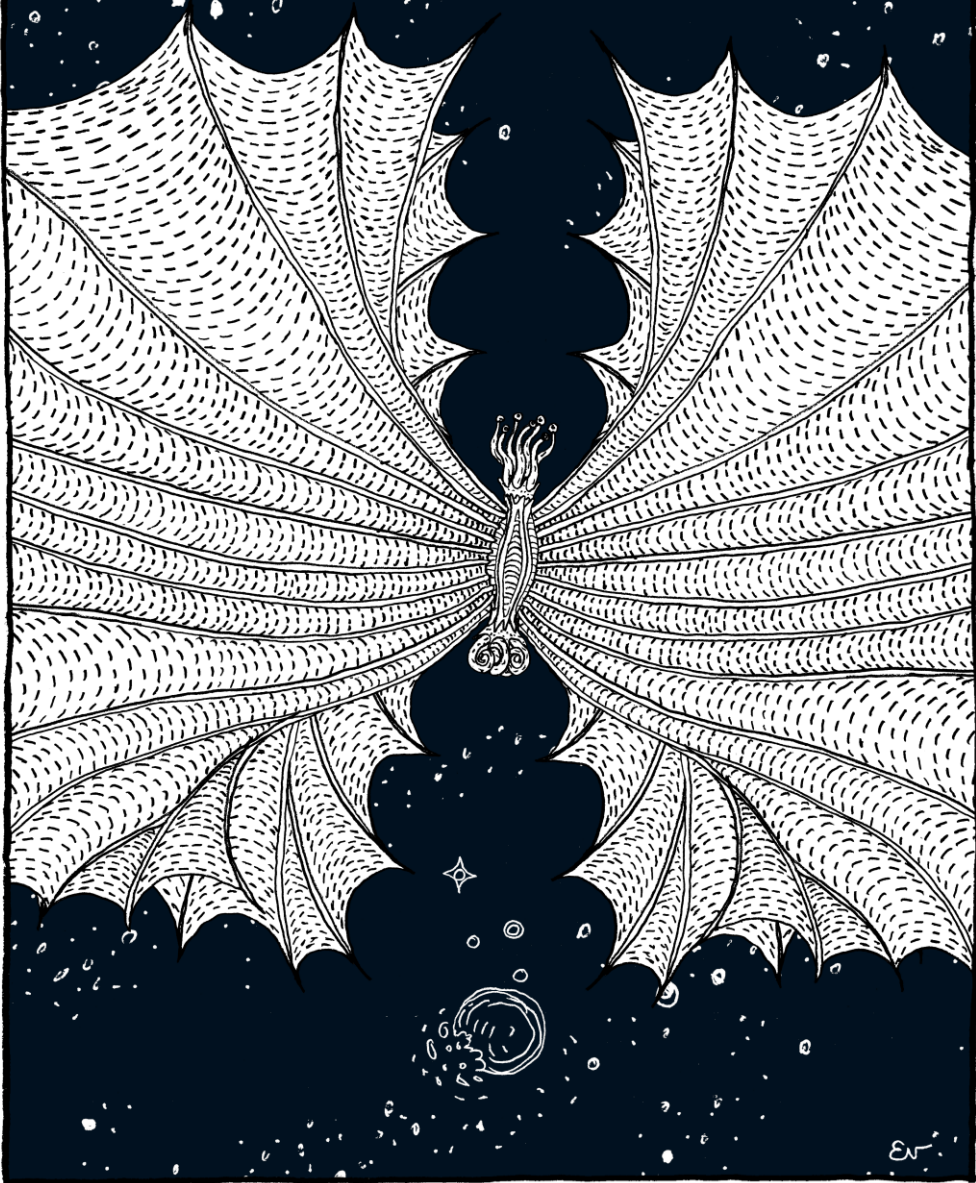


Cosmic Crawl



Cosmic Crawl



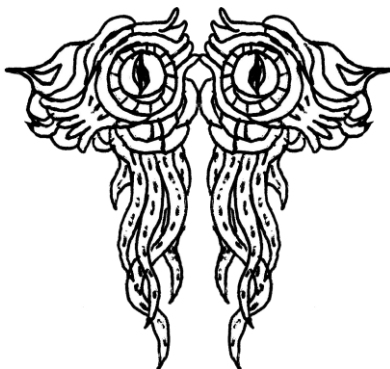
Cosmic Crawl

Artwork

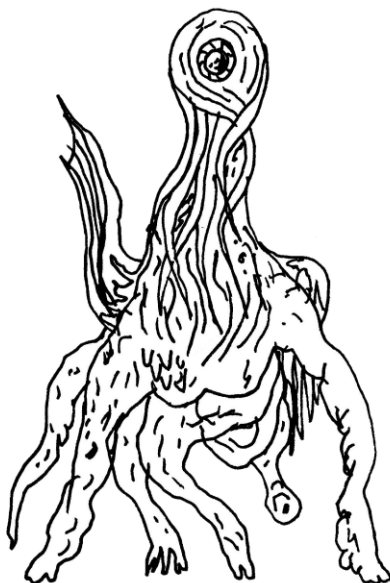
Evlyn M.

