

# Charm Person



30'



special



Causes a humanoid creature of 4 HD or less to regard the caster as its trusted friend (save vs. Spells, +5 if threatened). Humans and demi-humans may be affected, regardless of level of ability.

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

