

Aegis of Assault

Swordmage Feature



You create an arcane link between you and a foe, allowing you to instantly respond to its attacks with a counterassault.

At-Will ☐ **Arcane, Teleportation**

Minor Action **Close** burst 2

Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate reaction to teleport to a square adjacent to the target and make a melee basic attack against it. If no unoccupied space exists adjacent to the target, you can't use this immediate reaction.

Aegis of Shielding

Swordmage Feature



You create an arcane link between you and an enemy, allowing you to blunt its attacks against your allies.

At-Will ☐ **Arcane**

Minor Action **Close** burst 2

Target: One creature in burst

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate interrupt to reduce the damage dealt by that attack to any one creature by an amount equal to 5 + your Constitution modifier.

At 11th level, reduce the damage dealt by 10 + your Constitution modifier. At 21st level, reduce the damage dealt by 15 + your Constitution modifier.

DR (Con)

Booming Blade

Swordmage Attack 1



A field of sound punishes your enemy, and the sound becomes louder if your enemy tries to escape.

At-Will ☐ **Arcane, Thunder, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage, and if the target is adjacent to you at the start of its turn and moves away, it takes 1d6 + Constitution modifier thunder damage.

Increase damage to 2[W] + Intelligence modifier at 21st level.

Int vs. AC

Dmg (Int)

Greenflame Blade

Swordmage Attack 1



Each blow ignites your blade in deadly green fire.

At-Will ☐ **Arcane, Fire, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier fire damage, and you deal fire damage equal to your Strength modifier to all enemies adjacent to the target.

Increase damage to 2[W] + Intelligence modifier at 21st level.

Int vs. AC

Dmg (Int)

Dmg (Str)

Lightning Lure

Swordmage Attack 1



You lasso your foe with a leash of lightning and pull it into range of your blade.

At-Will ☐ **Arcane, Implement, Lightning**

Standard Action **Ranged 3**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier lightning damage, and you pull the target to the nearest unoccupied space adjacent to you.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Special: If you cannot pull the target to an adjacent square, this power fails and deals no damage.

Int vs. AC

Dmg (Int)

Dmg (Str)

Sword Burst

Swordmage Attack 1



1

A sweep of your sword blasts those around you with force.

At-Will ☐ **Arcane, Force, Implement**

Standard Action **Close** burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier force damage. Increase damage to 2d6 + Intelligence modifier at 21st level.

Int vs. Ref

Dmg (Int)

Chilling Blow

Swordmage Attack 1



Your blade rips into your foe and cold pulses from the wound, enveloping your enemy's body in a crust of frost.

Encounter ☐ **Arcane, Cold, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier cold damage, and the target takes cold damage equal to your Constitution modifier each time it attacks until the start of your next turn.

Int vs. AC

Dmg (Int)

Flame Cyclone

Swordmage Attack 1



Arcane power swirls around your blade and outward toward your enemies, engulfing them in an inferno.

Encounter ☐ **Arcane, Fire, Implement**

Standard Action **Close** blast 3

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier + Strength modifier fire damage.

Int vs. Ref

*Dmg
(Int)+(Str)*

Foe Snare

Swordmage Attack 1



You cut into your foe, and links of solid eldritch energy burst from its flesh, binding its bones to the ground.

Encounter ☐ **Arcane, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Int vs. Ref

Hit: 1[W] + Intelligence modifier damage, and the target is immobilized until the end of your next turn.

Special: You can use this power in place of a melee basic attack when charging.

*Dmg
(Int)+(Str)*

Lightning Clash

Swordmage Attack 1



As your blade strikes home, a sizzling bolt of lightning leaps from your reeling foe to strike down its nearby ally.

Encounter ☐ **Arcane, Lightning, Weapon**

Standard Action **Melee** weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Int vs. AC

Hit: 1[W] + Intelligence modifier damage. Make a secondary attack.

Secondary Target: One creature within 5 squares of the primary target

Secondary Attack: Intelligence vs. Reflex

Int vs. Ref

Hit: 1d6 + Intelligence modifier lightning damage.

