

# Map Gazetteer

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For use with the [DDM \(V3\) rules](#) issued by the DDM Guild, developed by **D. Garry Stupack**, **Ira Fay** and **Louis Martineau**; based on prior versions of the game by **Kevin Tatroe**, **D. Garry Stupack**, **Peter Lee**, **Rob Heinsoo** & **Stephen Schubert**.

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# LEGEND OF SYMBOLS



Start area A



Wall terrain



Start area B



Gridline wall terrain



Victory area A



Wall terrain (cut corner)



Victory area B



Victory area A/B



River terrain



Shallow waters terrain



Sewage terrain



Bridge terrain



Defensive gridline terrain





















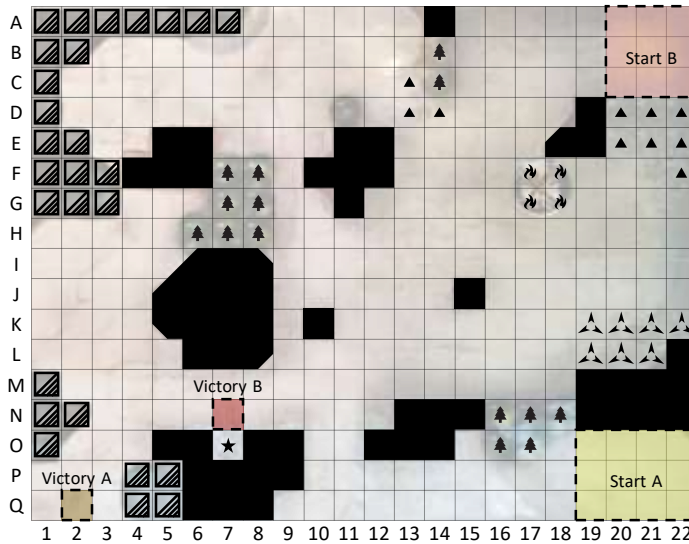
Edgeline terrain



Ridge terrain

# LEGEND OF SYMBOLS

	Blood rock terrain		Smoke terrain
	Corrosive terrain		Spike stones terrain
	Difficult terrain		Statue terrain
	Fire terrain		Teleporter terrain
	Forest terrain		Waterfall terrain
	Healing font terrain		Web terrain
	Ladder terrain		
	Magic-circle terrain		
	Pit terrain		
	Portal terrain		
	Secret door terrain		
	Slippery terrain		



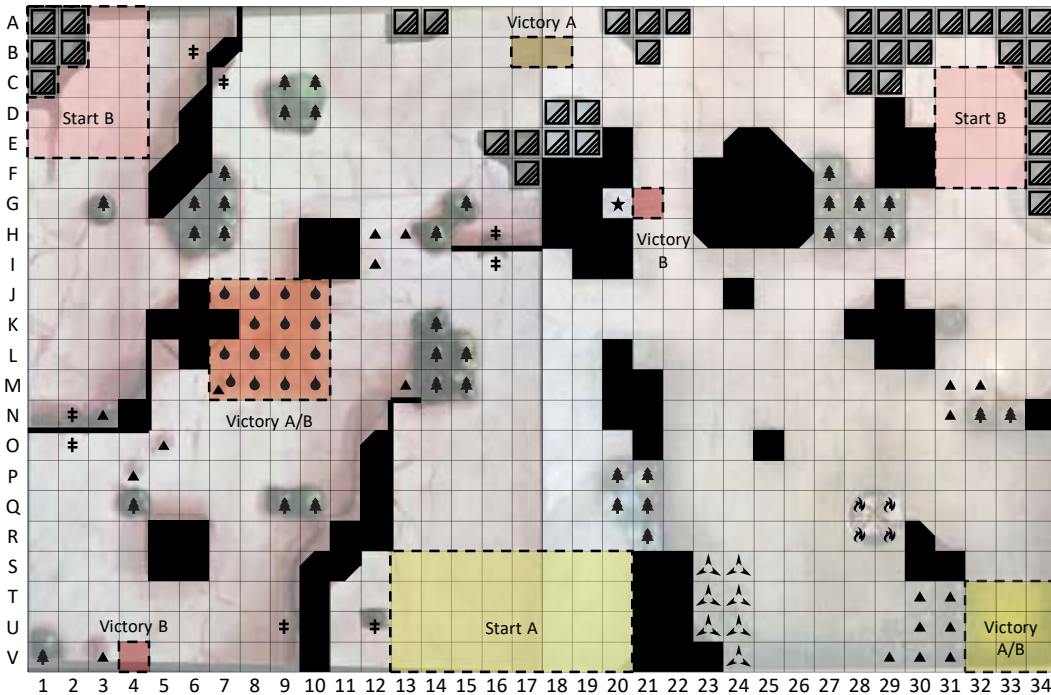
**Size:** Half-size (17 x 22) map.

**Terrain Features:** Difficult terrain, fire terrain, forest terrain, pit terrain, spike stones terrain.

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

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

**Publication:** Released by DDM Guild.



**Size:** Full-size (22 x 34) map.

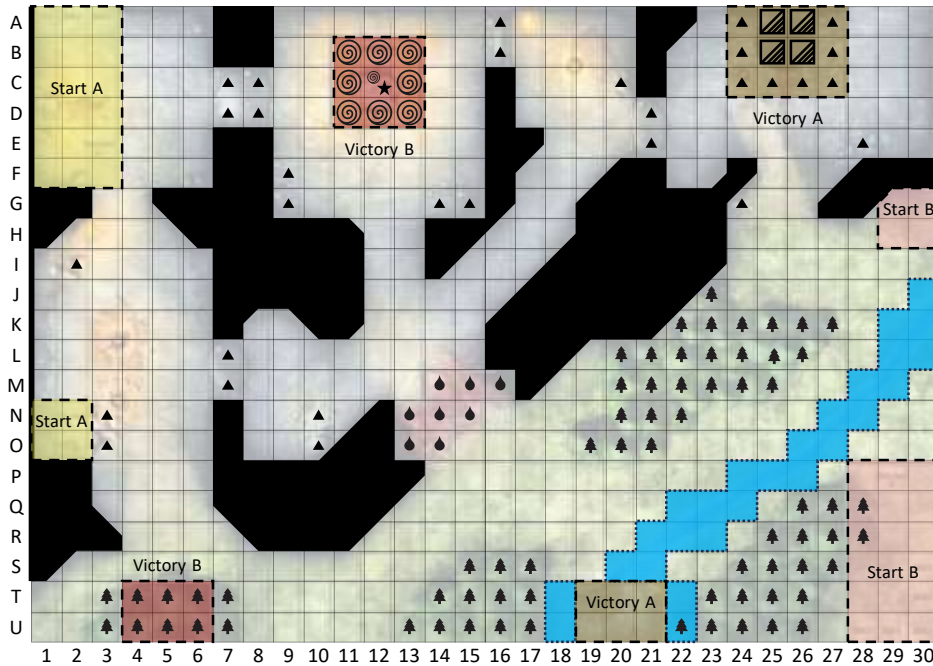
**Terrain Features:** Blood rock terrain, difficult terrain, fire terrain, forest terrain, pit terrain, portal terrain, spike stones terrain.

