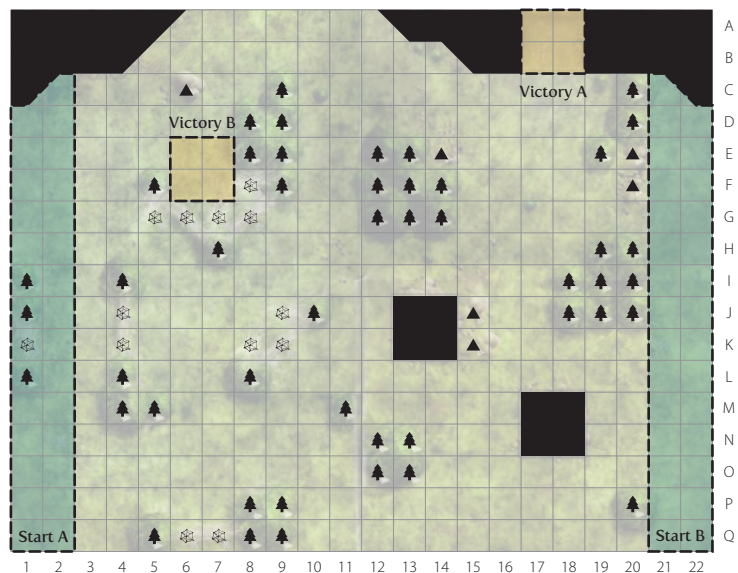
Notes

The area containing M1 is sewage terrain; both victory areas are sewage terrain in addition to being victory areas.

SEWAGE TERRAIN

A living creature without Stench occupying sewage terrain has -2 Attack, -2 to saving throws, and -2 AC.

SPIDERHAUNT VALE



Size: Half-size (17x22) map.

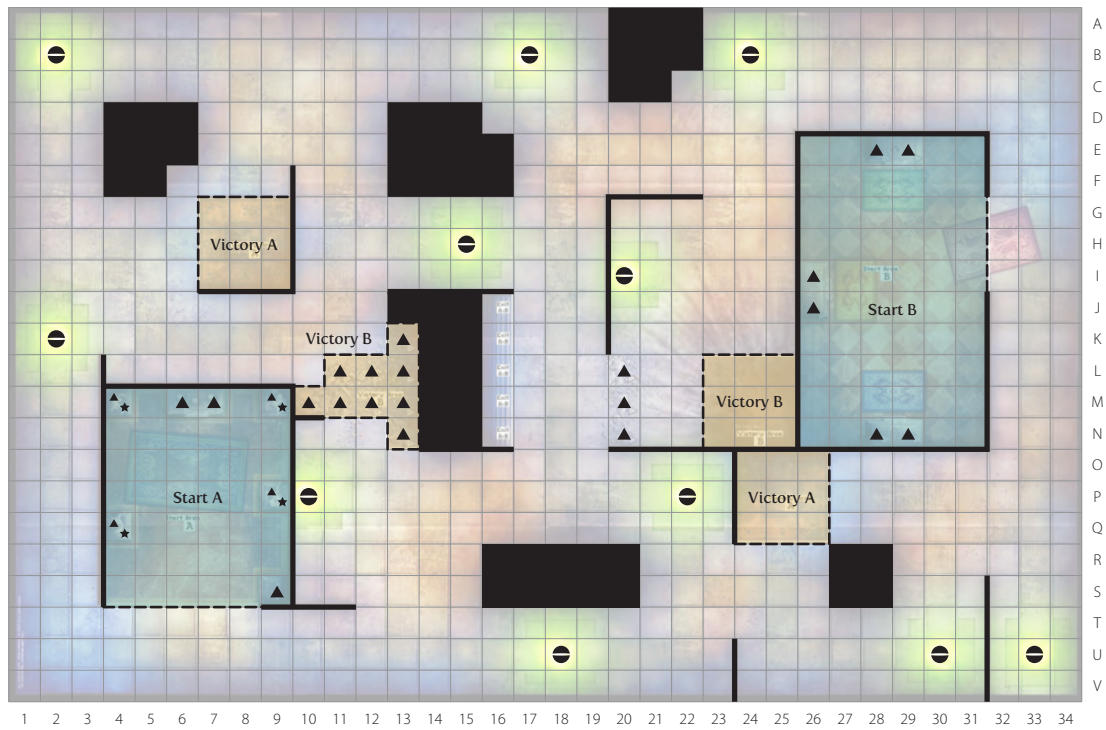
Terrain Features: Difficult terrain, forest terrain, web terrain.

Start Areas: Side A: 1, Side B: 1.

Victory Areas: Side A: 1, Side B: 1.

