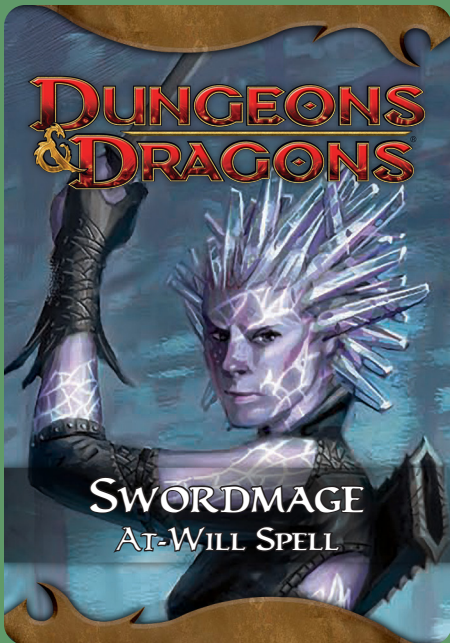
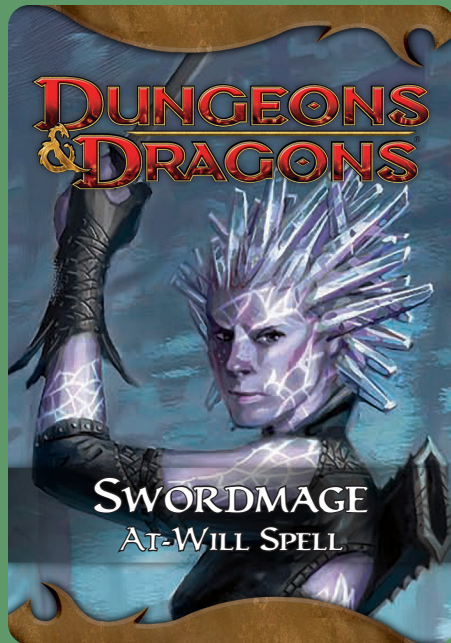


