

PATRON TOKENS

FAMILIARS, TOMES, AND weapons are among the most impressive gifts otherworldly patrons grant their servants—other things are simply baubles designed to delight or unsettle the recipient and those around them. Warlocks typically receive these tokens after completing a significant task, such as when they defeat the patron’s enemies or further their interests in the mortal realm. A servant may deliver it directly, or a gift may appear mysteriously among the warlock’s belongings while their attention is focused elsewhere.



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PATRON TOKENS function only for the warlock who receives them. Though the flavor of the items presented here suggests the type of otherworldly patron that might grant them, GMs can adapt the descriptions to make them more suitable for characters of a different stripe. For example, a warlock with the Fiend patron may receive a *confidante's journal* bound in demon flesh, while the Archfey might grant their servant a *seven-sided coin* stamped with images of fey creatures.

A patron token grants its owner a minor magical benefit, but the warlock may unlock greater power at the risk of destroying the item (possibly to their patron's displeasure). To better reflect the expendable nature of these tokens, it is suggested the GM refer to the gold piece value of the token (rather than its rarity) when determining a token's value.



Angel-Hide Bookmark

Wondrous item, uncommon (75 gp)

This thin leather bookmark is a strip of skin flayed from the back of an angel. While it is placed between the pages of your Book of Shadows, whenever a creature other than you opens the book, the air is filled with tormented wails.

You can use an action to touch the bookmark to an open flame (such as a lit torch). A Good-aligned creature you choose who witnesses the blasphemous act must succeed on a Charisma saving throw against your warlock spell save DC. On a

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failure, the creature is sent back to its home plane (as if it had failed its save against a *banishment* spell). Burning the bookmark has no effect if the creature is already on its home plane. Regardless of whether the banishment succeeds, the bookmark is reduced to ash.



Badge of Seasons

Wondrous item, uncommon (150 gp)

Glowing, magical symbols of spring, summer, autumn, and winter decorate this wooden badge. So long as at least one of the symbols remains on the badge, fey creatures regard you as a figure of authority. You gain advantage on Charisma (Intimidation and Persuasion) checks made to influence such creatures.

Whenever you create your pact weapon, you can choose to imbue it with the magic of one of the badge's four symbols. For the next minute or until your pact weapon disappears, you gain a benefit related to the chosen symbol:

Spring: Whenever you hit a hostile creature with your pact weapon, you regain 1d4 hit points.

Summer: Attacks made with your pact weapon deal an additional 1d6 fire damage.

Autumn: Whenever you hit a hostile creature with your pact weapon, the target deals half damage with weapon attacks until the end of your next turn.

Winter: You can use a bonus action to teleport up to 15 feet to an unoccupied space that you can see. Creatures within 5 feet of the space you left each take 1d4 cold damage.

The symbol disappears after its effect ends. Once you've used all four symbols, the badge becomes a mundane item.

Barbed Devil's Bracelet

Wondrous item, uncommon (75 gp)

The hand on which you wear this bracelet transforms into a claw covered with a dozen wicked spines. Your unarmed attacks with the claw deal 1d6 piercing damage, and you have advantage on Dexterity (Sleight of Hand) checks made to steal small items. Your hand returns to normal if you remove the bracelet.

As an action, you can draw upon the claw's magic to cast *produce flame*. Whenever you use the claw in this way, one of the bracelet's spines disappears. your hit point maximum is reduced by 1d8. This reduction lasts until you finish a long rest. If this effect reduces your hit point maximum to 0, you die and your body permanently transforms into a barbed devil. When the bracelet has no more spines it becomes a mundane item.

Confidante's Journal

Wondrous item, uncommon (75 gp)

Living vines hold shut this journal's cover and part only for you. Your patron can read anything you write in the journal and can cause brief messages to appear on its pages.

If you spend a long or short rest writing your most secret thoughts in the journal, you can choose to gain Inspiration instead of regaining expended Pact Magic spell slots. The seventh time you gain Inspiration in this way, you fill the journal's pages and can't write in it again.

Fathomer's Ring

Ring, uncommon (50 gp)

This ring reeks of muck dredged from the ocean floor. While you wear it, you automatically know the depth of any body of water you can see.

As an action, you can cause one submerged, unattended object up to the size of a Large sailing vessel to rise to the surface of the water at a rate of 500 feet per round. You don't need to be able to see the

object you affect, but you must be familiar with it or at least possess a general description of it. Once the object reaches the water's surface, it floats there for 1 hour or until you use another action to return it to its resting place. Once you've used the ring in this way, it loses its magic and becomes a mundane item.



Focusing Eye

Wondrous item, uncommon (150 gp)

This thumb-sized ruby is carved to resemble an open eye. As an action, you can affix it to your forehead, where it remains in place until you use another action to remove it. While you wear the eye, you have advantage on Wisdom (Insight) checks you make while speaking telepathically with another creature.

The eye has 3 charges. You can use an action to expend 2 charges and cast *detect thoughts* on any creature with whom you have communicated telepathically during the last 24 hours, regardless of your distance from the creature. Alternatively, you can expend 3 charges to cast *clairvoyance* centered on the creature's current location.

The eye regains 1 expended charge daily at dusk. When you expend the last charge, the eye permanently affixes to your forehead but otherwise becomes a normal opal.



