

THE DM TOOL CHEST

WONDERLAND VAULT OF WONDERS

A MAGIC ITEM SUPPLEMENT FOR HEART'S DOMINION: THE FALLEN WONDERLAND

Enter the twisted realm of the fallen Wonderland, a once idyllic land now distorted by eldritch forces and enshrouded in shadows. In this domain, woven together by the remnants of dreams and nightmares, nothing is what it seems. The *Heart's Dominion: The Fallen Wonderland* campaign setting draws inspiration from the whimsical tales of Lewis Carroll, painting them with sinister shades and intricate magic. The Wonderland Vault of Wonders supplement is an anthology of magical artifacts, waiting to be discovered in this bleak and fantastical land. These items echo the original wonderland stories, and yet they are also steeped in the mysterious and the whimsical. Embrace your destiny, face your deepest fears, and let the wonders of this fallen realm guide or consume you.

D Phoenix

WONDERLAND VAULT OF WONDERS

ALICE'S LOOKING GLASS

Wondrous Item, very rare (requires attunement)

This hand mirror is exquisitely crafted, its silver frame adorned with intricate patterns and gemstones that seem to sparkle with an inner light. The glass itself appears to be more than ordinary glass, capturing reflections with an uncanny depth and clarity. Expended uses of the looking glass recharge daily at dawn.

Mirror Sight (3/Day): As an action, you can peer into the mirror to cast the *arcane eye* spell without requiring material components or concentration.

Reflective Ward (1/Day): When you are targeted by a spell or magical effect, you may use your reaction to hold the mirror between you and the source. The mirror absorbs the spell or effect and stores it within. During your next turn, you can use an action to reflect the absorbed spell or effect back at a target within 60 feet as if you were casting the spell or creating the effect.

Pathfinder's Guidance (1/Day): By spending 1 minute studying the reflections within the looking glass, you can cast the *find the path* spell without requiring material components. The mirror displays the safest and most direct route to your destination in its glass.

CATERPILLAR'S HOOKAH

Wondrous Item, very rare (requires attunement)

This magnificent hookah, with a sinuous stem made of azure material, is adorned with iridescent gemstones that reflect countless colors. It is always filled with a mesmerizing, luminescent blue smoke that shifts and

whispers. The hookah's design suggests an ancient and mystic craftsmanship, born from the deep wisdom that permeates through the planes.

Whispering Smoke (1/Day): After spending 10 minutes smoking the hookah, you can pose a single question to the enigmatic spirits within the smoke. The smoke swirls and twists, manifesting symbols, images, and brief visions in answer to your query, functioning similarly to the *commune* spell. The response is always in a form you can comprehend, though it is often cryptic and requires interpretation.

Aura of Calm: While smoking the hookah, ethereal tendrils of smoke can be used to pacify tensions around you. You and up to six creatures of your choice within 10 feet of you are under the effect of the *calm emotions* spell for as long as you smoke the hookah, and for 1 minute after you stop. This feature has 3 charges and regains all expended charges daily at dawn.

Wisdom of Ages (1/Long Rest): After smoking the hookah for 1 hour, which be done over a short rest or long rest, you are suffused with the accumulated wisdom contained within the smoke. You gain proficiency in one Knowledge skill (Arcana, History, Nature, or Religion) of your choice for 8 hours. If you are already proficient, you instead gain expertise in that skill, doubling your proficiency bonus for ability checks using it.

CHESHIRE MASK

Wondrous Item, rare (requires attunement)

This unsettling mask is crafted from shadowy, elastic material and resembles the Cheshire Cat's enigmatic, toothy grin. The mask's teeth are phosphorescent, visi-





ble even in darkness. When not worn, the mask eerily hovers and follows the attuned user.

Ephemeral Vanish (2/Day): While attuned to Cheshire's Mask, you can use an action and speak the command word "Vanish" to merge the mask with your face. You and your equipment turn invisible, save for the sinister grin which remains floating in place where you invoked the power. This effect lasts until the start of your next turn. While under this effect, you can move and act normally. If you take an action or bonus action that affects another creature or object, or if you deal damage in any way, the invisibility effect ends immediately. You can also end the effect early by using an action to speak the command word again.

