

FEY BEAST TAMER

“Of course you can domesticate an owlbear! Want me to show you how?”

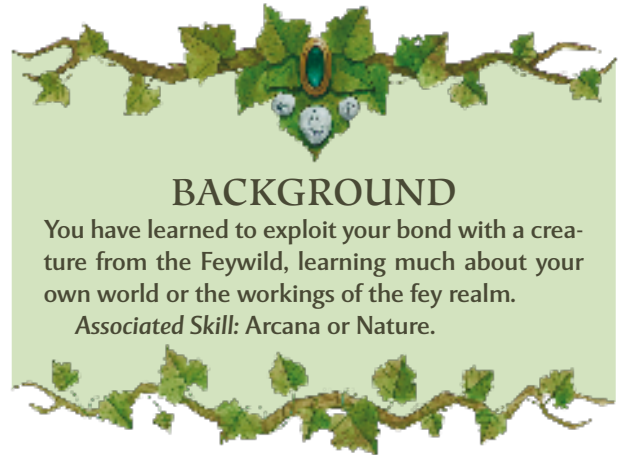
When the natural world was young and humanity was in its infancy, callous elf nobles intentionally opened fey crossings between their realm and the natural world, sending dangerous monsters through to terrorize early mortal civilizations. Many of humanity’s oldest folk tales concern these first encounters with creatures such as owlbears and displacer beasts. Although eladrin scholars have tried to disprove the assertion that their ancestors were responsible, there is no doubt that an unusual number of stories passed down by human cultures involve such occurrences.

However troublesome or malicious the ancient elves might have been, they inadvertently gave the people of the natural world a familiarity with fey creatures. During these formative years for human culture, contact with Feywild beasts had a great impact; the magic of that plane touched hearts and souls in the mortal world. As a result, some members of mortal races developed an affinity for dealing with creatures from the Feywild. They could command the beasts of the fey realm just as mortal nobles could command their subjects. Renowned fey beast tamers, many of whom have been immortalized in story and song, rode into battle with powerful denizens of the Feywild at their side.

Generations passed, empires rose and fell, and wars came and went. Bloodlines that once had been strong were thinned out by centuries of marriage and expansion. The beast tamers who commanded armies of fey creatures died out, and every generation of their offspring grew weaker in their control over fey beasts until the ability was almost forgotten.

Once every few generations, however, a mortal is born of parents who still have strong blood ties to the ancient beast lords. Such individuals grow up with the inherent ability to bond with fey creatures. Though many never realize their full potential, some discover—through chance encounters—that they can influence fey beasts by sheer willpower. These special mortals usually bond with a single creature, forming a connection that is as strong as the one shared by soldiers who serve together in battle.

You are one of these rare individuals with an ability that reaches back to the dawn of civilization. You have formed a connection with a fey creature and can command it to aid you and protect you from harm. Over time, as you develop this bond further, you will begin to absorb the inherent magic of the creature and find yourself capable of things you never thought possible.



BACKGROUND

You have learned to exploit your bond with a creature from the Feywild, learning much about your own world or the workings of the fey realm.

Associated Skill: Arcana or Nature.

Building a Fey Beast Tamer

Fey beast tamers are able to control feral creatures from the Feywild, although the creatures are never truly domesticated. A fey beast tamer creates a bond with his or her companion animal and usually has a natural affinity for beasts of all kinds.

Class Prerequisite: None. The ability to bond with a fey creature has little connection to other aptitudes, instead reflecting something deep within a person’s soul. That said, heroes who have a strong connection to the natural world, such as druids or shamans, might be more inclined to create such a bond.

Race Prerequisite: None. A fey beast tamer need not hail from the Feywild to be able to tame the creatures of that plane.

Starting Feature

The primary feature of your status as a fey beast tamer is your magical beast companion. You have formed a bond with a creature of the Feywild.

Benefit: Choose one of the following creatures: blink dog, displacer beast, fey panther, or young owlbear. You gain it as your fey beast companion.

Your fey beast companion is considered an ally of you and your allies. It can be affected by powers in the same way that any other creature can be. It has animal intelligence, so you can communicate with it only at a basic level (like a trained pet), and it doesn’t understand complex ideas.