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

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

**Publication:** Released by DDM Guild.

**Special Map Rules:** See Haunted Quarry on page 12.



**Size:** Full-size (21 x 30) map.

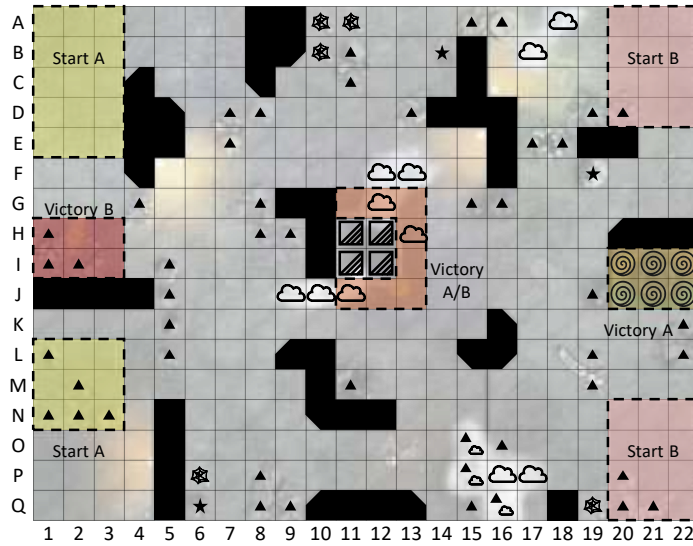
**Terrain Features:** Blood rock terrain, difficult terrain, forest terrain, pit terrain, sacred circle terrain, shallow waters terrain, statue terrain.

**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 entire victory area that includes square T20 is shallow waters terrain.



**Size:** Half-size (17 x 22) map.

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

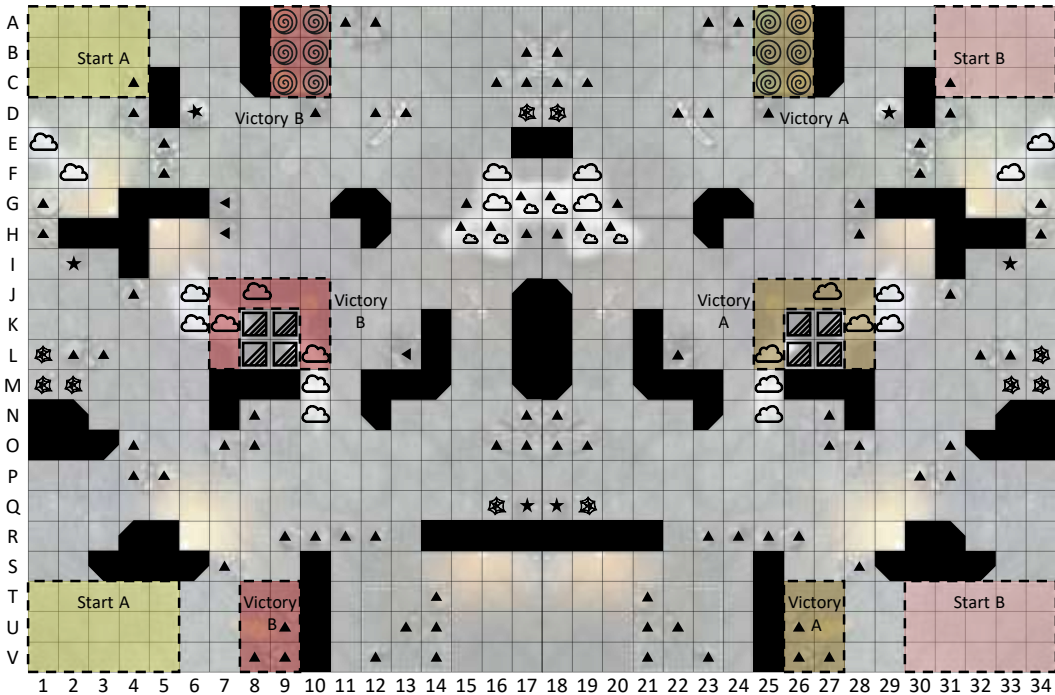
**Start Areas:** *Side A: 2, side B: 2.*

**Victory Areas:** *Side A: 1, side B: 1, shared A/B; 1.*

**Publication:** Sanctioned by DDM Guild.

# Deep Dragon's Den (double)

NEW



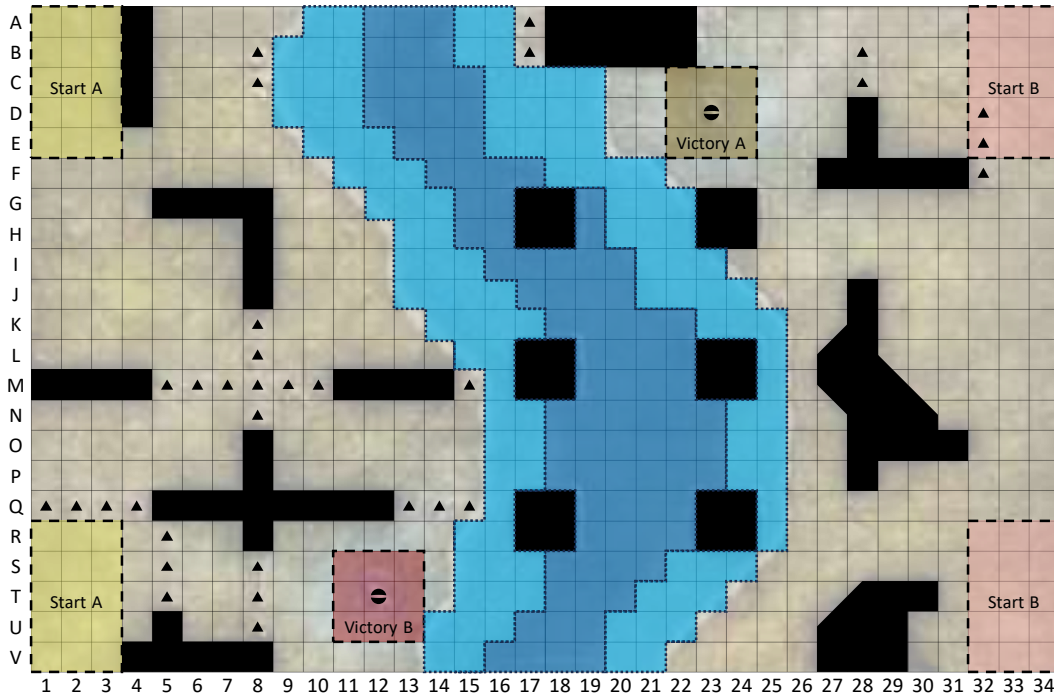
**Size:** Full-size (22 x 34) map.