Dmg (Int)

Burning blade

Swordmage Attack 1



Your fiery blade lunges toward your enemy, and its arcane warmth seeks to flare again in the wounds of your foes.

Daily ☐ **Arcane, Fire, Weapon**

Standard Action **Melee** weapon

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier
fire damage.

Int vs. AC

Effect: Until the end of the encounter, your melee attacks deal extra fire damage equal to your Strength modifier.

Dmg (Int)

Dmg (Str)

Frost Backlash

Swordmage Attack 1



As your enemy swings for the kill, your warding suddenly turns to ice and lashes out at your foe with the fury of winter.

Daily ☐ **Arcane, Cold, Weapon**
Immediate Interrupt **Melee**
weapon

Trigger: An adjacent creature hits you

Int vs. Ref

Target: The creature that hit you

Attack: Intelligence vs. Reflex

Hit: 3[W] + Intelligence modifier
cold damage.

Miss: Half damage.

Dmg (Int)

Whirling Blade

Swordmage Attack 1



You spin and suddenly hurl your sword. Your blade spins in the air, seeking an enemy to slash with mortal determination.

Daily ☐ **Arcane, Weapon**

Standard Action **Ranged 5**

Requirement: You must throw your melee weapon at the target.

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and your weapon returns to your hand.

Miss: Repeat the attack against a second target within 5 squares of the first. If you miss, repeat the attack against a third target within 5 squares of the second. If you miss again, repeat the attack against a fourth target within 5 squares of the third. Your weapon then returns to your hand.

Int vs. AC

Dmg (Int)

Dimensional Warp

Swordmage Utility 2



You reach out with arcane power, and two of your nearby allies suddenly wink out and reappear in each other's places.

**Encounter Arcane,
Teleportation**

Minor Action Close burst 3

Targets: You and one ally in burst
or two allies in burst

Effect: Each target teleports into the other's space. Both targets must occupy the same size space, or the power fails.

Eldritch Speed

Swordmage Utility 2



Eldritch power flows in your blood, and when battle is joined, the power speeds you on.

Daily ☐ **Arcane**

No Action

Personal

Effect: Use this power before rolling initiative. You gain a +5 power bonus to your initiative roll. You can take an extra move action during the first round of combat (or during the surprise round, if you are allowed to act during that round).

Fear No Elements

Swordmage Utility 2



The elements of the universe are yours to command, and they do not easily damage you.

Daily ☐ **Arcane**

Minor Action

Personal

Effect: Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, you gain resist 5 + your Constitution modifier to that damage type.

DR (Con)

Mythal Recovery

Swordmage Utility 2



You focus your warding inward to bolster yourself against the onslaught.

Encounter ☐ **Arcane**

Minor Action

Personal

Effect: Make a saving throw against an effect that a save can end.



Backblast Swipe

Swordmage Attack 3



Your sword rings against your foe like a clap of thunder, sending your enemy careening away.

Encounter Arcane, Thunder, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier thunder damage, and you push the target 2 squares.

Special: When charging, you can use this power in place of a melee basic attack.

Aegis of Assault: When you use your *aegis of assault* immediate reaction, you can use this power in place of the melee basic attack.

Int vs. Fort

Dmg (Int)

Corrosive Ruin

Swordmage Attack 3



You spin your blade in a tight circle in front of you, assailing foes with a spray of flesh-melting acid.

Encounter ☐ **Acid, Arcane, Implement**

Standard Action **Close** blast 3

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier acid damage.

Int vs. Fort

Dmg (Int)

Sloth Strike

Swordmage Attack 3



As your blade sinks into the enemy, his blood turns to leaden ice, and he staggers about heavily.

Encounter ☐ **Arcane, Cold, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

Int vs. AC

Dmg (Int)

Transposing Lunge

Swordmage Attack 3



You thrust at your enemy, a flash engulfs it, and it suddenly appears elsewhere.

Encounter ☐ **Arcane, Teleportation, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and you teleport the target into a space adjacent to you.

Aegis of Shielding: When you use your *aegis of shielding* immediate interrupt, you can use this power against the target as part of the interrupt, even if the target is beyond your reach.

