

## MINOR WEAPON ENCHANTMENTS

d100	Name	Alternative title	Effect
1	Minor Freezing	.... of the Snow	+1 Cold damage
2	Minor Burning	.... of the Cinders	+1 Fire damage
3	Holy	Sanctified ...	+1 Radiant damage
4	Unholy	.... of Blight	+1 Necrotic damage
5	Minor Force	Charged ....	+1 Force damage
6	Minor Lightning	Sparking ....	+ 1 Lightning damage
7	Minor Acid	Biting ....	+1 Acid damage
8	Contaminated	Toxic ....	+1 Poison damage
9	Keen Eye	... of the Eagle	+1 on Attack rolls and +1 on Perception.
10	Guided Hand	... of the Forefathers	+1 on Attack rolls and +1 on History
11	Battleborn	.... of the Gladiator	+1 on attack rolls and deals 1d6 extra damage on a critical hit.
12	Flamewrought	Blazing ...	+1 on attack rolls , deals Fire damage instead of weapon type.
13	Coldforged	Glacial ...	+1 on attack rolls, deals Cold damage instead of weapon type
14	Lifestealing	Vampiric ...	Heals you for half the damage dealt
15	Frost Rune	... of Winter	+1d4 Cold damage
16	Flame Rune	... of Summer	+1d4 Fire damage
17	Heavenly Rune	... of the Heavens	+1d4 Radiant damage
18	Dark Rune	Corrupted ...	+1d4 Necrotic damage
19	Force Rune	... of Blasting	+1d4 Force damage
20	Lightning Rune	Electrifying ...	+1d4 Lightning damage
21	Acid Rune	Corrosive ...	+1d4 Acid damage
22	Poison Rune	Noxious ...	+1d4 Poison damage
23	Heroic	... of the Fearless	Advantage on saving throws versus Frightened condition
24	Air Touched	... of the Winds	+1 on Attack rolls and +20 on range
25	Earth Touched	... of the Lands	+1 on Attack rolls and Advantage on Strength saving throws.
26	Water Touched	... of the Rivers	+1 on Attack rolls, movement is not halved when swimming.
27	Flame Touched	... of the Desert	+1 on Attack rolls and Advantage on Dexterity saving throws.
28	Guardian	Protector's ...	+1 AC
29	Precision	Heartseeker's ...	+1 on Attack rolls and +1 Force damage on damage rolls.
30	Rune of Mercy	Mercifull ...	Can not kill a creature, target becomes unconscious instead.
31	Rune of Bloodlust	Feral ...	Advantage on second attack within the same turn.
32	Runeforged	Enchanted ...	+2 Force damage on damage rolls and +1 on Arcana
33	Holy Light	Lightbringer ...	+1 Radiant damage, can cast Light (Cantrip) on itself.
34	Titanforged	... of the Titans	+2 on Strength score
35	Rootbound	... of the Lifegiver	+2 on Constitution score
36	Twilight	... of the Duskwalker	+2 on Dexterity Score
37	Ancient	... of the Elders	+2 on Wisdom Score
38	Genius	... of the Mind	+2 on Intelligence Score
39	Silvertongue	... of the Diplomat	+2 on Charisma Score
40	Frigid	... of Frost	+1d6 Cold damage
41	Fiery	... of Flames	+1d6 Fire damage
42	Angelic	... of the Angel	+1d6 Radiant damage
43	Pestilence	... of the Scourge	+1d6 Necrotic damage
44	Downfall	... of Shattering	+1d6 Force damage
45	Stormcharged	... of the Storms	+1d6 Lightning (or Thunder) damage
46	Acid Laced	... of the Swamps	+1d6 Acid damage
47	Mental	Mind Assaulting ...	+1d6 Psychic damage
48	Lifegiver	... of Life	Heals the wielder for 1d6+2 on a critical hit.
49	Energy Blocker	Chiblocker's ...	On critical hit the target has disadvantage on next attack roll
50	Stunning	Peacekeeper's ...	On critical hit the target is stunned until end of next turn

