

Abbey of Saint Lusch

Saint Lusch was a monster hunter of great renown. Among his greatest triumphs was the successful hunt of “Web Wiggled” Wibke, one of the many daughters of the legendary hag Ethel With Spiders In Her Hair. In his twilight years he founded an institution in which he would pass on his hunting knowledge to the next generation: the Abbey of Saint Lusch.

This abbey stewarded a vast knowledge and a myriad of tools for hunting the supernatural, though over time its most valuable treasures were relocated by Ginstermark’s Order of Exorcists for safekeeping. Even so, not all of its ancient relics were uncovered.

Two hagspawn siblings have taken up residence in this once venerated place, keen to uncover a relic most important to them from the abbey. It was these two witches with whom Radivir the traitor collaborated and whom he kept supplied with bodies of his slain vampiric brethren for their own purposes. The group has uncovered this connection and set out to investigate the Abbey to learn more about the hagspawn sisters’ hidden plans.

Inquisition Pursuer

The Gold Dragon Inquisition has not been blind to the mysterious deaths in Ginstermark’s Capital and has been investigating in secret. The inquisition was quick to deduce that the victim’s bodies were transported before they were disposed of and followed the trace to the Abbey of Saint Lusch days before the group even made contact with the Vampire Cabal.

The investigation was spearheaded by Inquisitor Anna Maria Holdt, who was previously in charge of the fruitless pursuit of the Beast of Lautstadt. The Inquisition expected opposition within the abbey, but they were not prepared for what awaited them.

When the group began their investigation of the old abbey, they were surprised to find members of the Thornguard, Dornburg’s elite soldiers, protecting the perimeter. They grew ever more concerned when they learned of the Inquisition’s presence as well.

INQUISITION PURSUER

Medium Humanoid, lawful good

Armor Class 16 (breastplate)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	14 (+2)	12 (+1)	10 (0)

Proficiency +3

Saving Throws Str+7, Dex +5

Skills Investigation +5, Perception +4

Senses passive Perception 14

Languages Common, Draconic

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the pursuer hits with it (included in the attack).

Combat Superiority. The first time the pursuer hits a target with a melee weapon attack during a turn, they deal an additional 4 (1d8) of extra damage and cause one of the following effects:

- The target must succeed a DC 15 Strength saving throw or be knocked prone.
- The target must make a DC 15 Strength saving throw or is pushed back 5 ft. and the pursuer moves into the space the target occupied without provoking opportunity attacks.
- The target must make a DC 15 Dexterity saving throw or is disarmed. The weapon lands within 5 ft. of the target.

ACTIONS

Multiattack. The pursuer makes three attacks; two with their longsword and one with their short sword. If the pursuer wields their longsword with both hands, they make two longsword attacks instead.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage or 15 (2d10+4) if wielded with both hands.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

REACTION

Parry. The pursuer adds 3 to its AC against one melee attack that would hit it. To do so, the pursuer must see the attacker and be wielding a melee weapon.

Inquisitor Anna Maria Holdt

After her involvement in the pursuit of the Beast of Lautstadt, Inquisitor Holdt returned to Dornburg to report to her superiors.

In Dornburg, Inquisitor Holdt was reassigned to take on cases out of the public eye. Soon, Holdt found herself set to investigate the mysterious murders committed in Dornburg. Her investigation moved along quickly, deducing that the murder victims must have all been part of the cabal. Most curiously, her investigations yielded that each of the victims were drained of blood before their death.

As the purpose of the Inquisition was to deal with the bigger picture, Holdt dropped her investigation of the murderer of Dornburg, confident local authorities could handle them. Instead, she focused her resources on getting to the bottom of the operation the murderer was a part of. Holdt's investigation led her to the Abbey of Saint Lusch where she faced the hagspawn witches Aise and Etna.

INQUISITOR HOLDT (VAMPIRE)

Medium Undead, lawful evil

Armor Class 16 (breastplate)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	16 (+3)	15 (+2)	14 (+2)

Proficiency +4

Saving Throws Str+6, Dex +9, Wis +6

Skills Acrobatics +9, History +7, Insight +6, Intimidation +7, Investigation +7, Perception +6, Stealth +9

Damage Resistance necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks not made by silver weapons

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 9 (5,000 XP)

Legendary Resistance (1/day). If Inquisitor Holdt fails a saving throw, she succeeds instead.

