

Protection from Evil 10' Radius*



touch



1 turn/level



Wards all creatures within 10' of 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 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

