

# PLAYER'S HANDOUT 1: UNSTABLE PORTALS

**Imbued with Elemental Energy:** Stepping through the WeavePasha's portal into the Elemental Chaos imbues you with a bit of raw elemental power: roll 1d6. You are considered an elemental creature of that type and gain the associated benefit. If you already have the elemental keyword, gain the benefit associated with your elemental type (do not roll 1d6).

d6	Keyword	Effect
1	Earth	You gain resist 5 to all damage.
2	Fire	You deal 2d6 extra fire damage with melee attacks.
3	Ice	All squares adjacent to you are difficult terrain for your enemies.
4	Lightning	Your speed increases by 2.
5	Thunder	Creatures adjacent to you gain vulnerable 5 to all damage until they are no longer adjacent.
6	Water	You can shift 1 square as a minor action

If you are in the pocket dimension that matches your elemental keyword, you gain the following benefits while in that pocket dimension:

- You can spend a healing surge as a minor action, regaining hit points as normal.
- You gain a +2 bonus to saving throws.

**Unstable Portals:** Stepping through a portal requires one square of movement. You cannot teleport through a portal or travel between pocket dimensions without the use of a portal. After stepping through a portal, you appear in any unoccupied square at your destination.

The portals in this area are particularly unstable and chaotic. You can only travel through one portal per round without any consequences. If you travel through a second portal in a single round, roll 1d12 and refer to the table below. If you travel through 3 portals, roll 2d12, if you pass through a fourth portal, roll 3d12, etc. (For example, if you travel through 4 portals in a single round, you will have rolled a total of 6d12 on your turn. 0d12 + 1d12 + 2d12 + 3d12.) All effects are cumulative. All effects end at the end of the encounter.

d12	Effect
1	After arriving in the destination pocket dimension, you cannot travel through additional portals until the start of your next turn.
2	Gain vulnerable 10 all.
3	Gain +1 bonus to attack rolls.
4	Gain -2 penalty to all defenses.
5	Roll 1d6. Your elemental type changes to that type and you gain the associated benefit.
6	You cannot use encounter or daily powers until you pass through another portal.
7	Take 20 damage of a random energy type. Roll 1d10: 1-Acid, 2-Cold, 3-Fire, 4-Force, 5-Lightning, 6-Necrotic, 7-Poison, 8-Psychic, 9-Radiant, 10-Thunder.
8	Gain resist 5 all.
9	Roll 1d6. You arrive in the corresponding pocket dimension.
10	Lose 1 healing surge.
11	Gain 15 temporary hit points.
12	You cannot regain hit points until you pass through another portal.

You can use the chart below to keep track of portal destinations as you discover them.

		Portal Color PC Enters	PC Elemental Type					
			Earth	Fire	Ice	Lightning	Thunder	Water
Room PC is Leaving	Start	Red						
		Blue						
		Yellow						
	Earth Dimension	Purple						
		Green						
	Fire Dimension	Red						
		Blue						
		Yellow						
	Ice Dimension	Purple						
		Green						
	Lightning Dimension	Red						
		Blue						
		Yellow						
	Thunder Dimension	Red						
		Blue						
		Yellow						
	Water Dimension	Purple						
		Green						
	Prismatic Dimension	Orange						

# EVENT SUMMARY

**The results of this adventure will have an impact on future LFR adventures!**

If you run this adventure at home, or at a public event where the event organizer is not going to enter the survey data, please fill out the online survey. If you are at a convention, we recommend that each DM fill out the form on paper and deliver the filled in form to the Senior DM or Event Organizer, who can then answer the survey online.

<https://www.surveymonkey.com/s/QUES0401LFR>

The survey period closes on **01 May 2013**. The adventure remains playable after that date, but we will tabulate the results at the end of the survey period and that will be the official result for the campaign as a whole.

If played at a convention, what slot:

Table Number:

DM's Name:

**1. How many slaves were liberated?**

- a. Over 40,000
- b. At least 36,000
- c. Less than 36,000

**2. Which combat encounter did the players find the most enjoyable?**

- a. Slaads and portals
- b. Djinn in the skies of Calimport
- c. Mine cavern
- d. Efreet of the Crimson Guard
- e. Did not enjoy any of the combat encounters

**3. Was the overall difficulty level of the adventure appropriate for a QUES adventure?**

- a. Too challenging, but still fun
- b. Too easy, but still fun
- c. Just right!
- d. Too easy in a way that was unenjoyable
- e. Too challenging in a way that was frustrating or unenjoyable

**4. How do the players rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations/average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)

**5. How does the DM rate this adventure on a scale from 1-5, where 1 is the worst possible rating, 3 is average, and 5 is the best possible rating?**

- a. One star (worst possible rating)
- b. Two stars (below expectations)
- c. Three stars (met expectations/average)
- d. Four stars (above expectations)
- e. Five stars (best possible rating)