Hungry Quasit

Wondrous item, uncommon (75 gp)

This Tiny bloodstone is carved in the shape of a grinning, pot-bellied quasit. Whenever you would gain temporary hit points, you can choose to store them inside the quasit instead. Unlike normal temporary hit points, the hit points you store inside the quasit stack, although the maximum number of temporary hit points the quasit can hold at one time is equal to your Charisma modifier + your warlock level (minimum 1).

You can use an action to activate the quasit and gain all the temporary hit points currently stored inside it, which last for up to 1 hour. Whenever you activate the quasit, roll a d20. On a result of 1, you don't gain any temporary hit points. Instead, the **quasit** animates and flies off, never to be seen again.

Infernal Triptych

Wondrous item, uncommon (50 gp)

This slim wooden case unfolds to reveal a brightly painted triptych depicting twisted, infernal creatures tormenting mortal souls. The scenes change subtly each time you observe them.

Whenever you use Dark One's Blessing to gain temporary hit points, you can add the image of the creature you reduced to 0 hit points to the triptych. If you do, you gain an additional 1d6 temporary hit points. Once you've used this feature 9 times, the triptych bursts into harmless black flames and disappears.

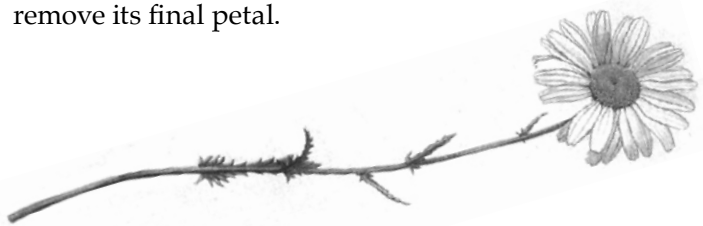


Paramour's Daisy

Wondrous item, uncommon (50 gp)

This bright yellow daisy never wilts or fades. The daisy has exactly 20 petals when you first receive it. While the daisy has an even number of petals, both your personality and physical appearance become vibrant. You make Charisma (Persuasion) checks with advantage, but you have disadvantage on Dexterity (Stealth) checks. While the daisy has an odd number of petals, your presence fades into the background. You make Dexterity (Stealth) with advantage, but you have disadvantage on Charisma (Persuasion) checks.

You can use an action to pluck one petal from the daisy. The daisy loses its magic once you remove its final petal.



Satyr Boots

Wondrous item, uncommon (100 gp)

You have advantage on Charisma (Performance) checks made to dance while you wear these finely-crafted boots. As an action, you can transform your legs and feet into the furry haunches and cloven hooves of a goat. The transformation lasts for 1 minute or until you use another action to return to your normal form. While transformed, your walking speed becomes 40 feet, you have advantage on Dexterity (Acrobatics) checks, and you ignore nonmagical difficult terrain. When the effect ends, the boots fall apart and become useless until a properly trained satyr cobbler repairs them for you.

Seven-Sided Coin

Wondrous item, uncommon (125 gp)

The origins of this dully gray coin are impossible to identify. Though visually the coin has only two sides, flipping it yields one of 7 different results. You can flip the coin as an action. The effects of the flip last for 10 minutes or until you flip the coin again. Roll a d8 to determine the result:

d8	Effect
1	<i>Black Sun:</i> Choose one warlock cantrip you don't already know. You know that cantrip for the duration.
2	<i>Broken Temple:</i> You gain a +1d4 bonus to Wisdom saving throws.
3	<i>Guiding Star:</i> Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check, you can treat a d20 roll of 9 or lower as a 10.
4	<i>Lidless Eye:</i> You see invisible creatures and objects as if they were visible, and you can see into the Ethereal Plane.
5	<i>New Moon:</i> You have advantage on Dexterity (Stealth) checks.
6	<i>Pact Blade:</i> You gain a +2 bonus to melee attack rolls.
7	<i>Twisted Rod:</i> Whenever you cast a spell that deals damage, you can choose to reroll one of the damage dice. You must use the second result.
8	The coin folds in on itself and disappears forever.

Sidereal Lens

Wondrous item, uncommon (150 gp)

If you replace the lens of a normal spyglass with this lens, the spyglass becomes magical and objects viewed through it are magnified to 10 times their actual size. Given a proper vantage point, the spyglass can be used to scan locations miles away. Any creature (not just you) can use the spyglass in this way.

Whenever you spend at least 1 hour scanning the night sky with the spyglass, you can roll percentile dice. If the result is equal to or lower than your warlock level, you locate the home planet of your patron. This discovery grants you powerful but fleeting insight. You immediately learn one eldritch invocation of your choice. You must meet the prerequisites of the invocation in order to learn it. Once you've chosen an eldritch invocation, roll a d10. After a number of days equal to the result, your knowledge of the invocation fades, and the lens becomes cloudy and useless.

Star Milk

Wondrous item, uncommon (25 gp)

A strange, milky liquid fills this heavy glass jar. So long as you can see the stars, a ship appears inside and points in the direction you indicate making it so only powerful magic can cause you to become lost. Familiars find star milk delicious. If you allow your familiar to drink the milk, it gains temporary hit points equal to 1d4 times your warlock level.

True Shape Mirror

Wondrous item, uncommon (50 gp; requires attunement)

The faces of scowling fey decorate the frame of this hand mirror. As an action, you can cause the image of any creature reflected in the mirror over the past 24 hours to appear inside the glass. You have advantage on checks made to impersonate such a creature. However, the mirror breaks if it reflects the image of a shapechanger. 🗡️