Int vs. AC

Dmg (Int)

Deep Freeze

Swordmage Attack 5



Driving your blade home, you hiss a word of power, and white bone-chilling mist begins to seep from your foe's body.

Daily ☐ **Arcane, Cold, Weapon**
Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. Fortitude

Int vs. Fort

Hit: 2[W] + Intelligence modifier damage.

Effect: Until the end of the encounter, any enemy takes 1d10 cold damage when it moves adjacent to or starts its turn adjacent to the target.

Dmg (Int)

Elemental Foible

Swordmage Attack 5



You weave a deadly symbol in your foe's flesh. This hateful glyph leaves your enemy's body fragile to the elements.

Daily ☐ **Arcane, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage.

Effect: The target gains vulnerable 5 to a damage type of your choice: acid, cold, fire, lightning, or thunder. The vulnerability lasts until the end of the encounter.

Int vs. AC

Dmg (Int)

Lingering Lightning

Swordmage Attack 5



Tendrils of bluish white lightning course from your blade to electrocute your enemies.

Daily ☐ **Arcane, Implement, Lightning**

Standard Action **Ranged 5**

Target: One, two, or three creatures

Attack: Intelligence vs. Reflex, one attack per target

Hit: 1[W] + Intelligence modifier damage, and ongoing 5 lightning damage (save ends).

Miss: Half damage, and no ongoing damage.

Int vs. Ref

Dmg (Int)

Armathors' Step

Swordmage Utility 6



Arcane power speeds you into battle.

Encounter ☐ **Arcane,**
Teleportation

Move Action

Personal

Effect: Teleport 5 squares. If you end this move adjacent to an enemy, you gain a +2 power bonus to the next attack roll you make against that enemy during your turn.

Dimensional Warding

Swordmage Utility 6



Your warding warps the flow of magic around you, preventing enemies from sneaky escapes or attacks.

Daily ☐ **Arcane, Stance, Zone**
Minor Action **Close** burst 2

Effect: The burst creates a zone that lasts as long as the stance persists. Enemies within the zone cannot teleport. Enemies outside the zone cannot teleport into it.

Special: The zone remains centered on you, even if you mov



Fate-Spurned Foe

Swordmage Utility 6



Forces beyond your enemy's comprehension work against it at your command.

Daily ☐ **Arcane**

Minor Action

Personal

Effect: Until the end of the encounter, any effect that a save can end that you place on an enemy causes a -2 penalty to saving throws against the effect.

Save -2

Silversteel Veil

Swordmage Utility 6



You raise a magical ward of thin, wispy silver mist. It seems no more tangible than warm breath on a frosty morning, but it gathers under enemy blows and turns them aside.

Encounter ☐ **Arcane, Force**

Minor Action **Close** burst 1

Targets: You and each ally in burst

Effect: All affected creatures gain a +2 bonus to AC and Reflex defense until the end of your next turn.

Electrified Lash

Swordmage Attack 7



You point your sword into the air, and cruel talons of white lightning reach out toward your foes.

Encounter ☐ **Arcane, Implement, Lightning**

Standard Action **Close** burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 2[W] + Intelligence modifier lightning damage.

Int vs. Fort

Dmg (Int)

Flamewall Strike

Swordmage Attack 7



With a mighty sweep of your blade, dancing tongues of arcane fire rise from the ground at the feet of your foes.

Encounter **Arcane,**
Conjuration, Fire, Implement
Standard Action **Area** wall 3
within 1 square

Effect: You conjure a wall of contiguous squares filled with leaping flames that lasts until the start of your next turn. The wall can be 3 squares long and no more than 1 square high. Only 1 square of the wall must be within 1 square of you.

Any creature that enters the wall's space or starts its turn there takes 1d8 + Constitution modifier fire damage.

Dmg (Con)

Isolating Slam

Swordmage Attack 7



As your blade slices into the enemy before you, a tide of magical energy slams into nearby foes and rocks them back like ships on a stormy wave.

Encounter ☐ **Arcane, Weapon**

Standard Action **Melee** weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Int vs. AC

Hit: 1[W] + Intelligence modifier damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Intelligence vs. Fortitude, one attack per target

Dmg (Int)

Hit: You push the secondary target away from the primary target a number of squares equal to your Constitution modifier.