Publication: Released on reverse of *Demonweb* checklist poster.

TELEPORT TEMPLE



Size: Full-size (22x34) map.

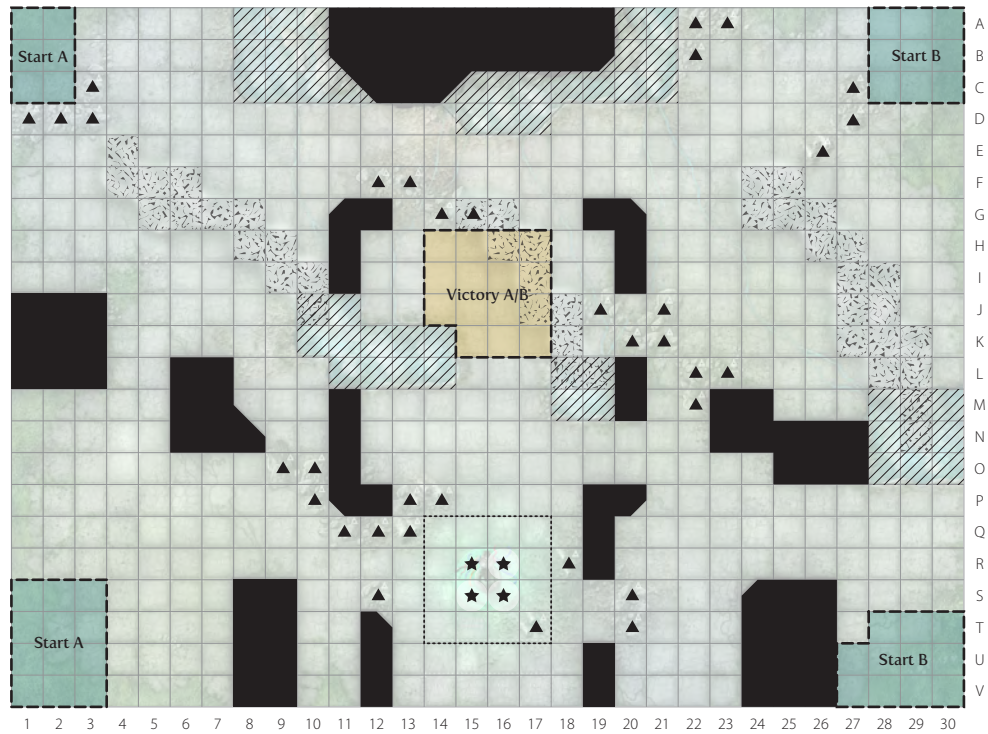
Terrain Features: Difficult terrain, statue terrain, teleporter terrain.

Start Areas: Side A: 1, Side B: 1.

Victory Areas: Side A: 2, Side B: 2.

Publication: Released in the *Dungeons & Dragons Miniatures Game Starter Set* (2006).

TEMPLE OF THE UNSEEING



Size: Full-size (22x30) map.

Terrain Features: Difficult terrain, pit terrain, smoke terrain, statue terrain, Unseeing's Blessing terrain.

Start Areas: *Side A: 2, Side B: 2.*

Victory Areas: *Shared A/B: 1.*

Publication: Released by Hordelings courtesy of Jason Engle.

