**Down the Gullet of the Space-God!**

Introduction
After witnessing the birth and death of countless universes, the mighty space-god Kosmo, Smasher of Suns, and Pulverizer of Planets, has died. Even now his body drifts through the void of darkest space. Every faction in the known universe, from governments and gangsters to wackos and warlords, wants to claim his body. The Intergalactic Brotherhood of Celestial Guardians has entrusted your heroes with the task of entering Kosmo’s corpse and retrieving the core-consciousness from his brain so they can forge a new space-god. The balance of the universe is in your hands!

Kosmo’s corporeal form is that of a giant humanoid dressed in baroque space armor. He lies in repose now, drifting silently through space. His body is impervious and indestructible even as it is slowly consumed by the flickering Godzilla within. The only way into His body is through His mouth. Any other means of entrance is disturbing to contemplate and useless to try. Kosmo’s innards are not flesh but cosmic ur-metal. It’s a Kirby-esque nightmare of technorganic machinery and dying synapses still sparking with Godfire. Kosmo’s body contains its own atmosphere for reasons beyond comprehension and gravity determined by the heroes’ collective understanding of “up” and “down.”

1) Gullet: This passage leads from Kosmo’s gaping mouth to his stomach. Watch the teeth! It’s wide enough for the entire team to walk side-by-side. Due to gravitonic peristalsis, the heroes can enter through the gullet but cannot exit. They need to find another way out.

2) Stomach: The nuclear fires of Kosmo’s stomach are where he digested comets and star dragons. A narrow metal catwalk spans the fire-pit. Once the heroes are halfway across, they are attacked by atomic enzymes, which resemble fire-breathing space-bats.

3) Immuno-Factory: The machinery of Kosmo’s immune system still feverishly produces cosmic leukocytes, which resemble crystalline blobs that shoot lasers. The heroes are invading organisms and will come under fire. The immuno-factory continues to create more leukocytes each round until the heroes shut down the machinery.

4) Heart: Kosmo’s giant, ruby heart is fractured and fills the room with blood-red light. Repair spores futilely try to patch it up. They ignore the heroes unless they try to interfere with their work. Tapping into the heart through science or psionics will give the heroes a map of Kosmo’s body.

5) Right Arm: The mechanisms for Kosmo’s plutonic destructo-beams are housed here. Plasmic fusion elementals escape from the cracked reactor and attack the heroes. The heroes can salvage valuable cosmic fuel rods from the wreckage.

6) Left Arm: The mighty computers of Kosmo’s celestial radar are located in his wrist. Heroes can hack into the celestial radar and observe any point in the universe—any point. Observant heroes will notice several rival spaceships converging outside Kosmo.

7) Head: Kosmo’s giant crystalline brain houses his core consciousness. Heroes must hack into the brain through science or psionics to retrieve the consciousness. Each hero is assailed by a mind phantom that tries to eat his or her memories and personality until nothing is left but a hollow shell ready to receive the dead god’s mind.

8) Loins: A pool of luminescent quicksilver sits in the center of this spacious chamber. This is Kosmo’s God-Seed. Any hero who comes in contact with the God-Seed must roll 1d6 on the God-Seed Exposure Table.

9) Legs: The heroes can exit Kosmo through the exhaust ports of his interstellar rocket boots. They need to avoid the explosive dangers of the combustion chambers. Once outside, they are immediately confronted by a rival faction of Kosmo-looters.

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**God-Seed Exposure Table**

<table>
<thead>
<tr>
<th>Number</th>
<th>Effect</th>
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<tbody>
<tr>
<td>1</td>
<td>You cease to age, becoming immune to disease, hunger, and the ravages of time!</td>
</tr>
<tr>
<td>2</td>
<td>You become hideously mutated!</td>
</tr>
<tr>
<td>3</td>
<td>You become insane!</td>
</tr>
<tr>
<td>4</td>
<td>You spawn 1d6 identical duplicates of yourself, at least one of whom will be evil!</td>
</tr>
<tr>
<td>5</td>
<td>You evolve to a being of pure energy!</td>
</tr>
<tr>
<td>6</td>
<td>You gain incredible superpowers!</td>
</tr>
</tbody>
</table>

For the QAGS statistics of the monsters within Kosmo, go to: stegosaurusstudios.blogspot.com/2011/03/kosmo-monsters.html

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