

# MAGIC MOUTH

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

2<sup>nd</sup> level illusion (ritual)

- ⚙ Casting Time: 1 minute
- 🎯 Range: 30ft
- ⌚ Duration: Until dispelled

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message. When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke.

See PHB for more information.



VERBAL



SOMATIC



MATERIAL

Honeycomb and jade  
dust worth 10GP  
(consumed)

PLAYER'S  
HANDBOOK

527