

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

