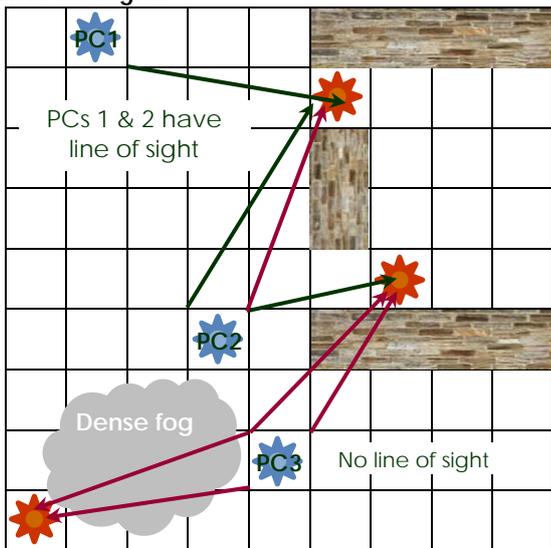


DUNGEONS & DRAGONS

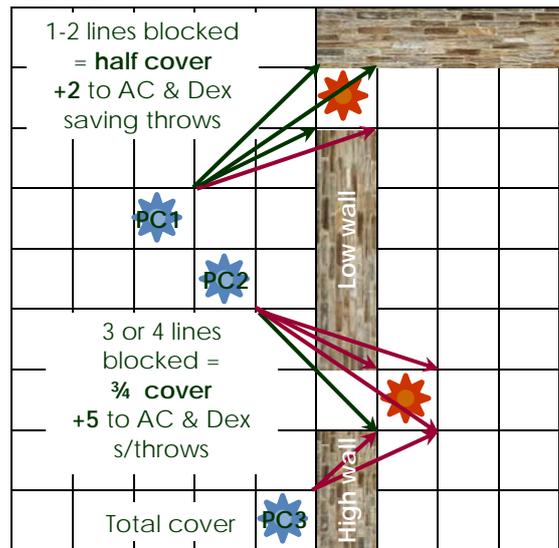
Line of Sight & Cover (p250-251 DMG) (Applies to all PCs, NPCs, creatures, monsters)
 Ranged attacks and spells may require a 'line of sight' to the target. Determine line of sight by imagining lines from the corners of the origin square to any part of target square. At least one line must not pass through or touch an object.

However, you may also need to determine whether a creature has cover as this will affect AC and Dexterity saving throws. Determine cover by imagining lines from one corner of origin square to every corner of target square. Cover can be walls, tree trunks, shrubbery, furniture etc., and other creatures (allies and enemies).

Line of Sight

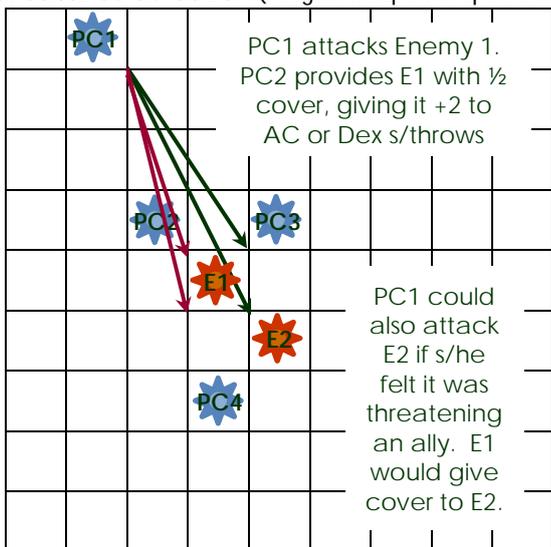


Cover



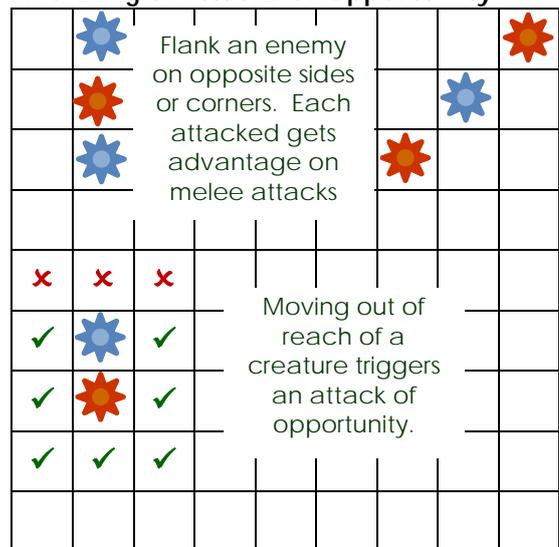
NB. $\frac{3}{4}$ cover applies if target can still be reached eg. behind portcullis, furniture. Some spells with an area of effect can reach a target in total cover.

Creatures as cover (ranged weapon & spell attacks)



Shooting into combat is risky - you might hit an ally. It is preferable for ranged weapon and spell users to move to get a clear line of sight.

