

# Charm Animal



60'



level+1d4 rounds



Allows the caster to charm one or more animals at a rate of 1 HD/level. The caster may decide which individual animals out of a mixed group are to be affected first; excess hit dice of effect are ignored. Fantastic creatures may save vs. Spells to resist. When the duration expires, the animals will resume normal activity immediately.

This spell does not grant the caster any special means of communication with the affected animals.



BF 17

