

# GLYPH OF warding

BARBARIAN  
BARD  
CLERIC  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

3<sup>rd</sup> level abjuration

- ⚙ Casting Time: 1 hour
- 🎯 Range: Touch
- ⌚ Duration: Until triggered

When you cast this spell, you inscribe a glyph that harms other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. If you choose a surface, the glyph can cover an area of the surface no larger than 10ft in diameter.

See PHB for more information.

**At Higher Levels:** When you cast this spell using a spell slot of 4<sup>th</sup> level or higher, the damage of an explosive runes glyph increases by 1d8 for each slot level above 3<sup>rd</sup>. If you create a spell glyph, you can store any spell of up to the same level as the slot you use for the glyph of warding.



VERBAL



SOMATIC



MATERIAL

Incense and powdered diamond worth 200GP (consumed)

PLAYER'S  
HANDBOOK

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