Ethereal Sight (Passive): While under the Ephemeral Vanish effect, your eyes blend into the shadowy abyss of the mask, and you can see into the Ethereal Plane up to 60 feet.

Grin of Dread (Recharge 5-6): Up to three creatures you can see that start their turn within 10 feet of the floating mask must make a DC 14 Wisdom saving throw. On a failed save, a creature is frightened until the end of its next turn. A creature that succeeds on this saving throw is immune to this effect for the next 24 hours.

JABBERWOCK'S EYE

Wondrous Item, very rare (requires attunement by a creature proficient with the weapon it is affixed to)

This spherical gemstone pulsates with an array of iridescent colors and appears to almost have a life of its own. Legend speaks of it being the eye of the mighty Jabberwock, imbued with a fragment of its terrifying presence.

Empower Weapon: As a bonus action, you can magi-

cally bind the Jabberwock's Eye to a melee weapon you are holding. The gem affixes itself near the weapon's hilt and remains there until you use a bonus action to remove it. While affixed, the weapon is considered magical, and it deals an extra 1d6 psychic damage to any target it hits. This psychic damage increases to 2d6 against Fey creatures, as they are more susceptible to the energies of the Jabberwock.

Terror Gaze: While the eye is affixed to your weapon, you can use an action to unleash a horrifying aura. Each creature of your choice within 30 feet must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this feature is used, it can't be used again until the next dawn.

Jabberwock's Insight: While attuned to this gem, you have advantage on Wisdom (Insight) and Intelligence (Nature) checks related to Fey creatures and the Fey Plane.

TEAPOT OF THE MAD HATTER

Wondrous Item, very rare

This delicate teapot is engraved with cryptic patterns and the words "Drink me." It never runs out of tea, which smells intoxicating and tastes uniquely delightful to each drinker.

As a bonus action, pour a cup of tea and make a DC 15 Wisdom check. On a success, you can correctly identify the type of tea that was poured. As an action, you can drink it or make a ranged attack to splash it on a creature within 10 feet to cause one of the effects as outlined below.

JABBERWOCK'S EYE



TEAPOT OF THE MAD HATTER



TWEEDLE'S TWINNED TOKENS



d6 Effect

- 1 **Madcap Gaiety.** The creature can take an additional action on each of its turns for 1 minute.
- 2 **Delirious Babble.** The creature speaks only in riddles for 1 minute, has disadvantage on Charisma checks, and can't cast spells with verbal components.
- 3 **Eccentric Insight.** The creature gains advantage on Intelligence, Wisdom, and Charisma saving throws for 1 hour.
- 4 **Shrinking Spree.** The creature and its carried items become Tiny for 1 hour or until it ends the effect as a bonus action. Its speed is halved, and it has disadvantage on Strength checks and Strength saving throws.
- 5 **Uncontrollable Laughter.** The creature comes under the effects of the *hideous laughter* spell for 1 minute (Wisdom saving throw DC 15 to end).
- 6 **Temporal Distortion.** The creature takes an extra turn immediately after the end of your turn. Once affected, the creature can't benefit from this effect again until after a long rest.

Curse. A creature drinking this tea more than once in 24 hours must succeed on a DC 15 Wisdom saving throw or suffer short-term madness effect as outlined in *Heart's Dominion: The Fallen Wonderland* setting sourcebook.

TWEEDLE'S TWINNED TOKENS

Wondrous Item, very rare (requires attunement by two creatures)

This pair of copper tokens depicts the grinning faces of Tweedle Dee and Tweedle Dum.

Tweedle Sense: As an action, a holder can speak the command words "That's Logic," to activate this feature. For the next 10 minutes, the other holder perceives through the activated token, hearing and seeing within a 30-foot sphere radius as if they were there.

