Circle of the Ancients



Buried beneath bygone stone and prehistoric earth lies a truly terrific treasure trove of tantalizing secrets and knowledge just waiting to be unearthed. Dutifully dedicated druids devote themselves to uncovering these stellar secrets and showing them to the greater multiverse. Circle of the Ancients druids take a necromantic slant to their magic, reanimating the regal, rapacious creatures of the potent past to assist them in all they do.

Knowledge of the Past

When you choose this circle at 2nd level you can gain proficiency in either History or Nature. You may choose to your Wisdom instead of Intelligence for the chosen skill.

From the Past

At 2nd level, you can summon an ancient spirit from the past. As an action, you can expend one use of your Wild Shape feature to summon your Ancient Companion, rather than assuming a beast form.

The companion appears in an unoccupied space of your choice that you can see within 30 feet of you. Each creature within 10 feet of the companion (other than you) when it appears must succeed on a Constitution saving throw against your spell save DC or take 2d6 necrotic damage.

The companion is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Ancient Companion stat block, which uses your proficiency bonus (PB) in several places. You determine the companion's appearance. Some companions take the form of a humanoid figure made of animal pelts and stone, while others look like beasts made of bone and earth.

In combat, the companion shares your initiative count, but it takes its turn immediately after yours. 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 statistics for the companion are outlined at the end of this document.

The companion manifests for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the companion again, or until you die.

Ancient Power

Beginning at 6th level your Ancient Companion becomes stronger whenever you summon it. When you summon your Ancient Companion you may pick from 4 options: Skull Cracker, Whiptail, Scythe Claw, and Honker. You pick which form your companion takes when you summon the it. The statistics for each new form are listed at the end of this document.

Additionally you learn the Animate Dead spell. This spell doesn't count towards the number of spells you have prepared and counts as a Druid spell for you.

Fossilization

At 10th level you can trepidatiously trap terrible creatures in sinking stone. As an action you force one creature you can see within 60 ft. of you to make a Strength saving throw versus your spell save DC. On a failed save the creature's feet become melded to the ground and they are considered restrained for the next minute. A creature can repeat the save as an action, ending the effect on a success.

As an action on subsequent turns you can force the creature to make the save again and if they fail they are forced further into the ground. If a creature fails a certain number of these saves after the first they become buried in the ground and petrified. This petrification lasts until dispelled and upon being unpetrified a creature is freed from the ground. The number of saves a creature needs to fail is dependent on their size and shown in the table below. If a creature succeeds any of the saves before petrification, they are freed from the ground having ended this effect on themselves.

You may use this trait a number of times equal to your Wisdom modifier, regaining all expended uses upon finishing a long rest. A creature with a natural burrowing speed is immune to this ability and the effect is dispelled if a Greater Restoration spell is cast on the point of burial.

Fossilization Table	
Size	Number of fails
Tiny	2
Small	4
Medium	6
Large	8
Huge	10
Gargantuan	12

Tyrant Servant

At 14th level you gain one more form for your Ancient Companion; the Tyrant King. You may only create this companion once per long rest and it only lasts for 1 minute or until dismissed. The stat block for the Tyrant King is listed at the end of the document.

Ancient Companion

Medium undead, your alignment

Armor Class: 13 + PB

Hit Points: 5 + 5 x your Druid level

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
14 (+2)	9 (-1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Tremor-Sense 10 ft., Passive Perception 11

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 5 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Actions

Tooth and Claw. Melee weapon attack: your spell attack modifier to hit, range 5 ft., one target the companion can see. Hit: 1d8 + 2 bludgeoning, piercing, or slashing damage.

Ancient Companion (Honker)

Medium undead, your alignment

Armor Class: 14 + PB

Hit Points: 5 + 5 x your Druid level

Speed: 40 ft., 30 ft. swimming speed

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16 (+3)	9 (-1)	16 (+3)	8 (-1)	18 (+4)	12 (+1)

Saving Throws: Constitution (3 + PB)

Skills: Perception (4 + PB)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Dark-Vision 60 ft., Tremor-Sense 20 ft., Passive Perception 14 + PB

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 5 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Magical Weapons. The Ancient Companion's weapon attacks count as magical for the purposes of overcoming immunity and resistance.

Warning Sense. While there is at least one ally within 10 ft. of the companion, it gains +5 to its passive perception and 10 ft. of true sight.

