



THE DM TOOL CHEST

KISS OF THE SUCCUBUS

FIFTH EDITION ADVENTURE

THE QUIET TOWN OF ROSELAKE HAS BEEN TAKEN OVER BY A SUCCUBUS AND HER COHORT

A DUET ADVENTURE FOR ONE PLAYER AND ONE DM



Kiss of the Succubus

Kiss of the Succubus is a Fifth Edition adventure intended for **two to three characters of 2nd to 3rd level** and is optimized for **two characters of 3rd level**. Characters will earn enough to reach halfway to level 4. A succubus and her bandit crew have taken over the small town of Roselake and need to be rooted out. This adventure takes place in the [Freelands campaign setting](#) but fits into any existing campaign that has a small town with only a few modifications. This adventure is designed to be played with a single character with a sidekick or two characters. It is a perfect introduction for new players or for when your table is missing players but some still want to play!

Background

A traveler named Kylaya and her retinue of guards is visiting the sleepy town of Roselake. Not known for much excitement outside of the spring festival, the town has a reputation for its relaxing atmosphere. Ever since the arrival of Kylaya, that atmosphere has slowly darkened. The normally happy townsfolk have become quiet and step lightly about the town. Even the town mayor, known for his unflappable cheerfulness and dedication, has become so enamored with Kylaya, he has forsaken his duties. He dismissed the town guard and let her men take over; they've begun intimidating the townsfolk and taking whatever they want. People have even disappeared and a quiet panic is setting in.

Kylaya is a succubus who has *charmed* the mayor and is

letting her band of marauders wreck havoc in the town. She has ordered the disappearance of anyone who might stand up against her as she solidifies her hold on the town. Draining anyone who stands in her way, Kylaya is reveling in her power over the mayor, treating him as a plaything.

Adventure Hooks

Here are a few ways to get your party hooked into this adventure:

Something Rotten in Roselake. The town of Roselake looks to be like any other small town that's easily forgotten on long travels. But something odd is going on here; the townsfolk's smiles seem a bit too tight and their feet a bit too quick when walking about town. There's something wrong going on beneath the surface here.

The Curious Case. While traveling through the small town of Roselake, a hooded figure approaches the adventurer. With much hand wringing and her eyes darting back and forth, Adela Rose begs them for help. Something is wrong in this town and people are disappearing, including her own brother.

A Missing Shipment. A local apothecary in the adventurer's town has requested their aid. They were expecting a shipment of alchemy supplies from the town of Roselake that never arrived. They have not heard from their contact, a close relative, and are growing concerned. The apothecary offers a generous sum of gold if the adventurer will check on their relative.

The Town of Roselake

Roselake is a quiet town on the Breakwater Coast along the trade route between the port city of Hopewell Harbor and the capital of Haven. It is so named for the small lake near the town that is ringed by rose bushes that also bring wealth to the town. Apothecaries use the rose-infused waters of the lake in various concoctions but most typically in perfumes that sell well with nobility.

The wealth of the town is quietly on display in the construction quality of the buildings, atypical for small towns in the Freelands. Forgoing the usual wood and thatching, they built Roselake with stone and shingle in abundance. A closer inspection of the town will notice the flagstone streets are not as clean as one would expect. The smell of rosewater, normally so prevalent in the town, barely hides a foul stench of refuse that lingers just on the tip of the nose.

Town Guards

Kylaya's entourage of bandits has replaced the town guard. They wear silver cloaks emblazoned with a rose crest and use their new authority to intimidate and take what they want from the townsfolk. Those who have gone to the mayor to complain have disappeared, and now everyone is too afraid to speak out against the new guardsmen.

The guards will watch the adventurer as they move about town, eventually coming to a confrontation. This can happen in any of the locations within the town itself (see "Exploring Roselake") but after they have visited at least two locations, four **bandits** will confront them at the third. Playing their part as town guardsmen, they will attempt to intimidate and insult the adventurer. They can ignore the insults, but eventually, the guards will pick a fight. After defeating three, the survivor will attempt to flee to the Mayor's Manor. They will warn Kylaya of the adventurer's presence and she will send a second group of four **bandits** to confront them after they leave the third location they visit in town. The previous guard who escaped is with the new group and will mock the adventurer again. These guards will fight to the death, not wishing to face Kylaya's wrath.

Gossip & Rumors

Chatting with the townspeople will provide information about the situation in town if convinced to talk. NPCs will require a successful DC 15 Charisma check to speak up; using any type of intimidation may work on a single NPC, but word will spread and the adventurer will gain disadvantage on all charisma checks for all other NPCs in town.

Important NPCs

Here is a quick summary of the important NPCs in Roselake.

