

Nature's Movements

Level	Spell	Area of Effect	Duration	Range	Type
1)	Endurance I	1 target	1 min/lvl	10'	
2)	Passage I	1 target	1 min/lvl	10'	
3)	Swim	1 target	1 min/lvl	10'	
4)	Limbwalking	1 target	1 min/lvl	10'	
5)	Stonewalking	1 target	1 min/lvl	10'	
6)	Waterwalking	1 target	1 min/lvl	10'	
7)	Underwater Movement	1 target	1 min/lvl	10'	
8)	Endurance II	1 target	1 min/lvl	10'	
9)	Passage II	1 target	1 min/lvl	10'	
10)	Wavewalking	1 target	1 min/lvl	10'	
11)	Airwalking	1 target	1 min/lvl	10'	
12)	Limbrunning	1 target	1 min/lvl	10'	
13)	Stonerunning	1 target	1 min/lvl	10'	
14)	Waterrunning	1 target	1 min/lvl	10'	
15)	Endurance III	1 target	1 min/lvl	10'	
16)	Passage True	1 target	1 min/lvl	10'	
17)	Windwalking	1 target	1 min/lvl	10'	
18)	Waverunning	1 target	1 min/lvl	10'	
19)	Airrunning	1 target	1 min/lvl	10'	
20)	Mass Passage I	1 target/lvl	1 min/lvl	10'	
25)	Windrunning	1 target	1 min/lvl	10'	
30)	Mass Walking	1 target/lvl	1 min/lvl	10'	
35)	Mass Underwater Movement	1 target/lvl	1 min/lvl	10'	
40)	Mass Endurance	1 target/lvl	min/lvl	10'	
50)	Mass Running	1 target/lvl	1 min/lvl	10'	

1. Endurance I - Target receives a +25 to fatigue rolls for duration of spell.
2. Passage I - Target can travel through vegetation, forest, underbrush as if on clear ground at a walking pace.
3. Swim - Target can swim like a fish. Movement rate of 15'/rnd. This does not confer the ability to breathe underwater.
4. Limbwalking – Target can walk along tree trunks(up to 90d) and limbs as if on level ground.
5. Stonewalking – Target can walk on stone surfaces angled up to 90° as if on level ground.
6. Waterwalking – Target can walk on water as if on level ground. Water must be fairly calm.
7. Underwater Movement – Caster can take action underwater as if on land.
8. Endurance II - Target receives a +50 to fatigue rolls for duration of spell and ignores up to -25 in fatigue penalties incurred. At duration of spell, all deferred penalties are active and Target receives an "A" stress crit modified by a bonus of all the fatigue penalties.

9. Passage II - Target can travel through vegetation, forest, underbrush as if on clear ground up to a 2x movement rate.
10. Wavewalking – Target can walk on rough water(waves up to 5') as if on level ground.
11. Airwalking – Target can walk on calm air. This spell only allows for horizontal movement. Vertical movement must be achieved by other means.
12. Limbrunning - Target can run along tree trunks(up to 90d) and limbs as if on level ground.
13. Stonerunning – Target can run on stone surfaces angled up to 90° as if on level ground.
14. Waterrunning – Target can run on water as if on level ground. Water must be fairly calm.
15. Endurance III - Target receives a +75 to fatigue rolls for duration of spell and ignores up to -50 in fatigue penalties incurred. At duration of spell, all deferred penalties are active and Target receives an "A" stress crit modified by a bonus of all the fatigue penalties.
16. Passage True - Target can travel through vegetation, forest, underbrush as if on clear ground at any pace.
17. Windwalking – As *Airwalking*, except target can walk when winds do not exceed twice the caster's level in miles per hour (i.e., when cast by a 20th level character, the target can walk in winds up to 40 mph). Wind does affect the target's movement.
18. Waverunning – Target can run on rough water(up to 5' waves) as if on level ground.
19. Airrunning – As *Airwalking*, except target can run.
20. Mass Passage I - As Passage I, but 1 target/lvl.
25. Windrunning – As *Windwalking*, except target can run.
30. Mass Walking - As Limbwalking, Stonewalking and Waterwalking. 1 target/lvl.
35. Mass Underwater Movement - As Underwater Movement but 1 target/lvl.
40. Mass Endurance - As Endurance I, but targets are immune to any fatigue during the duration of spell, and suffer no effects after the spell.
50. Mass Running - As Limbrunning, Stonerunning, Waterrunning, Waverunning and Windrunning; 1 target/lvl.