

# Vecna the Archlich

Medium, Undead (Archlich), Neutral Evil

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**ARMOR CLASS**

22

**HIT POINTS**

315 (42d8 + 126)

**CHALLENGE**

26 | 90,000 XP

**PROFICIENCY**

+8

**Speed** Fly 40 ft. (hover), Walk 30 ft.

**Initiative** +4

**Saving Throws** Cha +17, Con +11, Dex +12, Int +18, Wis +15

**Skills** Arcana +18, History +18, Religion +18, Deception +17, Perception +15

**Damage Vulnerabilities** Radiant

**Damage Resistances** Cold, Lightning, Necrotic, Psychic; Bludgeoning, Piercing, Slashing from nonmagical attacks

**Damage Immunities** Poison

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Senses** Truesight 120 ft.; Passive Perception 25

**Passive Perception** 25

**Languages** All, telepathy 240 ft.

**STR**14  
+2**DEX**18  
+4**CON**16  
+3**INT**30  
+10**WIS**24  
+7**CHA**28  
+9

## Traits

**Secrets of Ruin.** Vecna has Advantage on Intelligence, Wisdom, and Charisma saving throws.

**Whispered Doom.** Creatures damaged by Vecna's Psychic or Necrotic damage cannot take Reactions until the end of their next turn.

## Actions

**Multiattack.** Vecna makes three Fell Secret attacks.

**Fell Secret.** Ranged Spell Attack: +18, range 120 ft. Hit: 54 (8d10 + 10) Necrotic or Psychic damage, Vecna's choice.

**Unmake the Name (Recharge 5-6).** Charisma Saving Throw: creatures of Vecna's choice within 90 feet. Failure: 153 (34d8) Necrotic and Psychic damage, split evenly, and the target is Frightened until the end of its next turn. Success: Half damage.

## Bonus Actions

**Step Through a Secret.** Vecna teleports up to 90 feet to an unoccupied space he can see.

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## Reactions

**Dread Countersecret.** When a creature within 120 feet succeeds on a saving throw, Vecna deals 27 (6d8) Psychic damage to it.

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