Your fey beast companion’s level is equal to yours, and its hit points, defenses, and attack values are determined by your level, as noted in its statistics.

Your companion shares your healing surge total. Whenever an effect requires your fey beast companion to spend a healing surge, the surge is deducted from your total. Whenever you use your second wind, your companion also regains hit points equal to your healing surge value. At the end of a short rest, your fey beast companion regains all its hit points.

If you die or your companion drops below 1 hit point, it retreats back into the Feywild. If that occurs, you can use one of these two ways to call it back.

Minor Action: You lose a healing surge, and your companion appears in the nearest unoccupied space, with hit points equal to your healing surge value.

Short Rest or Extended Rest: At the end of the rest, you lose a healing surge, and your companion



FEY BEAST COMPANION ACTIONS

While you are within 20 squares of your fey beast companion, it relies on your guidance. You take actions so that it can act, and during an encounter its initiative is the same as yours.

Standard Actions: For your fey beast companion to take a standard action, you must take a standard action to command it to do so.

Move Actions: Whenever you take a move action, your fey beast companion can also take a move action. Alternatively, you can stay put but take a move action to command your fey beast companion to take a move action.

Minor Actions: For your fey beast companion to take a minor action, you must take a minor action to command it to do so.

Free Actions: Your fey beast companion can take a free action without your taking an action to command it.

Triggered Actions: If one of your fey beast companion's triggered actions is triggered, the companion can take that action only if you take the same kind of action to command it to do so. For example, if an enemy adjacent to your companion provokes an opportunity attack from it, you must take an opportunity action to command your companion to make the attack.

Acting Independently: In situations when you can't give commands to your fey beast companion, it can act independently. For example, if you are unconscious or more than 20 squares away from your companion, it doesn't sit around waiting for you (unless that's what you commanded it to do).

A fey beast companion acting independently does not have a full complement of actions on its turn. Instead, on its turn, it can take a standard action, a move action, or a minor action. It can also take opportunity actions and free actions, but it cannot take immediate actions.



appears in the nearest unoccupied space, with full hit points.

Blink Dog Companion

You have attuned yourself to a blink dog, a common pack hunter of the Feywild. These strong, yellow-coated canines can teleport short distances, and they use this power to surround prey. With enough training, you and your allies can benefit from this ability.

Trained Blink Dog	Fey Beast Companion
Medium fey beast	
HP your bloodied value	Initiative equal to yours
AC 15, Fortitude 13, Reflex 13, Will 13	Perception equal to yours +2
(Add your level to each defense)	Low-light vision
Speed 7	
TRAITS	
⚡ Blinking Pack (teleportation) ♦ Aura 1	
The blink dog or any ally in the aura can use a move action to teleport to another square in the aura.	
STANDARD ACTIONS	
④ Blinking Bite (teleportation) ♦ At-Will	
Attack: Melee 1 (one creature); your level + 5 vs. AC	
Hit: 1d8 + one-half your level damage, and the blink dog teleports up to 2 squares.	
Level 21: 2d8 + one-half your level damage.	
Str 14	Dex 20
Con 17	Int 2
	Wis 14
	Cha 6

Displacer Beast Companion

Although feared throughout the Feywild as a cunning and deadly predator, a displacer beast can be tamed by someone wise in the ways of the spirits. You have managed to achieve this rapport, taking special pride in the wide-eyed stares that you and your companion receive during your travels.

Trained Displacer Beast	Fey Beast Companion
Medium fey beast	
HP your bloodied value	Initiative equal to yours
AC 15, Fortitude 11, Reflex 15, Will 15	Perception equal to yours +2
(Add your level to each defense)	Low-light vision
Speed 8	
TRAITS	
⚡ Displacement (illusion) ♦ Aura 1	
Allies gain a +1 power bonus to all defenses while in the aura.	
STANDARD ACTIONS	
④ Tentacle (illusion) ♦ At-Will	
Attack: Melee 1 (one creature); your level + 5 vs. AC	
Hit: 1d8 + one-half your level damage, and the displacer beast gains partial concealment until the end of its next turn.	
Level 21: 2d8 + one-half your level damage.	
Str 15	Dex 20
Con 16	Int 2
	Wis 16
	Cha 6

Fey Panther Companion

A black-coated fey panther might not have the fearsome reputation of a displacer beast, but it is a capable predator in its own right. The panther's keen senses warn its pack mates of danger.

