



VADRIKEN THE THREE-TIMER

Three hundred long years on Casar and oh how I loathe one creature so. Vadriken the Three-Timer, Warlock of Omeria, Fist of Brar'enaath, Eyes of T'qin, Touch of Ereyth—and countless other insipid monikers. I'd throw it all away just to rid the realms of the scum. Yet, he persists, like hot tar on bare skin.

The Three-Timer. Vadriken is a warlock of not one, not two, *but three patrons*. He draws power from the Maulfiend Brar'enaath, the first to succumb to his whims. Second, to give the fool power was the Great Elk Ereyth who granted Vadriken his Presence beyond Olyothy. And then even T'qin, the all-known double mantis, granted the warlock his power, as well. Unbelievable! To make matters worse, Vadriken can draw on the power of all three at once to wreak havoc. I'm sure you've heard about the incident with the upside-down, yes?

Son of Chaos. Wherever Vadriken goes, chaos is sure to follow. Oh certainly, he's a man of the people, he brags. A "folk hero!" And he swears that he's good. But once his temper is stoked, the fire in his eyes cannot be extinguished until there is mass destruction left in his wake.

Odonburg's Most Wanted Vadriken is considered one of the most dangerous spellcasters in all Casar (although he can't cast beyond a *fireball* spell, absurd!). Regardless, the Dinzers loathe him nearly as much as I. As such, Vadriken stays far from the Dinzer jungles. And he's learned from past encounters to arm himself against their remote travelers.

RIGHTY THE SENTIENT BOOT

Wondrous item, artifact (requires attunement)

Vadriken travels with a magical, talking boot named Righty. Beyond Righty's indestructible nature, the boot functions exactly the same way as a *bag of holding*. Righty is lawful good and is on a quest to find his long lost brother, Lefty.

VADRIKEN THE THREE-TIMER

Medium humanoid (????), chaotic good

Armor Class 12 (15 with *mage armor*)

Hit Points 81 (18d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	19 (+4)	6 (-2)	20 (+5)

Saving Throws Wis +4, Cha +11

Skills Arcana +10, Deception +11, Intimidation +11, Investigation +10, Performance +11, Persuasion +17, Sleight of Hand +10

Senses darkvision 60 ft., passive Perception 8

Languages Common, Elvish, Infernal, Sylvan, telepathy 30 ft.

Challenge 17 (18,000 XP)

Special Equipment. Vadriken has the following special equipment: *mace of smiting*, *mantle of spell resistance*, *pants of speed* (as *boots of speed*), *Righty the sentient boot*.

Brar'enaath's Blessing. When Vadriken reduces a hostile creature to 0 hit points, he gains 11 temporary hit points.

Brar'enaath's Own Luck (Recharges After a Short or Long Rest). When Vadriken makes an ability check or a saving throw, he can use this trait to add a d10 to the roll. He can do so after seeing the initial roll but before any of the roll's effects occur.

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Fey Ancestry. Vadriken has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. Vadriken's innate spellcasting ability is Charisma. He can innately cast the following spells (spell save DC 19), requiring no material components:

At will: *detect magic, disguise self, find familiar, firebolt, guidance, mage armor, silent image, spare the dying, vicious mockery*

Legendary Resistance (3/day). When Vadriken fails a saving throw, he can choose to succeed instead.

Runkeeper. Vadriken can read all writing.

Spellcasting. Vadriken is an 18-level spellcaster (spell save DC 19, +11 to hit with spell attacks). He regains expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *blade ward, chill touch, eldritch blast* (4 beams, +5 bonus to each damage roll, 600 ft range), *friends, mage hand, minor illusion, poison spray, prestidigitation, true strike*

1st-3rd level (6 3rd-level slots): *blindness/deafness, blink, burning hands, calm emotions, clairvoyance, charm person, command, counterspell, detect thoughts, dispel magic, dissonant whispers, enthrall, *faerie fire, fireball, hideous laughter, plant growth, *phantasmal force, scorching ray, sending, sleep, stinking cloud*

Spell Sniper. Vadriken's ranged spell attacks ignore half cover and three-quarters cover. Additionally, when Vadriken casts a spell that requires him to make an attack roll, the spell's range is doubled.

Actions

Multiattack. Vadriken makes two attacks with his mace of smiting.

Mace of Smiting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 2 (1d6) bludgeoning damage. If the target is a construct, Vadriken gains a +3 bonus on attack and damage rolls against the target. When Vadriken rolls a 20 on an attack roll made with this weapon, the target takes an extra 7 bludgeoning damage, or an extra 14 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

Light Crossbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Ereth's Presence (Recharges After a Short or Long Rest).

Each creature in a 10-foot cube originating from Vadriken must make a DC 17 Wisdom saving throw. On a failed saving throw, a creature is frightened of Vadriken until the end of his next turn.

Gaze of Two Minds. Vadriken can touch a willing humanoid and perceive through its senses until the end of Vadriken's next turn. As long as the creature is on the same plane of existence as Vadriken, he can use his action on subsequent turns to maintain this connection, extending the duration until the end of his next turn. While perceiving through the other creature's senses, he benefits from any special senses possessed by that creature, and he is blinded and deafened to his own surroundings.

The Power of the Three. Vadriken can cast the wish spell. When he does, he must make a DC 20 Charisma saving throw. On a failed saving throw, Vadriken takes 90 (20d8) psychic damage and is stunned for 1 minute. He can repeat his saving throw at the end of each of his turns, ending the effect on himself with a success. On a successful saving throw, Vadriken takes half as much damage and isn't stunned. Once Vadriken uses this trait, he can't use it again for 1 year.

Reactions

Misty Escape (Recharges After a Short or Long Rest).

When Vadriken takes damage, he can turn invisible and teleport up to 60 feet to an unoccupied space he can see. Vadriken remains invisible until the start of his next turn or until he attacks or casts a spell.

T'qin's Ward (Recharges After a Short or Long Rest).

When a creature makes an attack roll against Vadriken, he can impose disadvantage on that roll. If the attack misses Vadriken, his next attack roll against the creature has advantage as long as he makes it before the end of his next turn.

Legendary Actions

Vadriken can take 3 legendary actions choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vadriken regains spent legendary actions at the start of his turn.

Cantrip. Vadriken casts a cantrip.

Spell (Costs 3 Actions). Vadriken casts a spell.



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