DUNGEONS & DRAGONS



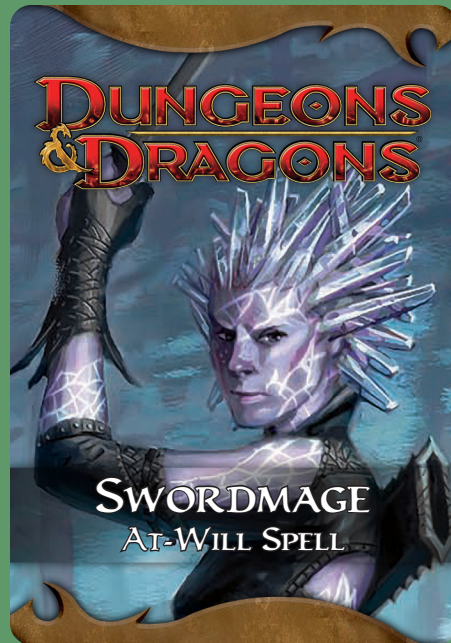
SWORDMAGE
At-Will Spell

DUNGEONS & DRAGONS



SWORDMAGE
At-Will Spell

DUNGEONS & DRAGONS



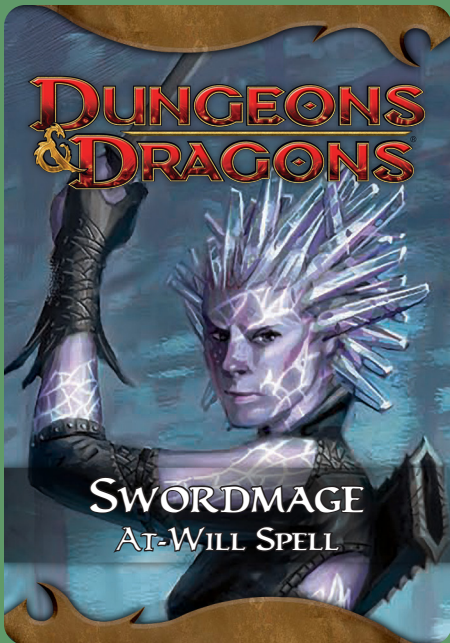
SWORDMAGE
At-Will Spell

DUNGEONS & DRAGONS



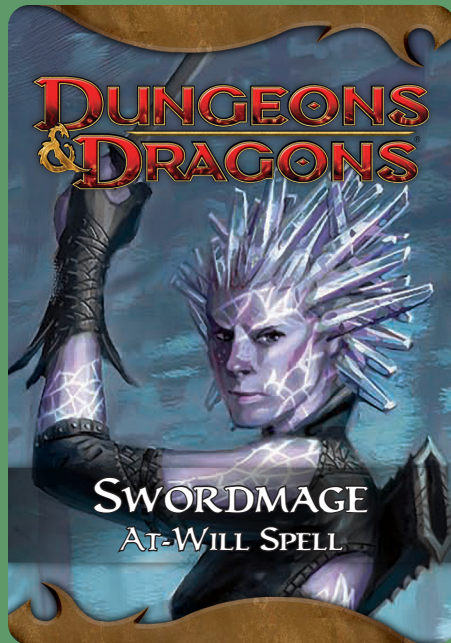
SWORDMAGE
At-Will Spell

DUNGEONS & DRAGONS



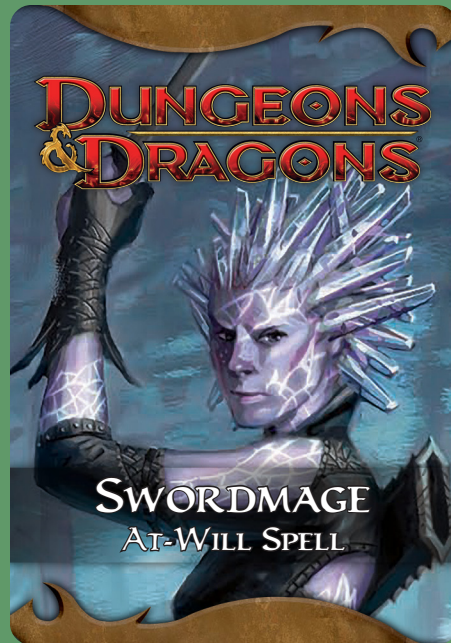
SWORDMAGE
At-Will Spell

DUNGEONS & DRAGONS



SWORDMAGE
At-Will Spell

DUNGEONS & DRAGONS



SWORDMAGE
At-Will Spell

DUNGEONS & DRAGONS



SWORDMAGE
At-Will Spell

MELEE BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **⚔** Melee weapon

STR vs AC **TARGET** One creature

Hit: 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

Special: You can use an unarmed attack as a weapon to make a melee basic attack.

You resort to the simple attack you learned when you first picked up a melee weapon.

Basic Attack

PHB-287

AT-WILL SPELL

DUNGEONS & DRAGONS

RANGED BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **🏹** Ranged weapon

DEX vs AC **TARGET** One creature

Hit: 1[W] + Dexterity modifier damage. Increase damage to 2[W] + Dexterity modifier at 21st level.

Special: Weapons with the heavy thrown property (see Player's Handbook, page 216) use Strength instead of Dexterity for attack rolls and damage rolls.

You resort to the simple attack you learned when you first picked up a ranged weapon.

Basic Attack

PHB-287

AT-WILL SPELL

DUNGEONS & DRAGONS

AEGIS OF ASSAULT

Arcane, Teleportation **KEYWORDS**

Minor Action **👉** Close burst 2

ATTACK **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.

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

Swordmage Feature

FRPG-26

AT-WILL SPELL

DUNGEONS & DRAGONS

AEGIS OF SHIELDING

Arcane **KEYWORDS**

Minor Action **👉** Close burst 2

ATTACK **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.

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

Swordmage Feature

FRPG-26

AT-WILL SPELL

DUNGEONS & DRAGONS

BOOMING BLADE

Arcane, Thunder, Weapon **KEYWORDS**

Standard Action **⚔** Melee weapon

INT vs AC **TARGET** One creature

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.

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

Swordmage Attack 1

FRPG-27

AT-WILL SPELL

DUNGEONS & DRAGONS

GREENFLAME BLADE

Arcane, Fire, Weapon **KEYWORDS**

Standard Action **⚔** Melee weapon

INT vs AC **TARGET** One creature

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.

Each blow ignites your blade in deadly green fire.

Swordmage Attack 1

FRPG-27

AT-WILL SPELL

DUNGEONS & DRAGONS

LIGHTNING LURE

Arcane, Implement, Lightning **KEYWORDS**

Standard Action **👉** Ranged 3

INT vs FORT **TARGET** One creature

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.

