

Orrery of Percipience

The cosmos of a creature's mind yields to the intrusive explorer expansive depths and caverns of intimate details, far-flung dreams, horrors, wonders, and knowledge.

The mind of the esoteric scholar can only be reached through focus and devoted meditation. This may take many attempts to grow one's skill enough to acquire the level of Wisdom required to reach beyond and be granted passage into the nebulous plane of the unknown mind.

Be warned! Such a journey will likely leave its mark on your psyche. Permanent scarring in the form of depression, nightmares, voices, or sleeplessness may impact your future adventures. If you find your way out, that is...

However, it has been rumored that a successful journey will bring the brave adventurer great knowledge and items of unique possibility!



(1) Greeted by the apparently corporeal Master himself, he welcomes you and warns of the potential peril. You receive a temporary light source in the form of an orb that must always be held. Releasing hold of the item will cause it to vanish, bringing each plane into total darkness. You are gifted a small crystal to be placed in any plane you wish to remain as is for your return journey. You are informed that to travel from room to room, you must concentrate your **WISDOM** in order to locate a portal. Upon each failure, your **knowledge** will decrease by one for the duration of the journey. “*Nothing remains stable in the interior planes.*”

Space in Which You Stand (1-6)d6 or 3d12

* combination of d6 or d12 on each column

Swarm of lights	Eerie	Monochrome
Seeping	Odorous	Geysers
Frozen	Ghastly	Moist
Crystalline	Alien	Starlit
Haunted	Surreal	Humid
Crashing Waves	Verdant	Rocky
Barren	Windy	Glaring light
Ashen	Quiet	Driftwood beach
Fossilized	Phantasmal	Purple mist
Lunar	Hexagonal	Snowy
Silver rain	Toxic vapors	Foggy
Craggy	Flooded	Celestial