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

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

**Victory Areas:** *Side A: 2, side B: 2, shared A/B; 2.*

**Publication:** Sanctioned by DDM Guild.



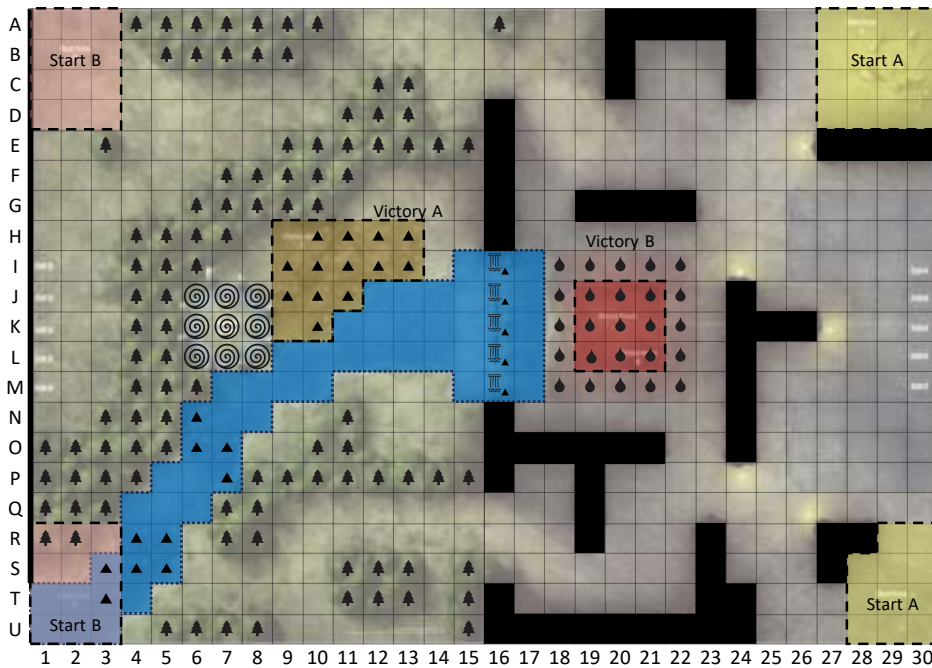
**Size:** Full-size (22 x 34) map.

**Terrain Features:** Difficult terrain, river terrain, shallow waters 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).*



**Size:** Full-size (21 x 30) map.

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

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

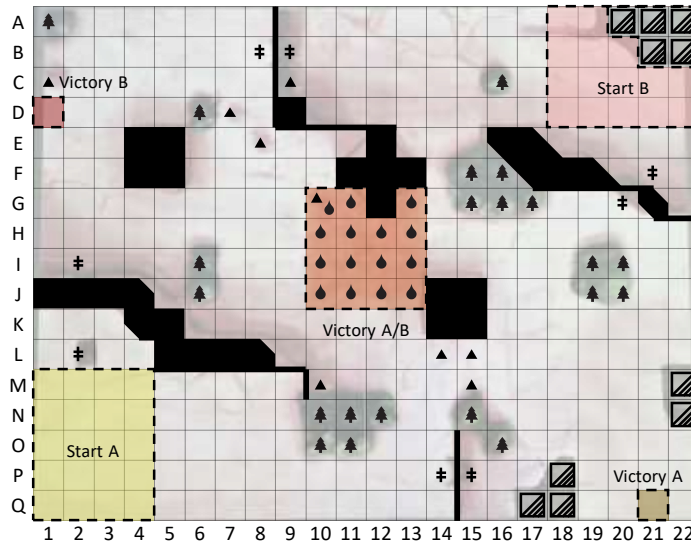
**Victory Areas:** *Side A: 2, side B: 2.*

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

**Notes:** The purple area in start area B is river terrain.

**Special Map Rules:**

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



**Size:** Half-size (17 x 22) map.

**Terrain Features:** Blood rock terrain, difficult terrain, forest terrain, pit terrain, portal terrain.

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

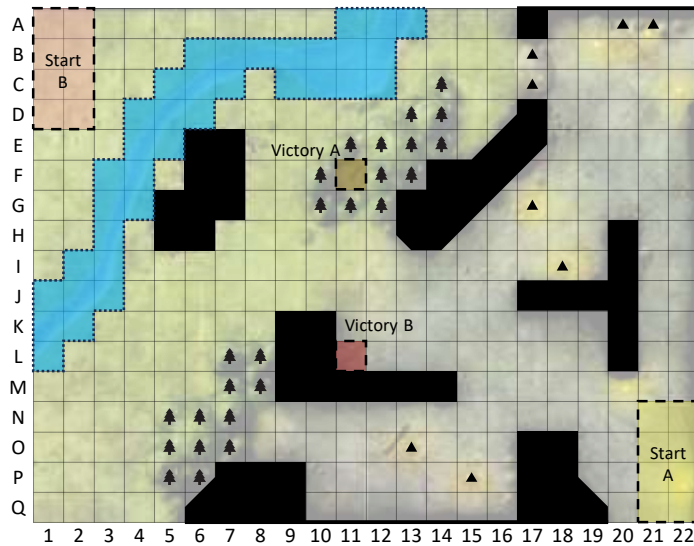
**Victory Areas:** *Side A: 1, side B: 1, shared A/B; 1.*

**Publication:** Released by DDM Guild.

**Special Map Rules:**

**Portal Terrain:** A creature occupying a portal terrain square may use the following power:

**Use Portal:** *(Provokes Opportunity attacks) Immediate action, on this creature's turn only: Pay 4 MP to place this creature in the nearest portal terrain (if it is unoccupied).*



