

# MODIFY MEMORY

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

5<sup>th</sup> level enchantment

- ⚙ Casting Time: Action
- 🎯 Range: 30ft
- ⌚ Duration: © 1 minute

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you.

See PHB for more information.

**At Higher Levels:** If you cast this spell using a spell slot of 6<sup>th</sup> level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6<sup>th</sup> level), 30 days ago (7<sup>th</sup> level), 1 year ago (8<sup>th</sup> level), or any time in the creature's past (9<sup>th</sup> level).



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

261