

# Animal Friendship



This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional beast for each slot level above 1st.

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**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a morsel of food)

**Duration:** 24 hours

*Enchantment*