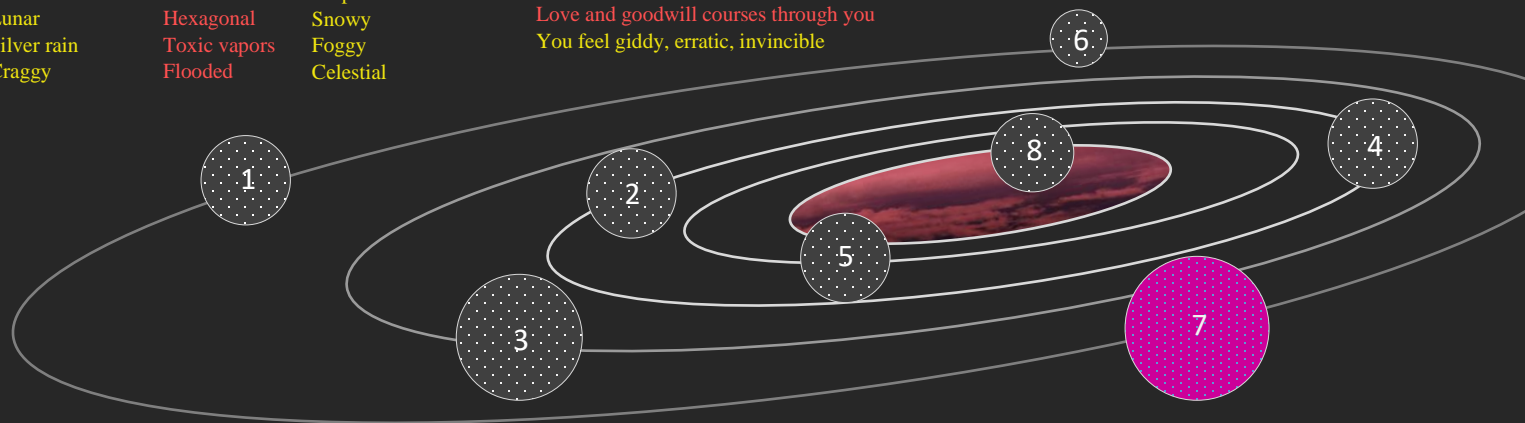
Impressions d12

duration subject to GM discretion

You feel a pressing emotional burden
Your beliefs become sources of doubt and confusion
Sense of being watched just from beyond the light
You feel nauseated and suffer from temporary vertigo
Heroic efforts are fraudulent; suffer crippling doubt
You turn from insanity by remembering a first love
You are convinced that you are an aerial being
Experience overwhelming agoraphobia
You slowly grow paranoid of your companions
Your childhood phobias crash into your psyche
Love and goodwill courses through you
You feel giddy, erratic, invincible

Should You Seek 3d8

Small vial	Oil	Clairvoyance
Wooden chest	Perfume	Holding
Metal ring	Topaz	Harmony
Book	Bone	Paralysis
Quill	Jade	Healing
Jar	Copper	Duress
Reliquary	Paper	Preservation
Pair of dice	Ink	Direction



Events Which Impress Upon You d12

A gamet-red comet burns dimly overhead (blind 1d4 rounds)
A yellow raven lands on a nearby surface, looks at you then turns away
You are suddenly transported to a different plane in the Orrery (roll d8; if same as current, recreate as if a new space)
A ruined tree erupts through the ground, a formless figure perches in the branches (to speak with the figure gives a 50/50 chance of violence)
An old woman wanders past you, mumbling sorrowful sounds
Piles of coins and crystals manifest all around you (but they disappear moments after being collected)
Time has escaped your party; after waking, you are surrounded by a large red circle; you notice d20 x 10 currency missing, along with a single tooth; characters age d4 + 1 years
You come across a wooden chair, there appears to be residual warmth on its arms and seat (to sit in the chair will cause hair to fall out)
You are suddenly surrounded by a cacophony of shouting and whispering; you realize your **STRENGTH** has slightly diminished
A young man hastily approaches, proffers you a stone, and pleads with you to tell him what it means (if stone taken in hand suffer d4 dmg from radiant light to hand)
The party stumbles across a narrow stream (a drink grants a hot nauseating moment causing **WISDOM** to temporarily fail)
You come across a quincunx of sand, charcoal, stone, wood, and iron (if samples taken by party in correct order, a magical item will appear upon the pile of sand (**Lens of Uncanny Perception**). Formation vanishes after single attempt leaving behind a vial of each material.

Forces That May Wish to Oppose *

Stalking	Intelligent	Swarming
Abomination	Crystalline	Inanimate
Sonic	Tendrils	Warded
Undead	Gaseous	Alien
Immaterial	Bony	Horrific
Hulking	Fangs	Multi-colored
Crazed	Sharp	Snarling
Spectral	Amorphous	Gravity
Toxic	Beautiful	Stoic
Psychic	Irresistible	Humanoid
Reflective	Insectoid	Wings
Oozing	Antlers	Serpentine

Objects of Esoteric Value

Lens of Uncanny Perception
Small copper-rimmed lens; must be mounted and worn as eyewear to use. +3 when searching, researching, examining; each use slowly diminishes eyesight; worth 200gp

Rune of Planar Projection
Tiny ingot of lead stamped with a quincunx; bonds to user permanently; allows user to perform a projection to find any entity; permanently lose 1d6 HP each use

(7) An unprecedented feeling of goodwill and calm envelops your party. Your confidence surges and the party recognize this serene place as the Master's sole plane of healing and joy. No encounters happen here. Search for a healing pool that grants the drinker temporary boost to **STRENGTH** & **CHARISMA**

(8) An environment of continuously shifting properties. The party is met with mirror reflections of themselves. Though recognizable, these antagonistic forms, much like the surroundings, shift properties every round.

(Central System) This is a place of fear, doubt, resentment. The cosmic creature found here comprises all the Master's knowledge, fears, loves and doubts. Guards a tiny ingot of lead stamped with a quincunx (**Rune of Planar Projection**). Roll d6 per section from above Oppose table to conjure Planar Horror.