

# TOOLS OF HEROES

ITEMS FROM THE DC UNIVERSE, EVEN THE SILLY ONES

*Art by Jim Lee*



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### SEA KING'S TRIDENT

*Weapon (trident), very rare, requires attunement*

This adorned gold trident gives +3 to attack and damage rolls. This weapon has 12 charges, and regains 1d6+6 at dawn. The wielder may spend the listed amount of charges to cast the following spells. Strength is your spellcasting ability for these spells:

1 charge: Animal Friendship, targeting a sea creature 3 charges: Lightning Bolt 4 charges: Control Water, but the trident maintains concentration instead of you. 8 charges: Control Weather, but the trident maintains concentration instead of you.

### LASSO

*Weapon, special*

This weapon does no damage. A Large or smaller creature hit by a lasso is restrained until it is freed. A creature can use its action to make a contested Strength check against the wielder, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the lasso (AC 10) also frees the creature without harming it, ending the effect and destroying the lasso.

Both the restrained creature and the wielder can use their action to make a contested strength check to knock the other prone or to move them 10 feet towards them. If the wielder loses the contest they can choose to be disarmed instead, ending the restrained condition.

### THE LASSO OF TRUTH

*Weapon (lasso), very rare, requires attunement*

This glowing golden lasso cannot be destroyed by attacking it. You have +3 to attack rolls with this weapon.

Anyone held by, or even touching the lasso, is compelled to tell the truth. A creature in contact with the lasso that is asked a question that it understands must make a DC 20 Charisma saving throw, or answer the question fully. If they succeed on the saving throw, they still may not lie, but they may say nothing instead. A creature that succeeds on the saving throw cannot be compelled to answer questions for 24 hours.

If the wielder of the lasso knowingly tells a lie, they are immediately unattuned to the weapon, which is a ring of unyielding coiled steel to an unattuned person.

### BRACERS OF SUBMISSION

*Wonderous item, very rare, requires attunement*

These glowing bracers are indestructible, and can be used to defend oneself in combat. You get +1 to your AC. In addition, they can be used to deflect projectiles. You can use your reaction when hit by a ranged attack to enter a deflecting stance until the start of your next turn. Then, when you are hit by a ranged weapon or spell attack, or a magic missile spell, reduce the damage of the spell by 1d10+your dex modifier. If you reduce the damage to 0, the attack is reflected back at the attacker with the same attack and damage roll.

If the wearer has their arms bound, they are immediately incapacitated until unbound.

## BAT-BELT OF UTILITY

*Wonderous item, very rare, requires attunement*

This yellow belt is covered in pouches, and a large bat sigil. The pouches contain almost everything you need. It seems keyed to your own ability to predict your future needs, and therefore is more powerful in the hands of more intelligent creatures.

The belt contains the following items if your intelligence score is higher than the listed value. It refills itself at dusk each day.

It also has six pouches you can fill yourself. Each holds a cubic foot of material in extraplanar space, up to 10 pounds.

### 10 Intelligence

- Batarangs (Standard) (x3\*): A thrown (30/90) weapon that deals 1d6 slashing damage. If a target is reduced to 0 HP, they are stable and unconscious, somehow. There are an additional number of batarangs in the belt, equal to twice your Intelligence modifier.
- Batrope (50 feet): Matte black rope
- Bat-bolas (x3): A thrown (20/60) weapon that deals 1d4 bludgeoning damage. Hit targets must make a DC 10 Strength saving throw or fall prone.
- Thieves tools

### 12 Intelligence

- Zip-Batline: A self propelled projectile that imbeds into a surface up to 100 feet horizontally away, and a device that slides along or even up the rope, allowing you and any others to travel at 50 feet along the line. Includes 100 feet of attached batrope.
- Smoke pellets (x3): When thrown on the ground, fills a 10 foot radius area with smoke that obscures vision, as the fog in the Fog spell.