**Size:** Half-size (17 x 22) map.

**Terrain Features:** Difficult terrain, forest terrain, shallow waters terrain.

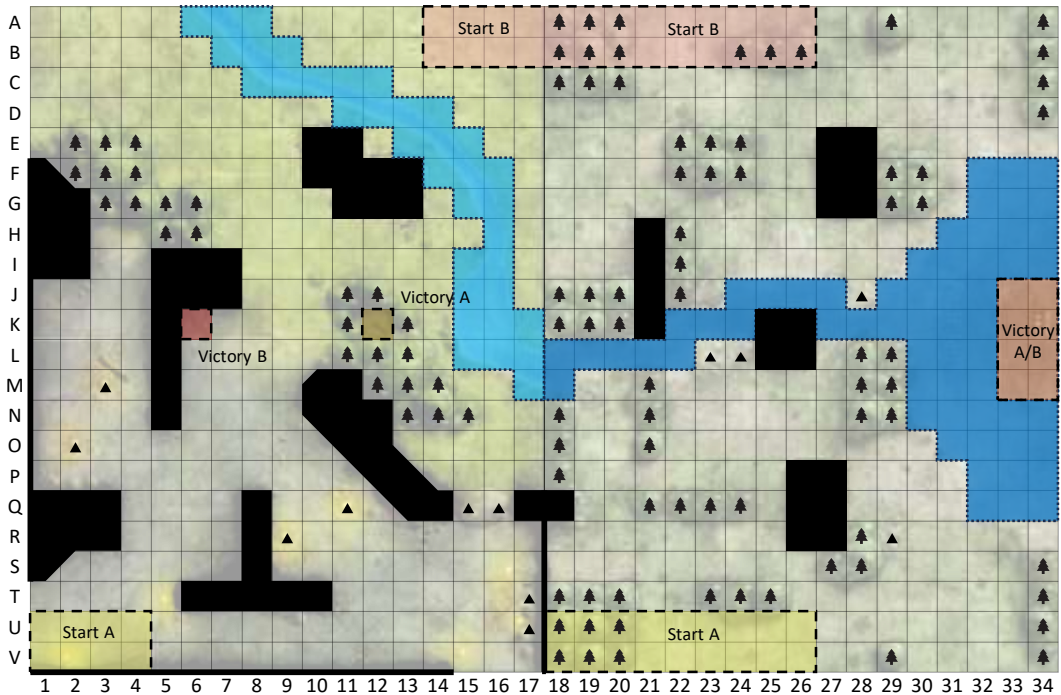
**Start Areas:** *Side A: 1, side B: 1.*

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

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

## Monster Lair + Pirate Cove

NEW



**Size:** Full-size (22 x 34) map.

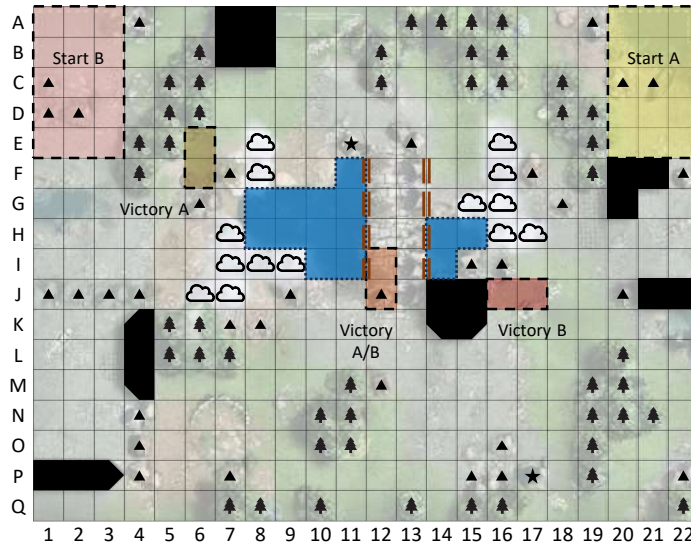
**Terrain Features:** Difficult terrain, forest terrain, river terrain, shallow waters terrain.

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

**Victory Areas:** *Side A: 1, side B: 1, Shared A/B; 1.*

**Publication:** Monster Lair was released in the *Dungeons&Dragons Miniatures Game Starter Set* (2008). Pirate Cove by DDM Guild 2016.

**Notes:** the entire shared victory area A/B is river terrain.



**Size:** Half-size (17 x 22) map.

**Terrain Features:** defensive gridline terrain, difficult terrain, forest terrain, river terrain, smoke terrain.

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

**Victory Areas:** *Side A: 1, side B: 1, shared A/B; 1.*

**Publication:** Sanctioned by DDM Guild.

**Special Map Rules:**

**Defensive Line (Gridline Terrain)**

**Description:** A defensive line represents a natural or fabricated obstacle that can be used for partial cover, such as fences, thick hedges, short walls or battlements.

