

# Dismind



## Enchantment/Charm, Mentalism, Reversible

Level: 9

Range: Touch

Components: V

Casting Time: 5

Duration: Permanent

Area of Effect: 1 creature

Saving Throw: Neg.

This spell separates an individual's mind from its body while cloaking the body in invulnerable armor of magical force. The body does not die; rather, it is placed in a state of suspended animation. It cannot be harmed by magic or by physical force, or even be moved. The body does not age, breathe, or eat and is not subject to disease, rot, infection, or poison, even if these states existed in it before it was disminded.

The mind itself is cast loose invisibly across the Prime Material Plane, where it drifts serenely, undetectable by any means. Like the body, the mind cannot be harmed by any known process. It cannot control its movement or what it sees, and its memory is erratic. The OM should feel free to provide one to six small scenes, phrases, or situations for the disminded mind to witness in its flight, as seeds for future adventures. While in its disminded state, the mind cannot think, pray, study or research spells, or even choose to observe any particular person or locale.

Mind and body can be linked together by a limited wish or full wish.

The reverse of this spell, restore mind, also counters the effect; when cast on the body, the mind is immediately brought back. A saving throw applies to the restore mind and, if failed, body and mind are still separate. Mind and, body must be on the same plane in order for this spell to function.

Restore mind has a number of other functions as well: it can cure insanity (both magical and otherwise), remove a feblemind, and break all mental or magical controls, including geas, quest, and charms.

The dismind spell in its original form is often used by high level wizards in life-or-death situations to preserve themselves for future recovery and restoration.

Notes: Uncommon spell. Known to be in The Wizards Workbook.