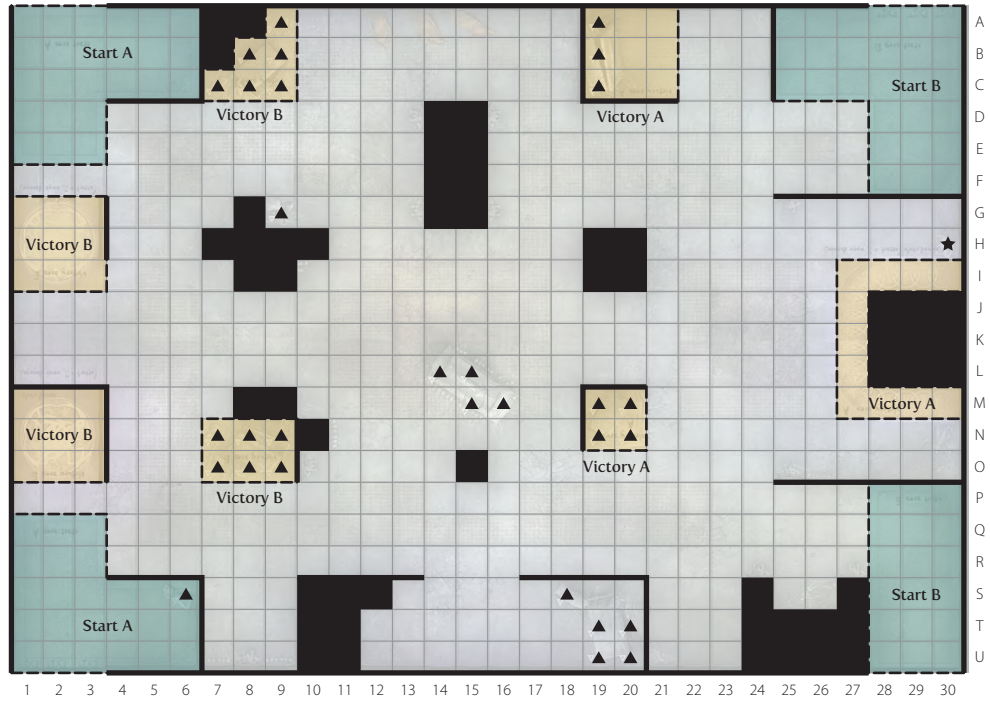
Notes

The areas with boiling artwork containing A8, A20, K12, M18, and O29 are pit terrain; note that one or more squares in several are both pit and smoke terrain. The area containing Q14 is Unseeing's Blessing terrain.

UNSEEING'S BLESSING

A creature has +2 AC and +2 to saving throws while occupying Unseeing's Blessing terrain.

TOMB OF QUEEN PEREGRINE



Size: Full-size (21x30) map.

Terrain Features: Difficult terrain, sacred circle terrain, statue terrain.

Start Areas: Side A: 2, Side B: 2.

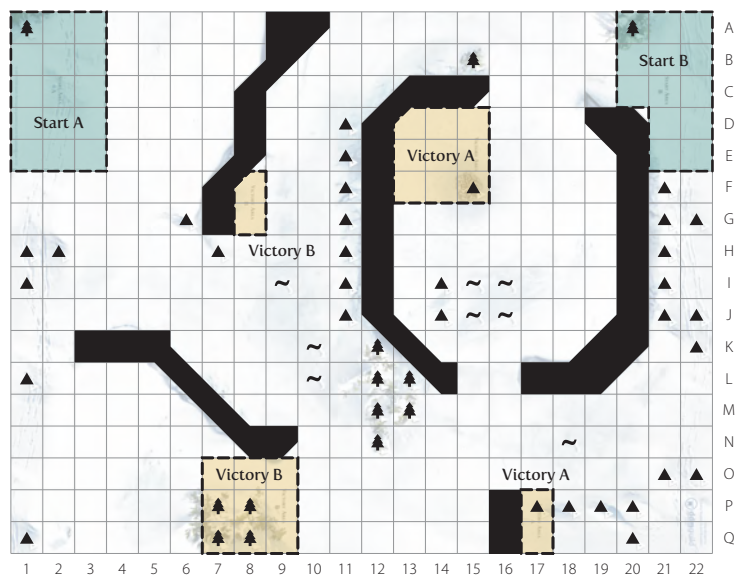
Victory Areas: Side A: 3, Side B: 4.

Publication: Released in *Fane of the Drow*.

Notes

The victory areas containing H2, N2, and I27 are also sacred circle terrain.

WINDSWEPT PRECIPICE



Size: Half-size (17x22) map.

Terrain Features: Difficult terrain, forest terrain, slippery terrain.

Start Areas: Side A: 1, Side B: 1.

Victory Areas: Side A: 2, Side B: 2.

Publication: Released by DDM Guild, courtesy of Joel Broveleit.

BIBLIOGRAPHY

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Dragon Magazine #337

Dungeons & Dragons Icons: Gargantuan Blue Dragon (Wizards of the Coast, ISBN 978-0786941896)

Dungeons & Dragons Icons: Legend of Drizzt Scenario Pack (Wizards of the Coast, ISBN 978-0786943500)

Dungeons & Dragons Miniatures Game Starter Set (2006) (Wizards of the Coast, ISBN 978-0786938865)

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Fantastic Locations: Hellspike Prison (Wizards of the Coast, ISBN 978-0786939213)

Fantastic Locations: Fields of Ruin (Wizards of the Coast, ISBN 978-0786939084)

Fantastic Locations: Dragondown Grotto (Wizards of the Coast, ISBN 978-0786939213)

Fantastic Locations: The Frostfell Rift (Wizards of the Coast, ISBN 978-0786941698)

APPENDIX A. VERSION HISTORY

November 19, 2009

Page 5, “Dragondown Grotto”—Added additional forest terrain around F23 to better match the interpretation of the art under the original edition rules.

Page 26, “Market Square”—Changed the market stall terrain to forest terrain, rather than a “same in every way but name” adjunct type of forest.



Revised November 19, 2009