

# New Hybrid and Multiclass Options

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With the release of *Player's Option: Heroes of Shadow™* and *Heroes of the Forgotten Kingdoms™*, characters have more options than ever. This article introduces multiclass and hybrid options that you can use with characters who have access to shadow magic: assassins, binder warlocks, blackguard paladins, and vampires. It also presents options for players who want to mix druid, paladin, ranger, and warlock material in *Heroes of the Forgotten Kingdoms* with other D&D classes.

This article was originally released for playtesting. The final version reflects feedback from that playtest. The input of our playtesters was, as always, valuable and appreciated.

## ASSASSIN OPTIONS

The following options are for the assassin (*Dragon* 379) and the executioner assassin (*Heroes of Shadow*), as well as for characters who want to gain assassin abilities.

### New Guild Training

If you would gain Guild Training as an assassin class feature, you can take Executioner's Guild instead of Bleak Disciple or Night Stalker.

**Executioner's Guild:** You gain the *assassin's strike* power. You do not gain assassin encounter attack powers.

### New Class Feature

When building an executioner assassin, you can select the following class feature instead of your Attack Finesse class feature.

#### Master of Shrouds

Although you have spent a great amount of time studying the martial aspects of being an executioner, you are drawn to the power of shadow magic more than your fellow assassins are. You use shadow magic more than most executioners do, making it integral to your killing technique.

**Benefit:** You gain the *assassin's shroud* power, and you can use Dexterity instead of Strength when making melee basic attacks with one-handed weapons.

### New Feats

The following feats allow you to mix and match executioner abilities with those of other classes.

#### Practiced Killer [Multiclass Assassin]

The path of darkness calls to you, granting you power in return for your obedience to the principles of the vice it embraces.

**Benefit:** You gain training in one skill from the executioner assassin's class skills list. You also gain proficiency with ki focuses.

Once per encounter, you can deal 1d8 extra damage with a weapon attack using a one-handed weapon, a garrote, a blowgun, or a shortbow. The extra damage increases to 2d8 at 11th level and 3d8 at 21st level.

#### Shadow Master

You have focused on the ability to wield shadow magic. As a result, you can unleash devastating attacks infused with the essence of shadow power.

**Prerequisite:** Assassin (executioner)

**Benefit:** Choose one assassin daily attack power of your level or lower. You gain that power. You can prepare one fewer vial of assassin poison during an extended rest. The vial lost must be of the highest-level assassin poison that you can create.

#### Shadow Poisoner

You know that the power of shadow magic can be supplemented by guile and intrigue, and you have mastered the art of crafting assassin poisons.

**Prerequisite:** Assassin, at least one daily attack power that has a level

**Benefit:** You learn the recipe for one assassin poison of your level or lower, as per the executioner's Poison Use class feature. When you take an extended rest, you can choose to lose the use of one of your daily attack powers; if you do so, you can create one vial of an assassin poison of a level that is less than or equal to the level of the power you lost.

## Hybrid Assassin (Executioner)

Hybrid executioners are common; many members of this class study arcane magic, worship deities of death, or cultivate other cover identities to mask their true talents.

### Executioner Traits

**Role:** Striker

**Power Source:** Martial and shadow

**Key Abilities:** Dexterity, Charisma

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple one-handed melee, military one-handed melee, simple ranged, blowgun, bola, garrote, shortbow

**Implement Proficiencies:** Ki focuses

**Bonus to Defense:** +1 Fortitude or Will

**Hit Points at 1st Level:** 6

**Hit Points per Level Gained:** 2.5

**Healing Surges per Day:** 3.5

**Class Skills:** Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Endurance (Con), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

**Class Features:** *Assassin's strike* (hybrid), Attack Finesse (hybrid), Guild Attacks (hybrid), Poison Use (hybrid)

**Hybrid Talent Options:** Nimble Drop, Flawless Disguise

## Hybrid Restriction

When building a hybrid character, you cannot combine a hybrid executioner with any other type of assassin.

## Class Features

Hybrid executioners have the following class features.