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

Swordmage Attack 1

FRPG-27

AT-WILL SPELL

DUNGEONS & DRAGONS

SWORD BURST

Arcane, Force, Implement **KEYWORDS**

Standard Action **👉** Close burst 1

INT vs REF **TARGET** Each enemy in burst

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

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

Swordmage Attack 1

FRPG-27

AT-WILL SPELL

DUNGEONS & DRAGONS

**DUNGEONS
& DRAGONS**



SWORDMAGE
ENCOUNTER SPELL

**DUNGEONS
& DRAGONS**



SWORDMAGE
ENCOUNTER SPELL

**DUNGEONS
& DRAGONS**



SWORDMAGE
ENCOUNTER SPELL

**DUNGEONS
& DRAGONS**



SWORDMAGE
ENCOUNTER SPELL

**DUNGEONS
& DRAGONS**



SWORDMAGE
ENCOUNTER SPELL

**DUNGEONS
& DRAGONS**



SWORDMAGE
ENCOUNTER SPELL

**DUNGEONS
& DRAGONS**



SWORDMAGE
ENCOUNTER SPELL

**DUNGEONS
& DRAGONS**



SWORDMAGE
ENCOUNTER SPELL

CHILLING BLOW

Arcane, Cold, Weapon

Standard Action **Melee weapon**
INT vs AC **One creature**

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.

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

Swordmage Attack 1

FRPG-27

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FLAME CYCLONE

Arcane, Fire, Implement

Standard Action **Close blast 3**
INT vs REF **Each creature in blast**

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

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

Swordmage Attack 1

FRPG-27

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FOESNARE

Arcane, Weapon

Standard Action **Melee weapon**
INT vs AC **One creature**

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.

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

Swordmage Attack 1

FRPG-27

ENCOUNTER SPELL

DUNGEONS & DRAGONS

LIGHTNING CLASH

Arcane, Lightning, Weapon

Standard Action **Melee weapon**
INT vs AC **One creature**

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

Secondary Hit: 1d6 + Intelligence modifier lightning damage.

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

Swordmage Attack 1

FRPG-27

ENCOUNTER SPELL

DUNGEONS & DRAGONS

DIMENSIONAL WARP

Arcane, Teleportation

Minor Action **Close burst 3**
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.

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

Swordmage Utility 2

FRPG-28

ENCOUNTER SPELL

DUNGEONS & DRAGONS

MYTHAL RECOVERY

Arcane

Minor Action **Personal**

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

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

Swordmage Utility 2

FRPG-28

ENCOUNTER SPELL

DUNGEONS & DRAGONS

BLASTBACK SWIPE

Arcane, Thunder, Weapon

Standard Action **Melee weapon**
INT vs FORT **One creature**

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.

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

Swordmage Attack 3

FRPG-28

ENCOUNTER SPELL

DUNGEONS & DRAGONS

CORROSIVE RUIN

Acid, Arcane, Implement

Standard Action **Close blast 3**
INT vs FORT **Each creature in blast**

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

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

Swordmage Attack 3

FRPG-29

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SLOTH STRIKE

Arcane, Cold, Weapon

Standard Action **RA** **Melee weapon**
INT vs AC **ATTACK** **TARGET** One creature

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

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

Swordmage Attack 3

FRPG-29

ENCOUNTER SPELL

DUNGEONS & DRAGONS

TRANSPOSING LUNGE

Arcane, Teleportation, Weapon

Standard Action **RA** **Melee weapon**
INT vs AC **ATTACK** **TARGET** One creature

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.

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

Swordmage Attack 3

FRPG-29

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ARMATHOR'S STEP

Arcane, Teleportation

Move Action **RA** **Personal**
ATTACK **TARGET**

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.

Arcane power speeds you into battle.

Swordmage Utility 6

FRPG-29

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SILVERSTEEL VEIL

Arcane, Force

Minor Action **RA** **lose burst 1**
ATTACK **TARGET** 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.

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.

Swordmage Utility 6

FRPG-29

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ELECTRIFIED LASH

Arcane, Implement, Lightning

Standard Action **RA** **Close burst 1**
INT vs FORT **ATTACK** **TARGET** Each enemy in burst

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

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

Swordmage Attack 7

FRPG-29

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FLAMEWALL STRIKE

Arcane, Conjunction, Fire, Implement

Standard Action **RA** **area wall 3 within 1 square**
ATTACK **TARGET**

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.

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

Swordmage Attack 7

FRPG-30

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ISOLATING SLAM

Arcane, Weapon

Standard Action **RA** **Melee weapon**
INT vs AC **ATTACK** **TARGET** One creature

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.

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

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.

Swordmage Attack 7

FRPG-30

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SPIKES OF AGONY

Arcane, Force, Weapon

Standard Action **RA** **Melee weapon**
INT vs AC **ATTACK** **TARGET** One creature

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.

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

Swordmage Attack 7

FRPG-30

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ARCANE AWARENESS

KEYWORDS
Arcane

Free Action **RA** Personal
ATTACK **TARGET**

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

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

Swordmage Utility 10

FRPG-30

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ACID BURST BLADE

KEYWORDS
Acid, Arcane, Weapon

Standard Action **RA** Melee weapon
ATTACK **TARGET** One creature

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.