*Int vs. Fort
Push (Con)*

Spikes of Agony

Swordmage Attack 7



Your strike leaves shards of pure force piercing your enemy's flesh, rending it if it moves.

Encounter **Arcane, Force, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Int vs. AC

Hit: 2[W] + Intelligence modifier force damage. If the target moves before the end of its next turn, it takes force damage equal to 5 + your Strength modifier.

Aegis of Assault: When you use your *aegis of assault* immediate reaction, you can use this power in place of the melee basic attack.

Dmg (Int)

Dmg (Str)

Beacon Blade

Swordmage Attack 9



As you slash at your foe, your sword glows with a blinding light, banishing the gloom around you.

Daily ☐ **Arcane, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage, and the target is blinded (save ends).

Int vs. AC

Effect: The target is illuminated until the end of the encounter, shedding bright light within 10 squares around it. Even if it turns invisible, its location can be pinpointed automatically, though the normal –5 penalty to the attack roll still applies.

Dmg (Int)

Be Gone

Swordmage Attack 9



Your backhanded strike sends your enemy elsewhere.

Daily ☐ **Arcane, Reliable, Teleportation, Weapon**
Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and you teleport the target 5 squares.

Int vs. AC

Dmg (Int)

Glamor Blade

Swordmage Attack 9



As you cut into your foe, the air shimmers around you for a split second, and then two of you stand before the enemy.

Daily ☐ **Arcane, Conjuration, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage.

Int vs. AC

Effect: You conjure a duplicate of yourself in any unoccupied square adjacent to the target. The duplicate can be attacked and damaged normally. (It has the same game statistics as you do.) You and the duplicate share the same pool of hit points. Your duplicate can do anything that you can do. However, any actions taken by your duplicate come from your normal allotment of actions. (It doesn't grant you any extra actions.) You can divide your actions between you and your duplicate as you see fit. For example, on your turn you could shift into a flanking position (a move action) while the duplicate draws a weapon (minor) and uses a standard action to attack with one of your powers. If you make an opportunity attack against a creature, your duplicate can't also make an opportunity attack during that creature's turn. If you end any turn more than 5 squares away from your duplicate, the duplicate disappears. Otherwise, the duplicate lasts until the end of the encounter or until you drop to 0 hit points or fewer.

Dmg (Int)

Arcane Awareness

Swordmage Utility 10



Arcane power guides your defensive posture, guarding you even from attacks you can't see coming.

Encounter ☐ **Arcane**

Free Action **Personal**

Effect: Until the end of your next turn, you do not grant combat advantage to any of your enemies.



Dimensional Dodge

Swordmage Utility 10



As the enemy prepares to riddle you with arrows from afar, you vanish and reappear right next to it..

Daily ☐ **Arcane, Teleportation**
Immediate Interrupt **Personal**

Trigger: An enemy within 20 squares of you hits you with a ranged attack

Effect: You teleport adjacent to the enemy.



Impenetrable Warding

Swordmage Utility 10



The air shimmers about you and thickens against enemy assault. The mythal protects you, always.

Daily ☐ **Arcane, Stance**

Minor Action **Personal**

Effect: Your warding provides its bonus to all your defenses, not just AC.



Acid Burst Blade

Swordmage Attack 13



Your blade turns into acid mid-swing, splattering against your foe and splashing a flesh-searing spray on nearby enemies.

Encounter Acid, Arcane, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier acid damage, and enemies

adjacent to the target take 1d6 + Strength modifier acid damage.

Aegis of Assault: When you use your *aegis of assault* immediate reaction, you can use this power in place of the melee basic attack.

Int vs. AC

Dmg (Int)

Dmg (Str)

Dimensional Slash

Swordmage Attack 13



As you slash your foe, your blade cuts a tear in reality, which drags you and your foe to a new location nearby..

Encounter ☐ **Arcane, Teleportation, Weapon**
Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage. Teleport yourself and your target a number of squares equal to 1 + your Constitution modifier. You must appear in a square adjacent to the target.

