

## Swordmage

Using the following rules, you can create a subgroup of swordmage known as a duskblade.

### Duskblade

**Role:** Striker

**Power Source:** Arcane and Martial

**Ability Scores:** Strength, Intelligence

**Starting Hit Points:** 12 + Constitution score

**Hit Points per Level Gained:** 5

**Healing Surges per Day:** 6 + Constitution modifier

**Armor Proficiencies:** Cloth, Leather, Hide, Chain

**Weapon Proficiencies:** Simple melee, simple ranged, military axes, military heavy blades

**Implement Proficiencies:** Weapons with which you are proficient

**Bonus to Defense:** +2 Will

**Trained Skills:** Arcana. From the class skills list below, choose three more trained skills at 1st level.

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

#### Heroic Tier

Level 1 Swordbond, Arcane Strike, Arcane Attunement, Duskblade Imbue Spells, Power Strike

Level 2 Utility Power

Level 3 Improved Power Strike

Level 4 Ability Score Increase, Energy Substitution

Level 5 Mighty Arcane Strike

Level 6 Utility Power

Level 7 Extra Imbue Spell, Empowered Spell Channeling

Level 8 Ability Score Increase

Level 9 Combat Readiness

Level 10 Utility Power

### Level 1: Swordbond

As swordmage, but you can also use an axe in place of a light blade.

### Level 1: Arcane Strike

When you hit with an arcane melee attack with a melee weapon, you may deal extra damage equal to your intelligence modifier.

However, you may not learn the Intelligent Blademaster feat.

### Level 1: Arcane Atunement

You gain one wizard cantrip of your choice. You may use this cantrip at-will.

### Level 1: Power Strike

You gain power strike, which is identical to the Slayer's power. See *Essentials*.

### Level 1: Duskblade Imbue Spells

Choose two swordmage powers with the imbue keyword. They imbue keyword does not have any special rules, but instead denotes a group of similar powers that enhance your basic attacks.

#### Bite of Frost

#### Swordmage Attack 1

*Fog and snow fall off your potent blade, which's strikes freeze flesh.*

#### At-Will \* Arcane, Cold, Imbuement

##### Minor Action

##### Personal

**Target:** One melee weapon you presently hold

**Effect:** Until the end of the encounter, or until you use another imbue power, or until you no longer hold the target, the target gains the following:

- Melee basic attacks made with the target are against Fortitude instead of AC. They also have the Arcane and Cold keywords, and deal cold damage.
- Creatures hit by a melee basic attack with this weapon are slowed until the end of your next turn.

**Concussion Strikes**      **Swordmage Attack 1**

*Shock waves bounce with the swing of your blade.*

**At-Will \* Arcane, Thunder, Imbuement**

**Minor Action**      **Personal**

**Target:** One melee weapon you presently hold

**Effect:** Until the end of the encounter, or until you use another imbue power, or until you no longer hold the target, the target gains the following:

- Melee basic attacks made with the target are against Fortitude instead of AC. They also have the Arcane and Thunder keywords, and deal thunder damage.
- You may push creatures hit by a melee basic attack with this weapon 1 square.

**Conduit Blade**      **Swordmage Attack 1**

*The electric spark of your weapon drives into the flesh of enemies all around.*

**At-Will \* Arcane, Lightning, Imbuement**

**Minor Action**      **Personal**

**Target:** One melee weapon you presently hold

**Effect:** Until the end of the encounter, or until you use another imbue power, or until you no longer hold the target, the target gains the following:

- Melee basic attacks made with the target have the Arcane and Lightning keywords, and deal lightning damage.
- Enemies adjacent to a creature hit by a melee basic attack with this weapon take lightning damage equal to your intelligence modifier.

**Corrosive Touch**      **Swordmage Attack 1**

*You caress your weapon, which glows green with acidic intent.*

**At-Will \* Arcane, Acid, Imbuement**

**Minor Action**      **Personal**

**Target:** One melee weapon you presently hold

**Effect:** Until the end of the encounter, or until you use another imbue power, or until you no longer hold the target, the target gains the following:

- Melee basic attacks made with the target are against Reflex instead of AC. They also have the Acid and Arcane keywords, and deal acid damage.
- Creatures hit by a melee basic attack with this weapon take a -2 penalty to their defenses until the end of your next turn.