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

Swordmage Attack 13

FRPG-31

ENCOUNTER SPELL

DUNGEONS & DRAGONS

DIMENSIONAL SLASH

KEYWORDS
Arcane, Teleportation, Weapon

Standard Action **RA** Melee weapon
ATTACK **TARGET** One creature

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.

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

Swordmage Attack 13

FRPG-31

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SEED OF FIRE

KEYWORDS
Arcane, Fire, Weapon

Standard Action **RA** Melee weapon
ATTACK **TARGET** One creature

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

Secondary Hit: 2d6 + Intelligence modifier fire damage.

Aegis of Shielding: The secondary attack affects only enemies.

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.

Swordmage Attack 13

FRPG-31

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ICE CAGE

KEYWORDS
Arcane, Cold, Weapon

Standard Action **RA** Melee weapon
ATTACK **TARGET** One creature

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.

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

Swordmage Attack 17

FRPG-32

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SPIDERSILK SLASH

KEYWORDS
Arcane, Weapon

Standard Action **RA** Close burst 1
ATTACK **TARGET** Each enemy in burst

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

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

Swordmage Attack 17

FRPG-32

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SWORDSHOCK

KEYWORDS
Arcane, Lightning, Weapon

Standard Action **RA** Melee weapon
ATTACK **TARGET** One creature

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

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

Swordmage Attack 17

FRPG-32

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ACID FOUNTAIN

KEYWORDS
Acid, Arcane, Implement

Standard Action **RA** Close blast 3
ATTACK **TARGET** Each creature in blast

Hit: 3d10 + Intelligence modifier acid damage.

Your blade changes into a whirling geyser of acid.

Swordmage Attack 23

FRPG-33

ENCOUNTER SPELL

DUNGEONS & DRAGONS

METEOR STRIKE

Arcane, Fire, Weapon

Standard Action  Melee weapon
INT vs AC  One creature

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.

Secondary 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 in place of the melee basic attack.

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.

Swordmage Attack 23

FRPG-33

ENCOUNTER SPELL

DUNGEONS & DRAGONS

THUNDER RIPOSTE

Arcane, Thunder, Weapon

Immediate Reaction  Close blast 3
INT vs FORT  Each creature in blast

Trigger: An adjacent creature hits you with an attack.

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

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

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.

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

Swordmage Attack 23

FRPG-33

ENCOUNTER SPELL

DUNGEONS & DRAGONS

MAELSTROM BLADE

Arcane, Fire, Lightning, Thunder, Weapon

Standard Action  Close burst 1
INT vs AC  Each enemy in burst

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.

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

Swordmage Attack 27

FRPG-34

ENCOUNTER SPELL

DUNGEONS & DRAGONS

CIRCLE OF DEVASTATION

Arcane, Force, Weapon

Standard Action  Close burst 2
INT vs FORT  Each enemy in burst

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.

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

Swordmage Attack 27

FRPG-34

ENCOUNTER SPELL

DUNGEONS & DRAGONS

DIMENSIONAL CHARGE

Arcane, Fire, Lightning, Teleportation, Thunder, Weapon

Standard Action  Melee weapon
INT vs AC  One creature

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.

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

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

Swordmage Attack 27

FRPG-34

ENCOUNTER SPELL

DUNGEONS & DRAGONS

LIGHTNING CLUTCH

Arcane, Lightning, Weapon

Standard Action  Melee weapon
INT vs AC  One creature

Hit: 2[W] + Intelligence modifier lightning damage, and you can use your aegis of assault power on the target of the attack as a free action. The target remains marked by your aegis of assault for the rest of the encounter, even if you use that power against a new target. It is still superseded by other marking effects.

Tendrils of lightning course from your hand into your blade, linking you and your foe. For the rest of the battle, your enemy must beware your aegis.

Anarch of Shyr Attack 11

FRPG-47

ENCOUNTER SPELL

DUNGEONS & DRAGONS

STANCE OF CHAOS

Arcane, Stance, Weapon; Cold, Fire, or Lightning

Minor Action  Personal
ATTACK 

Effect: Until the stance ends, you take a -2 penalty to attack rolls but your weapon attacks deal an extra 1d12 cold, fire, or lightning damage (your choice). You can end this stance with a minor action.

You invoke the fury of elemental chaos, attacking wildly. Frost, fire, or lightning dances along your blade as you lunge at your foes.

Anarch of Shyr Utility 12

FRPG-47

ENCOUNTER SPELL

DUNGEONS & DRAGONS

COUNTERING THUNDERCLAP

Arcane, Implement, Thunder

Immediate Interrupt  Close burst 5
INT vs FORT  The triggering attacker

Trigger: A creature hits your ally with a melee attack.