Trained Fey Panther		Fey Beast Companion
Medium fey beast		
HP your bloodied value		Initiative equal to yours
AC 13, Fortitude 13, Reflex 15, Will 11		Perception equal to yours +2
(Add your level to each defense)		
Speed 8, climb 6		Low-light vision
TRAITS		
⚙️ Alert Companion ♦️ Aura 1		
While in the aura, enemies cannot gain combat advantage against the fey panther's allies.		
STANDARD ACTIONS		
⚔️ Claw ♦️ At-Will		
Attack: Melee 1 (one creature); your level + 5 vs. AC		
Hit: 1d8 + one-half your level damage, and the target grants combat advantage to you until the end of your next turn.		
Level 21: 2d8 + one-half your level damage.		
Str 15	Dex 20	Wis 13
Con 15	Int 2	Cha 6

Young Owlbear Companion

Young owlbears are valued by the Feywild's goblins, who train the beasts to serve as guardians. Perhaps you freed your new companion from a goblin trap or beat it into submission after the goblins sicced it on you. However you two came together, the owlbear now fights for you.

Trained Young Owlbear		Fey Beast Companion
Medium fey beast		
HP your bloodied value		Initiative equal to yours
AC 13, Fortitude 15, Reflex 11, Will 15		Perception equal to yours +2
(Add your level to each defense)		
Speed 6		Darkvision
TRAITS		
⚙️ Ferocious Companion ♦️ Aura 1		
Allies gain a +2 power bonus to damage rolls against enemies in the aura.		
STANDARD ACTIONS		
⚔️ Claw ♦️ At-Will		
Attack: Melee 1 (one creature); your level + 5 vs. AC		
Hit: 1d12 + one-half your level damage.		
Level 21: 2d12 + one-half your level damage.		
Str 20	Dex 12	Wis 14
Con 17	Int 2	Cha 6

Additional Features

Level 5 Feature As you enhance the connection you have with your fey beast companion, you learn to act in concert with your companion whenever the situation warrants it.

Benefit: You have combat advantage against enemies in your fey beast companion's aura.

Level 10 Feature You have always been able to communicate with your fey beast companion. However, you have learned the secret language of your companion and can speak to it the same way it would communicate with others of its kind. As a result, you can now glean more complex information from a conversation with your companion.

Benefit: You can communicate normally with your fey beast companion and other creatures of the same kind.

Optional Powers

Level 2 Utility Power The special connection you share with your fey beast companion makes it easy for you to transfer part of your vitality to the creature. With effort, you can send reinforcement to your companion.

Heal Fey Beast Companion

Fey Beast Tamer Utility 2

You focus briefly on your bond with your fey beast companion, restoring some of its vitality.

Daily ♦️ **Arcane, Healing**

Minor Action

Ranged 10

Target: Your fey beast companion

Effect: The target regains a number of hit points equal to your healing surge value.

Level 6 Utility Power The world can be a dangerous place, and you know when it's best to keep your unusual ally out of sight. The *safe banishment* power sends your fey beast companion to a haven in the Feywild, allowing you to travel in civilized areas without worrying about what might happen to your companion in such an environment.

Safe Banishment

Fey Beast Tamer Utility 6

With a wave of your hand, your fey beast companion vanishes.

At-Will ♦️ **Arcane**

Move Action

Ranged 10

Target: Your fey beast companion

Effect: Your fey beast companion is removed from play. It travels to a safe location in the Feywild. As a move action, you can recall your fey beast companion, and it appears in an unoccupied square adjacent to you.

Level 10 Utility Power Your bond with your companion has grown so strong that for a short time you can take on a form that resembles your companion's.

Companion Form

Fey Beast Tamer Utility 10

Your body shifts and changes, and suddenly you take on a form that is nearly a mirror image of your fey beast companion.

Encounter ♦️ **Arcane, Polymorph**

Minor Action

Personal

Effect: You assume a form similar to that of your fey beast companion. While in this form, you have the same aura as your companion. You gain the creature's senses and speed, but the form does not otherwise alter your game statistics. The form lasts until the end of the encounter, until you end it as a minor action, or until you use any other power.