

CLOAKED BY SHADOW

Pathfinder 2e Compatible, Suggested Lvl 4-6

Terrain

All stairs and ladders represent a height difference of 10ft. Light is large at the DM's discretion, but tiles directly adjacent to light sources should always be Bright Light. Stairways are numbered north to south.

Setup

Voilé de Vexerre, a withdrawn noble widow, offers 10gp to sweep the sewers of a monster infestation as a public good for the city. She hires the party through an intermediary unless they are of noble stock, in which case she'll meet them personally.

Cloaker by Shadows : de Vexerre Family

Voilé has cultivated a dark power—the capacity to transform into an **Elite Cloaker**. While transformed, her lost husband **Achille** returns as a **Ghost Commoner**. Her husband was killed by adventurers who robbed their manor for a magic artifact, which led her down the path of transformation. At first she lured adventurers around the city with the promise of gold to kill them out of revenge in the hopes of avenging her husband. Now, those thoughts are long since abandoned, and she merely hunts for pleasure.

Achille remains embittered towards adventurers for both killing him and turning his wife to wickedness through grief—he attacks those who pose a threat to his wife. The **de Vexerre** sigil is a purple field with silver stars.

Assorted Encounters

There are creatures within the sewer, although not all want to fight.

- 2 **Morlock Scavengers** argue over a silver star trinket with purple silk ribbon (planted by **Voilé**) on the shadowed edge southeast of the second stairway. They do not want to fight—if threatened they leave, if handled diplomatically they tell of strange moans from the south.
- 4 **Hunting Spiders** have just moved in south of the middle wall. They will hide when approached, but gleefully pick off the vulnerable if a fight emerges.
- 3 **Rat Swarms** emerge from the waterways after the first stairway. DC 21 **Investigate** will discover a bottle lodged in the canal; DC 20 **Nature** indicates attractive rat pheromones inside.

Delving the Sewer

Just another blue (sewer) milk run...

- The party encounters 2 **Gelatinous Cubes** heading the same way; may be evaded with **Stealth** or **Survival** DC 19. If bypassed they arrive through north door as party leaves.
- Asking around the taverns and adventuring guilds

reveals less parties return from the sewers lately. One survivor is tight lipped, but a DC 19 **Diplomacy** or **Intimidation** reveals they were hired by **Voilé de Vexerre** and “some sort of fancy ghost attacked us, but he seemed sad about it.”

- Party enters via north, hears a disconcerting moan from the south.
- DC 20 **Perception** check indicates the danger is not commensurate with the pay.

The de Vexerre Ambush

Star-crossed lovers await within.

- **Voilé** lurks at the southern end with **Achille** in nearby water. She sings subsonically to him.
- When the party approaches she will attempt to position herself perfectly for an ambush and take the first opportunity to strike.
- An argument of compassion and a DC 19 **Diplomacy** check, or witnessing any party member commit a good deed, convinces **Achille** to abandon the attack.
- When **Voilé** drops to 0HP she shifts (as **Commoner**) and faints.

An Outer Touch : Voilé Dark

Communion

Voilé has cultivated a connection beyond. Once per round she may cause one of the following effects between 2 creatures' turns, with a Save DC of 20:

- **Subsonically Excite**: she may select a creature type and attract or scare it with a subsonic burst. If a PC is of the chosen type, they must make a Will save. On failure, they take 1d4+2 **Psychic** damage and then become Helpful towards **Voilé** until the end of their next turn.
- **Phantasmal Call**: **Achille** is teleported to a space **Voilé** can see within 30ft.
- **Outer Touch**: the physical form of a creature within 5ft of **Voilé** begins to warp; target makes a basic **Fortitude** save, on failure suffering 3d6+7 **Negative Energy** damage and temporarily leathery purple'd flesh until the end of their next turn.

This encounter is created for **Sewers Battle Map**, it can be downloaded here:
patreon.com/posts/sewers-battle-83862318

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