### 14 Intelligence

- Bat-Grapple: A self propelled grappling hook that can be throw up to 100 feet vertically. Includes 100 feet of attached Batrope and a mechanism attached to the belt that pulls you up at 50 feet per round. Can be used 3 times before becoming useless.
- Beast Repellent Bat Spray: Name a beast when you pull this out of the pouch. As an action it sprays a 15 foot cone of gas. The named beast must make a DC 18 Wisdom saving throw or become afraid of you.

### 16 Intelligence

- Batarangs (Explosive) (x3): These batarangs also create a 5 foot radius sphere explosion. Creatures must make a DC 18 Dexterity saving throw or take 2d8 fire damage, half as much on a successful save.
- Batrebreather: A mask. The wearer can breath underwater for an hour before the mask becomes useless.
- Night-Batgoggles: The wearer has darkvision out to 60 feet.

### 18 Intelligence

- Batarangs (Electric) (x3): These batarangs deal an additional 1d10 lightning damage. Any creature hit must make a DC 18 Constitution saving throw or be stunned for 1 round.
- Explosive Gel: This gel can be smeared on a surface as an action. A detonator is also in the pouch, and when the button is pushed as a bonus action, the gel creates a 10 foot radius explosion. Creatures must make a DC 18 Dexterity saving throw or take 6d6 damage, half as much on a successful save. Structures take double damage.

### 20 Intelligence

- Once per day you may name a non magical item, subject to you DMs approval. One of your pouches contains that item. If your DM does not approve, the pouch instead contains a different item directly applicable to your current problem. Whatever the item is, it is black, has bat motifs, and has Bat in its name.

## THE BAT-ARSENAL

Many of the items in the Belt of Utility can be used separately as Common or Uncommon consumable magic items.

DMs are encouraged to add additional Bat-Gadgets pertinent to the situation at hand. They may come and go from the belt. Bat-Sonar, Boxing Bat-Gloves, Bat-Disguises, etc.

## LAUGHING GAS

*Poison, inhaled*

This lingering gas is stored in small pellets or containers. Anyone who starts their turn in the gas, or otherwise inhales it must make a DC 18 Constitution saving throw or fall prone and become incapacitated, laughing uncontrollably. At the end of each of their turns, they may make another saving throw to end the effect. After the third failed saving throw, they begin to asphyxiate and can make no further saving throws. Removing a person from the gas ends the effect.

## UMBRELLA OF THE PENGUIN

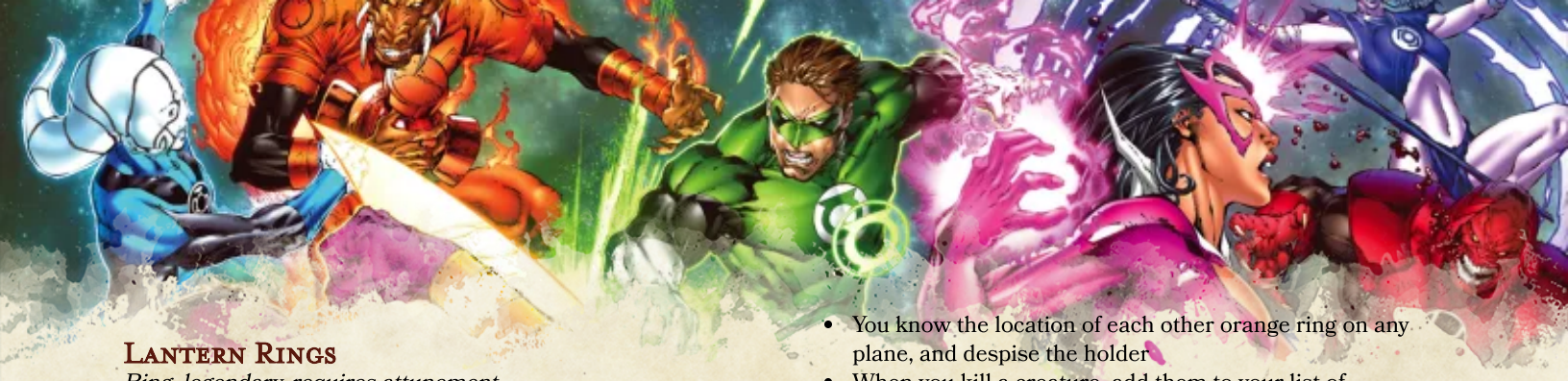
*Weapon/Armor, common*

This umbrella appears like a normal black umbrella. However it is made up of a very strong material. When closed it is a quarterstaff, and when opened it is a shield. In addition, any inhaled poison can be loaded into the tip and shot out at a target, filling a 5 foot square

