

RUNECHALKS

BRIGHT YELLOW RUNECHALK

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. Fills a container with 1 pint of your favorite ale

Circle. Casts the Light cantrip on the object 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 any given time.

WARM ORANGE RUNECHALK

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 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.

FLAME RED RUNECHALK

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. 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.

ROYAL PURPLE RUNECHALK

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 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

CHARMING PINK RUNECHALK

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.

Cross. Casts a small display of Prestidigitation fireworks when stepped on by any creature.

NAVY BLUE RUNECHALK

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. 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.



RUNECHALKS

SKY BLUE RUNECHALK

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. Casts the spell Alarm, 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.

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 Herbology based crafting or skill checks made within this pentagram are made with advantage.

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

SWAMP GREEN RUNECHALK

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. 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 its 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.

MIDNIGHT BLACK RUNECHALK

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.

CLOUDY GREY RUNECHALK

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 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt between the surface you wrote on and the sky

ALABASTER WHITE RUNECHALK

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 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 0 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.

SKY
BLUE

VINE
GREEN

SWAMP
GREEN

MIDNIGHT
BLACK

CLOUDY
GREY

ALABASTER
WHITE