Int vs. AC

Dmg (Int)

*Teleport
(Con)*

Seed of Fire

Swordmage Attack 13



Your attack leaves a glowing mote of arcane power in your enemy's wound. You kick your foe free of your blade and watch it erupt in a blossom of hellish flames

Encounter ☐ **Arcane, Fire, Weapon**

Standard Action **Melee** weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier damage, and you push the target a number of squares equal to your Constitution modifier + 2. Make a secondary attack.

Secondary Target: Each creature within 2 squares of the primary target's new location

Secondary Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire damage.

Aegis of Shielding: The secondary attack affects only enemies.

*Int vs. AC
Dmg (Int)*

Push (Con)

*Int vs. Ref
Dmg (Int)*

Acid For Blood

Swordmage Attack 15



As your blade bites into your foe, you whisper a fell word of power and watch as your enemy's flesh begins to sizzle.

Daily ☐ **Acid, Arcane, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and ongoing 10 acid damage (save ends).

Miss: Half damage, and no ongoing damage.

Int vs. AC

Dmg (Int)

Infernos' Sword

Swordmage Attack 15



With a daring flourish of your blade, you unleash a blast of fire that dances madly about, setting your foes aflame.

Daily ☐ **Arcane, Fire, Implement**
Standard Action **Close** blast 3

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier
fire damage, and ongoing
5 fire damage (save ends).

Miss: Half damage, and no
ongoing damage.

Int vs. AC

Dmg (Int)

Free the Storm Within

Swordmage Attack 15



You focus your fury, unleashing a storm around you that threatens retreating foes.

Daily ☐ **Arcane, Lightning, Stance, Thunder, Weapon**
Minor Action **Personal**

Effect: An enemy that starts its turn adjacent to you and moves away takes 2d8 lightning and thunder damage.

Dmg

Bolstering Warding

Swordmage Utility 16



The warding around you emits a soothing glow, restoring your vitality.

Daily ☐ **Arcane, Stance**

Minor Action

Personal

Effect: At the end of each turn, before making saving throws, remove one effect on yourself that a save can end.



Elemental Protection

Swordmage Utility 16



You wrap layers of arcane protection into your warding, keeping elemental energy at bay.

Daily ☐ **Arcane**

Minor Action

Personal

Effect: Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, you gain resist 10 + your Constitution modifier to that damage type.

*Resist
(Con)*

Ironskin

Swordmage Utility 16



Your skin takes on a silvery sheen, and your muscles grow dense as steel.

Daily ☐ **Arcane**

Minor Action

Personal

Effect: Until the end of the encounter, you gain resist 5 to all damage.

Sudden Escape

Swordmage Utility 16



In the blink of an eye, you're somewhere else.

Daily ☐ **Arcane, Teleportation**
Immediate Interrupt **Personal**

Trigger: You would be hit by an attack

Effect: Teleport 2 squares.



Ice Cage

Swordmage Attack 17



As your blade lances into your foe, ice erupts from the wound, winding around your enemy's limbs in a crushing embrace.

Encounter ☐ **Arcane, Cold, Weapon**

Standard Action **Melee**
weapon

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier damage, and the target is weakened until the end of your next turn. If the target attacks while it is weakened, it takes cold damage equal to 5 + your Constitution modifier.

Int vs. Fort

Dmg (Int)

Dmg (Con)

Spidersilk Slash

Swordmage Attack 17



You spin your blade impossibly fast, creating silvery strands of silk that bind nearby enemies.

Encounter ☐ **Arcane, Weapon**
Standard Action **Close**
burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier damage, and the target is immobilized until the end of your next turn.

Int vs. Fort

Dmg (Int)

Swordshock

Swordmage Attack 17



Electric death pulses from your sword as you plunge it into the enemy.

Encounter ☐ **Arcane, Lightning, Weapon**

Standard Action **Melee**
weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier
lightning damage

Int vs. AC

Dmg (Int)

Bane Blade

Swordmage Attack 19



Attuning your blade's arcane might, you launch a devastating barrage of cuts and thrusts against your foe.

Daily ☐ **Arcane, Weapon**

Standard Action **Melee**
weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier damage.