**Crossing:** +1 MP to cross with surface movement (including if cutting diagonally through).

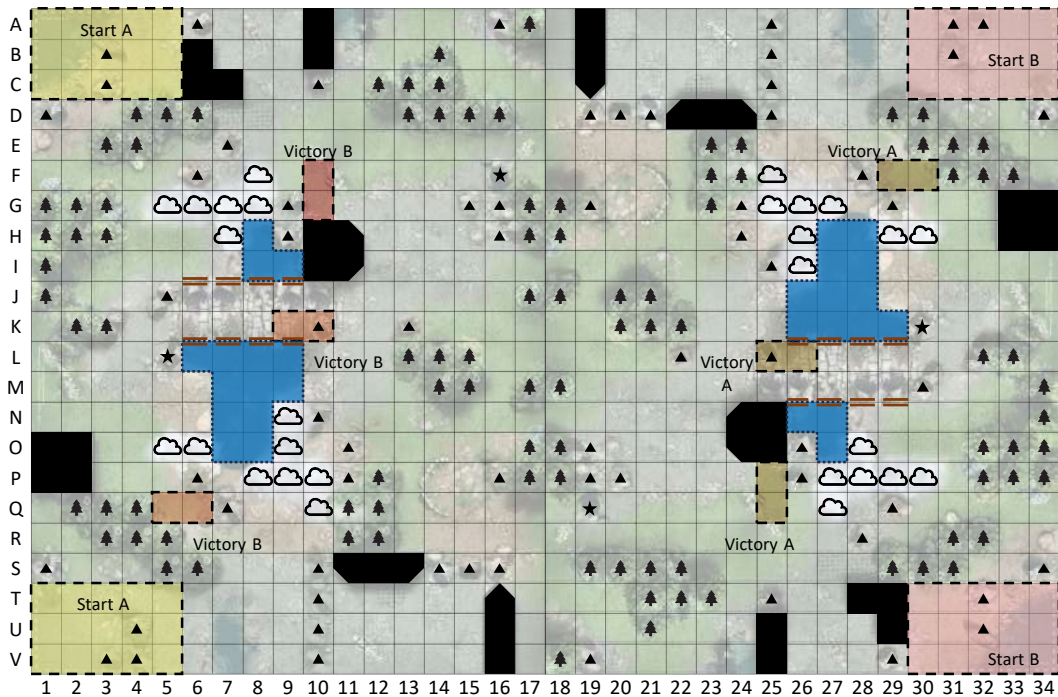
**LoS:** Unobstructed

**Other Rules:**

**Cover:** Provides cover vs. attacks if any LoS/LoE traced to check for cover crosses a defensive line. Lines drawn from origin corners on the defensive line itself are not considered to cross the defensive line.

# Paladin's Bridge (double)

NEW



**Size:** Full-size (22 x 34) map.

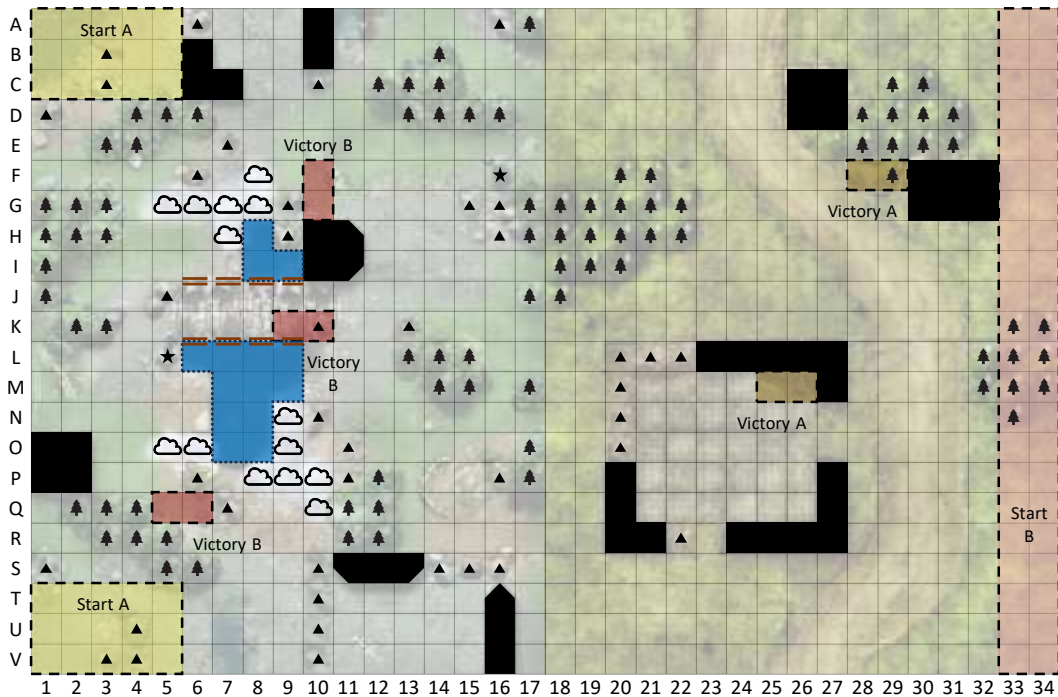
**Terrain Features:** defensive gridline terrain, difficult terrain, forest terrain, river terrain, smoke terrain.

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

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

**Publication:** Sanctioned by DDM Guild.

**Special Map Rules:** see Paladin's Bridge on page 15.



**Size:** Full-size (22 x 34) map.

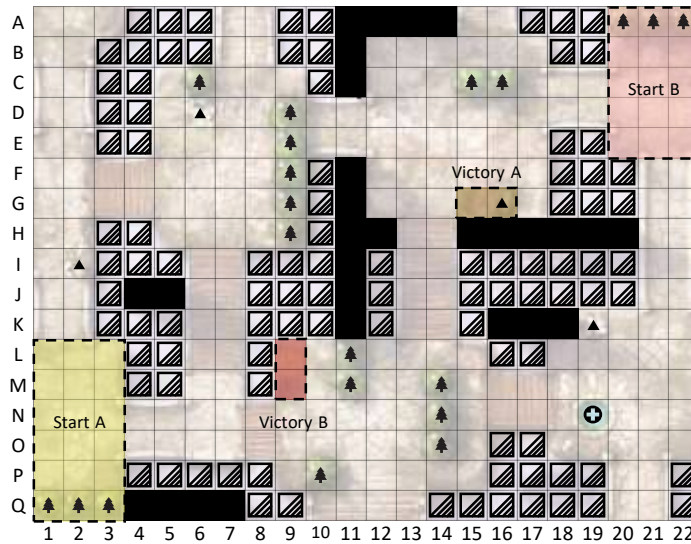
**Terrain Features:** defensive gridline terrain, difficult terrain, forest terrain, river terrain, smoke terrain.

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

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

**Publication:** The High Road was released on reverse of *Demonweb* checklist poster. Paladin's Bridge was sanctioned by DDM Guild.