Actions

Tooth and Claw. Melee weapon attack: your spell attack modifier to hit, range 5 ft., one target the companion can see. Hit: 1d8 + 3 bludgeoning, piercing, or slashing damage.

Alarm Call. The Ancient Companion makes a bellowing call that bolsters and alerts allies. All allies 30 ft. of the companion gain temporary hit points equal to your Wisdom modifier and gain an extra 1d6 to their next attack roll, ability check, or saving throw.

Reactions

Herd Martyr. When you or ally within 30 ft. of the companion takes damage, the companion can use its reaction to take that damage instead. The damage then becomes force damage and cannot be reduced by any means.

Run Away. When a hostile creature ends its turn within 5 ft. of the companion, it may use its reaction to move up to half its speed away from the creature without provoking attacks of opportunity.

Ancient Companion (Scythe Claw)

Small undead, your alignment

Armor Class: 13 + PB

Hit Points: 5 + 5 x your Druid level

Speed: 50 ft., 30 ft. climbing speed

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
11 (+0)	18 (+4)	16 (+3)	8 (-1)	14 (+2)	12 (+1)

Saving Throws: Dexterity (4 + PB)

Skills: Stealth (4 + PB)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Dark-Vision 60 ft., Tremor-Sense 10 ft., Passive Perception 12

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 5 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Magical Weapons. The Ancient Companion's weapon attacks count as magical for the purposes of overcoming immunity and resistance.

Pack Tactics. The Ancient Companion has advantage on attack rolls against a creature if it has at least one ally within 5 ft. of the target that is not incapacitated.

Pounce. If the Ancient Companion moves at least 20 ft. towards a creature and hits with Devastating Claw in the same turn, it can attempt to grapple a creature. The target must make a Dexterity saving throw versus your spell save DC. While the ancient companion has a creature grappled, it deals necrotic damage equal to your Wisdom modifier at the start of its turn.

Actions

Devastating Claw. Melee weapon attack: your spell attack modifier to hit, range 5 ft., one target the companion can see. Hit: 2d6 + 4 slashing damage.

Ancient Companion (Skull Cracker)

Medium undead, your alignment

Armor Class: 13 + PB

Hit Points: 5 + 5 x your Druid level

Speed: 40 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
18 (+4)	12 (+1)	16 (+3)	8 (-1)	13 (+1)	12 (+1)

Saving Throws: Strength (4 + PB)

Skills: Athletics (4 + PB)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Dark-Vision 60 ft., Tremor-Sense 10 ft., Passive Perception 11

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 5 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Magical Weapons. The Ancient Companion's weapon attacks count as magical for the purposes of overcoming immunity and resistance.

Headlong Rush. The Ancient Companion can take the dash action as a bonus action.

Charge. If the Ancient Companion moves at least 15 ft. towards a creature and hits with Battering Slam in the same turn, it deals an extra 1d8 damage and the creature must make a Strength saving throw versus your spell save DC or be knocked prone.

Actions

Battering Slam. Melee weapon attack: your spell attack modifier to hit, range 5 ft., one target the companion can see. Hit: 1d12 + 4 bludgeoning or piercing damage.

Ancient Companion (Whiptail)

Large undead, your alignment

Armor Class: 13 + PB

Hit Points: 10 + 5 x your Druid level

Speed: 40 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16 (+3)	10 (+0)	18 (+4)	8 (-1)	14 (+2)	12 (+1)

Saving Throws: Constitution (4 + PB)

Skills: Survival (2 + PB)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Blind-Sight 15 ft., Dark-Vision 60 ft., Tremor-Sense 10 ft., Passive Perception 12

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 5 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Magical Weapons. The Ancient Companion's weapon attacks count as magical for the purposes of overcoming immunity and resistance.

Siege Monster. The Ancient Companion deals double damage to objects and structures.

Actions

Tail Lash. Melee weapon attack: your spell attack modifier to hit, range 15 ft., one target the companion can see. Hit: 1d10 + 3 bludgeoning or slashing damage.

Tail Sweep. All grounded creatures within 15 ft. of the Ancient Companion must make a Dexterity saving throw versus your spell save DC. On a failure they take 1d10 + 3 bludgeoning or slashing damage and are knocked prone. On a success they take half as much damage and are not knocked prone.