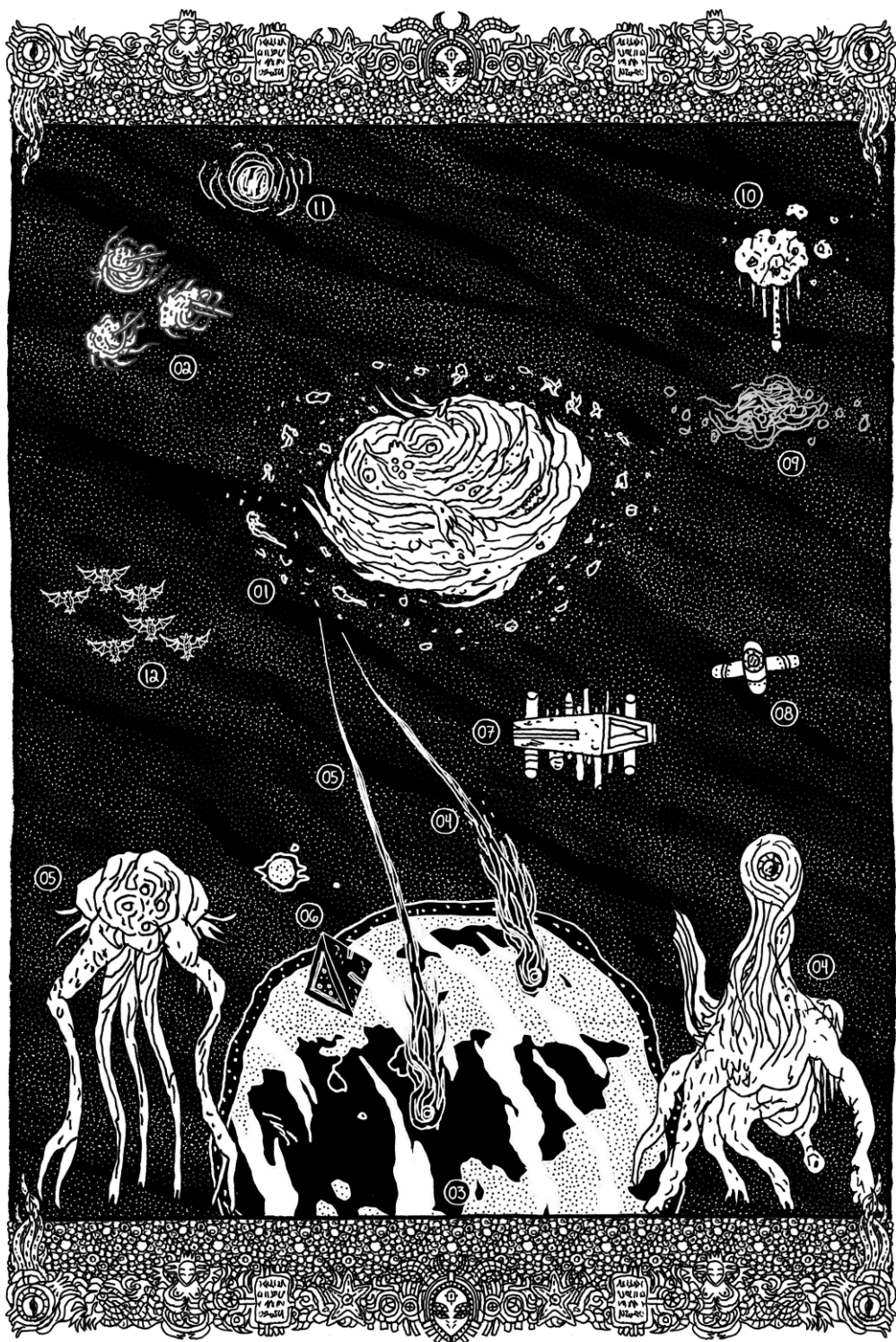
Descriptions

Arturs L, Brendan D, Carys, Charles C,
Dan D, Evlyn M, Kai M-W, Peter K,
Saker T, Sean S, Tamàs K, Tore N.



September 2018





How to use the map?

Setup 01 Space-Mead Crawl

Your uncle left you his Space-Mead exploration kit:

His personal journal containing clues about his travels and the following spells:
Summon/bind Byakhee, Contact Elder Things, Brew Space-Mead,
Create Gate, Find Gate.

2d4 doses of Space-Mead (permit to survive in deep space)

d6 doses of Powder of Ibn-Ghazi (reveal invisible things)

d3 doses of Dust of Suleiman (harm or repel mythos beings)

A basement full of star maps and exploration gear and a modified diver suit with minor wards engraved on the helmet.

The journal hint that the spells to create the Powder of Ibn-Ghazi and the Dust of Suleiman are in a mythos book but the book is not part of the uncle's collection.

The uncle is stranded on the alien planet (03) or in a random location on the map (d12) and the aunt is stuck in the Great Library World of Celeano (linked to location 06, 08 or 10). Both may be temporary or permanently mad. The characters probably arrives on the map at a random location (d12).



Setup 02 Alien cosmic crawl.

This is more experimental but to play characters better fit to survive in outer space, the group could play members of a alien servitor specie or humans serving them. The Elder-Things and the Ythians are already involved, the Mi-Go and the Insects from Shaggai could be interesting space explorers too. Human servitors could receive randomly generated misions directives that barely make sense to them.

Alien mission first component

1. Close / seal / conclude
2. Open / release / expand
3. Reverse / invert / reset
4. Rotate / move / modify
5. Destroy / delete / consume
6. Place / insert / embed
7. Repair / heal / improve
8. Record / duplicate / catalog
9. Retrieve / extract / reclaim
10. Change / transform / mutate
11. Give / inject / contribute
12. Reveal / understand / research



Alien mission second component the / a ...

1. mind / memory / thoughts
2. heart / core / power
3. hand / extension / reach
4. eye / perception / image
5. veins / fluid / essence
6. DNA / structure / composition
7. voice / sounds / music
8. dreams / emotion / avatar
9. soul / energy / lifeforce

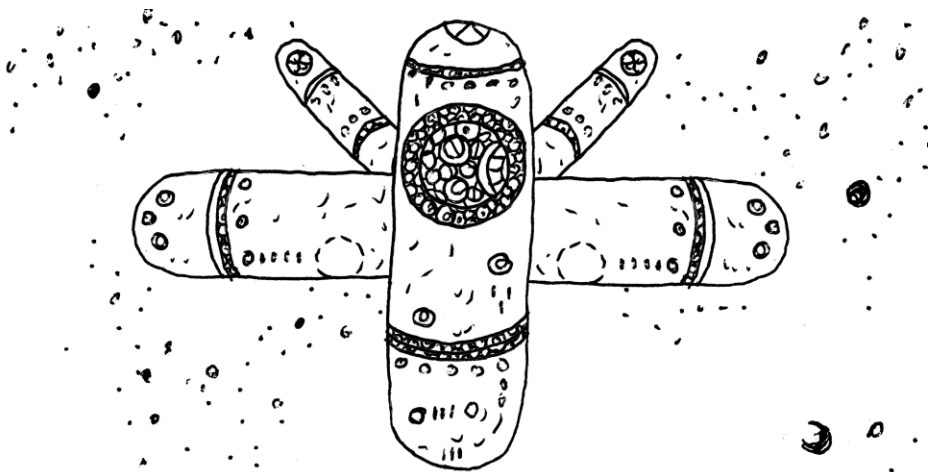
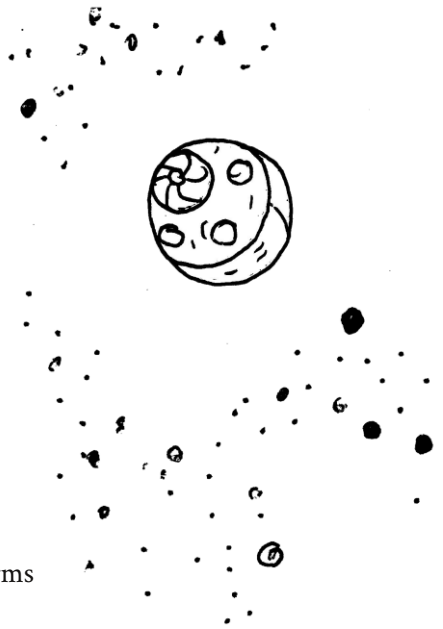


10. body / shape / boundary
11. action / movement / industry
12. control / command / function

Alien mission third component
of / in / the / from the...