Combat Superiority. The first time Inquisitor Holdt hits a target with a melee weapon attack during a turn, she deals an additional 4 (1d8) of extra damage and causes one of the following effects:

- The target must succeed a DC 17 Constitution saving throw or be stunned until the beginning of its next turn.
- The target must make a DC 17 Dexterity saving throw or is disarmed. The weapon lands within 5 ft. of the target.

Ebony & Ivory. Inquisitor Holdt wields a pair of magical daggers that grant a +1 bonus to attack and damage. When Inquisitor Holdt wields both weapons they deals an additional 2 (1d4) radiant damage (included in the attack).

Regeneration. Inquisitor Holdt regains 20 hit points at the start of her turn if she has at least 1 hit point and isn't in sunlight or running water. If she takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Spider Climb. Inquisitor Holdt can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Holdt and her pursuers were prepared to face mages, but when Holdt confronted the older sister Aisa within the Abbey's cellar, she did not face a mere magic user but a powerful vampiric witch. There was a blind spot in Holdt's intel, one of the sisters was transformed into a vampire.

Holdt was overwhelmed and defeated by the older sister. Instead of granting her merciful death, Aisa turned Inquisitor Holdt into another undead abomination that would loyally serve the vampiric witch. Now Holdt protects the abbey's catacombs from any would-be invader who dares enter.

Vampire Weaknesses. Inquisitor Holdt has the typical Vampire weaknesses (See Vampire/ Vampire Spawn).

ACTIONS

Multiattack. Inquisitor Holdt makes four attacks, she can make a single bite attack in place of two attacks.

Ebony & Ivory. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d4+6) piercing damage plus 2 (1d4) radiant damage.

Throwing Dagger. *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one target. *Hit:* 7 (1d4+5) piercing damage.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) bludgeoning damage. If the target is a creature Inquisitor Holdt can grapple the target instead of dealing damage, escape DC 12.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Inquisitor Holdt, incapacitated, or restrained. *Hit:* 8 (1d6+5) piercing damage plus 7 (2d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Inquisitor Holdt regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

LEGENDARY ACTION

Inquisitor Holdt can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Inquisitor Holdt regains spent legendary actions at the start of her turn.

Detect. Inquisitor Holdt makes a Wisdom (Perception) or Intelligence (Investigation) check.

Move. Inquisitor Holdt moves up to her speed without provoking opportunity attacks.

Strike. Inquisitor Holdt makes an attack with her throwing daggers or Ebony & Ivory.

Bite (2 Actions). Inquisitor Holdt makes a bite attack.

Hunter's Pursuit (2 Actions). Inquisitor Holdt moves up to half of her speed without provoking opportunity attacks and makes two attacks with Ebony & Ivory.

Ser Vorst of Kastivan

Ser Vorst of Kastivan, also known as the Hollow General, led an army of undead to breach the defenses of Ginstermark after the tragic battle in which King Ginstermark fell.

The armies of Ginstermark were forced to retreat, demoralized and devastated by their recent loss. Only a small army remained to buy the forces time to rally and coordinate. This regiment was led by the now legendary Knight General Ludwig von Dornwall.

On that fateful night the undead hordes of Kastivan clashed with Ludwig's forces, a battle known today as the Bloodwall Blockade. In that battle Royal Knight Vorst of Kastivan crossed blades with General Ludwig.

SER VORST OF KASTIVAN

Large Undead, lawful evil

Armor Class 19 (royal knight armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	14 (+2)	15 (+2)	17 (+3)

Proficiency +5

Saving Throws Str + 10, Con +10, Wis +7, Cha + 8

Skills Athletics +10, Intimidation +8, Perception +7

Damage Resistance necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 17

Languages Common, Celestial, Infernal

Challenge 16 (15,000 XP)

Cursed Blood Smite. Vorst's weapons are magical, and the first time in a turn Vorst hits with an attack, it deals an additional 14 (4d6) necrotic damage. This damage increases to 21 (6d6) when Vorst is below half of his maximum hit points.

Legendary Resistance (2/day). If Ser Vorst fails a saving throw, he can choose to succeed instead.

