

Creature Compendium

Talent	PreReq	Description	Tags
Creature Compendium	Figure of Legend Incompatible (other book I's)	Gain the Bestiary ability, which you can use when you <i>Summon Protagonist</i> . Gain Bestiary : You may summon a creature with the beast or monstrosity tag of ML 4 or lower.	<i>Troubadour, Legend Keeper, Creature Compendium</i>
Creature Compendium II	Creature Compendium Incompatible (other book II's)	You can summon creatures with the monstrosity tag with your <i>Summon Character</i> ability. Gain Packmaster (1/Rest) : When you summon a creature with the beast or monstrosity tag that is ML 1 or lower, summon +2 creatures of that same type.	<i>Troubadour, Legend Keeper, Creature Compendium</i>
Creature Compendium III	Creature Compendium II, Written Tradition	Your <i>Bestiary</i> ability can summon creatures with the beast or monstrosity tag of ML 6 or lower.	<i>Troubadour, Legend Keeper, Creature Compendium</i>
Creature Compendium IV	Creature Compendium III, Written Tradition III	Gain +2 Skill Points that you can spend on any skills with the survival tag. Learn the Charm Creature and Commune with Beast chants. They count as arcane or psionic for you. Gain +5 SP and +1 Arcane Power or +1 Psionic Power.	<i>Troubadour, Legend Keeper, Creature Compendium</i>
Creature Compendium V	Creature Compendium IV	<i>Packmaster</i> becomes 2/Rest and you now summon +4 creatures.	<i>Troubadour, Legend Keeper, Creature Compendium</i>
Creature Compendium VI	Creature Compendium V	Gain the Monster of Legend ability, which you can use when you <i>Summon Protagonist</i> . Gain Monster of Legend (1/Rest) : Summon a creature with the beast or monstrosity tag of ML 12 or lower. When you do, make an AWR/Animal Handling check against a DC 15 + the creature's ML. On a hit, it is friendly towards you and your allies. On a miss, it is hostile towards you and your allies, and your enemies. If hostile towards you and your allies, it cannot be dispelled early and if it survives for the whole 10 minutes, it becomes fully embodied and sets out on its own.	<i>Troubadour, Legend Keeper, Creature Compendium</i>
Creature Compendium VII	Creature Compendium VI, Plot Twist	Gain one additional use of <i>Summon Protagonist</i> . It can only be used with <i>Bestiary</i> . Your <i>Bestiary</i> ability can summon creatures with the beast or monstrosity tag of ML 8 or lower.	<i>Troubadour, Legend Keeper, Creature Compendium</i>

Primal chants

- **Charm Creature** (Primal Chant, Enchanting, Intrinsic, Emotion), APC: 4, Range: 60', Requires: Gesture, Verbal, Visual, Duration: 1 round
 - Effect: Make a magic attack against a creature's LOG. On a hit, the creature becomes Charmed by you until the start of your next turn.
 - Tiers: 2 & 3 (+30' range each), 4 (APC reduced by 1, min 1), 5 (+30' range), 6 (APC reduced by 1, min 1)
- **Commune with Beast** (Primal Chant, Enchanting, Intrinsic, Nature), APC: 5, Range: 10', Requires: Visual, Duration: 10 minutes
 - Effect: Choose one beast within range that sees you as a friendly creature. For the duration, you are able to become Blinded and Deafened in order to see through the beast's senses instead, provided that the beast is still within 500 ft of you. Additionally, the beast can communicate simple emotions and basic information about anything that the beast would see as noteworthy that happened in the past 24 hours.
 - Tiers: 3 (+10 minute duration), 6 (+20 minute duration)