01. Spawning Maw of Tsahoggu
02. Cosmic Flautists
03. Small Planet
04. The Witness Spawn
05. The Glitch Spawn
06. The Great Black Pyramid
07. The Hand of Daoloth
08. Celestial timepiece
09. Hole in the Shape of a Thousand Worms
10. One eyed brain asteroid thing
11. Yithian chronoplague sealed within a failing memetic barrier
12. Field of Elder Things in suspended animation

You may also add as a complication something needed or interfering from a different location of the map (d12).





byakhee



01. Azathoth and the Spawning Maw of Tsahoggu

The boundless daemon sultan Azathoth, slowly rotating on itself, undulating to the thin monotonous whine of accursed flutes. One of it maws is the Spawning Maw of Tsahoggu, a swirling, writhing mass of proto-plasmic flesh. The maw produces titanesques spawn, and other....creatures...on a fairly regularly basis, spewing them forth from one of it's many orifices. Yurn, the residual sister-brother of the two ejected spawns (04 and 05) was left behind in orbit of it birthing maw, eternally moaning and longing to be reunited with it proto-matter siblings.

Random events (d8)

1. Organs manifestation (in space or on body parts).
2. Stranges music, voices and visions.
3. Proto-plasmic flesh ejecta, manifestation or storm.
4. Spawning or absorbtion of a gigantic creature.
5. Yurn or minor spawn encounter.
6. Elder Thing encounter.
7. Dimensional or space mead visitor.
8. Dimensional gate maw opening (lead to a random location on the map).

Discoveries (d6)

1. Proto-plasmic mouth teaching a spell.
2. Attributes manipulation proto-plasmic juice.
3. Mummified or entombed space traveller.
4. Spawn symbiot that work like a space suit.
5. Alien device or ship embedded in proto-plasmic flesh.
6. Stem cell proto-plasmic flesh that can heal or mimic organs.



02. Cosmic Flautists

Abyssal bards, unrelenting in their song, for when they will cease their song, end times will come.

"Flautist" is the end stage of any sufficiently powerful and enduring cultist of Azathoth. As the sentient mind becomes aware and aligned to the outer god's perfection, the cultist's entire body gradually shapes to a form capable of giving unending voice to Azathoth's glorious harmony: many throats and gas bladders working in ceaseless peristalsis, inhuman vocal cords and hundreds of lips straining to become an immortally living pipe organ.

Azathoth's central nature gives rise to and shapes all things, but there is a paradox here: if it's hypergeometric configuration was truly in perfect balance, then all of reality would self-negate, like the meeting of matter and anti-matter. Instead, though near flawless, Azathoth contains a fundamental symmetry-breaking element which prevents complete annihilation of existence.

This is borne out in the sound of the Flautists which should be perceived as absolute harmony, but instead is a cacophony of imperfectly synchronized piping. Of course though nearly mindlessly dedicated in their carrying out their idiot-god's will, the imperfections in it's unspoken commands have caused endless conflict and factions to arise within the court of Flautists ...all of which is as it should be.

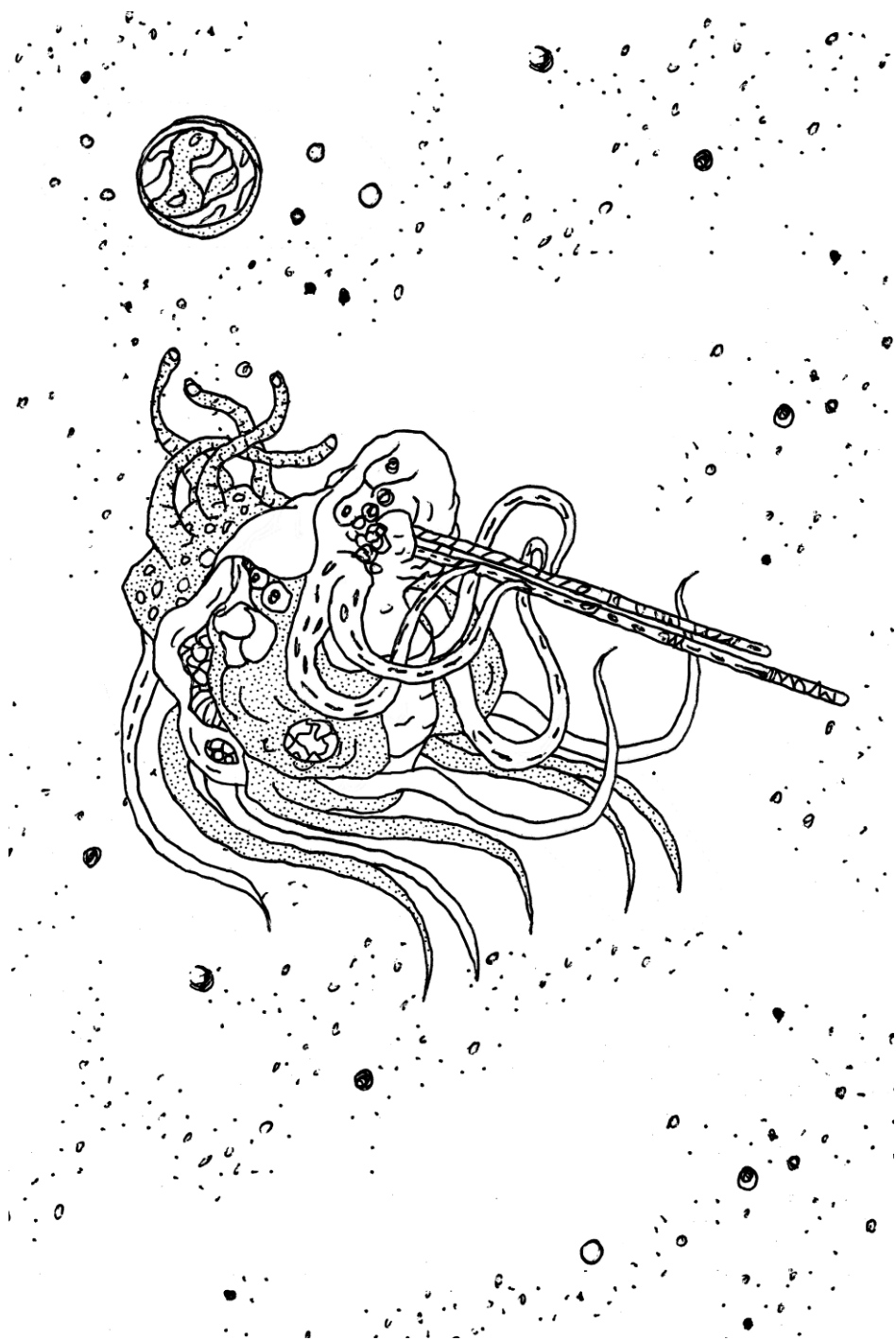
Unfortunately, in recent aeons, a splinter group has arisen, retaining the vestiges of personal aesthetics and perspective they held in mortal life. They seek to bring all Flautists into true harmony, holding that this will in turn shepherd Azathoth into flawlessness. That such an accomplishment would bring about the end of all things is a small price to pay for such beautiful perfection.

