

# WARLOCK PATRON: PRIMUS

A WARLOCK PATRON

A 5TH EDITION D&D ARCHETYPE BY TAYLOR  
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# WARLOCK PATRON: PRIMUS

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## INTRODUCTION

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I have always been fascinated by Primus and the plane of Mechanus. The strange modrons that call Mechanus home, the obsession with law and order, and the mysterious and powerful ruler all are incredibly intriguing and are the inspiration for this archetype. I was surprised how little specifics there were on Primus himself (itself?), so I was excited to explore possibilities for this build. I've tried to reflect within this archetype the mechanical nature of the plane from where Primus hails, the reliability of clockwork, and the idea of order.

## LEGAL STUFF

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**Oxymodron**  
**you learn Modron as an additional language.**

**Although an agent of Primus — and even if you're of a lawful alignment — you are not a perfect machine. Modrons are weary of you and your paradoxical existence. However, you are respected by them for serving as an agent of Order, while also maintaining free will, For now.**

## WARLOCK PATRON: PRIMUS

Your patron is nothing less than a manifestation of law itself. The mysterious ruler of Mechanus has made his existence known to you and you are now a part of his plans and machinations. You are now an emissary of order and an extension of Primus's will, and Primus extends his abilities to you.

### EXPANDED SPELL LIST

Primus lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### PRIMUS EXPANDED SPELLS

Spell Level	Spells
1st	<i>Command, Guiding Bolt</i>
2nd	<i>Knock, Locate Object</i>
3rd	<i>Clairvoyance, Tiny Servants</i>
4th	<i>Otiluke's Resilient Sphere</i>
5th	<i>Animate Objects, Creation</i>

you learn the mending cantrip at 1st level, no cost

### LAW OF AVERAGES

Starting at 1st level, Primus lends you his power to crush inconsistency and chaos in the realms. Your spells become much more predictable in their ability to strike a foe. When you make a spell attack, you may roll 2d10 instead of rolling 1d20. When rolling this way, a result of 2 is a critical miss.

### SUMMON MODRON

At 6th level, Primus grants you the temporary service of his mechanical servants, the modron. As an action, you may roll 1d6 to determine what modron Primus sends to you (see Summon Modron Table Below). The modron appears in an unoccupied space within 60 feet. It takes its turn immediately after yours and obeys your commands. The modron lasts until 10 minutes pass or until it is destroyed. The modron (or its components if it was destroyed) are magically transported back to Mechanus once the 10 minutes has elapsed. You must complete a short rest or long rest before summoning another modron this way.

#### SUMMON MODRON TABLE

d6	Effect
1	A <b>monodrone</b> is summoned.
2	A <b>duodrone</b> is summoned.
3	A <b>tridrone</b> is summoned.
4	A <b>quadrone</b> is summoned.
5	A <b>pentadrone</b> is summoned.
6	Select which type of modron you would like to be summoned from the options above.

### LIKE CLOCKWORK

Starting at 10th level, your patron extends his power to toil endlessly away at work. Though this is just a fraction of power of Primus, it allows you to push yourself beyond the means of a normal creature to complete your tasks. You do not suffer the penalties of exhaustion until you have reached level 3 exhaustion.

You have 8 levels of exhaustion. Level 3 has level 1 effects, and so on. Once you've rested at level three, your exhaustion level is reset to 0.

In addition, whenever you complete a short rest you gain temporary hit points equal to your Charisma modifier. When you complete a long rest you gain temporary hit points equal to your Charisma modifier + your warlock level.

### RULE OF LAW

At 14th level, you are able to channel the absolute law proclaimed by Primus. As an action, you may speak a command that is no more than ten words. For the next minute, all creatures other than you within 30 feet of you are subject to the rule you created. When a creature moves within 30 feet of you, or starts its turn within 30 feet of you, it must make a Wisdom saving throw with the DC equal to your spell save DC. If a creature fails, it must to obey the rule you proclaimed. Whenever a creature takes damage from any source, it may repeat the saving throw.

The rule you create must be something that is physically possible and cannot directly cause harm to the creature following the law. If a law is made that cannot be obeyed, creatures ignore it. An example of such a law is, "Gravity is reversed." The rule does not alter the properties of the universe, and therefore could be ignored. The same could be said if the rule was, "Creatures must eat their weapons." This would obviously harm the creatures, and therefore could be ignored.

Examples of rules that could be created are, "Creatures cannot move," "Treat armor as if it were on fire," or "Cast your most powerful spells into the air." All of these rules do not directly harm the creature and also do not alter the laws of the universe. Be aware that allies are also affected by this, so be wary of the rules you create.

You must complete a long rest before you may use this feature again.

**No enemy demands control over you.**  
At 6th(?) level, you are immune to being charmed, frightened or dominated. Suggestion also has no effect

**Clockwork Familiar(?)**  
(Pact of the chain) your familiar counts as a construct.

roll a d4  
d1 summons 1 monodrone  
d2 summons 2 monodrone  
d3 summons 2 monodrone, 1 duodrone  
d4 summons 3 monodrone, 1 duodrone

If a summoned duodrone is destroyed, any surviving monodrone are instantly upgraded into a duodrone.

^ (pact of the chain prerequisite?)