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.

12. The World of Della Diago
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.

11. The Age of Iron
The stone room is full of a high-pitched whirring noise. Deadly iron automatons outside are searching for the rumored organic creature spotted here an hour ago.

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.]

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 reads its nearest aquatic mutants.

8. Windblasted Wastes
The world is scoured by a flaying 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.

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.]

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.

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 fire-tubes draw near.

4. Under a Red Sun
An enormous red sun beats 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.

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.

2. The Fell Winter
The world is deadly cold. Ice coats everything but the pedestal. Keen-eared 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.]

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].

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...

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