DUALINK

Memory Puppet



JJK Edition

Memory Puppet

School: Illusion
Level: 4
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piece of cloth and a lock of hair or other personal token of the person to be duplicated, which isn't consumed)
Duration: Concentration, up to 10 minutes
Spell Lists: Sorcerer, Warlock, Wizard

Upon casting "Memory Puppet," you create an illusionary duplicate of a person whom you or a willing target within range can clearly remember. The duplicate appears in an unoccupied space of your choice that you can see within range. This duplicate moves and acts according to your will, mimicking the remembered behaviors and personality of the person it's modeled after, but it cannot speak or make any sound.

The puppet can perform simple tasks and gestures and can even replicate non-magical abilities or skills of the person it's modeled after, such as dancing, drawing, or fighting with a remembered proficiency, but at a significantly reduced effectiveness. It cannot attack, cast spells, or perform any action that would directly affect another creature or object in a substantial way.

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Creatures that interact with the Memory Puppet can attempt an Intelligence (Investigation) check against your spell save DC to discern that the puppet is an illusion if they have specific reasons to doubt its reality.

At Higher Levels

When you cast this spell using a spell slot of 5th level or higher, the duration of the spell increases by 10 minutes for each slot level above 4th. Additionally, casting this spell with a spell slot of 6th level or higher grants the Memory Puppet the ability to speak, mimicking the voice and mannerisms of the remembered individual, though it still cannot convey new information or knowledge not present in the memory from which it was created.