

# SYMBOL

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## 7<sup>th</sup> level abjuration

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

When you cast this spell, you inscribe a harmful glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 10ft in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10ft from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it. You decide what triggers the glyph when you cast the spell.

See PHB for more information.



VERBAL



SOMATIC



MATERIAL

Mercury, phosphorus,  
powdered diamond &  
opal (1000GP, consumed)

PLAYER'S  
HANDBOOK

280