

Charm Person



30'



special



This spell makes a humanoid creature of 4 HD or less regard the caster as its trusted friend. Humans and demi-humans may be affected, regardless of level of ability. A save vs. Spells (+5 if currently threatened by caster or his or her allies) will negate the effect. The charmed person perceives the caster in the most favorable way but is not compelled to follow orders. The target receives a new saving throw each day if it has an Intelligence of 13 or greater, every week if its Intelligence is 9-12, or every month if its Intelligence is 8 or less.



BF 18