Flanking & Attacks of Opportunity



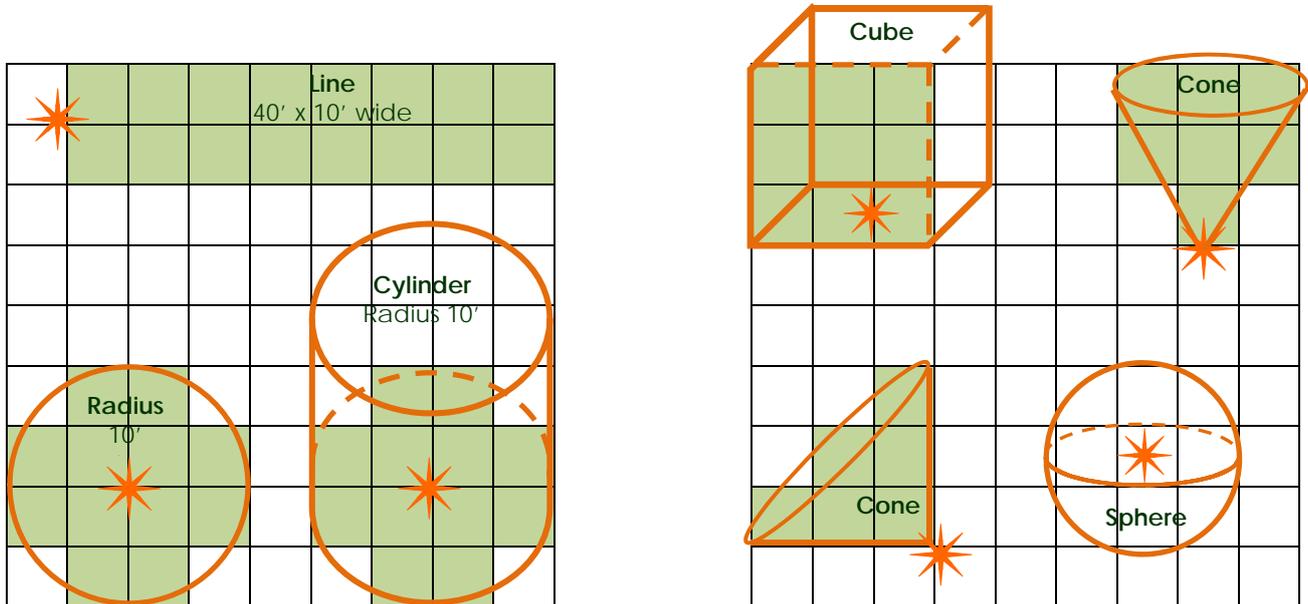
Attack of opportunity - make one melee attack as a reaction on creature provoking it.

Hitting cover (optional rule) (p272 DMG)—(Ranged attacks into combat) If attack would have hit target's AC without cover, but missed with the cover, then the cover is hit. If the cover is a creature (enemy or ally) it will take damage.

DUNGEONS & DRAGONS

Using a Grid - Spell Casting - Areas of Effect (p204-204 PH p251 DMG))

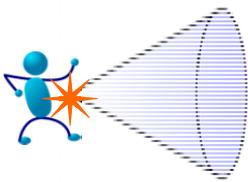
Point of origin - is a designated location which can be a point in space, an object or the caster ('self'). When using a grid, the point of origin should be placed on edge or corners of a square. This makes determining distance in squares affected easier.



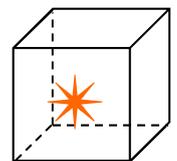
Line - targets creatures in the line extending out from the point of origin. eg. Gust of Wind (p248 PH) - (Self) 60' x 10' wide line

Radius - Spells often radiate out to a specified distance from the point of origin, as described in the spell description. eg. Spirit Guardians (p278 PH) - (Self) 15' radius
Cylinder and sphere spells will also specify a radius.

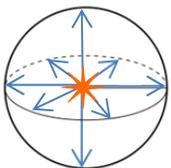
Where the spell's area of effect is a cone, sphere, cube, or cylinder you need to think in 3D - a horizontal and vertical plane are used.



Cone - The spell will specify a length out to which the cone extends. It gets wider as it extends away from the caster. At each point of its length, the cone is as wide as it is long. eg. Burning hands (p220 PH) - (Self) 15' cone



Cube - The point of origin is on one of the faces of the cube and the spell fills the cube shape. The length of each side determines the size of the cube.
eg. Thunderwave (p283 PH) - (Self) 15' cube



Sphere - A sphere extends from a chosen point of origin, included in the spell effect, in all directions out to the edge of the circle.
eg. Shatter (p275 PH) - Range=60', 10' radius sphere

Cylinder - Point of origin = centre of circle, which can be on the ground or (a point in space) and extends upwards (or downwards) to the height of the spell's effect.

eg. Magic Circle (p256 PH) - Range=10', 10' radius / 20' tall cylinder

