

DRUIDIC ANIMAL COMPANIONS

This is an excerpt from the [Primordial Lore: Masters of the Wild](#) sourcebook from [Arcanum Press](#), available on the [DM's Guild](#).

The [Primordial Lore](#) sourcebook is a primary resource for Barbarians, Druids, and Rangers, containing 40 primordial subclasses, 4 new backgrounds, 19 wild creatures, 119 feats, 21 items of power, and 272 spells.

One new option presented in that tome is the ability for a druid to acquire an Animal Companion. This requires the casting of a druid only spell, *animal companion*. As a requirement to complete the casting of this spell, the druid must expend a use of their Wild Shape to give form to the summoned spirit

ANIMAL COMPANION

1st-level conjuration

Casting Time: 10 minutes

Range: 30 ft

Components: V, S, M (a bit of food)

Duration: Instantaneous

As an additional requirement to cast this spell, you must expend a use of your Wild Shape feature upon completion of the casting.

You summon a fey spirit that assumes the form of a loyal animal, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the spirit takes on a form you choose. The form must be that of a beast of Large size or smaller that you have seen before that has a challenge rating of 1/4 or lower.

While your animal companion is within 100 feet, you can communicate with each other telepathically. Your companion doesn't communicate in words, but rather with basic concepts and emotions. Your companion shares your alignment, obeys your commands as best it can, and serves you as a guardian, a companion, and even a mount (if large enough), both in combat and out, and you have an instinctive bond with it that allows you to fight naturally together.

It rolls for initiative like any other creature, but you determine its Actions, decisions, attitudes, and so on. If you are incapacitated or absent, your companion acts on its own to defend itself and you. Alternatively, you and your companion can act as a group on your initiative order.

When the animal companion drops to 0 hit points, it disappears, leaving behind no physical form. You can also dismiss your companion at any time as an action, causing it to disappear. In either case, casting this spell again summons the spirit, in a form of your choosing, restored to its hit point maximum.

You can't have more than one animal companion bonded by this spell at a time.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher the maximum challenge rating of the animal companion increases to CR ½ if a 2nd level spell slot is used, to CR 1 if a 3rd level spell slot is used, to CR 2 if a 4th level spell slot is used, or to CR 3 if a 5th level or higher spell slot is used.

Classes: Druid



ARCANUM D&D

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