

# CHARM PERSON

BARBARIAN  
BARD  
TRICKERY  
DRUID  
ELDRITCH KNIGHT  
MONK  
PALADIN  
RANGER  
ARC. TRICKSTER  
SORCERER  
WARLOCK  
WIZARD

*1<sup>st</sup> level enchantment*

⚙ Casting Time: Action

🎯 Range: 30ft

⌚ Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

**At Higher Levels:** When you cast this spell using a spell slot of 2<sup>nd</sup> level or higher, you can target one additional creature for each slot level above 1<sup>st</sup>. The creatures must be within 30ft of each other when you target them.



VERBAL



SOMATIC

MATERIAL

PLAYER'S  
HANDBOOK

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