Effect: Choose a creature type that the target has (animate, beast, humanoid, or magical beast). Until the end of the encounter, your attacks against creatures of that type deal 2d6 extra damage.

Int vs. AC

Dmg (Int)

Hells' Own Blade

Swordmage Attack 19



You hurl your sword, and it buries itself into the chest of a distant foe. Your sword explodes, sending waves of roiling flame out in all directions, before reforming in your hand.

Daily ☐ **Arcane, Fire, Weapon**
Standard Action
Ranged 10

Int vs. AC

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier
fire damage.

Effect: Make a secondary attack.

Secondary Targets: The primary target and each enemy within 2 squares of it

Dmg (Int)

Secondary Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier
fire damage.

Miss: Half damage.

Int vs. Ref

Lightning Rod

Swordmage Attack 19



Thrusting the point of your sword into your enemy, you channel a kernel of deadly power into it. Dark clouds seep from the wound and lightning lashes out, shocking nearby foes.

Daily ☐ **Arcane, Lightning, Weapon**

Standard Action

Melee

Int vs. AC

weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier damage, and ongoing 10 lightning damage (save ends). When the target takes ongoing damage from this power, enemies adjacent to the target take 10 lightning damage.

Dmg (Int)

Miss: Half damage, and no ongoing damage.

Eyes of the Mage

Swordmage Utility 22



Your eyes take on an otherworldly sheen—you see all, even gaining a glimpse of the future.

Daily ☐ **Arcane**

Minor Action

Personal

Effect: Until the end of the encounter, you gain a +5 power bonus to Perception checks, you ignore attack penalties for targets that have concealment or total concealment, and you can see invisible targets as if they were visible.

While this power is active, you can force an enemy within line of sight to reroll an attack roll made against

you or an ally, with a penalty equal to your Constitution modifier. The enemy must use the new result. Using this benefit ends the power's effects immediately.

Eyes of the Mage

Swordmage Utility 22



Your eyes take on an otherworldly sheen—you see all, even gaining a glimpse of the future.

Daily ☐ **Arcane**

Minor Action

Personal

Effect: Until the end of the encounter, you gain a +5 power bonus to Perception checks, you ignore attack penalties for targets that have concealment or total concealment, and you can see invisible targets as if they were visible.

While this power is active, you can force an enemy within line of sight to reroll an attack roll made against

you or an ally, with a penalty equal to your Constitution modifier. The enemy must use the new result. Using this benefit ends the power's effects immediately.

Giants' Might

Swordmage Utility 22



Soaking up ambient arcane power, your body swells and grows.

You stand as tall as a giant and are blessed with awesome power.

Daily ☐ **Arcane**

Minor Action

Personal

Effect: Your size category becomes the next larger one, such as from Medium to Large. You gain a +5 power bonus to Strength ability checks, a +2 power bonus to melee attack rolls, and a +5 power bonus to melee damage rolls.

If this power increases your size to Large, Huge, or Colossal, your space increases to match the new size and

your reach also increases by 1. If there is insufficient room for your space to increase, this power automatically fails.

This transformation persists until the end of the encounter or until you choose to end it as a minor

Shackled Warding



A nimbus of energy cascades from you and surrounds your foes, sealing their avenues of escape.

Daily ☐ **Arcane, Stance, Zone**
Minor Action **Close**

burst 5

Effect: The burst creates a zone that lasts as long as the stance persists. Enemies within the zone cannot teleport. Enemies outside the zone cannot teleport into it.
Enemies

who begin their turn within the zone are slowed until the end of their turn.

Special: The zone remains centered on you, even if you move.

Acid Fountain

Swordmage Attack 23



Your blade changes into a whirling geyser of acid.

Encounter ☐ **Acid, Arcane, Implement**

Standard Action **Close**
blast 3

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier
acid damage.

Int vs. Ref

Dmg (Int)

Meteor Strike

Swordmage Attack 23



Your blade transforms mid-swing into a searing meteor that explodes against your enemy, then careens into other nearby foes, immolating them in a fiery shroud.

Encounter ☐ **Arcane, Fire, Weapon**

Standard Action **Melee**
weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Intelligence modifier fire damage. Make a secondary attack.