## HARLEQUIN HAMMER

*Weapon (warhammer), uncommon, requires attunement*

This exaggerated wooden warhammer looks as if it was taken from the set of a play or pantomime. has no unusual properties when being swung around, but its magic appears when stored. It can be stored in any container, no matter how small. It can be tucked in a pocket, a purse, or up a sleeve. It can only be retrieved by the attuned creature.



## LANTERN RINGS

*Ring, legendary, requires attunement*

These multicolored rings are linked to the spectrum of light, and to the spectrum of human emotion. Each can only be wielded by someone strongly attuned to the emotion in question, and the rings will seek out those who can use them effectively. Each regains all charges during a long rest, when the user communes with the lantern, a well of power they keep hidden.

Each ring gives the following benefits as long as it has any charges:

- An AC of 19 as you maintain a barrier of hard light around your body
- A fly speed of 60 feet
- You do not need to breathe

In addition, they have 30 charges each, which can be spent to do the following:

- 10 charges: Shift into the astral plane. This only functions if you are high above the clouds, or the equivalent distance away from the bulk of the plane.
- 2 charges: Cast shield
- 1 charge: Create an object out of solid light that is less than 5x5 feet, that lasts as long as you maintain concentration, as for a spell. It can be larger, if you spend an additional charge per extra 5x5 foot square it fills. You may move the object telepathically, up to 60 feet a round
- 1 charge: Blast with hard light. This is a ranged (30/90) attack that uses your Wisdom modifier. It deals 1d12 radiant damage.

There are 9 colors of rings. They each key to an emotion, and have their own benefits

### Red (Rage).

- This ring expels the blood of the wearer, replacing it with red light. If the ring is removed or runs out of charges, they go into cardiac arrest and die.
- The rage within them consumes them, their wisdom score is reduced by 10. If this reduces it to 3 or less, they become animalistic and extremely violent.
- The blood is corrosive and flammable. Anyone who damages them and is within 5 feet takes 1d6 acid damage and 1d6 fire damage.
- Whenever you take damage, this ring gains a charge.
- Their blasts add their Strength modifier instead of Wisdom, and deal an additional 1d6 acid and 1d6 fire damage.
- 3 charges: Expel Blood. Each creature in a 30 foot cone must make a DC 18 Dexterity saving throw or take 3d6 acid and 3d6 fire damage, or half as much on a successful save.

### Orange (Greed).

- You know the location of each other orange ring on any plane, and despise the holder
- When you kill a creature, add them to your list of creatures. You may spend one charge per CR of that creature to summon a construct that is a copy of it. You must maintain concentration as normal.

### Yellow (Fear).

- Whenever you cause another creature to become Frightened, the ring regains 5 charges.

### Green (Willpower).

- The cost of creating constructs is reduced by your Wisdom modifier, but not less than 1

### Blue (Hope).

- Blue rings power others and their magic. You can spend charges 1 to 1 to recharge other magic items, as long as they already have a way to gain more charges.

### Indigo (Compassion).

- Indigo rings can replicate other abilities. If they are near someone attuned to a magic item that has charges and can regain charges, they can spend charges to use the abilities of that item through the ring.

### Violet (Love).

- 10 Charges: Cast imprisonment without material components, but only on an incapacitated target. They are trapped inside a crystal prism in a demiplane prison guarded by other violet ring users. If kept there long enough, the radiating light will turn them into another violet ring bearer.
- 4 Charges: Cast Dimension Door
- 8 Charges: Cast Teleportation

### Black (Death).

- The ring can only be placed on a corpse, which is then reanimated until the ring is removed. They are now an undead. They are filled with animosity for all life, and will immediately try to kill anyone nearby, unless not doing so is required for some plan to cause even greater loss of life.