Overwhelming Presence. A creature that starts its turn within 20 ft. of the Ser Vorst or enters that range for the first time in a turn, must succeed a DC 16 Charisma saving throw or is frightened until the beginning of its next turn. Once a creature succeeds on the saving throw, it becomes immune to this effect for 24 hours.

ACTIONS

Multiattack. Ser Vorst of Kastivan makes three Serrated Blade attacks.

Serrated Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) slashing damage plus (4d6) necrotic damage.

Crimson Lance. Ser Vorst thrusts his blade forward, causing his blood to form a crimson lance. Each creature in a 30 ft. long and 5 feet wide line originating from Ser Vorst must make a DC 18 Dexterity saving throw. On a failed save a creature takes 22 (4d10) necrotic damage and cannot regain hit points until the end of its next turn. The damage of this attack

Ludwig emerged victorious and Ser Vorst of Kastivan was vanquished. Centuries after his defeat Ser Vorst was raised to new unlife by a mythical feat of necromancy.

The group faced the reanimated Ser Vorst of Kastivan within the cellars in the Abbey of Saint Lusch, protecting the lower sanctuary. Having only heard of the legendary might of Ser Vorst of Kastivan, the group readied themselves for a fierce battle.

becomes 33 (6d10) necrotic damage when Vorst is below half of his maximum hit points.

Visceral Strike (Recharge 5-6). *Melee Weapon Attack:*

+10 to hit, reach 5 ft., one creature. *Hit:* 24 (4d6+10) slashing damage and the creature begins to rupture for one minute. At the beginning of the rupturing creature's turn it must make a DC 18 Constitution saving throw or take 36 (8d8) necrotic damage. The bleeding can be stopped by making a successful DC 18 Wisdom (Medicine) check on the creature as an action, or by healing the creature by 18 hit points or more from a single source of healing.

Miss: 12 (2d6 + 5) slashing damage.

BONUS ACTIONS

Final Fortress (1/day). Ser Vorst Vorst can only use this action if his hit points are below half of his maximum. Ser Vorst's armor erupts in blood which immediately forms a hard carapace. Ser Vorst gains 210 (20d10 + 100) temporary hit points that remain until the beginning of his next turn. As long as Vorst has these temporary hit points, his Cursed Blood Smite applies on all of his attacks.

REACTIONS

Cross Parry. Ser Vorst adds 5 to his AC against one melee Attack that would hit it. To do so, Ser Vorst must see the attacker and be two melee weapons. If this causes the attack the miss, Ser Vorst has advantage on the next melee weapon attack against the triggering creature until the end of his next turn.

LEGENDARY ACTION

Ser Vorst can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ser Vorst regains spent legendary actions at the start of his turn.

Move. Ser Vorst moves up to his speed.

Swing. Ser Vorst attacks with his Serrated Blade without applying Cursed Blood Smite.

Steady. Ser Vorst readies himself for the next attack. He gains the use of another reaction that it can only use to parry. Ser Vorst can only use this action if he has used a reaction since the beginning of its last turn.

Advance (2 Actions). Ser Vorst moves up to half of his speed towards a creature without provoking opportunity attacks and attacks with his Serrated Blade.

Flurry (3 Actions). Vorst makes 2 attacks with his Serrated Blade.

'Web Wiggled' Wibke

"Web Wiggled" Wibke, spawn of the legendary Ethel With Spiders In Her Hair, was once a powerful hag who was prominent in the coastal region of Ginstermark. She readily accepted disciples to learn dark magic, asking them to serve her in return for her tutelage. She and her disciples were brought down by famous monster hunter Lusch, who would be granted sainthood after his defeat of Wibke.

Wibke was never killed outright. In her defeat the hag spread her being into swarms of spiders, hoping to regain her true form when the time was right. Saint Lusch knew of the trickery of hags and in his wisdom he separated the remains of "Web Wiggled" Wibke and spread them across Ginstermark.

In her diminished form, Wibke was able to enlist two desperate hagspawn into her services, Aisa and Etna, who learned the arcane arts under her tutelage and embarked on the quest to collect Wibke's remains. In the Abbey of Saint Lusch is where Wibke suspects the final part of her body to be laid to rest. As per her direction, the two hags set out to the Abbey of Saint Lusch to begin their search.

