

Summon Nature's Ally Table

4th Level	5th Level	6th Level
Arrowhawk, juvenile	Arrowhawk, adult	Dire bear
Bear, brown (animal)	Bear, polar (animal)	Elemental, Huge (any)
Crocodile, giant (animal)	Dire lion	Elephant (animal)
Deinonychus (dinosaur)	Elasmosaurus1 (dinosaur)	Girallon
Dire ape	Elemental, Large (any)	Megaraptor (dinosaur)
Dire boar	Griffon	Octopus, giant[1] (animal)
Dire wolverine	Janni (genie)	Pixie* (sprite) [NG; no special arrows]
Elemental, Medium (any)	Rhinoceros (animal)	Salamander, average [NE]
Salamander, flamebrother [NE]	Satyr [CN; with pipes]	Whale, baleen[1]
Sea cat[1]	Snake, giant constrictor (animal)	Xorn, average
Shark, Huge[1] (animal)	Nixie (sprite)	
Snake, Huge viper (animal)	Tojanida, adult[1]	
Tiger (animal)	Whale, orca[1] (animal)	
Tojanida, juvenile[1]		
Unicorn [CG]		
Xorn, minor		

[1] May be summoned only into an aquatic or watery environment.
*Can't cast irresistible dance

Tree Stride

Conjuration (Teleportation)

Level: Drd 5, Rgr 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until expended; see text

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action. You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

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