**Special Map Rules:** see Paladin's Bridge on page 15.



**Size:** Half-size (17 x 22) map.

**Terrain Features:** Difficult terrain, forest terrain, healing font terrain, pit terrain.

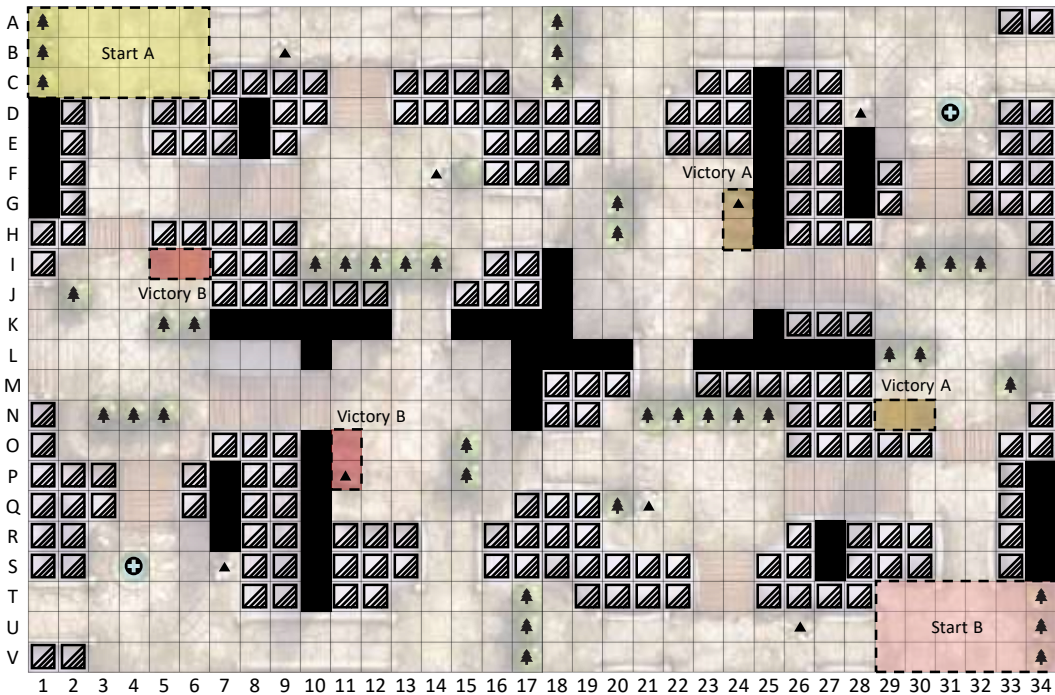
**Start Areas:** *Side A: 1, side B: 1.*

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

**Publication:** DDM Guild 2016.

# Pillars of Heaven (double 1)

NEW



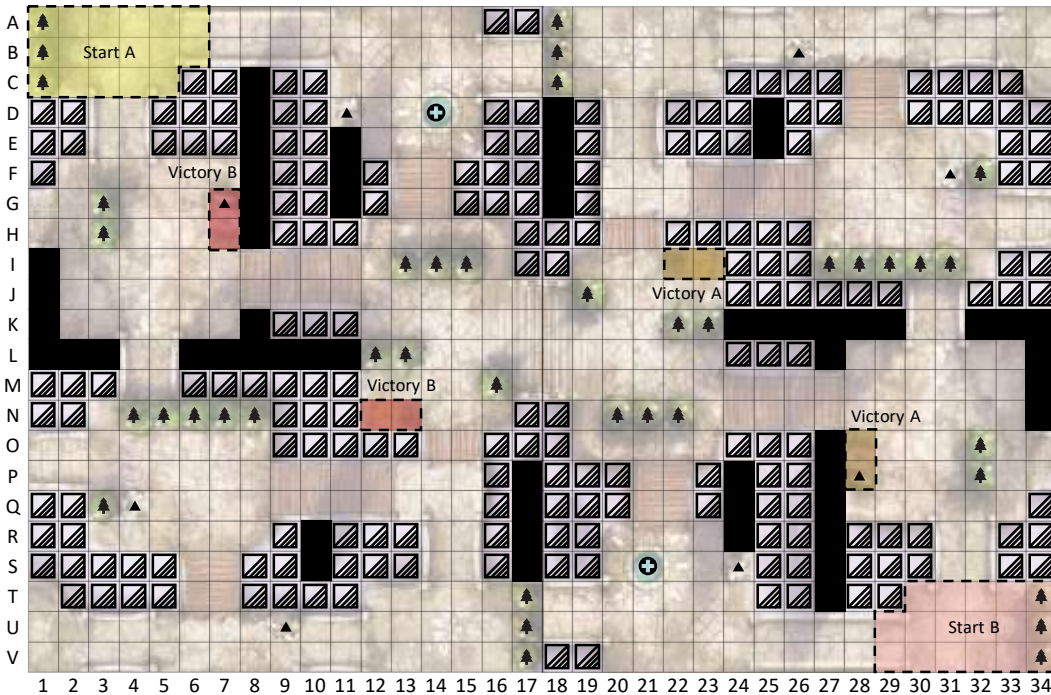
**Size:** Full-size (24 x 34) map.

**Terrain Features:** Difficult terrain, forest terrain, healing font terrain, pit terrain.

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

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

**Publication:** DDM Guild 2016.



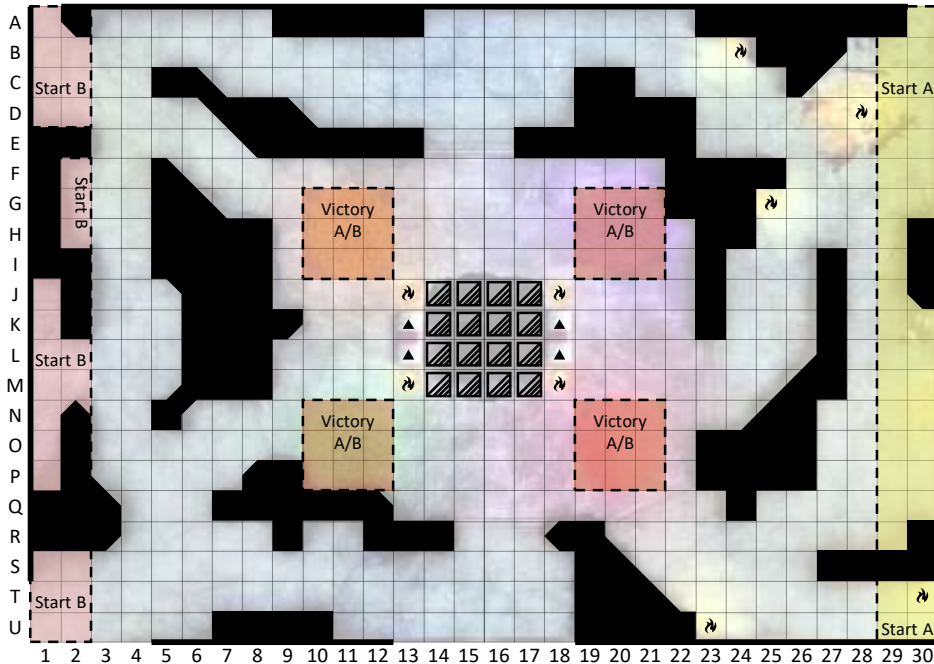
**Size:** Full-size (22 x 34) map.