**Assassin's Strike (Hybrid):** When you can choose an encounter attack power that has a level from your hybrid classes, you can choose the hybrid version of *assassin's strike* instead. This power counts as *assassin's strike* for purposes of feats and paragon path features. If you already have *assassin's strike* and an encounter attack power from your other hybrid class, then instead of choosing or replacing an encounter attack power, you can increase the extra damage dealt by your *assassin's strike* by 1d10.

### Assassin's Strike (Hybrid)

Assassin Attack

*You strike with precision at the exact right moment, landing an attack that can be instantly fatal.*

Encounter ♦ Martial

No Action Special

**Trigger:** You hit a creature within 5 squares of you with an attack using a weapon.

**Target:** The creature you hit

**Effect:** The target takes 1d10 extra damage from the triggering attack. If the target is helpless, this damage is maximized.

Level 11: 2d10 extra damage.

Level 21: 3d10 extra damage.

**Special:** Nothing but a short or an extended rest can allow you to regain the use of this power.

**Attack Finesse (Hybrid):** You gain the benefit of the executioner's Attack Finesse class feature, except that you can deal the extra damage only when using the required weapons with basic attacks, assassin powers, and assassin paragon path powers.

**Guild Attacks (Hybrid):** You choose a guild and gain the benefit of the Guild Attacks class feature, except that you choose only two of the at-will attack powers associated with your guild.

**Poison Use (Hybrid):** You gain the benefit of the Poison Use class feature, with the following exception. You do not start with access to any poison recipes. When you gain a daily attack power, you can instead opt to learn a poison recipe. When you replace a daily attack power, you can instead replace one of your poison recipes with one of a higher level or with a daily attack power from your other hybrid class. The recipe's level must be less than or equal to your level. For each daily attack power you forgo, you can prepare one poison per day.

## Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Nimble Drop:** You must be at least 4th level to choose this option. This class feature functions the same as the executioner class feature.

**Flawless Disguise:** You must be at least 8th level to choose this option. This class feature functions the same as the executioner class feature.



## BLACKGUARD OPTIONS

The following options are for characters who want to gain blackguard abilities.

### New Feat

The following feat allows you to mix and match blackguard abilities with those of other classes.

#### Walker of the Dark Path [Multiclass Paladin]

The path of darkness calls to you, granting you power in return for your obedience to the principles of the vice it embraces.

**Benefit:** You gain training in one skill from the blackguard paladin's class skills list. You also gain proficiency with holy symbols.

Once per encounter, you gain the benefit of the Dark Menace class feature for one of your attacks. You can use *shroud of shadow* as a daily power.

### Hybrid Paladin (Blackguard)

Hybrid blackguards are relatively rare, since most adventurers who follow that dark path do so with a fervor matched only by a paladin's dedication to justice. Still, some blackguards are practical enough to realize that arcane magic and other talents can help them sow terror and overpower their foes. In fact, some blackguard orders embrace such abilities, cultivating unique combinations of talents to confuse and surprise their enemies.

#### Hybrid Restriction

When building a hybrid character, you cannot combine a hybrid blackguard with any other type of paladin.

#### Blackguard Traits

**Role:** Striker

**Power Source:** Divine

**Key Abilities:** Strength, Charisma

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale, plate; light shield, heavy shield

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Implement Proficiencies:** Holy symbols

**Bonus to Defense:** +1 Fortitude, Reflex, or Will

**Hit Points at 1st Level:** 7.5

**Hit Points per Level Gained:** 3

**Healing Surges per Day:** 5

**Class Skills:** Arcana (Int), Athletics (Str), Bluff (Cha), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha), Religion (Int), Thievery (Dex)

**Class Features:** Dark Menace (hybrid), *dread smite* (hybrid), Spirit of Vice (hybrid)

**Hybrid Talent Options:** Paladin Armor Proficiency, Shroud of Shadow

#### Class Features

Hybrid blackguards have the following class features.

**Dark Menace (Hybrid):** This class feature functions the same as the blackguard class feature, except that you deal the extra damage only when you hit with a paladin power or a paladin paragon path power.