Random events (d10)

1. Temporal audible displacement, time displaced sounds.
2. Visual or physical manifestation of sounds.
3. Sounds traversing space or space traversing sounds.
4. Sounds and conversation from Earth or childhood.
5. All sounds become damage inducing or infectious.
6. Encounter with living vibrations.
7. Encounter with a Flautist.
8. Birth, death, awakening or apotheosis of a Flautist.
9. Temporary hypergeometric paradox, reset itself after a while.
10. Music of Erich Zann, wards against Flautist, may lead to 1920's Rue d'Auseil.

Discoveries (d6)

1. Flautist mutating into a sonorous space gate (lead to random location (d12)).
2. Strange musical bio-instrument or organs.
3. Flautist teaching a musical spell (or a musical transcription of it).
4. Device or item made of "force field" sounds.
5. Sound absorbing parasite or symbiote.
6. Something or someone sealed by music, musical notations for a release key.



03. Small Planet

Insignificant speck of rock, the 4th planet orbiting a small yellow star. The planet harbor native but primitive lifeforms that recently evolved to sentience. The recent planetfall of the Azathoth's spawns is disturbing greatly the native cultures and biosphere.

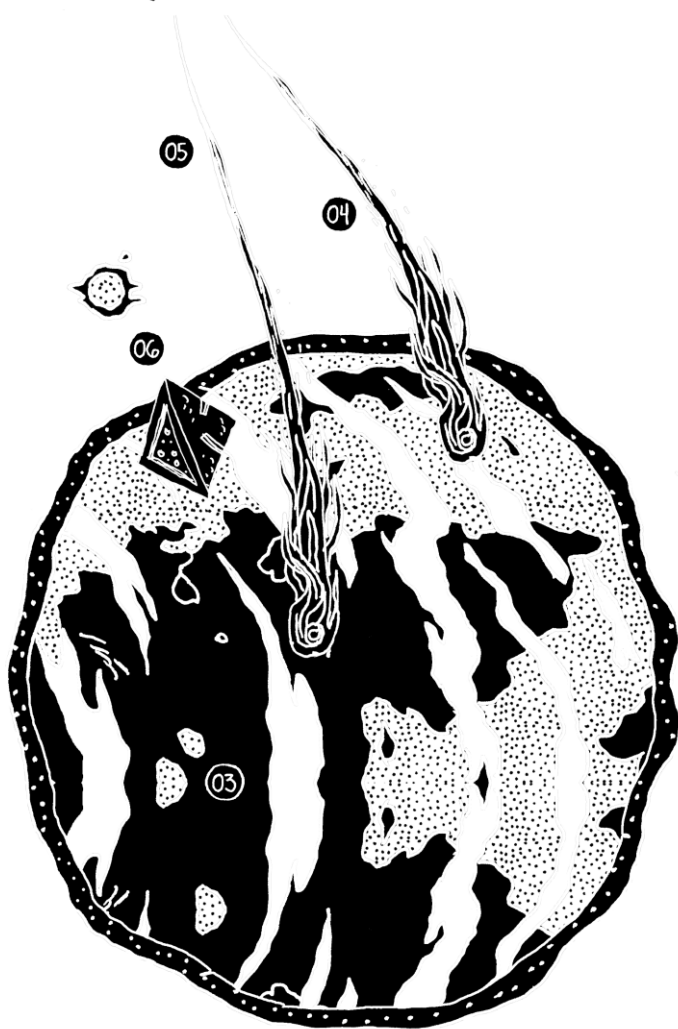
On this planet, there is a lake in the shape of a teardrop, impossibly salty, which formed after a chunk of ice tumbled down from the sky, crushing an ancient telescope and killing the conical beings who were its caretakers. The same fate awaits all who peer too deeply into the abyss overhead.

Ice tends by nature to be of more pure water. As it turns out, the salt content of the lake arises from the telescope it crushed: it's cyclopean lens, a mile in length, was formed of a single flawless yttrium chloride crystal, which subsequently dissolved, lending the lake it's briney character.

The salty waters retain a memory of what they once were. With the right rituals or simple seed crystal, the lake will spontaneously generate crystal lenses 4d8 cm in diameter. These function as optics of incredible focal ability or as scrying stones, or as appropriate tools for any ritual involving Daoloth. Using the lake's crystals is easy, but increasingly risks summoning The Haunter in the Dark, Daoloth (in an unconstrained manner) or a lesser repeat of the cometary bombardment.



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Random events (d6)

1. Yithian scientists return for salvage. They use an improbable (yet easily grasped) submersible made of mollusks and mucus-foam to search the ancient observatory ruins, perfectly preserved at the lake bottom.
2. PCs conduct constitution checks against lung disease from yttrium exposure.
3. Find themselves hungry and suffering lost time as they realize they're been staring into the perfect depths (how like the boundless firmament!) for days.
4. Caravan of alien natives comes to extract crystals of their own.
5. The periodic brine shrimp hatch. Big as cats. Water opaque with 'em for days. Actually edible as long as you peel the yttrium encrusted shell before cooking.
6. Photobacteria bloom. Water toxic to touch, but air super-oxygenated. Prevents lung disease for a week.

Discoveries (d6)

1. Naturally forming lenses (have more chances of summoning something).
2. Crystalline device or crystallized item from Earth.
3. Small geometric mirage zone that intersect with Daoloth and area (07).
4. Half crystalized space mead traveller's footprints, items or camp.
5. Edible local flora or fauna.
6. Tomb, temple, waymarker, camp or item of native aliens.





04. The Witness Spawn

A spawn of Azathoth known by some as the Witness.

Old journal entry: “Is that an unquenchable curiosity you can see it its Eye, or is it perhaps fear, and if so, fear of what? Or perhaps these are aspects of ourselves that we project on a creature we cannot hope to understand?”