**Terrain Features:** Difficult terrain, forest terrain, healing font terrain, pit terrain.

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

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

**Publication:** DDM Guild 2016.



**Size:** Full-size (21 x 30) map.

**Terrain Features:** Difficult terrain, fire terrain, pit terrain, wildrune circle terrain.

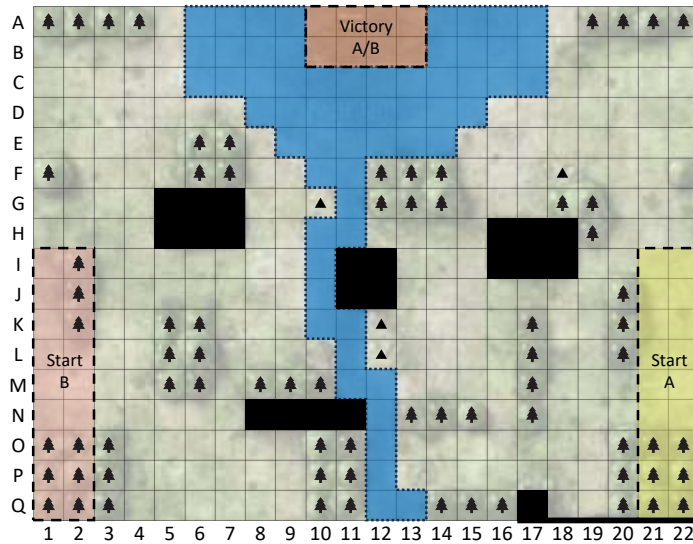
**Start Areas:** Side A: 2. Side B: 4.

**Victory Areas:** Shared A/B: 4.

**Publication:** Released in *Orcs of Stonefang Pass*, 2010.

**Special Map Rules:**

1. **Massive VP:** If creatures from either player’s warband occupy all 4 of the victory areas at the end of the round, the victory point award for that round is doubled for that player (even if the other player also occupies some or all of the victory areas).
2. **Wildrune:** All 4 victory areas are also wildrune circle terrain.
3. **Wildrune circle terrain:** While occupying this terrain, creatures with a faction color that matches the colour of the circle have +2 attack; creatures who do not have any faction that matches the colour of the circle have +2 defense. 2 o’clock is Wild (green), 4 o’clock is Civilisation (yellow), 8 o’clock is Underdark (purple) and 10 o’clock is Borderlands (red).



**Size:** Half-size (17 x 22) map.

**Terrain Features:** Difficult terrain, forest terrain, river terrain.

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

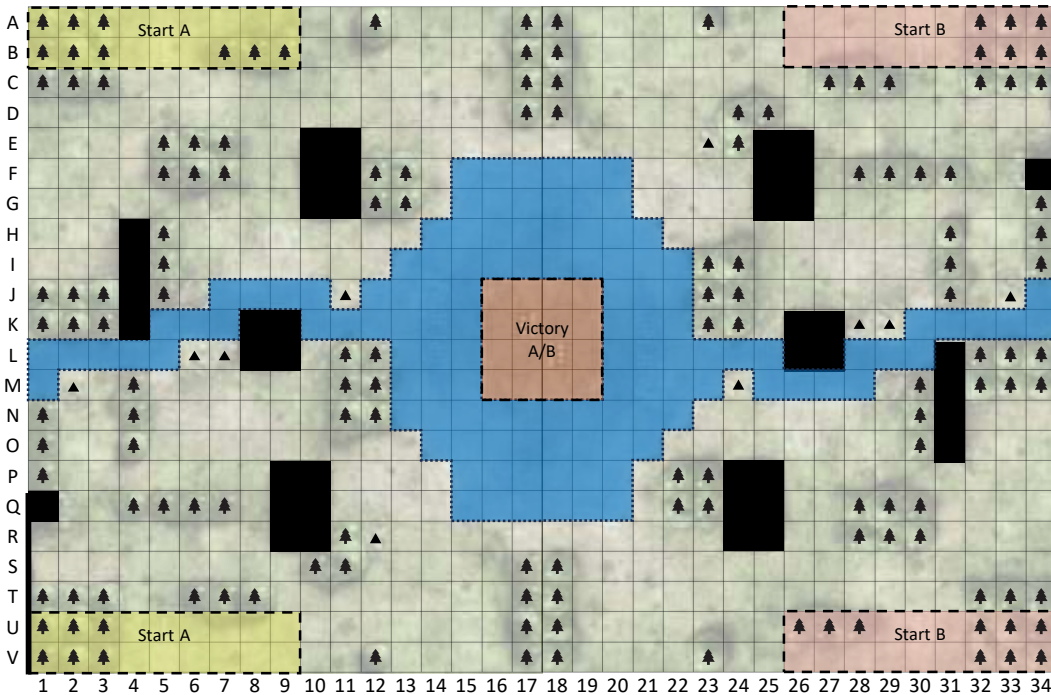
**Victory Areas:** *Shared A/B; 1.*

**Publication:** DDM Guild 2016.

**Notes:** The entire shared victory area A/B is river terrain.

# Pirate Cove (double)

NEW



**Size:** Full-size (22 x 34) map.

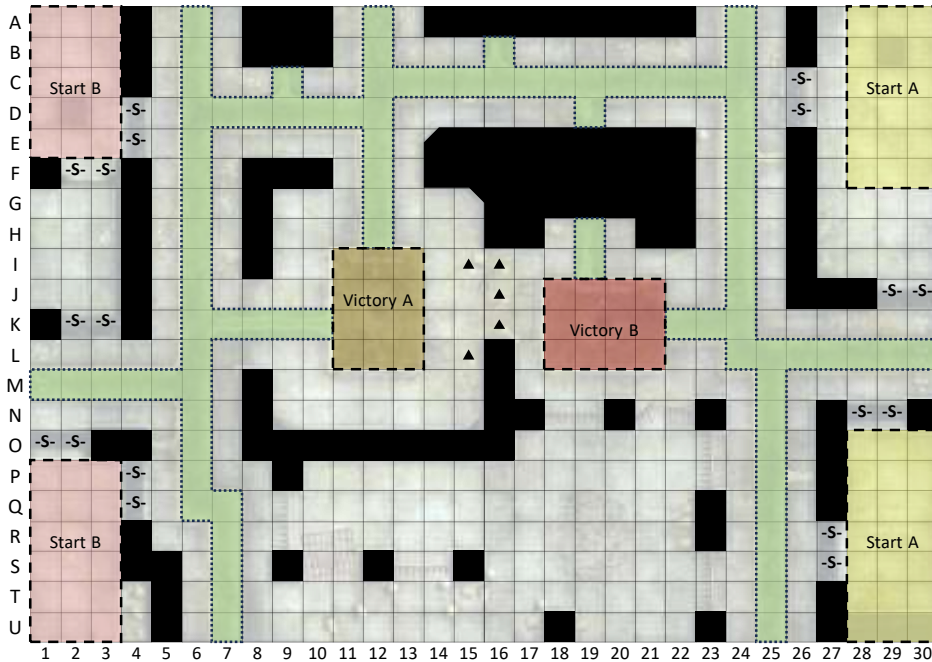
**Terrain Features:** Difficult terrain, forest terrain, river terrain.

