**Black Widows Encounter: 4e conversion**

**Falling**: The platforms and Manor are 100 ft above ground. If a character falls they have a chance to catch themselves on branches, vines, etc. Every 20' they can make an Acrobatics skill check against a DC of 20. Success indicates they have grabbed onto a branch, from which they can return to the main trunk and climb back up to the walkways. This takes one round to get to the trunk and one move action for each 20' the character fell.

The character suffers 1D10 damage per 10' of distance fallen. An Acrobatics check can reduce this damage by the amount of the check.

**Balancing**: A character balancing on the rope bring can either:

A> move 1 square, granting combat advantage

B> Succeed at an Acrobatics check DC 20 to move half their speed, granting combat advantage

C> Succeed at an Acrobatics check DC 30 to either move full speed or avoid granting combat advantage while moving half speed

**Shoves**: If a character gets pushed, slid, shoved off the platform they get a save, success indicates that they are prone in the last 'safe' square. This should be described as hanging onto railings, grabbing the lip, and other cinematic events.

**Encounter**: Yvonnel, Quillathe, 3x Phase Spiders, 1 Decrepit floor trap

**Tactics**: When the PCs start to cross the rope bridge Quillathe will ease out of hiding and stand at the end of the bridge near the Manor, readying an action to *Whip Yank* the first character to get within her 3 square range. At this point the PCs have a chance to be diplomatic. If they choose to fight Yvonnel will wait until most of the group has gotten at least halfway across the bridge or until ranged attackers are hitting Quillathe. She will fly down out of her hiding place in the trees and into the back line with a charge. The Phase Spiders will then use *Join the Fray* to 'port in and two will immediately use *Web Spray* to lock down any PC's near the Drow. The Phase spiders will continue to maneuver using *Join the Fray* when it recharges or simply running circles around/under the bridge.

When either Drow is bloodied, they will both retreat into the Manor house to set up an ambush from hiding and try to use the Trap to their best advantage. If one Drow Falls, the other uses their action point and works to fight standing over the body of the fallen one.

Keep in mind that Yvonnel can fly… and Quillathe can readily leap off the tree and catch herself 20' below without taking any damage due to her Acrobatics skill of +20. As Quillathe has a climb speed it will take but a round for her to regain the platform. This should be described along the lines of the Avatar movies bounding through the trees.

**Change to the MAP**: Page 27 of the 3x version

The rope bridge is too short as shown. Add an additional 5 squares, putting the bridge at a total of 15 squares from end to end.

Coming from underneath: Characters can go across the main branch, with balance checks of 15 for half speed and 25 for full speed. However they need to succeed at two Athletic climb checks to ascend the vertical branch and climb onto the platform. The first check is DC 10. The second check is 25 if climbing out to the outside platform or 15 if climbing up through trap area after it breaks.

**Treasure:**

Quillathe:

D&DI Compendium entry

**Branchrunners (heroic tier)** Level 10

*You move unhindered through the undergrowth in these supple foot wraps of treated oak leaves.*

Lvl 10 5,000 gp

**Item Slot:** Feet

**Property:** Ignore difficult terrain in forests and jungles. Also, gain a +4 item bonus to Acrobatics checks to balance or reduce damage from a fall, and to Athletics checks to climb and jump while in trees.

**Power (Encounter):** Move Action. Balance and climb at your speed until the end of your turn. You don't grant combat advantage while doing so.

**Source:** *Adventurer's Vault*

D&DI Compendium entry

**Symbol of Victory +4** Level 19

*Your god helps those who help themselves.*

Lvl 19 105,000 gp

**Item Slot:** Off-hand

**Enhancement:** +4 attack rolls and damage rolls

**Critical:** +4d8 damage

**Power (Daily):** Free Action. You can use this power when you or an ally within 5 squares of you scores a critical hit. That character gains an action point.

**Source:** *Player's Handbook*