This spawn seeks to constantly witness new things. Its Eye functions as a limited gateway to, and from, the dreams of Azathoth. Ideas and concepts the Eye witnesses come to populate the dreams of Azathoth, and this stream of novel content helps prolong Azathoth's troubled slumber. This gate functions both ways, and sometimes dream ideas can escape back into the real world...

Random events (d8)

1. Native aliens pilgrimage or procession toward the spawn.
2. The spawn imprint a vision into the material world.
3. The spawn feed or rest.
4. Close encounter with the spawn while it travel toward a unknown location.
5. The spawn witness something gigantic.
6. The spawn project a dream into the material world.
7. Scavenger parasites follow the spawn.
8. The spawn emit strange sounds, radiations or spores.

Discoveries (d6)

1. Petrified proto-matter residues from Azathoth's dreams.
2. Something the spawn witnessed imprinted into a object, a creature or the landscape.
3. Gigantic footprints.
4. Agglomeration of spawn's spores that form tiny eyes.
5. Native shrine or observation post dedicated to the spawn.
6. Camp of a sorcerer who is studying the spawn's dreams and visions.



05. The Glitch Spawn

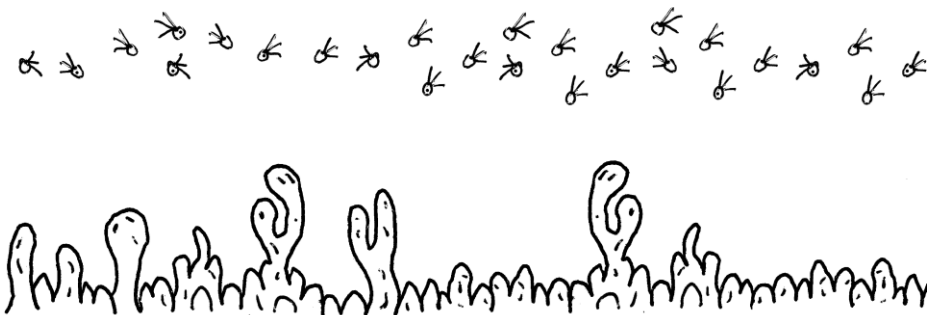
Most spawns of Azathoth are functional and "rational" in their weird alien way (04), for example, is the Witness. 05, however, is a glitch: it has personality and emotion. For example, it loves Yurn (01) and the Witness (04) (with whom it was spawned at the same moment), with the pure love of a twin or sibling, and would do anything to find them, and then just maybe live together in a small house by the Eternal Sea of Chaos?

Random events (d8)

1. Native aliens try to communicate with the spawn.
2. The spawn try to build or craft something.
3. The spawn feed or rest.
4. Close encounter with the spawn while it travel toward a unknown location.
5. The spawn gaze at the horizons or at the stars (or at something beautiful to it senses).
6. The spawn project a proto-matter embodiment of it emotions.
7. Scavenger parasites follow the spawn to feed on it proto-matter emotions.
8. The spawn randomly glitch reality.

Discoveries (d6)

1. Material proto-matter item or symbiot linked to emotions.
2. Stone construction left behind by the spawn.
3. Gigantic footprints.
4. Agglomeration of spawn's spores that provoke alien emotions.
5. Natives' wards against the spawn's contagious emotions.
6. Camp of a sorcerer who want to control or channel the spawn's emotions.



06. The Great Black Pyramid.

The Great Black Pyramid contain genetic and cultural records of an ancient species devoured by the Yithians, as a way of resurrecting themselves when the great race had moved on.



A spherical blob of matter orbits (03) in perfect alignment with the pyramid. It is an ancient planetary defense mechanism. If an unauthorized vessel or entity approaches from the outside, the blob projects a pseudopod and tries to engulf the intruder.



A time gate lead to (11) to gather power to fuel the Ythian machines. A malfunction in the time-loop reactor (11) may require a maintenance trip.

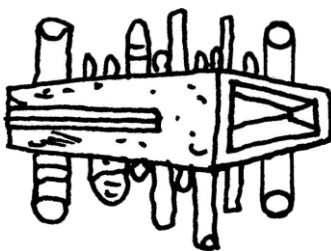
Random events (d10)

1. The defense spherical blob is phagociting something in low orbit.
2. The defense spherical blob spawn smaller avatars to patrol the pyramid.
3. Yithians time travel to the pyramid to consult something or to do a maintenance check.
4. A black stone device activate and change something in the pyramid.
5. Projection of genetic or cultural records (maybe a glitch or a malfunction).
6. A time gate open in a room, something exit (maybe a glitch or a malfunction).
7. Native aliens intruder, wanting to ask the gods (Ythians) a life saving favor.
8. A recorded creature is spawned (or is maturing) to receive a Ythian mind.
9. Encounter with a human mind displaced in a recorded or cone body.
10. Encounter with a empty minded recorded alien or cloned body.

Discoveries (d8)

1. Control room for the defense blob.
2. Room containing something phagocytized by the defense blob (could be a alien spherical ship).

3. Control room containing a closed time gate that lead to a random (d12) location on the map.
4. Ythian's devices stored in gigantic stone shelves or strange containers.
5. Ythian library containing alien books stored in sealed bookshelves.
6. Room monitoring area (11) with a glass of Leng and other strange devices.
7. Genetic recording device.
8. Mind transfer device, limited charge and time range.



07. The Hand of Daoloth.

It appears as a confusingly vast space vessel, but is actually an appendage of the god itself. Inside it, perspective becomes skewed. Then causality starts breaking apart, and when the dimensions collapse into a single point, the visitors are digested.

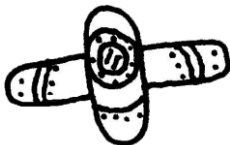
The more people interact with the environment, the more this part of the god becomes self aware and resist collapse to satisfy it curiosity. If the alien consciousness advert it “gaze”, the causality break down start again.

Random events (d8)

1. Strange solids and geometric shapes try to interact with the group.
2. Minor causality errors or inversions.
3. Skewed perspective.
4. A desperate space wrecked human try to maintain the god attention.
5. Non euclidean corridor.
6. Spatial hallucination or illusion.
7. Gravity change or distortion.
8. Geometric fauna or flora, some may be predators.

Discoveries (d8)

1. Magic window that show a random location on the map (d12).
2. Abandoned spacesuit or space capsule, maybe the corpse of a cosmonaut.
3. Geometrical device that affect space-time perception.
4. A strange crack or pattern of fissures.
5. Miniature 4D representation of the cosmic map.
6. Spherical puzzle device that trigger strange effects, a attempt of Daoloth to interact. with humans. Some effects can be deadly or sanity shattering.
7. Duplicate of one of the character or one of their relations, the duplicate is a creation. of Daoloth and can not survive out of it.
8. Alien device, being or space pod embedded in a wall.



