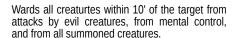
## Protection from Evil 10' Radius\*







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

Reversed, protects against good creatures instead of evil ones.



BF 28