Hit: 1d6 + Intelligence modifier thunder damage, and you push the target 1 square. If the target can no longer reach your ally, the attack misses.

You interrupt an enemy attack with a clap of thunder, driving the foe back from your friend before the enemy can strike.

Coronal Guard Attack 11

FRPG-48

ENCOUNTER SPELL

DUNGEONS & DRAGONS

TEARS OF SELÛNE

Divine, Implement, Psychic

Standard Action **RANGED** **ATTACK** **TARGET** Ranged 10
INT, WIS, or CHA vs WILL One creature

Hit: While you are bloodied, deal 3d10 + Intelligence, Wisdom, or Charisma modifier psychic damage. If you are not bloodied, the target is instead stunned until the start of its next turn.

You conjure a small orb of luminescent silver light that streaks to your enemy. Its power is unpredictable, but so are the moods of the moon.

Silverstar Attack 11

FRPG-61

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ASSASSIN SHADOW

Arcane, Conjuration, Shadow, Weapon

Standard Action **RANGED** **ATTACK** **TARGET** Melee weapon
STR vs AC One creature

Hit: 2[W] + Strength modifier damage.

Effect: You conjure a shadowy manifestation of yourself. This conjuration can appear in any square adjacent to the target. This creature can be used to set up a flanking position and can make opportunity attacks (as though you were making the attacks), but it can take no other actions. The manifestation disappears at the end of your next turn.

As you strike, shadows congeal into a solid figure at your foe's flank. The silhouette looks like you, only its features are shrouded in blackness, and its sword is made of inky gloom.

Umbriri Attack 11

FRPG-67

ENCOUNTER SPELL

DUNGEONS & DRAGONS

CONCEALING UMBRA

Arcane, Illusion, Shadow

Standard Action **RANGED** **ATTACK** **TARGET** Close burst 5
One ally in burst

Effect: The target becomes invisible until he or she attacks, or until the end of your next turn.

You exert your will over the stuff of shadow and conceal an ally in pure darkness. No light reveals your friend now.

Umbriri Utility 12

FRPG-67

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FOUR CORNERS ATTACK

Arcane, Weapon

Standard Action **RANGED** **ATTACK** **TARGET** Melee weapon
INT vs AC One creature

Hit: 1[W] + Intelligence modifier + Wisdom modifier damage. Make a secondary attack against the target.

Secondary Attack: Intelligence vs. Fortitude, Intelligence vs. Reflex, or Intelligence vs. Will

Secondary Hit (Fortitude): If the attack hits the target's Fortitude defense, the target takes 1[W] damage and is knocked prone.

Secondary Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 1[W] damage and is slowed until the end of your next turn.

Secondary Hit (Will): If the attack hits the target's Will defense, the target takes 1[W] damage and is dazed until the end of your next turn.

You are everywhere at once, your blade cutting into your foe from high and low, and from all sides.

Wandering Swordmage Attack 11

FRPG-68

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ARCANE TANGLESTEP

Arcane, Teleportation

Immediate Reaction **RANGED** **ATTACK** **TARGET** Personal

Trigger: An enemy you have marked hits an ally with an attack that does not include you.

Effect: Instead of using your normal aegis of assault immediate reaction or aegis of warding immediate interrupt, you teleport yourself to any location within a number of squares equal to 5 + your Wisdom modifier, and you teleport the enemy that triggered the power to a square adjacent to you.

A swirl of your blade creates a magic snare and two entangled portals. You step through your portal as the enemy feels the yank of the snare.

Wandering Swordmage Utility 12

FRPG-68

ENCOUNTER SPELL

DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER SPELL

DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER SPELL

DUNGEONS & DRAGONS

KEYWORDS USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER SPELL

DUNGEONS & DRAGONS

**DUNGEONS
& DRAGONS**



SWORDMAGE
DAILY SPELL

**DUNGEONS
& DRAGONS**



SWORDMAGE
DAILY SPELL

**DUNGEONS
& DRAGONS**



SWORDMAGE
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SWORDMAGE
DAILY SPELL

**DUNGEONS
& DRAGONS**



SWORDMAGE
DAILY SPELL

BURNING BLADE

Arcane, Fire, Weapon

Standard Action **RA** **ATTACK** **TARGET** **Melee weapon**
INT vs AC One creature

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

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

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

Swordmage Attack 1

FRPG-28

DAILY SPELL

DUNGEONS & DRAGONS

FROST BACKLASH

Arcane, Cold, Weapon

Immediate Interrupt **RA** **ATTACK** **TARGET** **Melee weapon**
INT vs REF The creature that hit you

Trigger: An adjacent creature hits you.

