

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.