**Dread Smite (Hybrid):** You can select the *dread smite* power whenever you have the opportunity to gain or replace a class encounter attack power that

has a level. If you already have *dread smite*, you gain an additional use of the power if you select it again.

**Spirit of Vice (Hybrid):** You choose a vice and gain the benefit of the Spirit of Vice class feature, except that the benefit applies only to your paladin powers and paladin paragon path powers.

#### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Paladin Armor Proficiency:** You gain proficiency with leather armor, hide armor, chainmail, scale armor, plate armor, light shields, and heavy shields.

**Shroud of Shadow:** You gain the *shroud of shadow* power. In addition, at 7th level or higher, you gain the benefit of the Improved Shroud of Shadow feature associated with your vice.



## VAMPIRE OPTIONS

The following options are for characters who want to gain vampire abilities.

### New Feats

The following feats allow you to mix and match vampire abilities with those of other classes.

#### Arcane Vampire

The curse of vampirism has warped and twisted your magic, infusing it with an undeniable hunger linked to your soul. When a foe falls to your spells, you absorb shards of its life essence through the strands of your magic. By expending that life energy, you can imbue your spells with increased power.

**Prerequisite:** Vampire and any arcane class

**Benefit:** Once per encounter, when your arcane encounter attack power hits at least one enemy, you gain a healing surge.

As a free action when you use an arcane encounter attack power, you can lose a healing surge to gain a bonus to the power's damage roll equal to your Charisma modifier.

#### Blood Thirst [Multiclass Vampire]

Your curse demands that the life force of other creatures be sacrificed to maintain your undead form.

**Prerequisite:** Vampirism feat

**Benefit:** Choose one of your encounter attack powers that has a level. You lose that power and gain *blood drinker*. Your *blood drinker* is also triggered if you hit an adjacent enemy with a melee at-will attack power.

#### Divine Vampire

The gods generally hold the undead in utmost contempt, viewing them as abominations in the cycle of life, worship, and death. Through your devotion and



study, you have shown the gods that you are a champion worthy of their mercy.

**Prerequisite:** Vampire and any divine class

**Benefit:** Once per encounter, when your divine encounter attack power hits at least one enemy, you gain a healing surge.

Once per encounter, when you use a divine power that allows a target to spend a healing surge, the target can choose to instead lose a healing surge so that you can gain a healing surge.

You lose the vulnerable 5 radiant granted by the Child of the Night class feature, and you do not take damage from direct sunlight.

#### Martial Vampire

Some vampires have learned to integrate the magic of their curse with the other powers they have mastered, such as divine or arcane magic. You have little patience for such talents, focusing instead on your athletic ability and willpower. When you are cornered, you draw unmatched vigor from your undead form.

**Prerequisite:** Vampire and any martial class

**Benefit:** Once per encounter, when your martial encounter attack power hits at least one enemy, you gain a healing surge.

The first time you are bloodied during an encounter, you gain a healing surge. If you do not spend the surge by the end of the encounter, you lose it.

#### Monastic Vampire

A monk must develop absolute mastery over body and mind, using the two as one to defeat enemies. As a vampire, your body is a shell under the domination of the shadow magic that gives you unlife. Thus, when you push your physical form, you gain greater benefits than living mortals do.

**Prerequisite:** Vampire and monk

**Benefit:** Once per encounter, when your monk encounter attack power hits at least one enemy, you gain a healing surge.

When you spend a healing surge, you gain a +2 bonus to speed and a +4 bonus to all defenses against opportunity attacks. These bonuses last until the end of your next turn.

#### Primal Vampire

Primal magic is concerned with the world of the living. Most primal magic wielders see the undead as a stain upon the natural world, but you have redeemed yourself through your actions and dedication. When you read your foe's blood, the primal magic you wield sings at your victory. Such power

fortifies you, giving your undead body unmatched vigor and endurance.

**Prerequisite:** Vampire and any primal class

**Benefit:** Once per encounter, when your primal encounter attack power hits at least one enemy, you gain a healing surge.

You gain two bonus healing surges.

