

BLADES OF GRASS

2nd-level transmutation (Ranger only)

Casting Time: 1 bonus action

Range: Touch

Components: V, S, M (pieces of grass or conifer leaves)

Duration: Concentration, up to 1 hour

Up to 15 pieces of grass or conifer leaves that you touch transform into magical weaponry. You transform each object into your choice of an arrow, blowgun needle, or crossbow bolt. If you target no more than two objects, your choices for transformation also include a dagger, shortsword, scimitar, rapier, longsword, or greatsword.

These weapons and ammunition are magical. They are constructed out of plant material and weigh half as much as usual, and they are extra sharp, granting them a +1 bonus to damage rolls.

Ammunition created by this spell is destroyed when it hits a target. When the spell ends, all the weaponry turns to dust.

LEAF SHIELD

1st-level transmutation (Ranger only)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a leaf, petal, or toadstool)

Duration: 10 minutes

You touch one leaf, petal, or toadstool. The object grows and is transformed into a magical shield made out of plant material that lasts for the duration.

The magical shield is lightweight and flexible, and it has straps made of stem, root, or vine, so a creature can wield this shield without requiring the use of any hands. When wielded in this way, the shield only increases the wielder's Armor Class by 1.

The shield has resistance to all damage and is self-repairing, regaining up to 1 hit point every round. When the spell ends, it withers to dust.

At Higher Levels. If you cast this spell using a spell slot of 3rd level or higher, the duration is 1 hour. If you use a spell slot of 5th level or higher, it is 8 hours.

ART CREDIT: "Plant Sword" from Soul Sacrifice

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