



PRINT-AND-PLAY

DND 5E COMPATIBLE



1/2



ROD OF SUMMONING OOZE

WONDROUS ITEM, RARE



5E

ROD OF SUMMONING OOZE

Rod, rare (requires attunement)

This magical rod is crafted from metal, specially treated with a unique alchemical preparation made from the potent spittle of a black dragon. This process renders the metal extraordinarily resistant to the corrosive power of acid, making it both durable and resilient. At its base, an enchanted yellow diamond gleams adding a touch of enchantment to its already impressive design.

The head of the rod is fashioned from shattered fragments of black dragon bones, it partially encases an enchanting, fluid-filled sphere of potent acid. This liquid dances within the confines of the bone, moving with an almost lifelike grace.

The Rod of Summoning Ooze holds 5 charges and regains 1d4 + 1 expended charges daily at dawn.

Summon Ooze. As an action, you can expend one or more of the rod's charges to summon a Gray Ooze for each charge spent. The summoned Ooze appears in an unoccupied space within 60 feet of you.



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2/2



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5E

ROD OF SUMMONING OOZE

Rod, rare (requires attunement)

The summoned creatures regard you as an ally and will fight by your side. In combat, they share your initiative count but act right after your turn. These creatures heed your verbal commands, no action required. If not given any instructions, they instinctively take the Dodge action and move to avoid threats. The creatures vanish in a smoke of acid after 1 hour, you dismiss them, or they are destroyed.

Curse of Corrosion. Should you expend the rod's final charge, roll a d20. On a result of 1, the rod starts to corrode rapidly, dripping with acid, until it disintegrates, leaving nothing but the stench behind.