08. Celestial timepiece

A alien mechanical device that calculate multiple timelines and take time measurements and record observations of the Hand of Daoloth (07) and other nearby cosmic phenomenon. The construction resemble a strange space station.

Random events (d8)

1. Automated measurement devices activate.
2. Life support system malfunction for a few minutes or hours.
3. Replay of a holographic recording of a space phenomenon.
4. Encounter with a ancient alien automaton.
5. Automated 3d printer print a recorded observation (or something else...).
6. Minor time distortion, rewind or fast forward 1d12 minutes.
7. A lost human kid, imitate the sound of mechanical devices to communicate.
8. Distorted holographic ghost.

Discoveries (d6)

1. A time capsule containing the left ventricle of Aleister Crowley (or a other sorcerer), i.e. their larval form.
2. A opened automaton with a chamber designed to receive a time capsule containing a larval form.
3. A 3d printed mechanical limb or organ.
4. A strange portable recording device or data spheres.
5. A silver globe escape pod.
6. A crypt containing mechanical sarcophagus.



09. Hole in the Shape of a Thousand Worms

Journal extract: “So maybe that is it? The Indescribable? The True Nameless, Shapeless Horror? The Worm-Hole, that is, the Hole in the Shape of a Thousand Worms, that extracts all knowledge from the consciousness of the observer? DO NOT look to the right. I repeat it, DO NOT look to the right.”

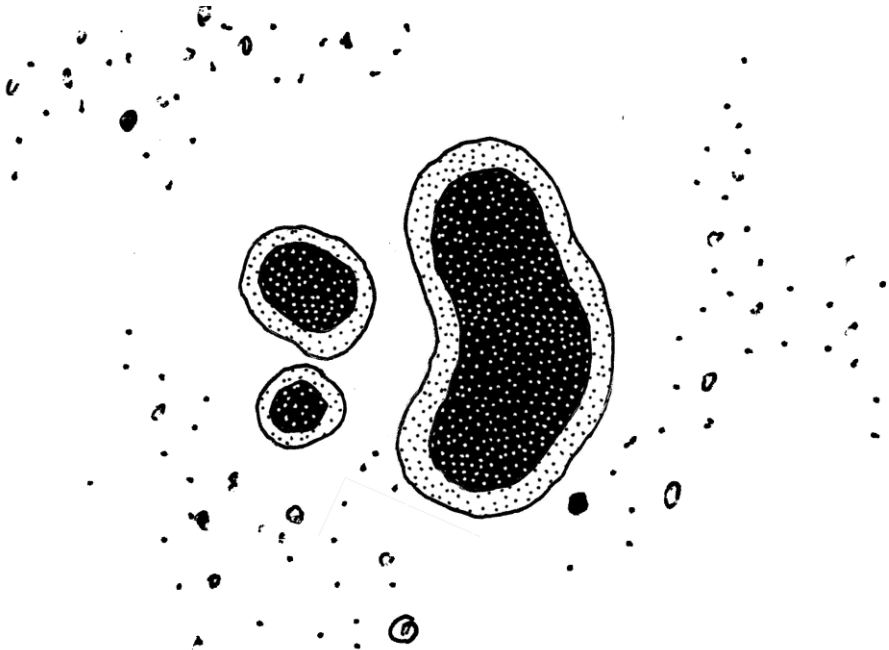
Random events (d8)

1. Indescribable forms and shapes made of strangest colors forms and disappear.
2. Strange feeling of dread and horror.
3. Missing time phenomenon, electronic or magical devices malfunction.
4. Prosopagnosia, can't recognize faces for 2d6 minutes or hours.
5. Thousand worms burrow through space-time to create a wormhole that lead to a random location. Roll a d20, result from 1 to 12 lead to locations on the map, 20 lead to Earth, other results lead to other planes. Using the wormhole is dangerous as the worms may also burrow into the travellers.
6. A large multicolored space worm hunt for thoughts, knowledge or consciousness.

7. Colors from space dances together or feed on space worms.
8. You looked to the right! You saw nothingness or... maybe...

Discoveries (d6)

1. Drifting alien ghostship or stone construction.
2. Part of a planet location floating in space (was teleported).
3. Space worm eggs or cocoon containing extracts of thoughts, knowledge or consciousness.
4. Calcified, gigantic alien corpse, drained a long time ago by the colors of space.
5. Lost recording device or automaton from area (09).
6. Drifting asteroid, full of galleries and tunnels. Contain pockets of atmosphere. Maybe a dead sibling or spawn of the one eyed asteroid thing (10).





10. One eyed brain asteroid thing

An old, forgotten, dying thing. Already crumbling away and always softly weeping. It's appendages could make flutes capable of striking a discord in the flautist's song (02); perhaps the violation of this thing is where the flutes originally came from. Though the sanity-piercing, mind-melting screams one would then have to endure might make carrying out one's initial will rather difficult.

Random events (d8)

1. Asteroid quake, rocks crumbles away and float in near zero G.
2. Soft weeping sounds propagating a telepathic feeling of sadness.
3. Encounter with a flautist harvester.
4. Sanity-piercing, mind-melting screams.
5. Eery and melancholic cosmic music coming from the gigantic tentacle flutes.
6. Lonely musician from 1920 who used a one way space-time gate to visit the entity.
7. Encounter with sound parasites that look like alien bagpipes.
8. Random telepathic contact with the entity, see thought it giant eye.

Discoveries (d6)

1. Non harvested flute organs that were shaped by the the flautists.
2. Room with atmosphere and musical instruments and music partitions.
3. Stillborn or defective and dying asteroid spawn.
4. Sick tentacles or organs.

5. Nest of hibernating sound parasites.

6. Ancient artifact offering from when the entity was worshipped, mummified alien body.



11. Ythian chronoplague sealed within a failing memetic barrier.

A tear in the fabric of space and time, only being soothed and barely held together by the flautists' song against a writhing entity that desperately wants out. Some say this would be the end of times: some say that wouldn't be a bad thing.

This was originally a Ythian time loop reactor that was designed to beam energy to the Ythian installations in the Black Pyramid (06) but a reactor meltdown triggered a chronoplague. The reactor automatically sealed itself but the chronoplague still leak out. A time gate equipped with a chrono-decontamination device lead to location (06).

Random events (d8)

1. Encounter with a flautist guardian (may be infected or not).
2. Chronoplague infected Ythian (in alien or cone body).
3. Chronoplague creeping on walls.
4. Energy fluctuation.
5. Localised time loop, repeat itself 2d6 times.
6. Small plasmic blob (like in location 06) trying to phagocyte infected material.
7. Someone from area (06) is activating the time gate.
8. Time glitch to a character's flashback.