## Psionic Vampire

You mastery of the mind allows you to delve deep into your undead soul for psionic power. You drain your foe's mental energy as greedily as you drain its blood, and you use that power in turn to augment your attacks.

**Prerequisite:** Vampire, Psionic Augmentation class feature

**Benefit:** Once per encounter, when your augmented psionic attack power or psionic encounter attack power hits at least one enemy, you gain a healing surge.

Once per encounter, as a minor action, you can lose a healing surge to gain 2 power points that expire at the end of your turn.

## Vampirism [Multiclass Vampire]

You have gained the curse of vampirism, turning you into a creature of the night.

**Benefit:** You gain the benefit of the Child of the Night class feature, except that you do not gain darkvision or necrotic resistance. You also gain the Blood Is Life class feature and the Enduring Soul class feature. In addition, reduce the healing surges granted by your class to 2.

In addition, you gain proficiency with holy symbols and ki focuses.

## Hybrid Vampire

A hybrid vampire is likely a character who was saddled with the curse of vampirism after commencing the study of weapons, arcane magic, or another path. Some hybrid vampires might be younger vampires who seek to augment their shadow talents with new abilities.

### Vampire Traits

**Role:** Striker

**Power Source:** Shadow

**Key Abilities:** Dexterity, Charisma

**Armor Proficiencies:** Cloth

**Weapon Proficiencies:** Simple melee, simple ranged

**Implement Proficiencies:** Holy symbols, ki focuses

**Bonus to Defense:** +1 Fortitude or Will

**Hit Points at 1st Level:** 6

**Hit Points per Level Gained:** 2.5

**Healing Surges per Day:** As a hybrid vampire, you gain two healing surges regardless of the class that you have combined with vampirism to create your character.

**Class Skills:** Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), History (Int), Intimidate (Cha), Perception (Wis), Religion (Int), Stealth (Dex), Thievery (Dex)

**Class Features:** Blood drinker (hybrid), Blood Is Life, Child of the Night (hybrid), Enduring Soul, Hidden Might

**Hybrid Talent Options:** Embrace Undeath, Vampiric Reflexes

## Class Features

Hybrid vampires have the following class features.

**Blood Drinker (Hybrid):** You can select the *blood drinker* power whenever you have the opportunity to gain a class encounter attack power that has a level. If you already have *blood drinker*, you gain an additional use of the power if you select it again.

**Blood Is Life:** You gain the Blood Is Life class feature.

**Child of the Night (Hybrid):** You gain the Child of the Night class feature, except that you do not gain darkvision or necrotic resistance.

**Enduring Soul:** You gain the Enduring Soul class feature.

**Hidden Might:** You gain the Hidden Might class feature.

## Hybrid Talent Option

If you take the Hybrid Talent feat, you can select the following option.

**Embrace Undeath:** You gain darkvision and resist 5 necrotic.

**Vampiric Reflexes:** You gain the Vampiric Reflexes class feature.

## DRUID OPTIONS

The following options are for use with the sentinel and for characters who want to gain sentinel abilities.

### New Feats

The following feats allow you to mix and match sentinel abilities with those of other classes.

#### Knack for Survival

You have always had a strong connection to the wilderness. Where others found the forest around your village a daunting place of shadowy, lurking fears, you found it a welcome refuge. Your innate connection to the primal world has granted you the near-supernatural ability to survive in the wild.

**Prerequisite:** Training in Nature

**Benefit:** You gain a wilderness knack. If you already have one or more wilderness knacks, you gain this knack in addition to those you already have.

#### Sentinel Initiate [Multiclass Druid]

You are a defender of the natural world, called to serve the primal powers that ward against planar intrusions. The magic you have gained sustains you and your allies.

**Prerequisite:** Wisdom 13

**Benefit:** You gain training in the Nature skill. Once per day, you can use the druid's *healing word* power. You also gain proficiency with staff and totem implements.

### Hybrid Druid (Sentinel)

A hybrid sentinel understands that protecting the natural world demands a wide variety of skills. By dabbling in other power sources and classes, a hybrid sentinel is able to respond to many threats and opponents.