ETNA, SPIDERWIG DISCIPLE

Medium Humanoid (Hagspawn), neutral

Armor Class 16 (mage armor, 12 without)

Hit Points 102 (12d8 + 48) + 20 temporary hit points

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	19 (+4)	19 (+4)	12 (+1)	13 (+1)

Proficiency +4

Saving Throws Int + 8, Wis + 5

Skills Arcana +8, History +8, Intimidation +5, Perception +5

Senses passive Perception 15

Languages Common

Challenge 12 (8,400 XP)

Legendary Resistance (2/day). If Etna fails a saving throw, she can choose to succeed instead.

Amulet of Health. Etna wears an *Amulet of Health*, raising her Constitution score to 19 (13 without).

Made out of Nightmare. Etna has advantage on saving throws against being charmed and frightened.

False Life. Etna is assumed to have cast *False Life* on herself at the beginning of each day, giving her 20 temporary hit points.

ACTIONS

Staff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 1 (1d4-1) bludgeoning damage.

Ghost Touch. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage and the target can't regain hit points until the start of Etna's next turn.

Sickening Ray. *Ranged Spell Attack:* +8 to hit, range 60 ft., one creature. *Hit:* 13 (3d8) poison damage and the creature must succeed a DC 16 Constitution saving throw or be poisoned until the end of Etna's next turn.

DM Tuz Table Scraps: Abbey of Saint Lusch Etna, Spiderwig Disciple

Etna, the younger of the two Hagspawn witches, aims to serve her mistress "Web Wiggled" Wibke and is dedicated to her search for the last piece of Wibke's body.

Again and again her search for the relic was impeded by the task that guaranteed her uninterrupted stay within the Abbey in the first place - creating a secret potion for the Archduchess of Ginstermark. With Aisa constantly busy with a project of her own, Etna has been accumulating doubts over her sister's dedication to the original plan. Nonetheless Etna's loyalty and trust in Aisa, her sole family, is unrelenting.

Etna is entirely oblivious to the change that her sister went through, nor is she aware of Aisa's imminent betrayal. Despite "Web Wiggled" Wibke's spider swarms constant attempts at alerting Etna to keep a close eye on her sister, Etna cannot fathom a world in which her dear sister Aisa would cross her.

Enfeebling Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one creature. *Hit:* The creature is weakened for 1 minute. A weakened creature's speed is reduced by 10 ft. and deals only half damage with weapon attacks that use Strength. At the end of the creature's turns it can make a DC 16 Constitution saving throw. On a success the effect ends.

Hag Eye Potion (Once). Etna quaffs an inky brew and is under the effect of the *Eyeblight* spell for 10 minutes without having to concentrate on it.

Witch Magic (Recharge 5-6). Etna casts one of the spells from her Limited Spell list. Outside of combat, assume that she can cast each spell of her Limited Spell list once per day.

Spellcasting. Etna casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks). She can cast the following spells:

At will: *dancing lights*, *mage hand*, *mending*, *prestidigitation*
Limited: *bestow curse*, *dispel magic*, *invisibility*, *lightning bolt*
1/day (each): *cloud kill*, *cone of cold*, *confusion*, *mass suggestion*, *polymorph*

BONUS ACTIONS

Hag Jaunt (Recharge 5-6). Etna teleports up to 30 ft. to an unoccupied space that she can see. After she teleports, she gains resistance to bludgeoning, piercing and slashing damage until the end of her next turn.

LEGENDARY ACTION

Etna can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Etna regains spent legendary actions at the start of her turn.

Move. Etna moves up to half of her speed.

Hag Jaunt (1/day). Etna uses her Hag Jaunt if available.

Cantrip. Etna makes a ranged spell attack.

Hag Eyes (2 Actions). Etna uses the activated effect of the *Eyebite* spell, if active.

Aisa, Traitorous Disciple

Since birth, Aisa has faced a world of opposition. In her mind, it was her and her sister Etna against the rest of the world. To secure a future for the both of them, Aisa did all that was necessary. Aisa had no scruples if it meant she and her sister would be safe.

When Aisa encountered the diminished hag “Web Wigger” Wibke, she was naturally suspicious of the hag’s true intentions, and soon realized that the hag was entirely dependent on the two sisters for help. This was an acceptable circumstance to Aisa.