Discoveries (d8)

1. Ythian energy battery.
2. Force field projector.
3. Ythian weapon or tool.
4. Ythian laboratory with dissected beings and a experimental antidote to the chronoplague infection.
5. Capsule containing chronoplague infected matter.
6. Time loop reactor control room.
7. Emergency time loop reactor pod (shot down).
8. Plasmic blob in a vat tube.



12. Field of Elder Things in suspended animation

Many aeons ago a large flock of Elder Things exited hyperspace in this very position, en route to the celebration of the cosmic marriage (that is, a special constellation) of two celestial objects. However, they were trapped by an unknown force. They are currently in suspended animation. Those foolish enough mount expeditions to the frozen bodies of the Things, and scrape off layers of their bodies, mine them for resources. But the Things are not dead. If somebody saves them, they will surely reward them greatly (because they hold immense cosmic knowledge), and then will want to extract revenge on whoever trapped them in the first place. But how to break the suspended animation?



Random events (d6)

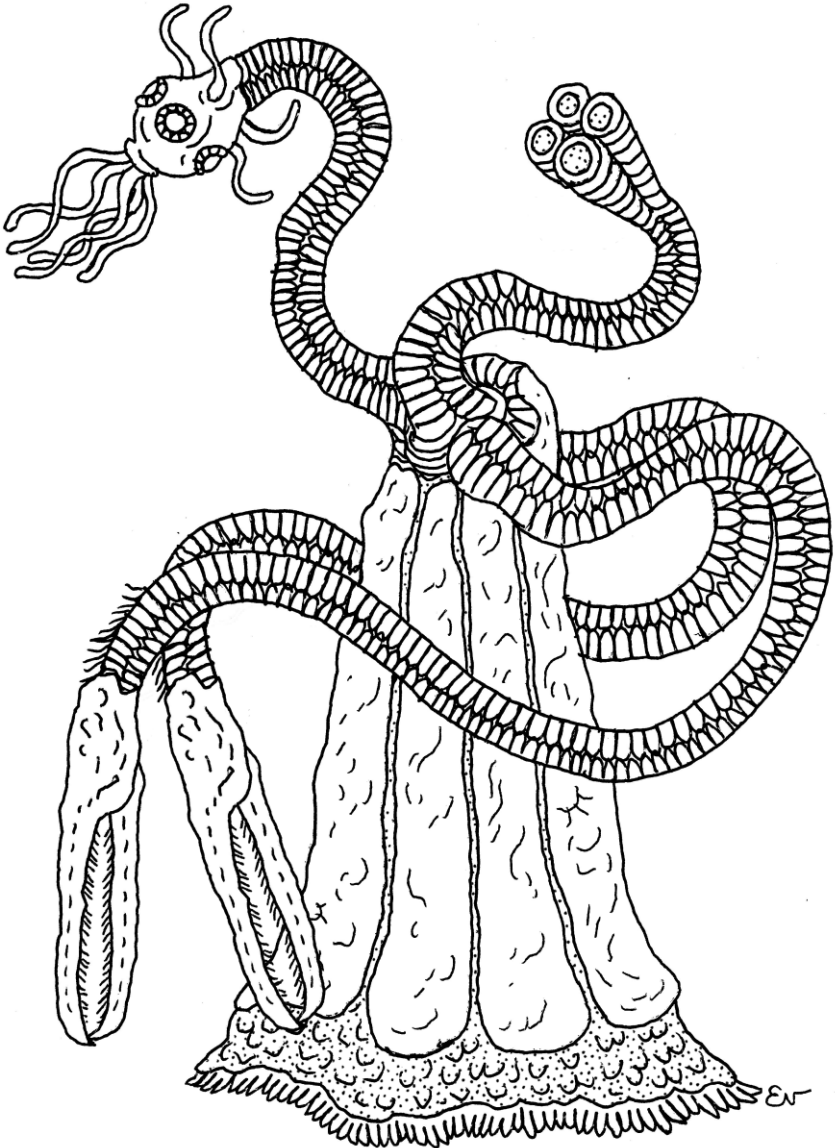
1. Having had “another” bad year, a small flock of young Elder Things set sail for somewhere, “where things will be different this time”. They are now studying their suspended brethrens. They have a capsule of shoggoth matter seed.
2. Group of alien miners trying to mine a Elder Thing.
3. Strange entity that feed on the suspended Elder Things (maybe a star vampire).
4. Telepathic projection of suspended Elder Things. Communicate in images or abstract thoughts.
5. A Elder Thing slowly reanimating but sick (maybe infested by the chronoplague from (11) or a alien parasite).
6. The suspending cosmic phenomenon repeat itself but this time it let the Elder Things move for a few seconds.

Discoveries (d6)

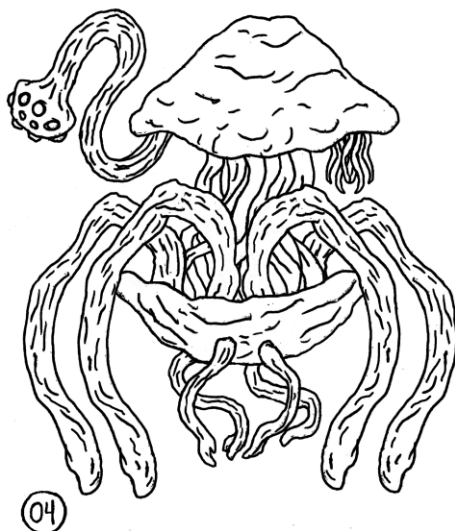
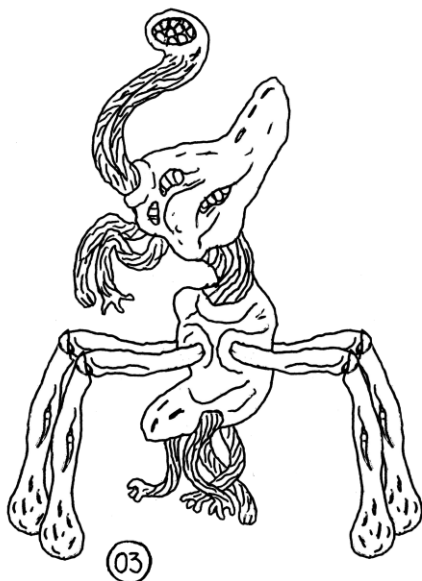
1. Something else floating in suspended animation like the Elder Things.
2. Space spores growing on a suspended Elder Thing.
3. Drifting alien corpse, mining tools and Elder Thing’s minerals.
4. Elder Thing’s scientific device or drone.
5. A single droplet of shoggoth bio-matter.
6. Crystalized bio-disk recording of the cosmic marriage (or pre suspension recording data logs). Watching it may cause a strange alien marriage between the watchers.