Secondary Targets: One or two other creatures within a number of squares from the primary target equal to 2 + your Strength modifier

Secondary Attack: Intelligence vs. Reflex, one attack per target

Hit: 2d6 + Intelligence modifier + Strength modifier fire damage.

Aegis of Assault: When you use your *aegis of assault* immediate reaction, you can use this power

Int vs. AC
Dmg (Int)

Rng (Str)

Int vs. Ref
Dmg
(Int)+(Str)

Thunder Riposte

Swordmage Attack 23



You reply to an enemy attack by unleashing a devastating blast of thunder from your blade.

Encounter ☐ **Arcane, Thunder, Weapon**

Immediate Reaction **Close**
blast 3

Trigger: An adjacent creature hits you with an attack

Int vs. Fort

Target: Each creature in blast. The creature that triggered this power must be in the area of the blast.

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier thunder damage, and the target is knocked prone and dazed until the end of your next turn.

Dmg (Int)

Aegis of Shielding: When you use your *aegis of shielding* immediate interrupt, you can use this power as part of that action. The blast can originate from an ally targeted by the marked attacker. The marked attacker must be within the blast.

Bounding Lightning



10

As you hurl your blade, it flashes into a bolt of lightning, leaping from foe to foe before returning to your hand.

Daily ☐ **Arcane, Implement, Lightning**

Standard Action

Ranged 10

Target: One creature

Int vs. Ref

Attack: Intelligence vs. Reflex

Hit: 3[W] + Intelligence modifier lightning damage.

Effect: If a second enemy is within 5 squares of the target, make a secondary attack against that enemy.

Secondary Attack: Intelligence vs. Reflex

Dmg (Int)

Hit: 2[W] + Intelligence modifier lightning damage.

Effect: If a third enemy is within 5 squares of the target, make a tertiary attack against that enemy.

Tertiary Attack: Intelligence vs. Reflex

Hit: 1[W] + Intelligence modifier

Icy Shackles

Swordmage Attack 25



As you drive your blade home, glowing frost courses through your foe, encircling its limbs and anchoring it to the ground.

Daily ☐ **Arcane, Cold, Reliable, Weapon**

Standard Action **Melee**
weapon

Target: One creature

Int vs. AC

Attack: Intelligence vs. AC

Hit: 4[W] + Intelligence modifier damage, and ongoing 10 cold damage (save ends). Each time the target takes a move action before it has saved against the ongoing cold

damage, the target takes extra cold damage equal to your Constitution modifier.

Dmg (Int)

Dmg (Con)

Icy Shackles

Swordmage Attack 25



As you drive your blade home, glowing frost courses through your foe, encircling its limbs and anchoring it to the ground.

Daily ☐ **Arcane, Cold, Reliable, Weapon**

Standard Action **Melee**
weapon

Target: One creature

Int vs. AC

Attack: Intelligence vs. AC

Hit: 4[W] + Intelligence modifier damage, and ongoing 10 cold damage (save ends). Each time the target takes a move action before it has saved against the ongoing cold

damage, the target takes extra cold damage equal to your Constitution modifier.

Dmg (Int)

Dmg (Con)

Icy Shackles

Swordmage Attack 25



As you drive your blade home, glowing frost courses through your foe, encircling its limbs and anchoring it to the ground.

Daily ☐ **Arcane, Cold, Reliable, Weapon**

Standard Action **Melee**
weapon

Target: One creature

Int vs. AC

Attack: Intelligence vs. AC

Hit: 4[W] + Intelligence modifier damage, and ongoing 10 cold damage (save ends). Each time the target takes a move action before it has saved against the ongoing cold

damage, the target takes extra cold damage equal to your Constitution modifier.

Dmg (Int)

Dmg (Con)

Quicksilver Blade

Swordmage Attack 25



Arcane power courses through your veins and grants you unearthly speed with your biting blade.

Daily ☐ **Arcane, Stance**

Minor Action

Personal

Effect: Once per round, you can make a melee basic attack as a minor action.



Thundering Heart

Swordmage Attack 25



You send your enemy reeling toward other foes as its heartbeat builds to a thunderous crescendo, which explodes with waves of power.

