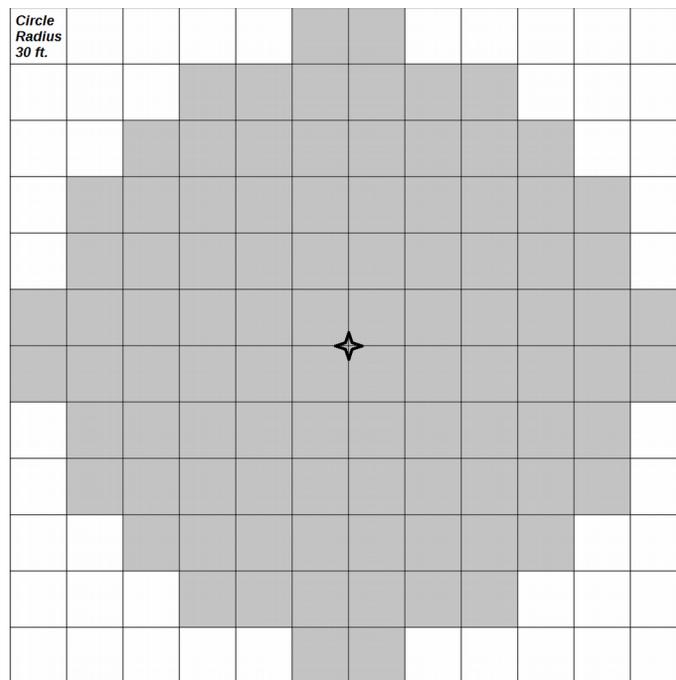


# SPELL AREAS ON A GRID FOR THE D20 SYSTEM

*By Daniel "Delta" Collins*



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# Overview

This document provides spell templates for d20 System games, such as for D&D 3.0 Edition, D&D 3.5 Edition, Pathfinder, and more. Wherever possible, the templates are given to scale suitable for immediate printing and use on the tabletop, if desired.

The primary rules in these systems are these: (1) *“The point of origin of a spell is always a grid intersection.”*, and (2) *“When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.”*<sup>1</sup>

The most common spell area shapes are included below. For non-symmetric areas (quarter circles and triangles), spells aligned straight along the grid, and across a diagonal, are both included.

**Circles:** For any spell described as having a “radius”, such as most bursts, spreads, emanations, and cylinders. Circles up to 20 ft. radius are to scale for printing. For larger circles (such as 30 ft. and 40 ft.) you will need to print multiple quarter-circles, below, and tape them together.

**Quarter-Circles:** These match the 3.5 definition of a “cone” area. In 3.0, these are used only for the various *detect* spells (at the 60 ft. width). Quarter-circles up to 40 ft. are to print scale.

**Triangles:** These match the 3.0 definition of a “cone” area, and are graduated for variable range by caster level. Not used in 3.5.

Enjoy! Please send any questions or comments to: [delta@superdan.net](mailto:delta@superdan.net).

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<sup>1</sup> Quotes from the 3.5 System Reference Document (SRD). In the earlier 3.0 Edition, these rules were not yet completely formalized. For example: Rule #1 is stated in the DMG, but contradicts the PHB illustration for *meteor swarm*. Rule #2 is not stated anywhere in the rules text, but it does match the illustrations in the DMG.

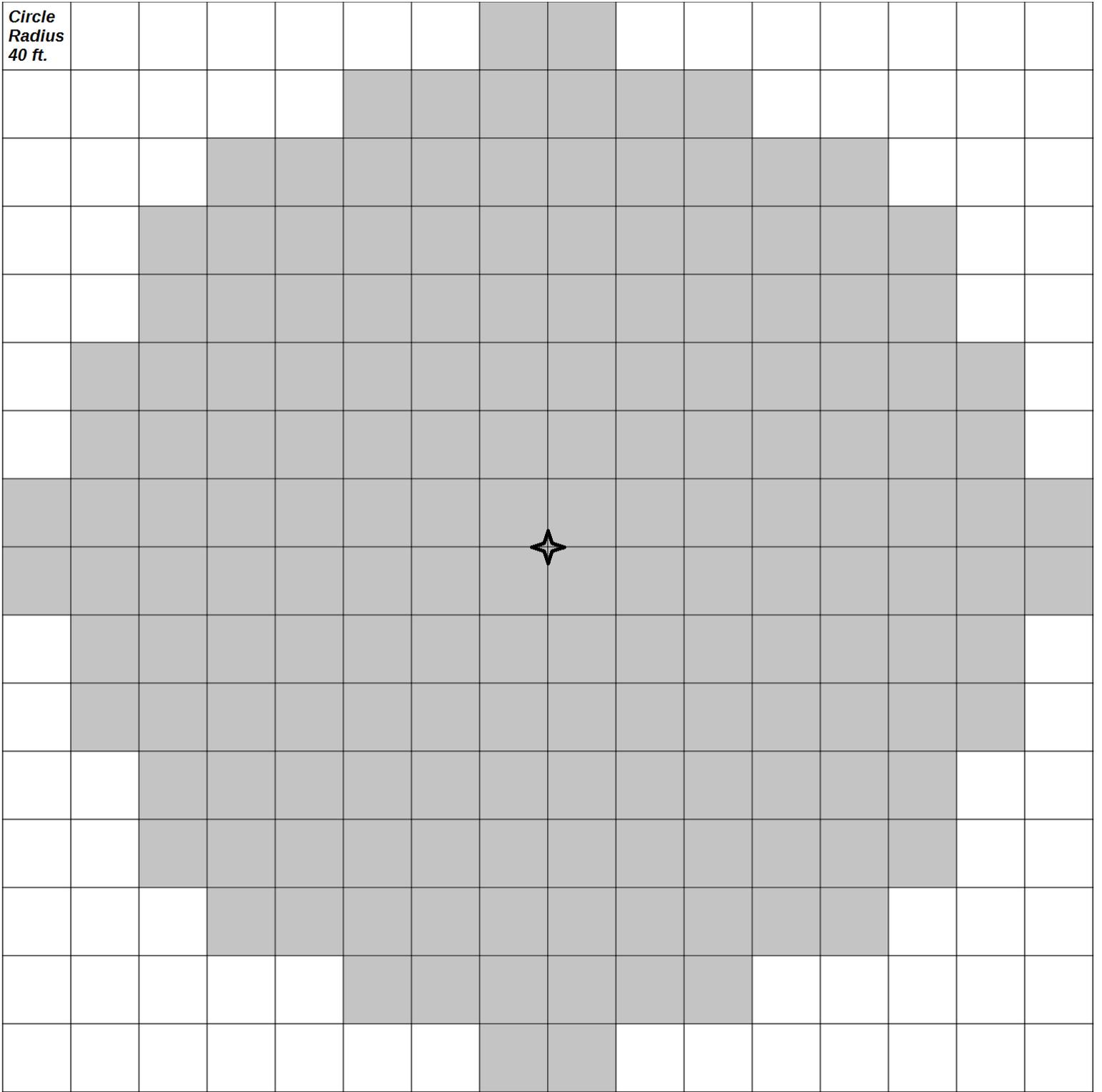


**Circle  
Radius  
20 ft.**





Circle  
Radius  
40 ft.



# Quarter Circles (3.5 Cones)

Print Scale