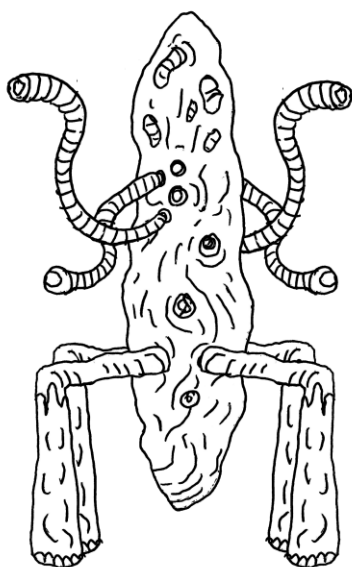


Ythion

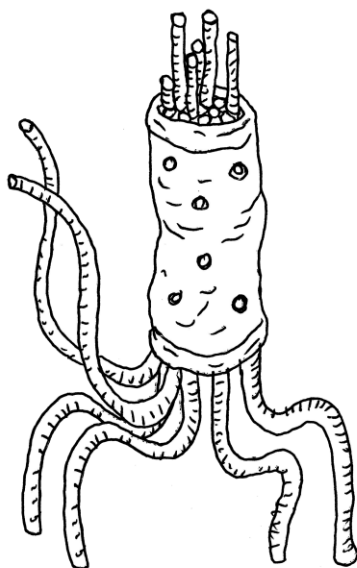


random aliens

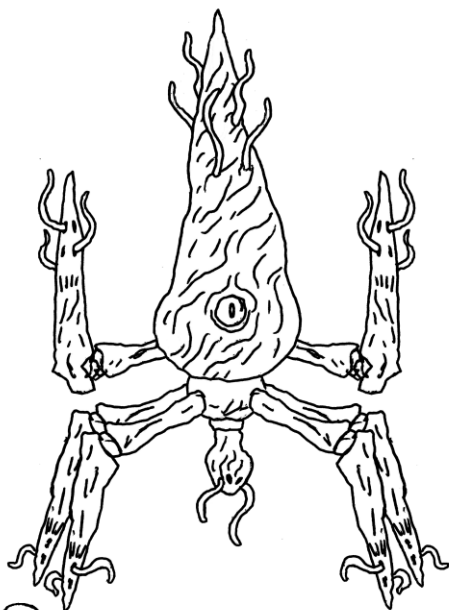




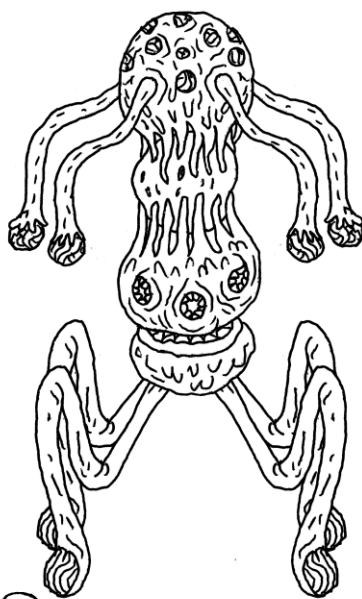
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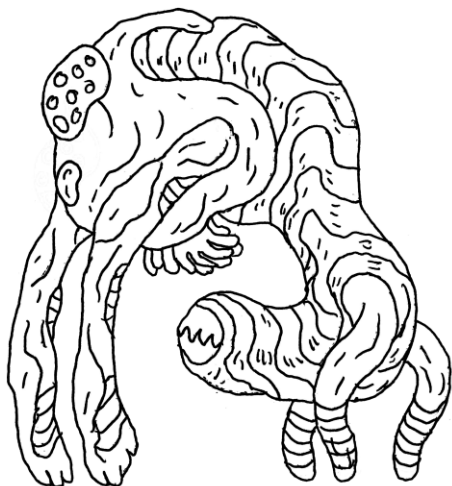
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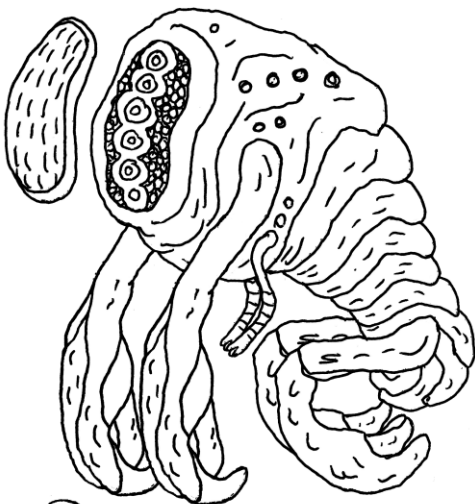
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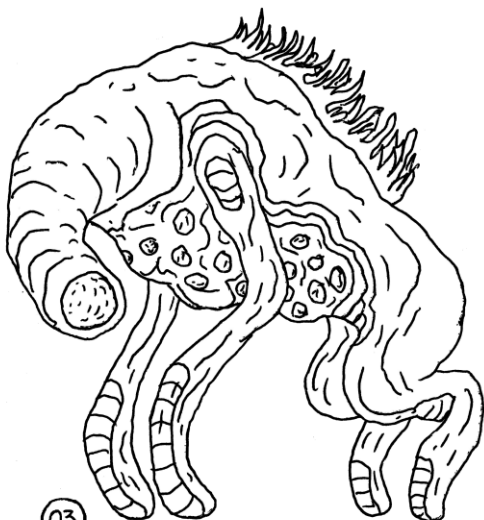
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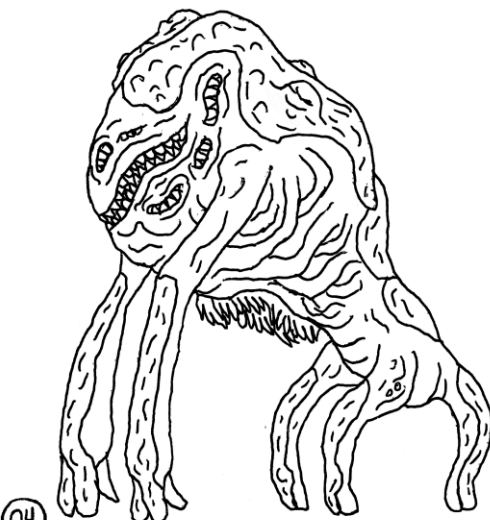
01



02



03



04

