Erase Multires Displacement

Reference
Mode:
Sculpt Mode
Brush:
Sidebar ‣ Tool ‣ Brush Settings ‣ Advanced ‣ Brush Type

This brush deletes displacement information of the Multires Modifier, resetting the mesh to a regular subdivision surface result.

This can be used to reset parts of the sculpt or to fix reprojection artifacts after applying a Shrinkwrap Modifier.

Tip
This brush works best after using Apply Base.

Brush Settings

General

Note
More info at General brush settings and on Advanced brush settings.