

Protection from Evil*



touch



1 turn/level



Wards the target from attacks by *evil* creatures, from mental control, and from all summoned creatures.

Grants **+2 AC** and **+2 on saves** against attacks from *evil* creatures. **Blocks** any attempt to possess or control the target. If such an attempt is successful it is suppressed until this spell ends. **Prevents contact** from summoned creatures. If the target attacks a summoned creature this creature is no longer affected.

Reversed, protects against *good* creatures instead of *evil* ones.



BF 28

