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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.
**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.

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**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.
**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.

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**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.

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**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.)*
**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.
**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.
**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.
**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.
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).
**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.*
**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.
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.
**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*. 11/19/2009
**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.
**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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Dungeons & Dragons Icons: Gargantuan Blue Dragon (Wizards of the Coast, ISBN 978-0786941896)


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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.