

1D100	NAME	EFFECT
1	FLAME	The longsword's length emits unquenching fire, illuminating the area like a candle and deals an extra 1d6 fire damage on a hit.
2	FROST	The longsword cold to the touch and appears frosty; deals an extra 1d6 cold damage on a hit.
3	SHOCK	The longsword arcs with electricity across its surface; deals an extra 1d6 lightning damage on a hit.
4	VENOM	The longsword drips with a putrid smelling black-green liquid; deals an extra 1d6 poison damage on a hit.
5	GLOWS	The longsword sheds bright light in a 20-foot radius and dim light for an additional 20 feet.
6	BANED	The target must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its next turn.
7	SWIFT	The wielder's movement speed increases by 10 feet while holding the longsword.
8	GUARD	The longsword grants a +1 bonus to the wielder's AC while it is being wielded.
9	LEECH	The longsword heals the wielder for half the damage dealt on a hit (rounded up).
10	BLINK	Once per day, the wielder can use the longsword to cast Misty Step.
11	DRAIN	The longsword deals an extra 1d4 necrotic damage and heals the wielder for the same amount as this 1d4.
12	EARTH	The longsword blade changes to a stone and earthen material; deals an extra 1d6 bludgeoning damage and knocks the target prone on a critical hit.
13	AEGIS	The wielder gains resistance to one damage type while holding the longsword. Roll 1d8: (1-Acid; 2-Bludgeoning; 3-Cold; 4-Fire; 5-Lightning; 6-Poison; 7-Slashing; 8-Necrotic)
14	CHARM	The target must succeed on a DC 13 Charisma saving throw or be charmed by the wielder for 1 minute.
15	SURGE	The longsword deals an extra 1d4 force damage on a hit.
16	SHARD	The longsword deals an extra 1d4 piercing damage on a hit.

17	SMITE	Once per day, the wielder can add an extra 1d8 radiant damage to a single attack.
18	PHASE	The wielder can phase through solid objects for up to 10 feet as part of their movement once per short rest.
19	HEXED	1/day; point the longsword at a target to curse them, for 1 minute the longsword deals 1d6 bonus damage to it on each hit.
20	BLOOD	The longsword deals an extra 1d6 damage but also deals 1d4 damage to the wielder on a hit.
21	VIGOR	The wielder gains temporary hit points equal to their level when they reduce an enemy to 0 HP.
22	GLORY	The longsword deals an extra 1d6 radiant damage on a hit.
23	STORM	The longsword can call a thunderstorm to the area for 1d4 hours if the wielder holds the sword skyward for 1 full minute.
24	GHOST	Longsword resembles ectoplasm with a ghostly face near the hilt. The wielder becomes invisible as the spell for 1 minute once per day. In addition, the sword can affect ethereal creatures.
25	BLINK	Once per day, the wielder can use the longsword to cast Misty Step.
26	FOCUS	The wielder gains advantage on Concentration checks while holding the longsword.
27	QUAKE	The wielder can cause a minor earthquake, forcing all creatures within 10 feet to make a DC 14 Dexterity saving throw or fall prone.
28	SONIC	The longsword deals an extra 1d4 sonic damage on a hit.
29	TRUTH	The longsword grants the wielder advantage on Wisdom (Insight) checks.
30	TENSE	The wielder gains advantage on saving throws against being frightened while holding the longsword.
31	LUMEN	The longsword can cast Daylight as the spell once per day for 1 hour.
32	MISTS	The wielder can create a fog cloud (as per the spell) once per day.
33	GREAT	The longsword transforms into a +1 greatsword and doubles in weight.

34	CHILL	The longsword deals an extra 1d6 cold damage and slows the target's movement by 10 feet until the end of its next turn.
35	HASTE	The wielder gains the benefits of Haste as the spell for 1 minute once per day.
36	SHADE	The wielder can blend into shadows, gaining advantage on Stealth checks.
37	FORCE	The longsword deals an extra 1d4 force damage on a hit.
38	WHIPS	The longsword transforms into a +1 whip with two tails, adds an extra dice of damage to the whip.
39	MINDS	The longsword deals an extra 1d6 psychic damage on a hit.
40	BONDS	The wielder can telepathically communicate with one creature within 60 feet while pointing the sword at them.
41	STONE	The longsword deals an extra 1d6 bludgeoning damage and can shatter non-magical objects.
42	SPITE	Any target successfully hit and damaged by the longsword must succeed on a DC 14 Constitution saving throw or suffer disadvantage on attack rolls until the end of its next turn.
43	CURES	On touch, the longsword heals 1d6 damage and cleanses the wielder of one poison or disease once per day.
44	JINX	The target must succeed on a DC 14 Wisdom saving throw or be cursed with disadvantage on their next attack roll.
45	RUNES	The longsword is inscribed with magical runes that glow when detecting magic within 30 feet.
46	SURGE	The longsword deals an extra 1d4 force damage on a hit.
47	QUELL	The target must succeed on a DC 13 Wisdom saving throw or be unable to cast spells until the end of its next turn.
48	PULSE	The longsword deals an extra 1d4 radiant damage and can emit a pulse of light, blinding creatures within 10 feet.
49	POWER	The longsword grants the wielder advantage on Strength checks to lift, push, or bash down doors.