**Gift of Vampirism**      **Swordmage Attack 1**

*Blood never falls from your blade – the weapon feasts too quickly.*

**At-Will \* Arcane, Necrotic, Imbuement**

**Minor Action**      **Personal**

**Target:** One melee weapon you presently hold

**Effect:** Until the end of the encounter, or until you use another imbue power, or until you no longer hold the target, the target gains the following:

- Melee basic attacks made with the target have are against Fortitude instead of AC. They also have the Arcane and Necrotic keywords, and deal necrotic damage.
- When you hit with a melee basic attack with this weapon, you gain temporary hit points equal to your intelligence modifier.

**Illusory Weapon**      Swordmage Attack 1

*Your blade refracts in the mind of your foe, and even when they dodge, they still suffer from the blow.*

**At-Will \* Arcane, Psychic, Illusion, Imbuement**  
**Minor Action**      **Personal**

**Target:** One melee weapon you presently hold

**Effect:** Until the end of the encounter, or until you use another imbuement power, or until you no longer hold the target, the target gains the following:

- Melee basic attacks made with the target are against Will instead of AC. They also have the Arcane, Psychic, and Illusion keywords, and deal psychic damage.
- You may slide creatures hit by a melee basic attack with this weapon 1 square to a square adjacent to you.

**Inescapable Blade**      Swordmage Attack 1

*Your weapon now exists in multiple planes, and always cuts its target.*

**At-Will \* Arcane, Force, Imbuement**  
**Minor Action**      **Personal**

**Target:** One melee weapon you presently hold

**Effect:** Until the end of the encounter, or until you use another imbuement power, or until you no longer hold the target, the target gains the following:

- Melee basic attacks made with the target are against Reflex instead of AC. They also have the Arcane and Force keywords, and deal force damage.
- Melee basic attacks with the target gain:  
**Miss:** Intelligence modifier force damage.

**Lick of Flame**      Swordmage Attack 1

*Fire spreads across your weapon, hungry to bite into your foes.*

**At-Will \* Arcane, Fire, Imbuement**  
**Minor Action**      **Personal**

**Target:** One melee weapon you presently hold

**Effect:** Until the end of the encounter, or until you use another imbuement power, or until you no longer hold the target, the target gains the following:

- Melee basic attacks made with the target have the Arcane and Fire keywords, and deal fire damage.
- Replace the hit line of melee basic attacks made with the target with the following:  
**Hit:** 1[W] damage, and ongoing fire damage equal to your intelligence modifier (save ends).  
*Level 21:* 2[W] damage, and ongoing ongoing fire damage equal to your intelligence modifier (save ends).

**Solar Brand**      Swordmage Attack 1

*Shining with the light of the sun, your blade dazzles and burns as it strikes.*

**At-Will \* Arcane, Radiant, Imbuement**  
**Minor Action**      **Personal**

**Target:** One melee weapon you presently hold

**Effect:** Until the end of the encounter, or until you use another imbuement power, or until you no longer hold the target, the target gains the following:

- Melee basic attacks made with the target are against Reflex instead of AC. They also have the Arcane and Radiant keywords, and deal radiant damage.
- Creatures hit by a melee basic attack with this weapon take a -2 penalty to their next attack roll made before the end of your next turn.

## Level 2: Utility Power

Choose one level 2 swordmage utility power.

### Quick Focus      Swordmage Utility 2

*With a burst of articulation, you cast your spell swiftly.*

**Encounter \* Arcane**

**Free Action      Personal**

**Effect:** Use one of your imbuelement spells.

### Spell Redirection      Swordmage Utility 2

*With knowledge of that energy, you channel your foe's spell into your own blade.*

**Daily \* Arcane; Varies**

**Immediate Interrupt      Personal**

**Requirement:** You must have an imbuelement spell active

**Trigger:** You are hit by an attack that deals the same damage as your active imbuelement

**Effect:** Reduce the damage you take from the triggering attack by your intelligence modifier. The next melee attack you hit with with the same damage type as the triggering attack gains a +2 power bonus to the damage roll.

