

Heal*



touch



permanent



Immediately ends any and all of the following adverse conditions affecting the target: ability damage, blindness, confusion, deafness, disease, exhaustion or fatigue, **feblemind**, insanity, nausea, and poison. It also restores all but 1d4 of the target's HP.

Reversed, injures the target so that it is left with only 1d4 HP. If the target has fewer hit points remaining than the number rolled, he or she will take at least one point of damage.

If used against an undead creature the spell effects are reversed.



BF 23