Ancient Companion (Tyrant King)

Gargantuan undead, your alignment

Armor Class: 15 + PB

Hit Points: 15 + 5 x your Druid level

Speed: 50 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
20 (+5)	11 (+0)	18 (+4)	8 (-1)	14 (+2)	16 (+3)

Saving Throws: Strength (5 + PB), Constitution (4 + PB), Charisma (3 + PB)

Skills: Athletics (5 + PB), Intimidation (3 + PB), Perception (2 + PB)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Dark-Vision 60 ft., Tremor-Sense 20 ft., True Sight 10 ft., Passive Perception 12 + PB

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 15 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Magical Weapons. The Ancient Companion's weapon attacks count as magical for the purposes of overcoming immunity and resistance.

Siege Monster. The Ancient Companion deals double damage to objects and structures.

Tyrant Force. Creatures frightened by the companion have their movement speed halved for the duration. Creatures of the companion's choice that start their turn within the Necrotic Shield must make a Wisdom saving throw against your spell save DC or be frightened of the companion. A creature can repeat the save at the end of its turns, ending the effect on a success. To repeat the save, a creature must no longer be within the Necrotic Shield.

Actions

Goring Bite. Melee weapon attack: your spell attack modifier to hit, range 10 ft., one target the companion can see. Hit: 2d12 + 5 piercing damage. On a hit, a creature of large size or smaller is grappled in the jaws of the companion. The companion can only grapple one creature in this way at a time.

Jaws of Death. The companion can use its bonus action to deal 1d12 piercing damage + 1d8 necrotic damage to a creature grappled in its jaws. A grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC to escape.

Stomp. Melee weapon attack: your spell attack modifier to hit, range 10 ft., one target the companion can see. Hit: 1d10 + 5 bludgeoning damage. The companion has advantage to hit creatures of large size or smaller with this attack. On a hit a creature must make a Strength saving throw against your spell save DC or be knocked prone.

Tyrant's Roar. As an action the companion can force all creatures of its choice within 60 ft. to make a Wisdom saving throw against your spell save DC. On a failure, a creature is frightened of the companion for 1 minute. A deafened creature automatically succeeds this saving throw and creatures of huge size or larger have advantage on the save.

A creature can repeat the save at the end of each of its turns, ending the effect on a success. A creature that has passed the save is immune to this effect for 24 hours.

Circle of the Ancients

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Knowledge of the Past

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From the Past

At 2nd level, you can summon an ancient spirit from the past. As an action, you can expend one use of your Wild Shape feature to summon your Ancient Companion, rather than assuming a beast form.

The companion appears in an unoccupied space of your choice that you can see within 30 feet of you. Each creature within 10 feet of the companion (other than you) when it appears must succeed on a Constitution saving throw against your spell save DC or take 2d6 necrotic damage.

The companion is friendly to you and your companions and obeys your commands. See this creature's game statistics in the Ancient Companion stat block, which uses your proficiency bonus (PB) in several places. You determine the companion's appearance. Some companions take the form of a humanoid figure made of animal pelts and stone, while others look like beasts made of bone and earth.

In combat, the companion shares your initiative count, but it takes its turn immediately after yours. 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 statistics for the companion are outlined at the end of this document.

The companion manifests for 1 hour, until it is reduced to 0 hit points, until you use this feature to summon the companion again, or until you die.

Ancient Power

Beginning at 6th level your Ancient Companion becomes stronger whenever you summon it. When you summon your Ancient Companion you may pick from 4 options: Skull Cracker, Whiptail, Scythe Claw, and Honker. You pick which form your companion takes when you summon the it. The statistics for each new form are listed at the end of this document.

Additionally you learn the Animate Dead spell. This spell doesn't count towards the number of spells you have prepared and counts as a Druid spell for you.

Fossilization

At 10th level you can trepidatiously trap terrible creatures in sinking stone. As an action you force one creature you can see within 60 ft. of you to make a Strength saving throw versus your spell save DC. On a failed save the creature's feet become melded to the ground and they are considered restrained for the next minute. A creature can repeat the save as an action, ending the effect on a success.

As an action on subsequent turns you can force the creature to make the save again and if they fail they are forced further into the ground. If a creature fails a certain number of these saves after the first they become buried in the ground and petrified. This petrification lasts until dispelled and upon being unpetrified a creature is freed from the ground. The number of saves a creature needs to fail is dependent on their size and shown in the table below. If a creature succeeds any of the saves before petrification, they are freed from the ground having ended this effect on themselves.