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

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

**Publication:** DDM Guild 2016.

**Notes:** The entire shared victory area A/B is river terrain



**Size:** Full-size (21 x 30) 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 *Fantastic Locations: City of Peril*.

**Notes:** the area containing M1 is sewage terrain and shallow waters terrain; both victory areas are sewage terrain in addition to being victory areas.

*(continued on the next page..)*

## Ratfang Sewers (continued)

### Special Map Rules:

#### Sewage Terrain

**Description:** Sewage terrain is toxic liquid.

**Accessibility:** Unrestricted

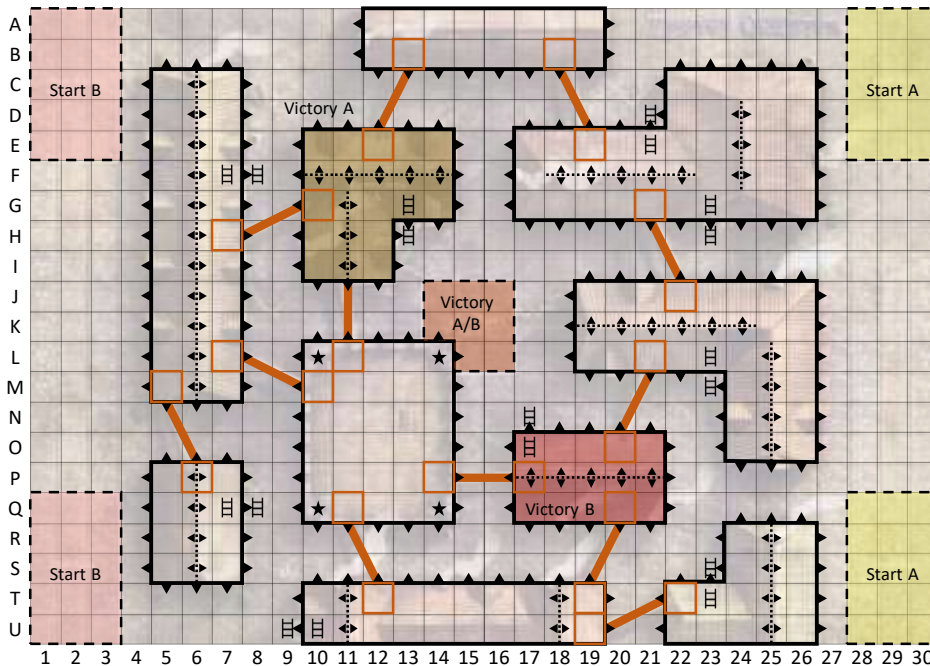
**+MP (surface):** None

**LoS:** Unobstructed

#### Other Rules:

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

**Shallow Waters:** Counts as river terrain for purposes of triggering or satisfying powers, but does not impose any movement penalty to any creature.



**Size:** Full-size (21 x 30) map.

**Terrain Features:** bridge terrain, edgeline terrain, ridge terrain, statue terrain.

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

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

**Publication:** Released in *Fantastic Locations: City of Peril*.

### Special Map Rules:

- 1. Edgeline terrain and Ridge terrain:** These terrain is defined in the [Full Rules](#) : [click here](#).
- 2. Rooftops on a Same Level:** All areas that are circumscribed by edgeline terrain (and by the map edges) are rooftops. Creatures on a rooftop ignore all edgeline terrain for purposes of drawing LoS/LoE to all rooftop squares on the map. (Ridge terrain is not ignored and works normally.)

*(continued on the next page..)*

## Thieves Quarter (continued)

### 3. Specific Terrain and Terrain Powers:

**Ladder Terrain:** A creature occupying a ladder terrain square may use the following power:

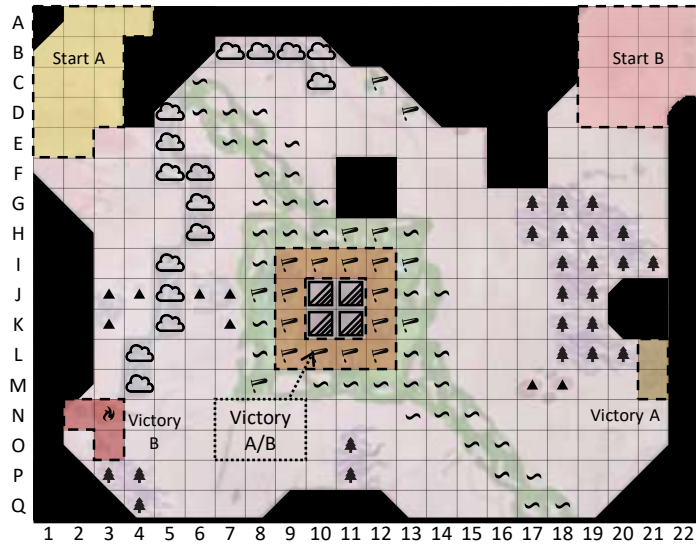
**Use Ladder:** (Provokes Opportunity attacks) *Immediate action, on this creature's turn only:* Pay 1 MP to place this creature on an adjacent ladder terrain square (if it is unoccupied).

**Bridge Terrain:** Each bridge terrain has two ends, and has one square of non-bridge terrain adjacent to each end, which is of the same color as the bridge, called the “bridge-adjacent squares”. A creature occupying a bridge-adjacent square may use the following power:

**Cross Bridge:** (Provokes Opportunity attacks) *Immediate action, on this creature's turn only:* Pay 3 MP to place this creature on the other bridge-adjacent square of this bridge terrain (if it is unoccupied).

**Climbing:** A creature occupying a square adjacent to edgeline terrain may use the following power:

**Climb:** (Provokes Opportunity attacks) *Immediate action, on this creature's turn only:* Pay 5 MP to place this creature on an adjacent square on the other side of the edgeline (if it is unoccupied).



**Size:** Half-size (17 x 22) map.

**Terrain Features:** Corrosive terrain, difficult terrain, forest terrain, slippery terrain, smoke terrain, pit terrain.

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

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

**Publication:** DDM Guild 2016.