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

Miss: Half damage.

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

Swordmage Attack 1

FRPG-28

DAILY SPELL

DUNGEONS & DRAGONS

WHIRLING BLADE

Arcane, Weapon

Standard Action **RA** **ATTACK** **TARGET** **Ranged 5**
INT vs AC One creature

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

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.

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

Swordmage Attack 1

FRPG-28

DAILY SPELL

DUNGEONS & DRAGONS

ELDRITCH SPEED

Arcane

No Action **RA** **ATTACK** **TARGET** **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).

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

Swordmage Utility 2

FRPG-28

DAILY SPELL

DUNGEONS & DRAGONS

FEAR NO ELEMENTS

Arcane

Minor Action **RA** **ATTACK** **TARGET** **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.

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

Swordmage Utility 2

FRPG-28

DAILY SPELL

DUNGEONS & DRAGONS

DEEP FREEZE

Arcane, Cold, Weapon

Standard Action **RA** **ATTACK** **TARGET** **Melee weapon**
INT vs FORT One creature

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.

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

Swordmage Attack 5

FRPG-29

DAILY SPELL

DUNGEONS & DRAGONS

ELEMENTAL FOIBLE

Arcane, Weapon

Standard Action **RA** **ATTACK** **TARGET** **Melee weapon**
INT vs AC One creature

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.

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

Swordmage Attack 5

FRPG-29

DAILY SPELL

DUNGEONS & DRAGONS

LINGERING LIGHTNING

Arcane, Implement, Lightning

Standard Action **RA** **ATTACK** **TARGET** **Ranged 5**
INT vs REF 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.

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

Swordmage Attack 5

FRPG-29

DAILY SPELL

DUNGEONS & DRAGONS

DIMENSIONAL WARDING

Arcane, Stance, Zone

Minor Action **RA**  Close burst 2
ATTACK **TARGET**

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 move.

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

Swordmage Utility 6

FRPG-29

DAILY SPELL

DUNGEONS & DRAGONS

FATE-SPURNED FOE

Arcane

Minor Action **RA**  Personal
ATTACK **TARGET**

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.

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

Swordmage Utility 6

FRPG-29

DAILY SPELL

DUNGEONS & DRAGONS

BEACON BLADE

Arcane, Weapon

Standard Action **RA**  Melee weapon
INT vs AC **ATTACK** **TARGET** One creature

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

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.

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

Swordmage Attack 9

FRPG-30

DAILY SPELL

DUNGEONS & DRAGONS

BE GONE

Arcane, Reliable, Teleportation, Weapon

Standard Action **RA**  Melee weapon
INT vs AC **ATTACK** **TARGET** One creature

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

Your backhanded strike sends your enemy elsewhere.

Swordmage Attack 9

FRPG-30

DAILY SPELL

DUNGEONS & DRAGONS

GLAMOR BLADE

Arcane, Conjuraton, Weapon

Standard Action **RA**  Melee weapon
INT vs AC **ATTACK** **TARGET** One creature

Hit: 1[W] + Intelligence modifier damage.

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.

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

Swordmage Attack 9

FRPG-30

DAILY SPELL

DUNGEONS & DRAGONS

DIMENSIONAL DODGE

Arcane, Teleportation

Immediate Interrupt **RA**  Personal
ATTACK **TARGET**

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

Effect: You teleport adjacent to the enemy.

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

Swordmage Utility 10

FRPG-30

DAILY SPELL

DUNGEONS & DRAGONS

IMPENETRABLE WARDING

Arcane, Stance

Minor Action **RA**  Personal
ATTACK **TARGET**

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

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

Swordmage Utility 10

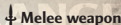
FRPG-31

DAILY SPELL

DUNGEONS & DRAGONS

ACID FOR BLOOD

Acid, Arcane, Weapon

Standard Action **RA**  Melee weapon
INT vs AC **ATTACK** **TARGET** One creature

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

Miss: Half damage, and no ongoing damage.

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

Swordmage Attack 15

FRPG-31

DAILY SPELL

DUNGEONS & DRAGONS

INFERNO'S SWORD

Arcane, Fire, Implement

Standard Action **Close blast 3**
INT vs REF Each creature in blast

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

Miss: Half damage, and no ongoing damage.

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

Swordmage Attack 15

FRPG-31

DAILY SPELL

DUNGEONS & DRAGONS

FREE THE STORM WITHIN

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.

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

Swordmage Attack 15

FRPG-31

DAILY SPELL

DUNGEONS & DRAGONS

BOLSTERING WARDING

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.

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

Swordmage Utility 16

FRPG-31

DAILY SPELL

DUNGEONS & DRAGONS

ELEMENTAL PROTECTION

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.

