Description

By means of the heat metal spell, the druid is able to excite the molecules of ferrous metal (iron, iron alloys, steel) and thus cause the affected metal to become hot. On the first round of the spell, the effect is merely to cause the metal to be very warm and uncomfortable to touch, and this is also the effect on the last melee round of the spell's duration. The second and sixth (next to the last) round effect is to cause blisters and damage; the third, fourth, and fifth rounds the metal becomes searing hot, causing disability and damage to exposed flesh, as shown below:

<< See Players Handbook, Pg 56, for damage tables and details >>>

Description

When this spell is used by a druid, he or she is able to locate any desired type of plant within the area of effect. Note: the plant type must be singular and concentrated upon. The spell's area of effect centers on, and moves with, the druid.

Description

This spell causes a misty vapor to arise around the druid. It persists in this locale for 4 rounds per level of experience of the druid casting the spell, and it reduces visibility of any sort (including infravision) to 2' to 8' (2d4). The area of effect is a cubic progression based on the druid's level of experience, a 1" cube at 1st level, a 2" cube at 2nd level, a 3" cube at 3rd level, and so on. Underground, the height of the vapor is restricted to l", although the length and breadth of the cloud is not so limited. A strong wind will cut the duration of an obscurement spell by 75%.