



CIRCLE OF THE PRIMEVAL (REVISED)

THE CIRCLE OF THE PRIMEVAL TEACHES THAT, though the land may change over time, it never truly forgets. By tapping into the timeworn memory of the earth, these druids summon and bond with the spirit of a primeval behemoth—a hulking creature that once ruled the ancient world alongside the giants. The most well-known primeval behemoths are the dinosaurs, but spirits bonded with members of the Circle of the Primeval have also taken the form of ancient predecessors to today's common beasts and other fantastical titanic creatures

Working alongside their companion spirit, most druids of the Circle of the Primeval spend their lives delving into long-forgotten places and preserving the remnants of bygone eras. As a druid's power grows, so does their companion, the beast starting near equal in size to its druid partner before increasing in stature until it too towers over the land.

KEEPER OF OLD

2nd-Level Circle of the Primeval Feature

Your connection to the mighty primeval behemoths allows you new insight into the ancient world.

You gain proficiency in the History skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Religion or Animal Handling.

When you make an Intelligence (History) check, you can roll a d4 and add the number rolled to the ability check.

CIRCLE SPELLS

2nd-Level Circle of the Primeval Feature

Your powerful intuition for the past and your ability to call to the spirits of ancient history grants you access to certain spells. At 2nd level, you learn the primal savagery cantrip. If you know this cantrip already, you may choose a different cantrip from the Druid spell list.

At 2nd, 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of Primeval Spells table. Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

CIRCLE OF THE PRIMEVAL SPELLS

Druid Level	Spells
2nd	<i>primal savagery, cause fear, earth tremor</i>
3rd	<i>reduce/enlarge, warding bond</i>
5th	<i>Melf's minute meteors, thunder step</i>
7th	<i>charm monster, giant insect</i>
9th	<i>awaken, destructive wave</i>

PRIMEVAL COMPANION

2nd-Level Circle of the Primeval Feature

Starting when you choose this circle, you can call upon the primeval creature whose spirit is bound to you. As an action, you can expend one use of your Wild Shape feature to summon your primeval companion, rather than assuming a beast form. The companion appears in an unoccupied space of your choice within 30 feet of you.

The primeval companion is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Primeval Companion stat block, which uses your proficiency bonus (PB) in several places. You can determine the cosmetic appearance of the companion; for example, your companion may evoke aggressive predators like raptors or saber-toothed tigers, or it might be more dispositionally inclined for defense, appearing as an armored ankylosaurus or a woolly rhino. Perhaps it is content bearing the party's equipment as a lumbering brachiosaurus or mastodon. These choices have no effect on the companion's game statistics.

In combat, the companion shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action. That action can be one in its stat block or some other action. If you are incapacitated, the companion can take any action of its choice, not just Dodge.

The companion remains until it is reduced to 0 hit points or until you die, at which point the companion vanishes. If you use this feature to summon the companion again and you already have a companion present, the first companion immediately vanishes. Anything the companion was wearing or carrying is left behind when the companion vanishes.

In addition, if the primeval companion is affected by a spell you cast that allows creatures to make a saving throw against its effects, the primeval companion has advantage on its saving throw. If the primeval companion would normally take half damage on a successful save against this spell, the companion instead takes no damage on a successful save and half damage with no additional effects on a failed save.



PRIMEVAL COMPANION

Medium beast, neutral

Armor Class 13 + PB (natural armor)

Hit Points 6 + six times your druid level (the companion has a number of Hit Dice [d10s] equal to your druid level)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	6 (-2)	12 (+1)	8 (-1)

Condition Immunities None

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages you speak

Challenge — **Proficiency Bonus** :: equals your bonus

Beast of Burden. The companion is considered one size larger for the purposes of determining its carrying capacity.

ACTIONS

Strike. Melee Weapon Attack: +3 plus PB to hit, reach 5ft., one target. Hit: 1d8 plus PB bludgeoning, piercing, or slashing damage (your choice).

REACTIONS

Intercept Attack. When a creature the companion can see hits a target with an attack, and the target is within 5 feet of the companion, the target takes half the damage. The companion takes the remainder of the damage.

TITANIC BOND

6th-Level Circle of the Primeval Feature

The primeval companion grows to Large size. When you summon it, you can grant it either a climbing speed or a swimming speed equal to its walking speed.

In addition, the beast's attacks now count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

A SOUND OF THUNDER

10th-Level Circle of the Primeval Feature

The primeval companion lends you some of its terrifying might. Once per turn while your primeval companion is summoned, when you hit a creature with an attack or deal damage to a creature you can see with a spell you cast, you can force that creature to make a Wisdom saving throw against your spell save DC; on a failure, the creature is frightened of you until the end of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a short or long rest.

Additionally, your companion's stature continues to grow, increasing its reach by 5 ft for both its Strike attack and Intercept Attack. Its strike attack damage increases to 2d8 + PB.

SCOURGE OF THE ANCIENTS

14th-Level Circle of the Primeval Feature

You have learned to fully harness the titanic legacy of your companion. As part of the bonus action you use to command your companion, you can expend a spell slot of any level to heighten your primeval companion's might, granting it the following benefits:

- **Hulking Behemoth.** The companion becomes Huge and gains temporary hit points equal to 10 times the level of the spell slot expended. If there isn't enough room for the companion to become Huge, it attains the maximum possible size in the space available.
- **Mauler.** The companion uses your spell attack modifier to hit. On a hit, the companion's Strike deals additional damage equal to 1d8 plus the level of the spell slot expended.
- **Titanic Stride.** The companion's walking speed increases by a number of feet equal to 5 times the level of the spell slot expended.

These benefits last for a number of hours equal to half your Druid level (rounded down), until the companion vanishes, or until you expend a spell slot for this feature again.

Artwork Credits

- Mammoth: DEGENESIS by EsbenLash.
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