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

Swordmage Utility 16

FRPG-31

DAILY SPELL

DUNGEONS & DRAGONS

IRONSKIN

Arcane

Minor Action **Personal**

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

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

Swordmage Utility 16

FRPG-31

DAILY SPELL

DUNGEONS & DRAGONS

SUDDEN ESCAPE

Arcane, Teleportation

Immediate Interrupt **Personal**

Trigger: You would be hit by an attack.

Effect: Teleport 2 squares.

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

Swordmage Utility 16

FRPG-32

DAILY SPELL

DUNGEONS & DRAGONS

BANE BLADE

Arcane, Weapon

Standard Action **Melee weapon**
INT vs AC One creature

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.

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

Swordmage Attack 19

FRPG-32

DAILY SPELL

DUNGEONS & DRAGONS

HELL'S OWN BLADE

Arcane, Fire, Weapon

Standard Action **Ranged 10**
INT vs AC One creature

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.

Secondary Attack: Intelligence vs. Reflex

Secondary Hit: 3d8 + Intelligence modifier fire damage.

Miss: Half damage.

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.

Swordmage Attack 19

FRPG-32

DAILY SPELL

DUNGEONS & DRAGONS

LIGHTNING ROD

Arcane, Lightning, Weapon

Standard Action **RA** **Melee weapon**
INT vs AC **TA** **One creature**

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.

Miss: Half damage, and no ongoing damage.

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.

Swordmage Attack 19

FRPG-32

DAILY SPELL

DUNGEONS & DRAGONS

EYES OF THE MAGE

Arcane

Minor Action **RA** **Personal**
ATTACK **TA** **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.

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

Utility 22

FRPG-32

DAILY SPELL

DUNGEONS & DRAGONS

GIANT'S MIGHT

Arcane

Minor Action **RA** **Personal**
ATTACK **TA** **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 action.

Soaking up ambient arcane power, your body swells and grows. You stand as tall as a giant and are blessed with awesome power.

Swordmage Utility 22

FRPG-33

DAILY SPELL

DUNGEONS & DRAGONS

SHACKLED warding

Arcane, Stance, Zone

Minor Action **RA** **Close burst 5**
ATTACK **TA**

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.

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

Swordmage Utility 22

FRPG-33

DAILY SPELL

DUNGEONS & DRAGONS

BOUNDING LIGHTNING

Arcane, Implement, Lightning

Standard Action **RA** **Ranged 10**
INT vs REF **TA** **One creature**

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. 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. 1[W] + Intelligence modifier lightning damage.

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

Swordmage Attack 25

FRPG-33

DAILY SPELL

DUNGEONS & DRAGONS

ICY SHACKLES

Arcane, Cold, Reliable, Weapon

Standard Action **RA** **Melee weapon**
INT vs AC **TA** **One creature**

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.

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

Swordmage Attack 25

FRPG-33

DAILY SPELL

DUNGEONS & DRAGONS

QUICKSILVER BLADE

Arcane, Stance

Minor Action **RA** **Personal**
ATTACK **TA** **Personal**

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

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

Swordmage Attack 25

FRPG-33

DAILY SPELL

DUNGEONS & DRAGONS

THUNDERING HEART

Arcane, Reliable, Thunder, Weapon

Standard Action **RA** **Melee weapon**
INT vs FORT **TA** **One enemy**

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.

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.

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

Swordmage Attack 25

FRPG-34

DAILY SPELL

DUNGEONS & DRAGONS

ASTRAL THUNDER BLADE

Arcane, Thunder, Weapon

Standard Action **Melee weapon**
INT vs AC **One creature**

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

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

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

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

Swordmage Attack 29

FRPG-34

DAILY SPELL

DUNGEONS & DRAGONS

OBLITERATING BLAZE

Arcane, Fire, Weapon

Standard Action **Melee weapon**
INT vs AC **One creature**

Hit: 5[W] + Intelligence modifier damage.

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.

Secondary Attack: Intelligence vs. Fortitude

Secondary Hit: 4d10 fire damage.

Miss: Half damage.

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

Swordmage Attack 29

FRPG-34

DAILY SPELL

DUNGEONS & DRAGONS

VORPAL DOOM

Arcane, Reliable, Weapon

Standard Action **Melee weapon**
INT vs AC **One creature**

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.

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

Swordmage Attack 29

FRPG-34

DAILY SPELL

DUNGEONS & DRAGONS

SHYRAN CATAclySM

Acid, Arcane, Cold, Fire, Lightning, Thunder, Weapon

Standard Action **Close blast 5**
INT vs AC **Each creature in blast**

Hit: 5d8 + Intelligence modifier acid, cold, fire, lightning, and thunder damage.