In exchange for Wibke’s tutelage, she and her sister would scour Ginstermark to reassemble Wibke’s scattered body.

AISA, TRAITOROUS DISCIPLE

Medium Undead (shapechanger), neutral evil

Armor Class 17 (mage armor, 12 without)

Hit Points 144 (17d8 + 68)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	20 (+5)	15 (+2)	18 (+4)

Proficiency +5

Saving Throws Dex +9, Int + 8, Wis +7

Skills Arcana +10, Perception + 7, Stealth +9

Damage Resistance necrotic

Senses darkvision 120 ft., passive Perception 17

Languages Common

Challenge 15 (13,000 XP)

Contingency (1/day). Aisa cast the spell *Contingency* on herself at the beginning of her day. When Aisa is reduced to 50 or lower hit points, *Contingency* casts *Dimension Door* to teleport her to another room that is in darkness (preferably her thrown room).

Legendary Resistance (3/day). If Aisa fails a saving throw, she can choose to succeed instead.

Shadow’s Embrace. Aisa wears a magical cloak, the Shadow’s Embrace. While wearing this cloak attack rolls that target Aisa have disadvantage as long as she is in dim light or darkness.

Vampire. Aisa is a vampire and has the following traits typical for vampires: **Shapechanger**, **Misty Escape**, **Spider Climb**, **Regeneration**, **Vampire Weaknesses**. Refer to the *Vampire*^(MM) entry for these traits.

ACTIONS

Multiattack (Vampire Form Only). Aisa makes two attacks, only one of which can be a bite attack.

Vampiric Claws (Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage. Instead of dealing damage Aisa can grapple the target, escape DC 14.

Bite (Bat or Vampire Form). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Aisa, incapacitated, or restrained. *Hit:* 7 (1d6+4) piercing damage plus 10 (3d6) necrotic damage and the target’s hit point maximum is reduced by an amount equal to the necrotic damage taken, and Aisa regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

During their journey Aisa grew weary of Wibke’s demands and directions, but she bided her time as she had hatched a sinister plan: in the moment of Wibke’s rebirth she would turn on the hag and steal her heart for her own so she could ascend to full haghood.

The details of her plan changed after their arrival at the Abbey of Saint Lusch and their arrangement with traitorous Radivir Grastari. A different avenue of ascension opened to Aisa when she experimented with the vampire blood they harnessed.

Ray of Frost. *Ranged Spell Attack:* +10 to hit, range 60 ft., one creature. *Hit:* 13 (3d8) cold damage and the target’s speed is reduced by 10 ft. until the end of Aisa’s next turn.

Charm. Aisa uses the **Charm** action identical to the *Vampire*^(MM), DC 17.

Summon Spiderwig’s Children (1/Day). Aisa calls 8 Swarms of Spiders^(MM). The swarms arrive at the beginning of the next round as Aisa’s allies and obeying all her spoken commands. The swarms remain for up to 1 hour, until Aisa dies, or until she dismisses them as a bonus action.

Witch Magic (Recharge 5-6). Aisa casts one of the spells from her Limited Spell list. Outside of combat, assume that she can cast each spell of her Limited Spell list once per day.

Spellcasting. Aisa casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks). She can cast the following spells:

At will: *mage hand*, *mold earth*, *prestidigitation*, *ray of frost*

Limited: *dispel magic*, *hold person*, *lightning bolt*, *mirror image*
1/day (each): *black tentacles*, *blight*, *chain lightning*, *contingency (used)*, *cone of cold*, *dominate person*, *greater invisibility*, *power word pain*

REACTIONS

Shadow’s Embrace (3/day). When Aisa is hit with an attack, she can reduce the attack’s damage to half and teleport up to 30 ft. away to an unoccupied space that is not in dim light.

LEGENDARY ACTION

Aisa can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature’s turn. Aisa regains spent legendary actions at the start of her turn.

Move. Aisa moves up to her speed without provoking opportunity attacks.

Claws. Aisa makes one attack with her vampiric claws.

Bite (2 Actions). Aisa makes one bite attack.

Cantrip (2 Actions). Aisa makes one ranged spell attack.