

# Magic Jar



60'



special



The caster places his or her soul in a gem or large crystal within spell range, leaving the body lifeless. The caster may then attempt to take control of a nearby living creature within spell range (save vs. Spells), forcing its soul into the magic jar. The jar never holds more than one soul. If it is left empty the spell ends. The caster keeps his or her mental abilities (including spellcasting), level, and class. The body retains its physical abilities. When a soul leaves the jar it will return to its original body if it is in range, otherwise it departs and the body dies.



BF 25

