

# Forget



**Enchantment/Charm, Mentalism, Song**

Level: 2

Range: 30 yds.

Components: V, S

Duration: Permanent

Casting Time: 2

Area of Effect: 1-4 creatures in a 20-ft. cube

Saving Throw: Neg.

By means of this spell, the spellcaster causes creatures within the area of effect to forget the events of the previous round (the one minute of time previous to the utterance of the spell). For every three levels of experience of the spellcaster, another minute of past time is forgotten. This does not negate charm, suggestion, geas, quest, or similar spells, but it is possible that the being who placed such magic upon the recipient could be forgotten. From one to four creatures can be affected, at the discretion of the caster. If only one is to be affected, the recipient saves vs. spell with a -2 penalty; if two, they save with -1 penalties; if three or four are to be affected, they save normally. All saving throws are adjusted by Wisdom. A priest's heal or restoration spell, if specially cast for this purpose, will restore the lost memories, as will a limited wish or wish, but no other means will do so.

Notes: Common spell (PHB).