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51	Clear Mind	... of Insight	+1 on attack rolls and +2 on Insight.
52	Last Breath	... of Revival	When reduced to 0 hitpoints heals you for one hit point
53	Duplex	... of Duality	As a bonus action can transform into (one) other weapon
54	Hidden	Trickster's ...	Can cast Invisibility on the item itself once per day.
55	Fortitude	... of Vigor	+1 bonus on Strength saving throws.
56	Finesse	Nimble ...	+1 bonus on Dexterity saving throws.
57	Stamina	... of Endurance	+1 bonus on Constitution saving throws.
58	Primal	... of Intuition	+1 bonus on Wisdom saving throws.
59	Brilliant	... of Intellect	+1 bonus on Intelligence saving throws.
60	Level Headed	Harmonious ...	+1 bonus on Charisma saving throws.
61	Invigorating	Commander's ....	A critical hit grants allies who saw the hit a d4 inspiration die.
62	Shieldbreaker	... of Splintering	On a critical hit reduces the AC of a shield by 1.
63	Slowing	... of Impeding	As an action, Halve the targets movement speed 1d4 rounds
64	Dusk Edge	... of the Wild Hunt	+1d4 Force damage against Fey.
65	Grave Blessed	... of Banishing	+1d4 Radiant damage against Undead.
66	Slayer's Rune	... of the Hunter	+1d4 Weapon type damage against Monstrosities and Beasts.
67	Demonic	... of the Void	+1d4 Necrotic damage against Celestials.
68	Celestial	Hallowed ...	+1d4 Radiant damage against Fiends.
69	Dragon's Bane	... of the Dragonslayer	+1d4 Weapon type damage against Dragons.
70	Manhunter	... of the Assassin	+1d4 Weapon type damage against Humanoids.
71	Purification	... of Purging	+1d4 Weapon type damage against Aberrations and Fiends
72	Destruction	Destructive ...	+1d4 Weapon type damage against Constructs.
73	Giant Slaying	... of the Mammoth	+1d4 Weapon type damage against Giants.
74	Planewalker	... of the Aspects	+1d4 Weapon type damage against Elementals.
75	Depletion	Cleaner's ....	+1d4 Force damage against Oozes
76	Extermination	Root Ravaging ...	+1d4 Weapon type damage against Plants
77	Spellweaver	... of the Arcanist	Counts as an arcane spellfocus
78	Wilderness	... of Nature	Counts as a druidic spellfocus
79	Blessed	... of [Deity]	Counts as a holy symbol for that deity
80	Guidance	... of Discipline	Can add 1d6 on your Attack roll twice per long rest.
81	Copying	Twin ...	As a bonus action can be duplicated once (and merged)
82	Teleportation	... of Traversing	After a succesful attack move to the location of the weapon
83	Repairing	Unbreakable ...	Casts mending on itself whenever it gets damaged.
84	Caster's Rune	Spellbound ...	+1 on your spell attack bonus.
85	Witch's Rune	Occult ...	+1 on your spell save DC.
86	Charging	... of Rushing	+2 on Attack rolls when you have moved in a line of 15ft.
87	Shadow	Shrouded ...	+2 on Attack rolls when stealthed, +2 on Stealth.
88	Gauntlet	... of the Hand	As a bonus action transforms from a weapon into a gauntlet.
89	Ocean	... of the Seas	You do not suffer disadvantage when attacking underwater
90	Siege	... of Wrecking	+1d6 Force damage against structures and objects.
91	Disintegration	... of Decay	On a killing blow turns the target to ashes.
92	Impact	... of Shoving	On a critical hit pushes the target back 10ft.
93	Swift	Rapid ....	+1 on Initiative rolls.
94	Law	Empire's ...	+1d4 Weapon type damage against Chaotic aligned creatures.
95	Chaos	... of Discord	+1d4 Weapon type damage against Lawfull aligned creatures.
96	Evil	Hateful ...	+1d4 Weapon type damage against Good aligned creatures.
97	Good	Honorable ...	+1d4 Weapon type damage against Evil aligned creatures.
98	Imbalance	Unharmonious ...	+1d4 Weapon type damage against Neutral aligned creatures.
99	Frostburn	... of Fire and Ice	+1d4 Cold and 1d4 Fire damage.
100	Eye of the Storm	... of Storms	+1d4 Thunder and 1d4 Lightning damage.