Ri Ranirsk (NG, female halfling **commoner**) - Owner of The Best Blossom Inn, the locals call her Mother Ri. Portly and cheerful, she always has a bowl of food or a shoulder for those in need. She is afraid of upsetting the guards because she believes they have her husband Lionel held prisoner.

Jun Ein (LN, male elf **commoner**) - Proprietor of The Blissful Voyage, the town's trading post, Jun is an exuberant, whip-thin elf who has a penchant for wide-brimmed hats and avoiding the sun.

Brum Steelfall (CN, male human **veteran**) - A stoic veteran of the Great War, Brum lost his left eye in combat. He is self-conscious about the wound and wears colorful eye patches his wife embroiders for him. His gruff demeanor and military bearing are out of place on a man who is also a talented perfumer.

Adela Rose (NG, female human **commoner**) - Adela's family were among the original settlers in the area and the first to plant the rose bushes at the lake. A slender, anxious young woman, Adela is fearful for her missing brother Jackson.

Mayor Bartram Gullfeather (LN, male human **knight**) - A tall and well-built man, Mayor Gullfeather towers over most people. A former Captain in the Order of the Onyx Guard, he returned to his hometown of Roselake after the peace treaty ended the Great War. His physical size is only overshadowed by the kindness of his heart. He's currently under the spell of the succubus, Kylaya.

Exploring Roselake

Roselake is a small town, so the adventurer can visit multiple NPCs and locations in a single adventuring day.

The Best Blossom Inn

The Best Blossom is a large Inn and tavern right on the town green bearing a sign of a rose in full bloom swinging above the front door. The Innkeeper will quickly smile and greet the newcomers with a quick wipe down of a table from the cloth ever-present on her shoulder. The Inn has eight rooms for rent and plenty of excellent food and ale available.

Mother Ri will gladly answer any of the adventurer's questions about the town, loudly extolling the lovely roses and peaceful atmosphere. An adventurer will notice the tightness of her smile whenever she looks over at a group of guardsmen with a successful DC 15 Wisdom (Perception) check. If the adventurer attempts to ask about the guardsmen or about missing people, her eyes will flash with fright and she will refuse to answer further

questions. She will later slip them a note with the phrase “Visit the Rose” written upon it, referring to Adela Rose. If the adventurer seeks her out after business hours with no guards around, she will politely refuse to speak with them about anything going on around town.

The Blissful Voyage

Roselake’s only trading post is a hub of activity usually, but lately, the fear of the guards has driven people to stay at home. There is plenty of adventuring gear worth under 25gp that can be bought here, including two *potions of healing* (see core rule book for pricing) that Jun keeps behind the counter for special customers. A visit by the adventurer will make Jun’s day, and after an initial assessment (see “Rumors”) he is happy to converse as long as they are buying something. He will furnish the following pieces of information:

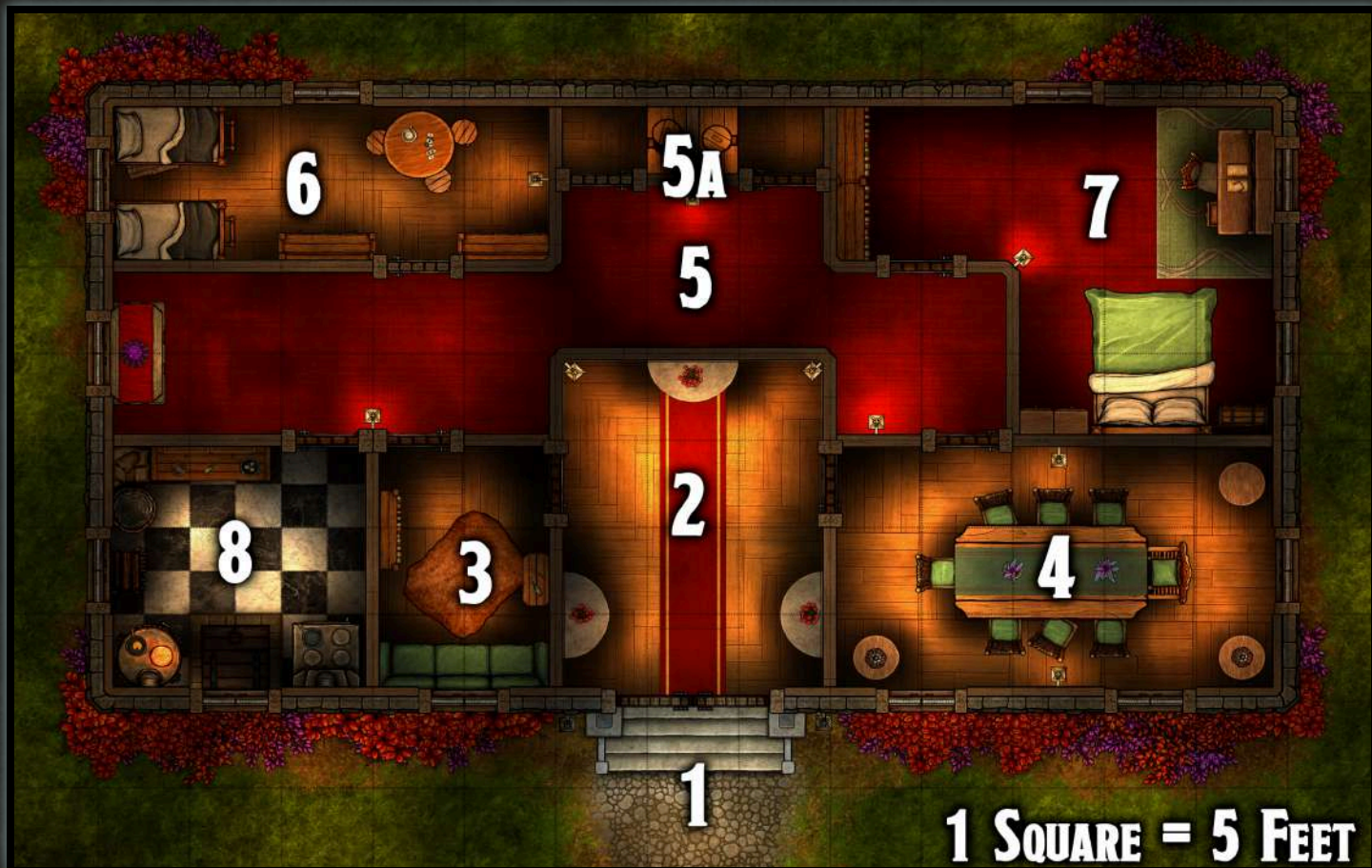
- “The guards are all fresh faces, come into town recently. They’re not a friendly bunch, but what can you do? Anyone who speaks up against them... well, something happens to them, but I know nothing about that.”
- “The Mayor? One would think he’d do something about it, but he’s been locked up with his new lady, he has! She’s a mighty fine lady, but he needs to pay more attention to the people.”

- “Jackson Rose? Oh, I spoke to him a few days ago. He was going to the Mayor’s manor to discuss the guards. Missing? I know nothing about that.”

In the Air Parfumerie

Brum Steelfall’s small parfumerie is filled with a myriad of smells from various perfumes lining the walls. He is thrilled to have customers because he has not had many in the past few weeks and is eager to show his wares. If asked, he will be suspicious at first (see Rumors) but will discuss the current state of affairs in Roselake. He knows the following information:

- “The new guards? I think they came into town about a month ago or so. They don’t act very professional, not like my old infantry unit...”
- “Mayor Gullfeather is head over heels for his new lass, Kylaya! She showed up about a month ago, I think.”
- “No better place to get a meal than the Best Blossom! Mother Ri will take care of you, tell her Brum sent ya! A bear killed her husband Lionel recently, the poor fella.”
- “The rose water shipments from the Rose Estate have stopped and I’m running out. Could you folks maybe go ask her to see what’s going on? I’ll give you 10% off your next purchase!”



Roselake Manor

The Mayor lives in a large stone manor built upon a small hill overlooking the town. The building is well made of stone and the roof is covered in rose red shingles. A paved walkway leads up to a large set of heavy double doors.

The succubus Kylaya has been keeping Mayor Gullfeather under her charm for weeks and has not allowed anyone to see him. She keeps Jackson and Lionel locked in the basement, torturing them for pleasure. The staff has all left except Sarah, the elderly maid who is too frightened to leave. There are a few guards who are languishing in the comfort of the manor who also keep guard on the prisoners in the basement.

Keyed Locations

The following descriptions correspond to the provided maps of the manor:

1 - Manor Entrance

The double doors of the manor are shut tight, but a servant will answer the door if they use the iron knocker. The elderly maid who answers is frail and visibly shaking in fear and will attempt to usher the adventurer away. Sarah will let them speak to the mayor with a successful DC 12 Charisma check and will take them to the sitting room (area 3) to wait. On a failed roll, Sarah will call for the guards in area 4 who will instigate a fight while she cowers in the foyer.

2 - Foyer

The foyer is a large room with an ornate rug and decorated with clay pots filled with decaying roses. The cloying scent of the rotting flowers fills the air. A pair of flickering oil lanterns light the room with heavy wooden doors on either side.