### White (Life).

- 10 Charges: Cast Resurrection without material components. Unlike normal, this works on undead. If the target is undead, they get a DC 18 Charisma saving throw to prevent this.



Art by Brett Booth

### STAFF OF SHAZAM, KEEPER OF THE ROCK OF ETERNITY

*Staff, artifact, requires attunement by a good creature*

This gnarled staff gives the gifts of the gods to one pure of heart. If they take up the staff and say the name “Shazam”, the power flows into them. They are transformed into the ideal version of themselves: in the prime years of their life, with all ability scores at 16 if they weren’t already higher. They also gain the six blessings.

They may give the blessings away, if someone else holds the staff and says “Shazam”. The recipient gets that blessing and the attuned character loses it. The recipient also becomes their ideal self. A recipient can only have a single blessing at once.

The blessings are:

**The Wisdom of Solomon.** Your Intelligence and Wisdom scores become 23

**The Strength of Hercules.** Your Strength score becomes 29

**The Stamina of Atlas.** Your Constitution score becomes 29

**The Power of Zeus.** You can cast Shocking Grasp at will. You can cast Lightning Bolt 3 times per long rest without spending a spell slot. Wisdom is your spellcasting ability.

**Courage of Achilles.** You are resistant to non magical bludgeoning, piercing, and slashing damage. You are immune to being Frightened or Charmed

**Speed of Mercury.** Your Dexterity score becomes 23. Your base walking speed becomes 90 and you gain a flight speed of 60.

#### WHO COMES FROM THE LOST WORLD?

The DM of a game should replace “Fey and Elves” with whatever works with their campaign. Kryptonians if you have them, but here is only an attempt to blend this into D&D cannon. Any creature with origins in different plane is a good fit, the closer to a material plane the better.

### STONE OF THE LOST WORLD

*Wonderous item, rare*

These glowing green stones are the last remnants of a beautiful material plane that was destroyed in an unknown cataclysm. The ones who remained populated the world, ageless and beautiful because of the differences between our world and theirs, becoming known as the Elves. These stones radiate energy that harms them. Any Fey or fey descendant, such as elves, within 30 feet of these stones is affected. They lose all racial abilities and innate spellcasting, and gain the poisoned condition until they leave the radius. This is blocked by 1 foot of stone, 1 inch of common metal, 1/10th of an inch of lead, or up to 3 feet of wood or dirt.

There are several additional variants on the stone

### BLACK STONES OF THE LOST WORLD

*Legendary*

Instead of the normal effects, these split the target into two identical creatures. One has the opposite alignment of the current one, and is hostile and opposes all their plans. A player controls the one who’s alignment remains the same.

### WHITE STONES OF THE LOST WORLD

*Very Rare*

All plants in the radius take 30 necrotic damage each turn

### STONES OF THE ANTI LOST WORLD

*Rare*

Similar stones from a mirror dimension instead have the normal effect on everyone but Fey and fey descendants

### PINK STONES OF THE LOST WORLD

*Rare*

This stone reverses the sexuality of the affected. Any gender presentation they were attracted to, they are not, and vice versa. A straight person becomes gay, and a bisexual person becomes asexual, for example.

### RED STONES OF THE LOST WORLD

*Rare*

Each piece of red stone has a different effect. Roll on the following table whenever one is encountered. Effects end when leaving the radius.

#### RED STONES

1d10 Effect

- 1 Transformed into an Adult Dragon, as the polymorph spell
- 2 Transformed into a Dwarf
- 3 Lose all memories
- 4 Rendered blind to all green objects
- 5 Can only speak Sylvan
- 6 Dexterity becomes 3
- 7 Reverse alignment
- 8 Grow two extra arms
- 9 Gain a short term insanity
- 10 Will attempt to kill the closest humanoids until subdued