

Dispel Evil



touch



1 round/level



Aids the caster in dealing with "evil" creatures from the nether planes.

The caster gains a +4 bonus to AC against attacks by evil creatures. In addition the caster can with a touch either drive an evil creature back to its home plane (requires successful attack roll, save vs. Spells) or automatically dispel any one spell cast by an evil creature. Either of these uses ends the spell. Spells that can't be dispelled by **dispel magic** also can't be dispelled by dispel evil.



BF 20

