

# MAGIC JAR

BARBARIAN  
BARD  
CLERIC  
DRUID  
FIGHTER  
MONK  
PALADIN  
RANGER  
ROGUE  
SORCERER  
WARLOCK  
WIZARD

## 6<sup>th</sup> level necromancy

- ⚙ Casting Time: 1 minute
- 🎯 Range: Self
- ⌚ Duration: Until dispelled

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or use reactions. The only action you can take is to project your soul up to 100ft out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid's body. You can attempt to possess any humanoid within 100ft of you that you can see (creatures warded by a protection from evil and good or magic circle spell can't be possessed).

See PHB for more information.



VERBAL



SOMATIC



MATERIAL

An ornamental container (500GP)