This effect can penetrate barriers, but is blocked by 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead. This feature can be used once per long rest.

Twinned Teleportation: Both holders can mutually agree to magically switch places. A holder can use an action to telepathically send the request to the other holder. This teleportation fails if either token holder is unwilling or if either holder is more than 1 mile apart from the other. This feature can be used once per day.

WHITE RABBIT'S POCKET WATCH

Wondrous Item, very rare (requires attunement)

This exquisite golden pocket watch is decorated with intricate engravings. The watch's hands are in constant, erratic motion, yet it displays the exact current time down to the second of where you are standing, regardless of the plane or time zone.

While attuned to this pocket watch, you have an innate sense of time. You can accurately estimate the exact time needed to travel to your destination. Additionally, you can't be surprised, and if you roll initiative and would be surprised, you can act normally during your first turn. The pocket watch has 1d3+1 charges that renew daily at dawn.

Haste of the White Rabbit: As an action, you can cast the *haste* spell on yourself without using a spell slot or components (spell save DC 15). Once this feature is used, it can't be used again until the next dawn.

Moment's Reprieve: As a reaction, when you are about to be hit by an attack or fail a saving throw, you can spend a charge to rewind time to alter the outcome. Re-roll the saving throw or cause the attack to be re-rolled against you. You must use the new result.



QUEEN'S TARTS OF HEARTS

Consumable, very rare

These heart-shaped tarts are made with an opulent ruby-red jelly and an intricate crust, and are rumored to have been baked in the Queen of Hearts' own kitchen. They possess a tantalizing aroma and taste uniquely divine to each who partakes, as if satisfying a yearning of the soul. Each box of Queen's Tarts of Hearts contains 1d4+1 tarts.

As a bonus action, you can consume tart. When you do so, you can cast the *dominate person* spell on a humanoid within 60 feet that you can see (spell save DC 17) without using a spell slot or components. Additionally, if the target fails its saving throw, it perceives you as its most adored and trusted ally while under the spell's effect.

VORACIOUS PLAYING CARDS

Weapon (thrown, range 20/60), very rare (requires attunement by a spellcaster)

This deck of fifty-two enchanted playing cards is edged in gold and imbued with arcane energy. An attuned spellcaster can throw a card to release its magic upon the battlefield. The deck magically replenishes used cards daily at dawn.

As an action, you can throw up to three cards from the deck at one or more targets within 60 feet. Each card darts through the air and detonates upon impact, dealing force damage equaling 1d4 + the card number (face cards are 11 points) to the target. You can direct the cards to hit one creature or several.

Arcane Draw (1/Day): As an action, you can draw a card from the deck to unleash an effect based on the card's rank as outlined in the table below. In the same action, the card can be thrown at a point you can see within 60 feet of you. The card vanishes after use.

Card Effect

2	A burst of wind blasts from the card in a 15-foot cone. Each creature in the area must make a DC 13 Strength saving throw or be pushed back 10 feet.
3	The card transforms into three magic darts. Each dart hits a creature of your choice that you can see within 120 feet, dealing 1d4+1 force damage.
4	A 10-foot-radius sphere of darkness spreads from the card. The darkness lasts for 1 minute or until dispelled, and darkvision can't penetrate it.
5	The card explodes in a 20-foot-radius sphere of fire. Each creature in the area must make a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much on a successful one.
6	The card becomes a solid wall of stone that is 6 inches thick and up to 10 feet long and 10 feet high, or a ringed wall up to 20 feet in diameter. The wall lasts for 10 minutes.
7	Three illusory duplicates of yourself appear as per the <i>mirror image</i> spell. The duplicates move with you and mimic your actions. The duplicates last for 1 minute.
8	The card emits an ear-splitting thunderclap audible within 100 feet. Each creature within 10 feet must succeed on a DC 14 Constitution saving throw or be stunned until the end of your next turn.
9	The card turns into a beam of sunlight. A creature of your choice that you can see within 30 feet must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute.
10	The ground within a 20-foot radius of the card becomes difficult terrain as thorny vines sprout from the ground, lasting for 1 minute.
J	You gain insight into your next action. You have advantage on your next attack roll, ability check, or saving throw before the end of your next turn.
Q	You become invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw.
K	You and up to five creatures of your choice within 30 feet gain temporary hit points equal to 2d6 + your spellcasting ability modifier.
A	Time rewinds for you. Take an additional turn immediately.

