

ASTRAL PROJECTION

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

9th level necromancy

⚙ Casting Time: 1 hour

🎯 Range: 10ft

⌚ Duration: Special

You and up to eight willing creatures within range project your astral bodies into the Astral Plane. The material body you leave behind is unconscious and in a state of suspended animation. Your astral body resembles your mortal form in almost every way, replicating your game statistics and possessions. The principal difference is the addition of a silvery cord that extends from between your shoulder blades and trails behind you, fading to invisibility after 1 foot. This cord is your tether to your material body. As long as the tether remains intact, you can find your way home. If the cord is cut—something that can happen only when an effect specifically states that it does—your soul and body are separated, killing you instantly.

See PHB for more information.



VERBAL



SOMATIC



MATERIAL

Jacinth (1000GP) &
a carved bar of silver
(100GP) ea (consumed)

PLAYER'S
HANDBOOK

215