

# FORGOTTEN REALMS

## PRIMORDIAL PATHS

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A **SWORDMAGE** WIELDS an arsenal of elemental attacks. Brandishing a blade infused with arcane energy, a swordmage is a force to be reckoned with. A character can unleash an inferno upon enemies one round and launch a frosty assault the next. And although this gamut of powers can be a boon when faced with enemies resistant to a particular element, it also hinders one's ability to specialize with a particular element. If, for example, a player wanted to fashion a swordmage as a pyromancer, he or she would find no choices conducive to this path at 3rd, 5th, or 9th levels. This article provides elemental-based powers across the Heroic tier to fill in the gaps, and offers a path for feats and attack powers to maximize one's elemental potential. The section below also provides additional utility powers to help support your elemental theme.

Each of these "primordial paths" is based upon a feat available in the *Player's Handbook*. Unless otherwise described here, all powers come from the *Forgotten Realms Player's Guide*.



RAGING STORM	BURNING BLIZZARD	ASTRAL FIRE
<b>Level 1</b>		
<i>Lightning Lure</i> (at-will)	<i>Frigid Blade</i> (at-will, see below)	<i>Greenflame Blade</i> (at-will)
<i>Booming Blade</i> (at-will)	<i>Swordburst</i> (at-will)	<i>Swordburst</i> (at-will)
<i>Lightning Clash</i> (encounter)	<i>Chilling Blow</i> (encounter)	<i>Flame Cyclone</i> (encounter)
<i>Dimensional Thunder</i> (daily, see below)	<i>Frost Backlash</i> (daily)	<i>Burning Blade</i> (daily, see below)
Feat: Raging Storm (PH \$\$)	Feat: Burning Blizzard (PH \$\$)	Feat: Astral Fire (PH \$\$)
<b>Level 3</b>		
<i>Blackbast Swipe</i> (encounter)	<i>Sloth Strike</i> (encounter)	<i>Incendiary Sword</i> (encounter, see below)
<b>Level 5</b>		
<i>Lingering Lightning</i> (daily)	<i>Deep Freeze</i> (daily)	<i>Shielding Fire</i> (daily, see below)
<b>Level 7</b>		
<i>Electrified Lash</i> (encounter)	<i>Sleet Strike</i> (encounter, see below)	<i>Flamewall Strike</i> (encounter)
<b>Level 9</b>		
<i>Lightning Strider</i> (daily, see below)	<i>Icy Sweep</i> (daily, see below)	<i>Leaping Flames</i> (daily, see below)

## LEVEL 1 SWORDMAGE AT-WILL SPELLS

### Frigid Blade Swordmage Attack 1

Your weapon leaves a frosty trail as it cuts through the air and strikes with a blow that inflicts winter's wrath.

**At-Will** ♦ Arcane, Cold, Weapon  
**Standard Action**    Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** [W] + Intelligence modifier cold damage. If the target starts its next turn adjacent to you, it takes a penalty to speed equal to your Constitution modifier until the end of its next turn.

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

## LEVEL 1 SWORDMAGE DAILY SPELLS

### Dimensional Thunder Swordmage Attack 1

As you pass unseen through dimensional space, you leave in your wake a thunderous roar that bombards enemies upon your arrival.

**Daily** ♦ Arcane, Teleportation, Thunder, Weapon  
**Standard Action**    Melee weapon

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Effect:** Teleport a number of squares equal to your Constitution modifier.

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

**Effect:** Each enemy adjacent to you gains ongoing 5 thunder damage (save ends).

## LEVEL 2 SWORDMAGE UTILITY SPELLS

### Elemental Aegis Swordmage Utility 2

You raise an aegis in your ally's defense, infusing the shield with elemental energy to help defend against certain attacks.

**Daily** ♦ Arcane  
**Immediate Interrupt**    Close burst 10

**Trigger:** An enemy you have marked attacks an ally.

**Target:** One ally in burst.

**Effect:** Choose a damage type: acid, cold, fire, lightning, or thunder. Your ally gains resistance to that damage type equal to 5 + your Constitution modifier until the end of your next turn.

## LEVEL 3 SWORDMAGE ENCOUNTER SPELLS

### Incendiary Sword Swordmage Attack 3

Your weapon ignites with flames as you launch it toward your enemies. Upon striking the ground, it explodes and consumes the area in flames.

**Encounter** ♦ Arcane, Fire, Implement  
**Standard Action**    Area burst 1 within 5 squares

**Requirement:** You must throw your melee weapon at the origin square.

**Target:** Each creature in burst

**Attack:** Intelligence vs. Will

**Hit:** 2d6 + Intelligence modifier fire damage, and the target takes 5 fire damage if it makes an attack that does not include you on its next turn.