### Read Magic      Swordmage Utility 2

*With a blink of your eyes, you analyze the magic around your foe to know its weaknesses and strengths.*

**Daily \* Arcane**

**Minor Action      Close burst 5**

**Target:** One enemy

**Effect:** Choose one of the following:

- You know the target's vulnerabilities and resistances, if any, but not their values.
- You know the target's highest and lowest defenses, but not their values.
- You know all damage type keywords of all the target's powers.

## Level 3: Improved Power Strike

Identical to the Slayer's feature.

## Level 4: Energy Substitution

You gain the energy substitution power.

### Energy Substitution      Duskblade Utility

*You realign the energy of your spell, changing form but not function.*

**At-Will \* Arcane; Varies**

**Minor Action      Personal**

**Effect:** Until the end of your next turn, your present imbuelement spell deals a damage type of your choice.

## Level 5: Mighty Arcane Strike

The bonus to arcane melee attacks with a melee weapons granted by your Arcane Strike class feature increases to 2 + your intelligence modifier.

## Level 6: Utility Power

Choose one level 6 swordmage utility power.

### Blade of Blood      Swordmage Utility 6

*The blood of all intermingles on your dark blade.*

**Daily \* Arcane**

**Minor Action      Personal**

**Effect:** Expend a healing surge, but instead of healing take damage equal to your healing surge value. Until the end of your next turn, your melee weapon attacks deal maximum damage.

### Dimensional Assault      Swordmage Utility 6

*With a word of power you run parallel to this world, and return to deliver a mighty blow.*

**Encounter \* Arcane, Teleportation**

**Free Action      Personal**

**Trigger:** You designate the target of a charge

**Effect:** Teleport the distance of the charge.

**Special:** If the target of the charge is within your line of sight and within melee reach of squares within your movement range, you need not follow the other normal requirements of a charge.

### Flying Weapon      Swordmage Utility 6

*Modifying your imbuelements, you temporarily enchant a weapon to function in the air.*

**At-Will \* Arcane**

**Minor Action      Melee 1**

**Target:** One melee weapon

**Effect:**

## Level 7: Extra Imbue Spell

You gain one additional swordmage imbue spell.

## Level 7: Empowered Spellchanneling

When you use *power strike*, the benefits of your active imbue spells are enhanced for that strike.

- **Bite of Frost:** The target of the triggering attack is instead immobilized until the end of your next turn.
- **Concussion Strikes:** The target of the triggering attack is instead pushed 3 squares.
- **Conduit Blade:** Instead of just adjacent enemies, all enemies within burst 2 of the target of the triggering attack take electricity equal to your intelligence modifier.
- **Corrosive Touch:** The target of the triggering attack instead takes a -5 penalty to all defenses until the end of your next turn.
- **Gift of Vampirism:** You instead gain temporary hit points equal to 5 + your intelligence modifier.
- **Illusory Weapon:** You may instead slide the target of the triggering attack to any square adjacent to you.
- **Inescapable Blade:** Reroll damage rolls of the triggering attack that show 1 until they show 2 or higher. Take the new results.
- **Lick of Flame:** Saves against your ongoing damage dealt with the triggering attack take a -2 penalty.
- **Solar Brand:** The target of the triggering attack is instead blinded (save ends).

## Level 9: Combat Readiness

You gain a +2 bonus to initiative.

## Level 10: Utility Power

Choose one level 10 swordmage utility power.

### Ghost Dance      Swordmage Utility 10

*With a quick step in an unfathomable direction, you tread swiftly and eloquently through the material around you.*

**Daily \* Arcane**

**Move Action      Personal**

**Effect:** Shift half your speed with phasing.

If you end the movement inside a physical object, you are ejected to the nearest unoccupied square and take damage equal your healing surge value for each square ejected.