You may use this trait a number of times equal to your Wisdom modifier, regaining all expended uses upon finishing a long rest. A creature with a natural burrowing speed is immune to this ability and the effect is dispelled if a Greater Restoration spell is cast on the point of burial.

Fossilization Table	
Size	Number of fails
Tiny	2

Small	4
Medium	6
Large	8
Huge	10
Gargantuan	12

Tyrant Servant

At 14th level you gain one more form for your Ancient Companion; the Tyrant King. You may only create this companion once per long rest and it only lasts for 1 minute or until dismissed. The stat block for the Tyrant King is listed at the end of the document.

Ancient Companion

Medium undead, your alignment

Armor Class: 13 + PB

Hit Points: 5 + 5 x your Druid level

Speed: 30 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
14 (+2)	9 (-1)	16 (+3)	6 (-2)	12 (+1)	10 (+0)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Tremor-Sense 10 ft., Passive Perception 11

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 5 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Actions

Tooth and Claw. Melee weapon attack: your spell attack modifier to hit, range 5 ft., one target the companion can see. Hit: 1d8 + 2 bludgeoning, piercing, or slashing damage.

Ancient Companion (Honker)

Medium undead, your alignment

Armor Class: 14 + PB

Hit Points: 5 + 5 x your Druid level

Speed: 40 ft., 30 ft. swimming speed

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16 (+3)	9 (-1)	16 (+3)	8 (-1)	18 (+4)	12 (+1)

Saving Throws: Constitution (3 + PB)

Skills: Perception (4 + PB)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Dark-Vision 60 ft., Tremor-Sense 20 ft., Passive Perception 14 + PB

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 5 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Magical Weapons. The Ancient Companion's weapon attacks count as magical for the purposes of overcoming immunity and resistance.

Warning Sense. While there is at least one ally within 10 ft. of the companion, it gains +5 to its passive perception and 10 ft. of true sight.

Actions

Tooth and Claw. Melee weapon attack: your spell attack modifier to hit, range 5 ft., one target the companion can see. Hit: 1d8 + 3 bludgeoning, piercing, or slashing damage.

Alarm Call. The Ancient Companion makes a bellowing call that bolsters and alerts allies. All allies 30 ft. of the companion gain temporary hit points equal to your Wisdom modifier and gain an extra 1d6 to their next attack roll, ability check, or saving throw.

Reactions

Herd Martyr. When you or ally within 30 ft. of the companion takes damage, the companion can use its reaction to take that damage instead. The damage then becomes force damage and cannot be reduced by any means.

Run Away. When a hostile creature ends its turn within 5 ft. of the companion, it may use its reaction to move up to half its speed away from the creature without provoking attacks of opportunity.

Ancient Companion (Scythe Claw)

Small undead, your alignment

Armor Class: 13 + PB

Hit Points: 5 + 5 x your Druid level

Speed: 50 ft., 30 ft. climbing speed

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
11 (+0)	18 (+4)	16 (+3)	8 (-1)	14 (+2)	12 (+1)

Saving Throws: Dexterity (4 + PB)

Skills: Stealth (4 + PB)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Dark-Vision 60 ft., Tremor-Sense 10 ft., Passive Perception 12

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 5 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Magical Weapons. The Ancient Companion's weapon attacks count as magical for the purposes of overcoming immunity and resistance.

Pack Tactics. The Ancient Companion has advantage on attack rolls against a creature if it has at least one ally within 5 ft. of the target that is not incapacitated.

Pounce. If the Ancient Companion moves at least 20 ft. towards a creature and hits with Devastating Claw in the same turn, it can attempt to grapple a creature. The target must make a Dexterity saving throw versus your spell save DC. While the ancient companion has a creature grappled, it deals necrotic damage equal to your Wisdom modifier at the start of its turn.

Actions

Devastating Claw. Melee weapon attack: your spell attack modifier to hit, range 5 ft., one target the companion can see. Hit: 2d6 + 4 slashing damage.

Ancient Companion (Skull Cracker)

Medium undead, your alignment

Armor Class: 13 + PB

Hit Points: 5 + 5 x your Druid level

Speed: 40 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
18 (+4)	12 (+1)	16 (+3)	8 (-1)	13 (+1)	12 (+1)

Saving Throws: Strength (4 + PB)

Skills: Athletics (4 + PB)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Dark-Vision 60 ft., Tremor-Sense 10 ft., Passive Perception 11

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 5 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Magical Weapons. The Ancient Companion's weapon attacks count as magical for the purposes of overcoming immunity and resistance.

