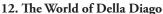
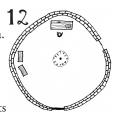
The Dimensional Dial of Dr. Diago

Introduction

A dwarven arcanist—Dr. Dinah Diago—spent decades constructing the Dimensional Dial. This magic device shifts itself and sentient creatures within 50 ft. into a parallel dimension. It is connected to 12 dimensions (including the original), but now it simply shifts forward one dimension in its cycle every five minutes.



Dr. Diago is here with a younger dwarf woman: her daughter, Della. In this world, Della survived her wasting disease and became a warrior. Only Della can convince Dr. Diago to deactivate the dial. Once deactivated, it instantly shifts Dr. Diago and the characters home.



Read-Aloud Text

You come upon a lone, stone building. The smell of lilies wafts out as you see something appear inside.

[Five minutes after characters enter room 1.]

Suddenly, everything becomes fuzzy—everything except your companions and the stone pedestal. Just as suddenly, the world becomes clear again, but not the same world...

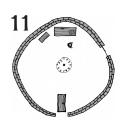


2. The Fell Winter

The world is deadly cold. Ice coats everything but the pedestal. Keeneared frost wolves stalk nearby. A bearded axe with runes of "wind" and "thunder" lies on the floor. [The shadow falls on the 2nd symbol, moving clockwise each shift.]

11. The Age of Iron

The stone room is full of a highpitched whirring noise. Deadly iron automatons outside are searching for the rumored organic creature spotted here an hour ago.



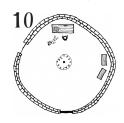
1. Material Plane

The single room (30 ft. across) contains a table, chair, shelves, and a stone pedestal. The pedestal has 12 strange symbols and a black spike in the center. The table contains scrolls detailing complex enchantments, and the shelves contain tomes of healing, revivification, chronal manipulation, and dimensional cosmology. [The spike's shadow falls on the top-center symbol].



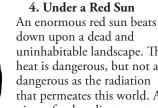
3. A Verdant Land

This is a temperate world dominated by plant life. Three hostile plants with grasping vines grow in the room. The largest quickly begins entangling the pedestal.

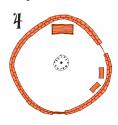


The Dimensional Dial

10. Mirror Realm Everything here is reversed except the pedestal—but otherwise normal. The corpse of a dwarf woman lies on the floor next to a bloody silver dagger. Characters hear their own voices approaching from outside. [The body is the evil Dr. Diago of the mirror realm, and the dagger was hers, too.]

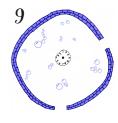


down upon a dead and uninhabitable landscape. The heat is dangerous, but not as dangerous as the radiation that permeates this world. A piece of red, radiant quartz lies hidden behind the books on the shelves. The books themselves crumble to ash.



9. Aberrant Ocean

Murky water fills the room. Stationary bubbles provide the only air. A hostile, alien presence senses intruders and speaks with them, even as it readies its nearest aquatic mutants.



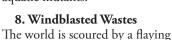
7. Shadow World

Everything is dark and difficult to see. The world is covered in a haze, which is beginning to coalesce into half a dozen humanoid shapes. The books, the furniture, and even the walls are intangible to the characters, though the pedestal is still tangible. And beneath the table is another tangible object: a small silver dagger inscribed with dwarf runes. [It belonged to Dr. Diago.]



5. World at War

The scorched, destroyed room contains charred books of politics and a tube that spits fire (3 uses). Armored soldiers with their own firetubes draw near.



wind. The barren desert is inhabited only by large, chitinous creatures, one of which lies buried in the sand beneath the room. Gusts of painful, gritty wind blow into the room several times a minute.







6. Jurassic Jungle

A huge, wild jungle surrounds the pedestal. The room is gone, and no signs of civilization can be seen anywhere. A cunning pack of feathered raptors hunts nearby. A bone dagger lies hidden in the leaves.