### Sudden Propulsion      Swordmage Utility 10

*When you brace to jump, air circles around you like giant spring, which flings you forward.*

**Encounter \* Arcane**

**Free Action      Personal**

**Trigger:** You make an athletics check to jump or you fall

**Effect:** You do not fall or make an athletics check. Fly a number of squares equal to your speed.

**Special:** At your DM's discretion, if you activate this power by a fall from a great height, you may activate the power at a point during the fall.

### The True Mirror      Swordmage Utility 10

*You and the foe exchange weaknesses, reflecting one another. Who will be the first to shatter?*

**Daily \* Arcane**

**Standard Action      Melee 1**

**Target:** One creature

**Effect:** You and the target gain vulnerable all to each other's attacks. The value of that vulnerability may be a value of your choice from the following: 5, 10, or 15.

## Paragon Tier

Level 11	Ability Score Increase, Mystic Assault [mythic duskblade], Improved Power Strike [mythic duskblade]
Level 12	Quick Cast [mythic duskblade]
Level 13	Improved Power Strike
Level 14	Ability Score Increase
Level 15	Paragon Arcane Strike
Level 16	Utility Power, Brutal Slayer [mythic duskblade]
Level 17	Extra Imbue Spell
Level 18	Ability Score Increase
Level 19	Elemental Vortex
Level 20	Brutal Focus [mythic duskblade]

### Level 13: Improved Power Strike

Identical to the Slayer's feature.

### Level 15: Paragon Arcane Strike

The bonus to arcane melee attacks with a melee weapons granted by your Arcane Strike class feature increases to 5 + your intelligence modifier.

### Level 16: Utility Power

Choose one level 16 swordmage utility power.

### Elemental Barrier    Swordmage Utility 16

As seen in *Dragon*, issue 385

### Unerring Perry    Swordmage Utility 16

As seen in *Arcane Power*

### Level 17: Extra Imbue Spell

You gain one additional swordmage imbue spell.

### Level 19: Elemental Vortex

You gain resistance to the damage type or types of your active imbue spells equal to 10 + your intelligence modifier.

## Paragon Path: Mythic Duskblade

### Prerequisites

Only duskblades may be mythic duskblades

### Level 11: Mystic Assault

When you reduce an enemy to 0 hit points with an arcane melee weapon attack, you gain a bonus to your next arcane melee weapon damage roll before the end of the encounter. The bonus is equal to your intelligence modifier.

### Level 11: Improved Power Strike

This feature is identical to the Mythic Slayer feature.

### Level 12: Quick Casting

You may use an imbue spell as a free action when you make a melee basic attack.

### Level 16: Fearless Slayer

This feature is identical to the Mythic Slayer feature,

### Level 20: Brutal Focus

This feature is identical to the Mythic Slayer feature.



Epic Tier	
Level 21	Ability Score Increase
Level 22	Epic Destiny Feature, Utility Power
Level 23	Relentless Slayer
Level 24	Ability Score Increase, Epic Destiny Feature, Armor Talent
Level 25	Epic Arcane Strike
Level 26	Epic Destiny Power
Level 27	
Level 28	Ability Score Increase
Level 29	Spirit of War
Level 30	Epic Destiny Power

### Level 22: Utility Power

You gain one level 22 swordmage utility power

Dual Imbuement	Swordmage Utility 22
<i>You channel a second spell, and instead of rebounding one another, they harmonize.</i>	

**Daily \* Arcane, Stance**

**Minor Action                  Personal**

**Effect:** You enter the dual imbue ment stance. Until the stance ends, you may have two active imbue ment spells on the weapon you hold. When you activate a third, you choose which two spells remain active.

### Level 23: Relentless Slayer

This feature is identical to the Slayer class feature.

### Level 24: Armor Talent

Choose one of the following armor talents:

**Unfettered Slayer:** This feature is identical to the Slayer class feature.

**Swordmage Warding:** This feature is identical to the Swordmage class feature.

### Level 25: Epic Arcane Strike

The bonus to arcane melee attacks with a melee weapons granted by your Arcane Strike class feature increases to 8 + your intelligence modifier.

### Level 29: Spirit of War

This feature is identical to the Slayer class feature.