

## **Animal Mastery**

### **2.3.1 Animist Base List**

- 1 Animal Sleep I
- 2 Animal Restoration I
- 3 Animal Tongues
- 4 Animal Sleep III
- 5 Animal Mastery I
- 6 Animal Location
- 7 Befriending
- 8 Animal Restoration II
- 9 Animal Empathy
- 10 Animal Summons I
- 11 Animal Mastery III
- 12 Animal Summons III
- 13 Animal Call
- 14 Animal Reviving I

## **Calm Spirits**

### **2.2.3 Closed Channeling**

- 2 Calm I
- 4 Calm II
- 5 Hold Kind
- 6 Calm III
- 8 Calm IV
- 9 Calm V
- 10 Mass Animal Calm I
- 11 True Hold
- 12 Calm X

## **Herb Mastery**

### **2.3.2 Animist Base List**

- 1 Herb Lore
- 2 Enhancement
- 3 Herb Finding I
- 4 Instant Herbal Cures
- 5 Herb Mastery II
- 6 Herb Finding III
- 7 Herb Production
- 8 Herb Mastery III
- 9 Herb Finding V
- 10 Herb Cleansing
- 11 Herb Mastery V
- 13 Herb Finding X

## **Light's Way**

- 1 Projected Light
- 2 Light I
- 3 Aura
- 4 Light II
- 5 Sudden Light
- 6 True Aura
- 7 Shock Bolt
- 8 Light III
- 9 Utterlight I
- 10 Waiting Light
- 11 Flare

## **2.1.4 Open Channeling**

## **Lofty Movements**

- 2 Edgewalking
- 4 Limbwalking
- 5 Stonewalking
- 6 Waterwalking
- 7 Merging Organic
- 8 Store Sanctuary
- 9 Limbrunning
- 10 Stonerunning
- 11 Waterrunning
- 12 Windwalking
- 13 Returning I

## **2.1.5 Open Channeling**

## **Lore**

- 1 Afterthoughts
- 2 Detect Evil
- 3 Detect Curse
- 4 Detect Emotion
- 5 Light Lore I
- 6 Poison Lore
- 8 Life Lore
- 10 Curse Tales

## **2.2.6 Closed Channeling**

## **Nature's Lore**

### **2.3.3 Animist Base List**

- 1 Trap Detection
- 2 Nature's Awareness I
- 3 Pathfinding
- 4 Detect Magic
- 5 Weather Prediction I
- 6 Nature's Awareness II
- 7 Weather Prediction III
- 8 Locate Landmark I
- 9 Waiting Awareness I
- 10 Nature's Awareness III
- 11 Weather Prediction V
- 12 Memory's Path
- 13 Waiting Awareness II
- 14 Locate Landmark II

## **Nature's Movement/Sen** 2.3.4 **Animist Base List**

- 1 Cat Step
- 2 Chameleon Skin
- 3 Wolf Sense
- 4 Deer Speed I
- 5 Bat Sense
- 6 Otterlungs
- 7 Glide I
- 8 Hawk Sense
- 9 Tiger Skin
- 10 Boar Strength
- 11 Lion Claws
- 12 Insect Sense
- 13 Deer Speed
- 14 Bear Skin

## **Nature's Protection**

### **2.3.5 Animist Base List**

- 1 Study Form
- 2 Resist Elements
- 3 Hues
- 4 Plant Facade
- 5 Silent Moves
- 6 Underwater Breathing
- 7 Animal Facade
- 8 Shadow
- 9 Shielding Organic I\*
- 10 Plant Form I
- 11 Protection From Elements
- 12 Animal Thoughts
- 13 Shielding Organic II\*
- 14 Animal Form I

## **Plant Mastery**

### **2.3.6 Animist Base List**

- 1 Plant Lore
- 2 Speed Growth I
- 3 Plant Tongues
- 4 Plant Restore
- 5 Speed Growth II
- 6 Plant Location
- 7 Plant Growth II
- 8 Plant Control I
- 9 Speed Growth III
- 10 Plant Growth III
- 11 Plant Control III
- 12 Tree Restore
- 13 Plant Growth V
- 14 Speed Growth IV