

Remove Fear*



touch (120')



instantaneous



Calms the creature touched. If the target is currently subject to any sort of magical fear, it is allowed a new save vs. Spells to resist that fear, at a bonus of +1 per level of the caster.

Reversed, causes one target creature within 120' to become frightened and flee for 2 turns (save vs. Spells). Creatures with 6 or more hit dice are immune to this effect.



BF 31