50	CHARM	The target must succeed on a DC 13 Charisma saving throw or be Charmed as the spell by the wielder for 1 minute.
51	GLOOM	The longsword deals an extra 1d4 necrotic damage and once per day creates a 10-foot radius of magical darkness for 1 minute.
52	EMBER	The longsword glows like a hot coal; deals an extra 1d4 fire damage and can ignite flammable objects.
53	BRAWN	The wielder gains a +2 bonus to Strength while holding the longsword.
54	MERCY	The longsword can stabilize a dying creature once per day on touch.
55	SURGE	The longsword deals an extra 1d4 force damage on a hit.
56	GLEAM	The longsword sheds bright light in a 20-foot radius and dim light for an additional 20 feet.
57	STAFF	Longsword transforms into a +1 quarterstaff for the day.
58	CALMS	The wielder gains advantage on saving throws against being charmed or frightened.
59	WARDS	The longsword grants the wielder a +1 bonus to saving throws.
60	KNIFE	The longsword transforms into a +1 dagger for the day.
61	STORM	The longsword can call a thunderstorm to the area for 1d4 hours if the wielder holds the sword skyward for 1 full minute.
62	SMITE	Once per day, the wielder can add an extra 1d8 radiant damage to a single attack.
63	BLAST	The longsword can cast Thunderwave once per day.
64	SHIFT	The wielder can teleport up to 20 feet as a bonus action per short rest.
65	GRAFT	The longsword can meld with the wielder's hand, making it impossible to disarm.
66	BLINK	Once per day, the wielder can use the longsword to cast Misty Step.
67	RAGES	The wielder gains the benefits of the Barbarian's Rage feature for 1 minute once per day.
68	SWIFT	The wielder's movement speed increases by 10 feet while holding the longsword.

69	BLINK	Once per day, the wielder can use the longsword to cast Misty Step.
70	SURGE	The longsword deals an extra 1d4 force damage on a hit.
71	FLASH	3/day, the longsword can emits a bright flash, forcing creatures within 10 feet to make a DC 14 Constitution saving throw or be blinded for 1 round.
72	SLING	The longsword transforms into a slingshot; mechanically identical to a +1 sling.
73	FLAIL	Longsword transforms into a +1 Flail for the day.
74	SHARD	The longsword deals an extra 1d4 piercing damage on a hit.
75	QUAKE	The wielder can cause a minor earthquake, forcing all creatures within 10 feet to make a DC 14 Dexterity saving throw or fall prone.
76	TRUTH	The longsword grants the wielder advantage on Wisdom (Insight) checks.
77	GOOSE	The longsword blade is replaced by the head of a goose, it will honk and bite the wielder's hand (1d2 damage) until it is fed some bread. Afterward, it will honk and bite when swung at the wielder's enemies, dealing 1d4 additional piercing damage. Honk!
78	EARTH	The longsword blade changes to a stone and earthen material; deals an extra 1d6 bludgeoning damage and knocks the target prone on a critical hit.
79	QUELL	The target must succeed on a DC 13 Wisdom saving throw or be unable to cast spells until the end of its next turn.
80	CHARM	The target must succeed on a DC 13 Charisma saving throw or be charmed by the wielder for 1 minute.
81	SURGE	The longsword deals an extra 1d4 force damage on a hit.
82	FLASH	3/day, the longsword can emits a bright flash, forcing creatures within 10 feet to make a DC 14 Constitution saving throw or be blinded for 1 round.
83	WARDS	The longsword grants the wielder a +1 bonus to saving throws.
84	GUARD	The longsword grants a +1 bonus to the wielder's AC while it is being wielded.

85	GLOOM	The longsword deals an extra 1d4 necrotic damage and once per day creates a 10-foot radius of magical darkness for 1 minute.
86	SPITE	Any target successfully hit and damaged by the longsword must succeed on a DC 14 Constitution saving throw or suffer disadvantage on attack rolls until the end of its next turn.
87	LIGHT	The longsword sheds bright light in a 30-foot radius and dim light for an additional 30 feet.
88	MISTS	The wielder can create a fog cloud (as per the spell) once per day.
89	BLINK	Once per day, the wielder can use the longsword to cast Misty Step.
90	LEECH	The longsword heals the wielder for half the damage dealt on a hit (rounded up).
91	SONIC	The longsword deals an extra 1d4 sonic damage on a hit.
92	CURES	On touch, the longsword heals 1d6 damage and cleanses the wielder of one poison or disease once per day.
93	MINDS	The longsword deals an extra 1d6 psychic damage on a hit.
94	SPEAR	Sword transforms into a +1 spear for the day.
95	CALMS	The wielder gains advantage on saving throws against being charmed or frightened.
96	BRAWN	The wielder gains a +2 bonus to Strength while holding the longsword.
97	SHADE	The wielder can blend into shadows, gaining advantage on Stealth checks.
98	LEECH	The longsword heals the wielder for half the damage dealt on a hit (rounded up).
99	GLOSS	The longsword gleams with a magical sheen, causing the weapon to deal an extra 1d4 radiant damage on a hit. Additionally, once per day, the wielder can cast the spell Mirror Image.
100	AGAIN	May reroll a failed d20 attempt once per short rest for the day.

The legendary **Swordle**. Unless otherwise stated, its base stats are that of a +1 Longsword. All effects end at sunrise the next day and it reverts back to SWORD. Roll to select the word of the day, if the letter corresponds to SWORD, then the letters will be highlighted in the colors used in Wordle. The player gets $1d4+1$ guesses before SWORD is locked in for the day.

The Inspiration -