#### Sentinel Traits

**Role:** Leader

**Power Source:** Primal

**Key Abilities:** Wisdom, Constitution

**Armor Proficiencies:** Cloth, leather, hide; light shields

**Weapon Proficiencies:** Simple melee, simple ranged

**Implement Proficiencies:** Staffs, totems

**Bonus to Defense:** +1 Fortitude

**Hit Points at 1st Level:** 6

**Hit Points per Level Gained:** 2.5

**Healing Surges per Day:** 3.5

**Class Skills:** Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis)

**Class Features:** Acolyte of the Natural Cycle (hybrid), Animal Companion, *combined attack* (hybrid), *healing word* (hybrid)

**Hybrid Talent Options:** Wilderness Knack (hybrid), Druid Armor Proficiency, Paragon of the Natural Cycle, Animal Companion Power, Nature's Bounty

#### Hybrid Restriction

When building a hybrid character, you cannot combine a hybrid sentinel with any other type of druid.

#### Class Features

Hybrid sentinels have the following class features.

**Acolyte of the Natural Cycle (Hybrid):** You gain the Acolyte of the Natural Cycle class feature, but you gain only the animal companion and the skill bonus associated with your season choice.

**Animal Companion:** You gain the Animal Companion class feature. Your companion is determined by the season you chose as part of your Acolyte of the Natural Cycle class feature.

**Combined Attack (Hybrid):** You can select the *combined attack* power whenever you have the opportunity to gain a class encounter attack power that has a level. If you already have *combined attack*, you gain an additional use of the power if you select it again.

**Healing Word (Hybrid):** You gain the druid's *healing word* power. The power functions as normal except that you can use it only once per encounter.

#### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Wilderness Knack (Hybrid):** You gain one of the sentinel's wilderness knack options.

**Druid Armor Proficiency:** You gain proficiency with leather armor, hide armor, and light shields.

**Primal Guardian:** You gain this class feature.

**Paragon of the Natural Cycle:** You can gain this class feature only if you are 13th level or higher and already have the Acolyte of the Natural Cycle class feature.

**Animal Companion Power:** You can gain this class feature only if you are 17th level or higher and already have the Acolyte of the Natural Cycle class feature.

**Nature's Bounty:** You can gain this class feature only if you are 27th level or higher and already have the Acolyte of the Natural Cycle class feature.

## CAVALIER OPTIONS

The following options are for use with the cavalier paladin and for characters who want to gain cavalier abilities.

### New Feat

The following feat allows you to mix and match cavalier abilities with those of other classes.

#### Squire of Righteousness [Multiclass Paladin]

The path of darkness calls to you, granting you power in return for your obedience to the principles of the vice it embraces.

**Prerequisite:** Strength 13, Charisma 13

**Benefit:** You gain training in one skill from the cavalier paladin's class skills list. You also gain proficiency with holy symbols.

You gain the *defender aura* power. You can use *righteous radiance* as an encounter power.

### Hybrid Paladin (Cavalier)

Few cavaliers blend the talents of multiple classes. Those who do are usually members of military orders dedicated to gods that embrace a variety of powers. Cavaliers dedicated to a god of magic might combine with the sorcerer or wizard classes, whereas those with a link to a fey lord might become paladin/warlocks.

#### Cavalier Traits

**Role:** Defender

**Power Source:** Divine

**Key Abilities:** Strength, Charisma

**Armor Proficiencies:** Cloth, leather, hide, chainmail, scale, plate; light shields, heavy shields

**Weapon Proficiencies:** Simple melee, military melee, simple ranged, military ranged

**Implement Proficiencies:** Holy symbols

**Bonus to Defense:** +1 Fortitude, Reflex, or Will

**Hit Points at 1st Level:** 7.5

**Hit Points per Level Gained:** 3

**Healing Surges per Day:** 5

**Class Skills:** Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

**Class Features:** *Defender aura*, *holy smite* (hybrid), *righteous radiance*, Spirit of Virtue

**Hybrid Talent Options:** Paladin Armor Proficiency, *righteous shield*

#### Hybrid Restriction

When building a hybrid character, you cannot combine a hybrid cavalier with any other type of paladin.

