

CHARMING PINK RNECHALK



CHARMING PINK RNECHALK

Uncommon Wondrous Item

Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square

Tunes and repairs instruments.

Circle

When standing in the circle any music you play or vocal sounds you make sound three times as loud.

Triangle

Dramatic lighting fills a 10ft cube, increases any Charisma (Performance) checks by 3. Casts a small display of Prestidigitation fireworks when stepped on by any creature.

Bonus Action

ALABASTER WHITE RNECHALK



ALABASTER WHITE RNECHALK

Rare Wondrous Item

Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. Only one of the symbols can be active at a time. You can draw up to 20 symbols with this chalk before it is completely used up.

Square

When drawn around a creature that is alive but at hit points it will stabilize them. This does not affect undead or constructs.

Circle

When standing in the circle you are granted 1d4 bonus on a single ability check of your choice.

Triangle

Creates a sacred glyph on a 5ft square. Any undead creature walking over the glyph has to make a Dexterity saving throw (DC 15). On a failed save they take 1d8+2 Radiant damage, on a successful save they take none.

Cross

Erases all information from a sheet of paper.

Bonus Action

CLOUDY GREY RNECHALK



CLOUDY GREY RNECHALK

Uncommon Wondrous Item

Chalk One Up: Anything you draw or write appears in the sky as clouds (as per the Skywrite spell). A strong wind can blow the clouds away early, or they dissipate naturally after one hour. A single message can consist of a maximum of 5 words or one symbol. You can use the chalk 20 times before it runs out.

You do not need to be able to see the sky. However the message will not appear if the magic can not reach the sky. This happens if there is a sheet of lead, or 3 feet of wood or dirt between the surface you wrote on and the sky

Bonus Action

MIDNIGHT BLACK RNECHALK



MIDNIGHT BLACK RNECHALK

Uncommon Wondrous Item

Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 8 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square

Drawn around a lock, grants a +5 bonus to Dexterity (Sleight of Hand) checks for attempts to unlock it.

Circle

Whilst standing in the circle you have advantage on Wisdom (Perception) checks you make to spot traps.

Triangle

Conjures and spreads caltrops in a 5ft square.

Cross

Drawn on footwear, grants +3 to stealth checks for 1 hour. Effect does not stack.

Bonus Action

SWAMP GREEN RUNECHALK



SWAMP GREEN RUNECHALK

Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square
A 5ft square becomes coated in a thick green glue-like substance. Any creature stepping on it must make a Strength (Athletics) check (DC 9) to break free. It can repeat the check on it's turn. Only one square can be active at a time. Remains active for 24 hours.

Circle
coats a weapon or one piece of ammunition in acid which deals 1d4 Acid damage on the first strike.

Triangle
Conjures one empty vial.

Cross
When drawn on a shield or armor grants Acid resistance for 1 day.

Bonus Action ☺

SKY BLUE RUNECHALK



SKY BLUE RUNECHALK

Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square
Casts the spell Alarm, the 20ft cube is centered on the symbol.

Circle
Casts the spell Purify Food and Drink, centered on the symbol.

Triangle
Casts the cantrip Mending on the item you draw the symbol on.

Cross
Instantly locks a mechanical lock on a door or a chest once.

Bonus Action ☺

NAVY BLUE RUNECHALK



NAVY BLUE RUNECHALK

Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 8 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square
Casts Fog cloud (1st level), centered on the symbol. Only one square can be active at a time.

Circle
Creates up to a gallon of water in a container.

Triangle
Creates an Arcane Umbrella 10 ft above the symbol. It covers a 10ft radius in which it stays dry from all natural rainfall.

Cross
Destroys up to a gallon of liquid from a container.

Bonus Action ☺

ROYAL PURPLE RUNECHALK



ROYAL PURPLE RUNECHALK

Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. Effects last for one hour. Identical symbols do not have a stacking effect. You can draw up to 20 symbols with this chalk before it is completely used up.

Shield (drawn on shield)
You have an +1 bonus on your AC whilst using this shield on top of the regular AC this shield grants you

Hammer (drawn on armor)
Grants resistance against Bludgeoning damage.

Arrowhead (drawn on armor)
Grants resistance against Piercing damage

Crescent moon (drawn on armor)
Grants resistance against Slashing damage

Bonus Action ☺

FLAME RED RUNECHALK



FLAME RED RUNECHALK
Common Wondrous Item

Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. Only one of the symbols can be active at a time. You can draw up to 20 symbols with this chalk before it is completely used up.

Square
Lasts for 24 hours maximum. The first creature that walks over this symbol has to make a Dexterity saving throw (DC10) on success they take no damage, on a fail they get hit by an erupting flame and take 1d6 Fire damage. After this happens the symbol disappears.

Circle
Conjures a non-magical campfire that can burn for a duration of 8 hours.

Triangle
Cooks all the food in a 2ft cube with a quality as if prepared by a professional chef.

Cross
Casts the spell Heat Metal on the (metal) item it is drawn on.

Bonus Action ☺

WARM ORANGE RUNECHALK



WARM ORANGE RUNECHALK
Common Wondrous Item

Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up. Using this chalk you can transmute a 1ft cube of stone, wood or metal, this effect lasts for 1 hour after which the material turns back. This chalk does not work on any equipment or weapon that is being worn or carried.

Square
Turns 1ft cube of material to wood

Circle
Turns 1ft cube of material to solid rock.

Triangle
Turns 1ft cube of material to solid iron

Cross
Turns 1 ft cube of material to loose earth.

Bonus Action ☺

BRIGHT YELLOW RUNECHALK



BRIGHT YELLOW RUNECHALK
Common Wondrous Item

Chalk One Up: As an action you can use this chalk to draw a simple symbol. A creature using this chalk must have at least an intelligence of 6 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Square
Fills a container with 1 pint of your favorite ale

Circle
Casts the Light cantrip on the object that it is drawn on.

Triangle
Fills a container with 1 pint of lamp-oil

Cross
Casts the spell Grease when a creature crosses the symbol. Lasts for 8 hours maximum, the DC for this spell is 12, A maximum of 3 cross symbols can be active at a time.

Bonus Action ☺

VINE GREEN RUNECHALK



VINE GREEN RUNECHALK
Uncommon Wondrous Item

Chalk One Up: You can use this chalk to draw a symbol, these symbols take approximately 30 seconds to draw. A creature using this chalk must have at least an intelligence of 10 to draw these symbols. You can draw up to 20 symbols with this chalk before it is completely used up.

Skull (Drawn on an item or creature)
reveals if the subject that the symbol is drawn on is poisonous or toxic to the person who drew the symbol.

Flower (drawn on, beneath or around a plant)
Reveals basic information about the plant and potential (alchemical) uses.

Pentagram
Any Alchemy or Herbolgy based crafting or skill checks made within this pentagram are made with advantage.

Berrubush
Conjures 1d4 Goodberries inside the symbol (as per the Goodberry spell)

Bonus Action ☺