3 - Sitting Room

A large plush couch sits under an open window that fills the room with light. A thick bear rug covers the floor, and a bookshelf crammed with tomes sits against one wall.

If Sarah escorts the adventurer here, she begs them to stop Kylaya. She does not know about Kylaya's fiendish nature, but she knows something is very wrong with the mayor. She will tell them everything she knows and breaks down how the guards are just bandits in Kylaya's employ. She tells the adventurer where the mayor's room is — he hasn't left it for days; she explains — and asks them to save him.

Treasure: Spell Scroll. There is a spell scroll of magic weapon hidden in the bookshelf that can be found with a successful DC 12 Intelligence (Investigation) check.

4 - Dining Hall

A large oak table sits in the center of this room with elaborately carved chairs with matching upholstery. Small artistic statues are on display on wooden pedestals in each corner. Each one is worth 100gp. There are remnants of past luxurious meals rotting on plates, and trash is everywhere.

Encounter: Thugs. A pair of thugs are sitting at the table and throwing knives into a painting on the wall for sport. They will come to Sarah's aid if summoned but will ignore any sounds of combat from the hallway, thinking it is just the other bandits fighting among themselves.

5 - Hallway

A thick red carpet, ripped and stained in places, covers the entirety of the hallway, muffling any sounds and giving advantage to any Stealth ability checks. A successful DC 12 Wisdom (Perception) check will show that the stains and rips are recent and appear to have been made during a struggle. A small stone altar sits at the end of the hallway with a crystal statue of Amber, the goddess of nature, that is worth 50gp.

Encounter: Manor Guards. There is a flying sword and two bandits hanging out in the hallway.

6 - Servant's Quarters

The servant's quarters contain simple wooden furniture that is well cared for. The wardrobes are empty of everything except Sarah's belongings. A loose board can be found in one corner of the room with a successful DC 15 Intelligence (Investigation) check. Inside is a pouch holding 60 sp and 100 cp; Sarah hid her life savings here.

7 - Mayor's Bedroom

The door to this room is locked and can be opened with a successful DC 12 Dexterity check by someone proficient with thieves' tools or with a DC 15 Strength check; Kylaya has the key. The room is filled with the scent of rotting roses. Mayor Gullfeather is chained to the bed with manacles and a gag in his mouth. He has been stripped down to his undergarments and is soaking the bed with blood from a number of small cuts. He is extremely thankful for being rescued from the "witch who has been keeping him under her spell". If the adventurer has not yet confronted Kylaya, he will hustle over to a chest with a growl

removing a chain shirt from it and pulling a greatsword off the wall. He will then follow the adventurer's lead in clearing the manor and confronting Kylaya.

8 - Kitchen

The burned remains of a chicken carcass sit on the stove with wafts of black smoke drifting up from the pan. A thorough search of the cabinets and a successful DC 15 Intelligence (Investigation) check will result in finding a *potion of healing* tucked into the back. If Mayor Gullfeather is with the adventurer, he will insist they go ahead and take it.

9 - Basement

This room is filled with the stench of sweat and blood. Crates and barrels are shoved into the corner to make a wide space in the center. Chained to the wall are two human male **commoners**, one younger and one older; Jackson Rose and Lionel Ranirsk are beaten and bloody. Standing before them is a stunningly beautiful young elven woman with flowing black hair and dazzling green eyes. She is wearing an evening gown of green silk marred with splashed blood; the same blood drips from her clawed hand.

Encounter: The Succubus. Kylaya is a **succubus** who currently has spent her daily *charm* ability on Jackson Rose. She will mock the adventurer, especially laughing at Mayor Gullfeather — “The little bird shows some spine!” At initiative 20 she will release the manacles on Jackson and Lionel, ordering Jackson to kill the other while she “handles her new guests”. She will then transform into her fiendish form and rage into combat.

Jackson and Lionel will be fighting in the corner of the room, attempting to knock each other unconscious with their fists. If Jackson succeeds before Kylaya is slain, he will proceed to beat Lionel to death. If Lionel succeeds, he will watch over Jackson's body but will not join the fight with Kylaya. Kylaya's charm over Jackson will break once she is defeated.

Aftermath

If the adventurer is able to defeat Kylaya the rest of her bandits will flee the town, never to be seen again. The mayor's servants return and will help throw a feast in celebration of the town's rescue. If Jackson survived the encounter, his sister is thrilled to welcome him home. If he did not survive, she mourns his death. The town is once again free and life returns to normal in Roselake.

If the adventurer does not defeat Kylaya, she eventually grows tired of playing with the Mayor and the townsfolk. She orders the bandits to slaughter the townsfolk and burn it to the ground. Roselake becomes a burned husk, haunted by the ghosts of those who were slain. Ω



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