Black Petal
Encounter Level 14 (5,500 XP)

Setup
Anefsina, the Black Petal (A)
1 boneclaw (B)
3 marrowshriek skeletons (S)
1 spectral tendrils trap (T)

By the time the adventurers make it into this chamber, Anefsina is well aware of their presence. The Black Petal is not alone when the PCs confront her. In addition to the marrowshriek skeletons that serve as her constant guardians, she has commanded the allegiance of a boneclaw.

When the PCs enter, provide the read-aloud text, then place Anefsina, the boneclaw, and the marrow shriek skeletons as shown on the map, and roll initiative. The characters are teleported into the area of the spectral tendrils trap, so it takes effect immediately.

When the adventurers teleport into the Vaulted Sepulcher, read:
You feel a slight sensation of nausea as you and your companions are instantly whisked away to a secret chamber. Before you can fully acclimate to your new surroundings, spectral tendrils lash out at you from the darkness. A woman’s laughter can be heard above the startled cries of your companions.
3 Marrowshriek Skeletons (5)
Medium shadow animate (undead) XP 700 each
Initiative +16     Senses Perception +9; darkvision
HP 95; Bloodied 47
AC 27; Fortitude 24, Reflex 25, Will 23
Immune disease, poison; Resist 15 necrotic; Vulnerable 5 radiant
Speed 6
✦ Osseous Thrust (standard; at-will) +17 vs. AC; 1d8 + 9 damage.
✦ Marrow Feast (standard; recharge — 1) Requires combat advantage against the target; +17 vs. AC; 2d8 + 12 damage, and the target is grabbed. Each round that the marrowshriek skeleton sustains the grab, the target takes 15 damage and is weakened until the end of the marrowshriek skeleton’s next turn.
✦ Marrowshriek (minor 1/round; at-will) Close burst 3; targets living creatures; +15 vs. Fortitude; the target is dazed until the end of the marrowshriek skeleton’s next turn. If the target is grabbed by the marrowshriek skeleton, it is stunned until the end of the marrowshriek skeleton’s next turn instead of dazed.
✦ Shadowrought (standard; at-will) The marrowshriek skeleton becomes invisible until it attacks.

Anefsina’s Spectral Tendrils Trap (T)
Ghostly tendrils whip from the ground to lash at you. Trap: This trap occupies a field of 15 squares. When a creature enters the area or starts its turn in the area, spectral tendrils lash out and attack the creature.
Perception ✦ DC 27: The character notices something strange about the area ahead, as though a ghostly mist hangs just above the ground.
Additional Skill: Arcana ✦ DC 23: The character recognizes a tile mosaic on the floor that serves as the trap’s focus.
✦ DC 31: The character’s knowledge provides a +2 bonus to Thievery checks to delay or disable the trap.
Trigger: When a creature enters a trapped square or begins its turn in a trapped square, the trap attacks.
Attack ✦ Necrotic
Opportunity Action Melee
Target: Each creature in a trapped square
Attack: +18 vs. AC
Hit: 2d10 + 6 necrotic damage, and the target is dazed until the end of its next turn.
Aftereffect: The target is dazed until the end of its next turn.
Countermeasures
✦ A character who succeeds on a DC 27 Acrobatics check can move into a trigger square without provoking the attack. The squares count as difficult terrain.
✦ An adjacent character can delay a trigger plate with a successful DC 27 Thievery check.
✦ An adjacent character can disable a trigger plate with a successful DC 31 Thievery check.

Tactics
Though confident in her ability to defeat the PCs, the Black Petal does not hesitate to flee a battle she feels is lost. She is even prepared to surrender to the PCs if necessary (figuring she’ll devise a way to later escape).

Round 1+: Anefsina is content to let her undead guardians wade into the fight while she attacks from behind the sarcophagus. She leads with shackles of death, follows that with blackfire, and then uses cold ray until the first two powers recharge. The marrowshriek skeletons use marrowshriek and then follow up with marrow feast. The boneclaw moves to a good position to attack as many targets as possible with necrotic pulse if it becomes bloodied. It uses its reach to make claw attacks against nonadjacent enemies when it can.

If bloodied, Anefsina uses life tap, and then spends her action point to shadow step over to the linked teleportation circle. In the following round she activates the circle and flees to Area 16.

Features of the Area
Illumination: Dim light (candlelight). Several candelabra are arrayed around the edge of the room.
Illusory Surfaces: The ceiling is masked with an illusion that makes the sepulcher appear open to the night sky. If they peer beyond the illusion, the PCs observe a vaulted stone ceiling.
Anefsina’s Spectral Tendrils Trap (T): This trap covers the indicated squares. Anefsina has keyed herself and her guardians to this trap. Anefsina, the boneclaw, and the marrowshriek skeletons can move into a trapped square without provoking the attack.
Sarcophagus: The ornate sarcophagus at the head of the chamber is 4 feet tall and deep, and 8 feet long. Within the sarcophagus lies a male human body. A successful DC 21 History check reveals that the man is Mervau. His flesh is magically preserved by some ritual, but he is quite dead.
Teleportation Circle: This permanent teleportation circle is linked to circle A in Area 16. Its user must stand on the circle and speak the proper password (“Ometh”) to activate it. This teleportation circle transports users one at a time (as opposed to circle A).
Treasure: The amulet that Anefsina wears is a +4 symbol of power. Anefsina also has a potion of healing (50 gp) in her clothes if she hasn’t used it during the battle.
A cursory search of the sepulcher reveals a tiny stone jar of Keoghtom’s ointment (13,000 gp) that is tucked into the intricate ornamentation of the sarcophagus.