Daily ☐ **Arcane, Reliable, Thunder, Weapon**

Standard Action **Melee**
weapon

*Int vs. Fort
Dmg (Int)*

Primary Target: One enemy

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Intelligence modifier damage, and you push the target a number of squares equal to 1 + your

Strength modifier. Make a secondary attack.

Push (Str)

Secondary Target: Each

creature within 2 squares of the primary target, one attack per target

Secondary Attack: Strength vs. Reflex

Hit: 3d8 + Strength modifier thunder damage.

*Str vs. Ref
Dmg (Str)*

Maelstrom Blade

Swordmage Attack 27



1

Weaving threads of arcane power into a mighty storm with the movements of your blade, you unleash elemental fury on your foes.

Encounter ☐ **Arcane, Fire, Lightning, Thunder, Weapon**
Standard Action **Close**
burst 1

Int vs. AC

Target: Each enemy in burst

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier
fire, lightning, and thunder
damage.

Aegis of Assault: When you use your *aegis of assault* immediate reaction, you can use this power in place of the melee basic attack.

Dmg (Int)

Circle of Devastation

Swordmage Attack 27



Whirling your blade about you, you throw off rending surges of arcane power, shredding foes and sending them flying..

Encounter ☐ **Arcane, Force, Weapon**

Standard Action **Close**
burst 2

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 2[W] + Intelligence modifier force damage, and you push the target 3 squares.

Aegis of Shielding: When you use your *aegis of shielding* immediate interrupt, you can use this power as part of that action. Instead of you being the center of the burst, choose an ally targeted by the attack that triggered your *aegis of shielding*. That ally is the center of the burst.

Int vs. Fort

Dmg (Int)

Dimensional Charge

Swordmage Attack 27



Your blade opens a rift in reality, and you leap through to attack your enemy.

Encounter ☐ **Arcane, Fire, Lightning, Teleportation, Thunder, Weapon**

Standard Action **Melee** weapon

Target: One creature

Int vs. AC

Effect: Before making the attack, you can teleport 10 squares to a space adjacent to the target. If you do, the attack is a charge.

Attack: Intelligence vs. AC

Hit: 4[W] + Intelligence modifier fire, lightning, and thunder damage.

Dmg (Int)

Astral Thunder Blade

Swordmage Attack 29



Your blade crashes down on your foe, and a noise like a god's fury bursts out of your enemy toward its allies.

Daily ☐ **Arcane, Thunder, Weapon**

Standard Action **Melee** weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Int vs. AC

Hit: 2[W] + Intelligence modifier thunder damage.

Effect: Make a secondary attack.

Secondary Target: The primary target and each enemy within 2 squares of it.

Secondary Attack: Intelligence vs. Fortitude

Dmg (Int)

Hit: 2d8 thunder damage, and the target is stunned until the start of your next turn.

Miss: No damage or stun, but the secondary target is dazed until the start of your next turn.

Int vs. Fort

Obliterating Blaze

Swordmage Attack 29



With a vicious thrust of your sword, you set off a flaming chain reaction within your foe.

Daily ☐ **Arcane, Fire, Weapon**
Standard Action **Melee** weapon

Primary Target: One creature

Attack: Intelligence vs. AC

Hit: 5[W] + Intelligence modifier damage.

Int vs. AC

Effect: Arcane fire continually burns in your target's veins. When the target is reduced to 0 hit points or fewer (if this happens before the end of the encounter), make a secondary attack.

Secondary Target: Each enemy within 2 squares of the primary target

Dmg (Int)

Secondary Attack: Intelligence vs. Fortitude

Hit: 4d10 fire damage.

Miss: Half damage.

Int vs. Fort

Obliterating Blaze

Swordmage Attack 29



Your weapon becomes razor-sharp and takes on a silvery sheen.

Daily ☐ **Arcane, Reliable, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 7[W] + Intelligence modifier damage.

Effect: Until the end of the encounter, your melee attacks with this weapon, including this attack, can score critical hits if your attack roll is a natural 19 or 20.

Int vs. AC

Dmg (Int)