Miss: Half damage. Choose one damage type for the half damage: acid, cold, fire, lightning, or thunder.

You slice a rift between the planes. An elemental maelstrom explodes from the rift, searing and burning all in its path.

Anarch of Shyr Attack 20

FRPG-47

DAILY SPELL

DUNGEONS & DRAGONS

DRAGON SCALES

Arcane, Force

Minor Action **Personal**
INT vs AC **One creature**

Effect: You gain a +2 bonus to AC until the end of the encounter, or until you are knocked unconscious.

You guard yourself with a cascading aura of lambent shards of energy. The diamond-shaped shards ripple and flex like the scales of a dragon.

Coronal Guard Utility 12

FRPG-48

DAILY SPELL

DUNGEONS & DRAGONS

AVAUNT FOE

Arcane, Teleportation, Weapon

Standard Action **Melee weapon**
INT vs FORT **One creature**

Hit: 5[W] + Intelligence modifier damage, and you teleport the target 5 squares. The target must end its movement on a surface that can support it.

Miss: Half damage, and you teleport the target 2 squares. The target must end its movement on a surface that can support it.

You hurl your foe through the dimensions with your attack.

Coronal Guard Attack 20

FRPG-48

DAILY SPELL

DUNGEONS & DRAGONS

MOONGLOW

Divine

Minor Action **Personal**
INT vs FORT **One creature**

Effect: Until the end of the encounter, darkness within 6 squares of you counts as dim light.

Where you walk in the power of your goddess, darkness yields to silvery splendor.

Silverstar Utility 12

FRPG-61

DAILY SPELL

DUNGEONS & DRAGONS

MOONFIRE

Divine, Healing, Implement, Radiant

Standard Action **Ranged 10**
INT, WIS, or CHA vs REF **One creature**

Hit: 4d10 + Intelligence, Wisdom, or Charisma modifier radiant damage, and all allies within 5 squares of the target regain hit points equal to one-half your level + your Charisma modifier.

Miss: Half damage, and all bloodied enemies within 5 squares of the target take radiant damage equal to your Charisma modifier.

From overhead a spiraling column of cold, white light descends against your foe. Even as it consumes the wicked, your allies are soothed by its cool glow.

Silverstar Attack 20

FRPG-61

DAILY SPELL

DUNGEONS & DRAGONS

SHADOWED PSYCHE

Arcane, Charm, Reliable, Shadow, Weapon

Standard Action **Melee touch**
INT vs WILL

Requirement: You must have combat advantage.
Hit: At the start of its next turn, the target is dominated by you until the start of its following turn. You cannot cause it to take any action that will obviously harm it (such as walking off a cliff or into a trap the creature is aware of). You must be within line of sight of the creature at the start of its turn or you can't dominate it.

You veil your enemy's senses in shadowy phantasms. Your foe strikes at imaginary opponents and moves as a puppet on your strings.

Umbriri Attack 20 FRPG-67

DAILY SPELL DUNGEONS & DRAGONS

HERITAGE OF BLADES

Arcane, Force, Stance

Standard Action **Personal**
ATTACK

Effect: Your allies within 2 squares of you gain a +1 power bonus to AC and Reflex defense. You can use a minor action once on your turn to deal force damage to an enemy of your choice within 5 squares. You deal force damage equal to 2d6 + your Wisdom modifier.

Iridescent blades of force surround you. They parry for your allies and cut your foes.

Wandering Swordmage Attack 20 FRPG-68

DAILY SPELL DUNGEONS & DRAGONS

KEYWORDS		USED	
ACTION	+	←	✳
VS			
ATTACK	DEFENSE		TARGET
RANGE			

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY SPELL DUNGEONS & DRAGONS

KEYWORDS		USED	
ACTION	+	←	✳
VS			
ATTACK	DEFENSE		TARGET
RANGE			

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY SPELL DUNGEONS & DRAGONS

KEYWORDS		USED	
ACTION	+	←	✳
VS			
ATTACK	DEFENSE		TARGET
RANGE			

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY SPELL DUNGEONS & DRAGONS

KEYWORDS		USED	
ACTION	+	←	✳
VS			
ATTACK	DEFENSE		TARGET
RANGE			

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY SPELL DUNGEONS & DRAGONS

KEYWORDS		USED	
ACTION	+	←	✳
VS			
ATTACK	DEFENSE		TARGET
RANGE			

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY SPELL DUNGEONS & DRAGONS

KEYWORDS		USED	
ACTION	+	←	✳
VS			
ATTACK	DEFENSE		TARGET
RANGE			

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY SPELL DUNGEONS & DRAGONS