#### Class Features

Hybrid cavaliers have the following class features.

**Defender Aura:** You gain the *defender aura* power.

**Holy Smite (Hybrid):** You can select the *holy smite* power whenever you have the opportunity to gain a class encounter attack power. If you have *holy smite*, you can choose to replace it with another encounter attack power when you have the option to swap such powers. If you already have *holy smite*, you gain an additional use of the power if you select it again.

**Righteous Radiance:** You gain the *righteous radiance* power.

**Spirit of Virtue:** You choose a virtue and gain the benefit of the Spirit of Virtue class feature associated with your virtue.

#### Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

**Paladin Armor Proficiency:** You gain proficiency with leather armor, hide armor, chainmail, scale armor, plate armor, light shields, and heavy shields.

**Righteous Shield:** You gain the *righteous shield* power. In addition, at 7th level or higher, you gain the benefit of the Improved Righteous Shield class feature associated with your virtue.

## RANGER OPTIONS

The following options are for use with rangers. They allow different types of rangers to swap powers.

### New Feats

The following feats allow you to mix and match ranger abilities with those of other classes.

#### Archery Mastery

Expert archery requires focus and dedication. You allow one of your abilities to fade away so that you can master a difficult trick shot.

**Prerequisite:** Any ranger at-will attack power that has a level

**Benefit:** Choose one of your ranger at-will attack powers that has a level. You lose that power and gain one of the powers granted by the Expert Archer class feature.

#### Disrupting Shot

You trade one of your ranger exploits for a versatile attack ability.

**Prerequisite:** Any ranger encounter attack power that has a level

**Benefit:** Choose one of your ranger encounter attack powers that has a level. You lose that power and gain the *disruptive shot* power.

#### Ranger's Powerful Strike

You trade one of your ranger exploits for the ability to deal more damage with your weapon attack.

**Prerequisite:** Any ranger encounter attack power that has a level

**Benefit:** Choose one of your ranger encounter attack powers that has a level. You lose that power and gain the *power strike* power.

## WARLOCK OPTIONS

The following options are for use with warlocks. The feats allow different types of warlocks to swap powers.

### New Feats

The following feats allow you to mix and match warlock abilities with those of other classes.

#### Binding Initiate [Multiclass Warlock]

You have studied the magic needed to create a binding pact with a planar entity.

**Benefit:** You gain training in one skill from the binder warlock's class skills list. You also gain proficiency with rods and wands.

Choose a binder pact boon. You gain the at-will attack power and the utility power it grants at 1st level as encounter powers.

## Hybrid Warlock (Binder)

Binders dabble in strange magic and rituals to gain their power. Many of them have an innate curiosity that leads them down the dilettante's path. They cultivate a sense of discovery and experimentation that allows them to combine disparate talents into a unique package.

### Binder Traits

**Role:** Controller

**Power Source:** Arcane

**Key Abilities:** Charisma, Dexterity, Intelligence

**Armor Proficiencies:** Cloth, leather

**Weapon Proficiencies:** Simple melee, simple ranged

**Implement Proficiencies:** Rods, wands

**Bonus to Defense:** +1 Reflex or Will

**Hit Points at 1st Level:** 6

**Hit Points per Level Gained:** 2.5

**Healing Surges per Day:** 3

**Class Skills:** Arcana (Int), Bluff (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha), Thievery (Dex)

**Class Features:** Pact Boon, Shadow Twist (hybrid)

**Hybrid Talent Options:** Shadow Walk

### Hybrid Restriction

When building a hybrid character, you cannot combine a hybrid binder with any other type of warlock.

### Class Features

Hybrid binders have the following class features.

**Pact Boon:** Instead of choosing a 1st-level warlock at-will attack power, you gain the binder's Pact Boon class feature.

**Shadow Twist (Hybrid):** You gain the Shadow Twist class feature, but its benefit applies only to your warlock powers and warlock paragon path powers.

### Hybrid Talent Option

If you take the Hybrid Talent feat, you can select the following option.

**Shadow Walk:** You gain the Shadow Walk class feature.

#### *About the Author*

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