

# VLAAKITH THE LICH-QUEEN

Medium undead, chaotic evil

Armor Class 18 (natural armor)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	22 (+6)	16 (+3)	30 (+10)	16 (+3)	25 (+7)

**Saving Throws** Dex +13, Int +17, Wis +10

**Skills** Arcana +17, History +17, Insight +10, Perception +10, Stealth +13

**Damage Resistances** cold, lightning, necrotic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** truesight 120 ft., passive Perception 20

**Languages** Abyssal, Celestial, Common, Draconic, Gith

**Challenge** 23 (50,000 XP)

**Dancing Silver Greatsword.** As a bonus action, Vlaakith tosses her silver greatsword into the air, where it makes two attacks against a creature of her choice that she can see within 30 feet of her. Each round on her turn, she can use a bonus action to have the sword make two attacks on a creature she can see within 30 feet of her, or to call the sword back to her hands.

**Fear Aura.** Any creature hostile to Vlaakith that starts its turn within 20 feet of her must make a DC 22 Wisdom saving throw, unless she is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to Vlaakith's Fear Aura for the next 24 hours.

**Legendary Resistance (3/Day).** If Vlaakith fails a saving throw, she can choose to succeed instead.

**Rejuvenation.** If Vlaakith is destroyed, she gains a new body in 1d10 days, regaining all her hit points and becoming active again. Her new body appears within 5 feet of her phylactery.

**Innate Spellcasting (Psionics).** Vlaakith's innate spellcasting ability is Intelligence (spell save DC 25, +17 to hit with spell attacks). She can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

**Spellcasting.** Vlaakith is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 25, +17 to

hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *mage hand*, *minor illusion*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *unseen servant*

2nd level (3 slots): *detect thoughts*, *enhance ability*, *invisibility*, *mirror image*, *web*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *haste*, *lightning bolt*, *magic circle*

4th level (3 slots): *blight*

5th level (3 slots): *hold monster*, *scrying*, *wall of force*

6th level (2 slots): *disintegrate*, *eyebite*, *globe of invulnerability*

7th level (2 slots): *finger of death*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*, *wish*

**Turn Resistance.** Vlaakith has advantage on saving throws against any effect that turns undead.

## ACTIONS

**Multiattack.** Vlaakith makes two silver greatsword attacks.

**Silver Greatsword.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 10 (3d6) psychic damage. This is a magic weapon attack. On a critical hit against a target in an astral body (as with the *astral projection* spell), Vlaakith can cut the silvery cord that tethers the target to its material body, instead of dealing damage.

**Paralyzing Touch.** *Melee Spell Attack:* +17 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## LEGENDARY ACTIONS

Vlaakith 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. Vlaakith regains spent legendary actions at the start of her turn.

**Silver Greatsword.** Vlaakith makes a silver greatsword attack, whether the weapon is in hand or dancing.

**Paralyzing Touch (Costs 2 Actions).** Vlaakith uses her Paralyzing Touch.

**Frightening Gaze (Costs 2 Actions).** Vlaakith fixes her gaze on one creature she can see within 10 feet of her. The target must succeed on a DC 22 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Vlaakith's gaze for the next 24 hours.