**Effect:** Your weapon reforms in your hand.

## LEVEL 5 SWORDMAGE DAILY SPELLS

### Shielding Fire Swordmage Attack 5

A gout of flame springs from your sword, searing your enemy and threatening to consume it in deadlier flames.

**Daily** ♦ Arcane, Fire, Implement  
**Standard Action**    Close burst 10

**Target:** One creature in burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d10 + Constitution modifier fire damage, and the creature is marked as if from your Swordmage Aegis power until the end of the encounter. This does not end existing marks placed by your Swordmage Aegis power, and using your Swordmage Aegis power to mark another enemy does not end this mark. Another creature's mark supersedes this one.

**Miss:** The creature is marked as if from your Swordmage Aegis power until the end of the encounter. This does not end existing marks placed by your Swordmage Aegis power, and using your Swordmage Aegis power to mark another enemy does not end this mark. Another creature's mark supersedes this one.

**Aegis of Shielding:** Until the end of the encounter, when you reduce the damage the target deals using *aegis of shielding*, the target takes fire damage equal to the amount of damage your *aegis of shielding* power prevents.

## LEVEL 6 SWORDMAGE UTILITY SPELLS

### Variable Defense Swordmage Utility 6

You summon the strength of the elements to shield you from damage.

**Daily** ♦ Arcane  
**Minor Action**    Personal

**Effect:** Choose a damage type: acid, cold, fire, lightning, or thunder. You have resistance to that damage type equal to your Constitution modifier. As a minor action, you can change the type of resistance to any other listed damage type. This resistance lasts until the end of the encounter.



## LEVEL 7 SWORDMAGE ENCOUNTER SPELLS

### Sleet Strike Swordmage Attack 7

Your chill blade sends a rain of frozen rain cascading over your enemy, inhibiting its ability to move without slipping.

**Encounter** ♦ Arcane, Cold, Weapon  
**Standard Action** Melee weapon

**Target:** One creature.

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Strength modifier cold damage. The target and each enemy adjacent to the target fall prone after shifting until the end of your next turn.

## LEVEL 9 SWORDMAGE DAILY SPELLS

### Leaping Flames Swordmage Attack 9

Your attack gives life to a tenacious flame that pursues and burns your enemies long after the initial foe shakes it off.

**Daily** ♦ Arcane, Fire, Implement  
**Standard Action** Ranged 20

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 1d10 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends, see below).

**Effect:** When a creature saves against the ongoing damage from this power, place leaping flames in a square adjacent to that creature. When a creature is in the same square as leaping flames, that creature gains ongoing 5 fire damage (save ends) and you remove leaping flames from the board. This process continues until the end of the encounter, at which point the flames disappear. A creature can be affected by these flames only once in an encounter. If no creature is currently affected by the flames, move the flames 1 square at the start of your turn.

**Miss:** Half damage, and no ongoing fire damage.

### Icy Sweep Swordmage Attack 9

As your weapon sweeps toward your enemy's feet, it creates an icy patch along the ground that sends your enemy slipping toward another nearby patch of ground.

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

**Target:** One creature

**Attack:** Intelligence vs. AC

**Hit:** 2[W] + Constitution modifier cold damage, and you slide the target into any square adjacent to you.

**Miss:** Half damage, and do not slide the target.

### Lightning Strider Swordmage Attack 9

Your body becomes like a bolt of lightning as you shoot from enemy to enemy, launching attack after attack.

**Daily** ♦ Arcane, Lightning, Weapon  
**Standard Action** Melee weapon

**Effect:** Teleport 4 squares

**Primary Target:** One creature

**Primary Attack:** Intelligence vs. AC

**Hit:** 1[W] + Strength modifier lightning damage.

**Effect:** You can teleport 3 squares, and then make a secondary attack.

**Secondary Target:** One creature other than the primary target.

**Secondary Attack:** Intelligence vs. AC

**Hit:** 1[W] lightning damage.

**Effect:** You can teleport 2 squares, and then make a tertiary attack.

**Tertiary Target:** One creature other than the primary and secondary targets.

**Tertiary Attack:** Intelligence vs. AC

**Hit:** 1[W] lightning damage. ⚡

### About the Author

Greg Bilsland is a game editor and contract writer at Wizards of the Coast. His writing credits include the *Forgotten Realms® Player's Guide* and several *D&D Insider™* articles. When he's not working, he spends much of his free time writing speculative fiction in one of Seattle's many coffee shops.