VORPAL SWORD

Weapon (longsword), artifact (requires attunement)

This exalted blade is etched with ancient runes and is notorious for its “snicker-snack” sound as it slices through the air. You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

Snicker-Snack: The sword has a critical hit range of 19-20. When you score a critical hit with this weapon, the target must make a DC 18 Constitution saving throw. On a failed save, if the creature has a head and isn't immune to slashing damage, it is decapitated as you cut through its neck (a creature is immune to this effect if it is immune to critical hits, has legendary actions, or the GM determines that the creature is too large to be beheaded by this weapon). A creature that is decapitated in this way dies if it can't survive without its head.

Warping Cut: You can use a bonus action and swing the sword to cut through the fabric of reality, casting the *misty step* spell without using a spell slot or components. Once you use this property, you can't use it again until the next dawn.

Jabberwock Bane: When attacking a creature of the Dragon type, the sword seethes with vengeance and deals an extra 3d8 slashing damage.

Echoes of Legends: While attuned to the sword, echoes of ancient heroes lend you their tongues and allure. You can speak, read, and write all languages, and you have advantage on Charisma (Persuasion) checks.

SENTIENCE

The Vorpal Sword is a sentient lawful neutral weapon with an Intelligence of 15, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet. The sword can communicate by transmitting emotions and showing brief, blurry images to the creature carrying or wielding it. It seeks to slay mighty and terrible beasts and yearns to be wielded by a true hero.

Personality. The *Vorpal Sword's* purpose is to bring down titanic foes and safeguard the innocent. It urges its wielder to seek out and confront great threats, such as its eternal foe, the Jabberwock. It has a particular enmity toward creatures of the Dragon type. If the wielder consistently avoids engaging in heroic deeds or battling formidable adversaries, the sword may attempt to exert its will over the wielder to steer them toward greater challenges.

VORPAL SWORD



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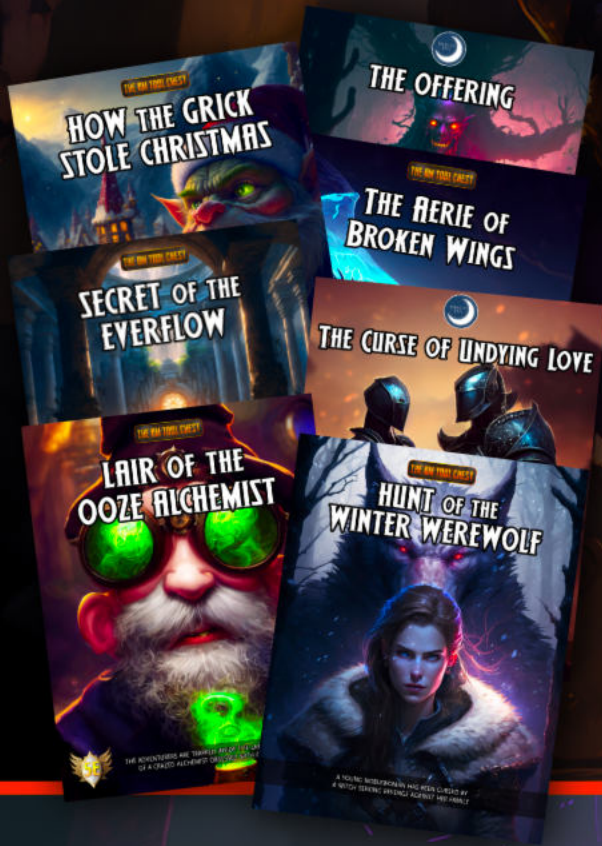
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