Headlong Rush. The Ancient Companion can take the dash action as a bonus action.

Charge. If the Ancient Companion moves at least 15 ft. towards a creature and hits with Battering Slam in the same turn, it deals an extra 1d8 damage and the creature must make a Strength saving throw versus your spell save DC or be knocked prone.

Actions

Battering Slam. Melee weapon attack: your spell attack modifier to hit, range 5 ft., one target the companion can see. Hit: 1d12 + 4 bludgeoning or piercing damage.

Ancient Companion (Whiptail)

Large undead, your alignment

Armor Class: 13 + PB

Hit Points: 10 + 5 x your Druid level

Speed: 40 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
16 (+3)	10 (+0)	18 (+4)	8 (-1)	14 (+2)	12 (+1)

Saving Throws: Constitution (4 + PB)

Skills: Survival (2 + PB)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Blind-Sight 15 ft., Dark-Vision 60 ft., Tremor-Sense 10 ft., Passive Perception 12

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 5 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Magical Weapons. The Ancient Companion’s weapon attacks count as magical for the purposes of overcoming immunity and resistance.

Siege Monster. The Ancient Companion deals double damage to objects and structures.

Actions

Tail Lash. Melee weapon attack: your spell attack modifier to hit, range 15 ft., one target the companion can see. Hit: 1d10 + 3 bludgeoning or slashing damage.

Tail Sweep. All grounded creatures within 15 ft. of the Ancient Companion must make a Dexterity saving throw versus your spell save DC. On a failure they take 1d10 + 3 bludgeoning or slashing damage and are knocked prone. On a success they take half as much damage and are not knocked prone.

Ancient Companion (Tyrant King)

Gargantuan undead, your alignment

Armor Class: 15 + PB

Hit Points: 15 + 5 x your Druid level

Speed: 50 ft.

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
20 (+5)	11 (+0)	18 (+4)	8 (-1)	14 (+2)	16 (+3)

Saving Throws: Strength (5 + PB), Constitution (4 + PB), Charisma (3 + PB)

Skills: Athletics (5 + PB), Intimidation (3 + PB), Perception (2 + PB)

Damage Resistances: Necrotic

Damage Immunities: Poison

Condition Immunities: Charmed, Exhausted, Frightened, Petrified, Poisoned, Unconscious

Senses: Dark-Vision 60 ft., Tremor-Sense 20 ft., True Sight 10 ft., Passive Perception 12 + PB

Languages: understands the languages of its creator but cannot speak

Traits

Necrotic Shield. All creatures of your choice within 15 ft. of the companion have resistance to necrotic damage.

Undead Nature. The Ancient Companion does not need to eat, breathe, or drink.

Magical Weapons. The Ancient Companion's weapon attacks count as magical for the purposes of overcoming immunity and resistance.

Siege Monster. The Ancient Companion deals double damage to objects and structures.

Tyrant Force. Creatures frightened by the companion have their movement speed halved for the duration. Creatures of the companion's choice that start their turn within the Necrotic Shield must make a Wisdom saving throw against your spell save DC or be frightened of the companion. A creature can repeat the save at the end of its turns, ending the effect on a success. To repeat the save, a creature must no longer be within the Necrotic Shield.

Actions

Goring Bite. Melee weapon attack: your spell attack modifier to hit, range 10 ft., one target the companion can see. Hit: 2d12 + 5 piercing damage. On a hit, a creature of large size or smaller is grappled in the jaws of the companion. The companion can only grapple one creature in this way at a time.

Jaws of Death. The companion can use its bonus action to deal 1d12 piercing damage + 1d8 necrotic damage to a creature grappled in its jaws. A grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC to escape.

Stomp. Melee weapon attack: your spell attack modifier to hit, range 10 ft., one target the companion can see. Hit: 1d10 + 5 bludgeoning damage. The companion has advantage to hit creatures of large size or smaller with this attack. On a hit a creature must make a Strength saving throw against your spell save DC or be knocked prone.

Tyrant's Roar. As an action the companion can force all creatures of its choice within 60 ft. to make a Wisdom saving throw against your spell save DC. On a failure, a creature is frightened of the companion for 1 minute. A deafened creature automatically succeeds this saving throw and creatures of huge size or larger have advantage on the save.

A creature can repeat the save at the end of each of its turns, ending the effect on a success. A creature that has passed the save is immune to this effect for 24 hours.