Prevents bodily contact by evil summoned creatures

+2 deflection bonus to AC +2 resistance bonus on saves Immune to new charm/compulsion If mentally controlled: new save with +2 morale bonus to supress effect

Protection from Evil

Protection from Evil

+2 deflection bonus to AC +2 resistance bonus on saves Immune to new charm/compulsion If mentally controlled: new save with +2 morale bonus to supress effect

Prevents bodily contact by evil summoned creatures

+2 morale bonus on attack rolls +2 morale bonus on saves +2 morale bonus on skill checks

Meroism

Heroism

+2 morale bonus on attack rolls

+2 morale bonus on saves

+2 morale bonus on skill checks