

# GODSEND

AGENDA

# MYTHOS





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Myths which are believed in tend to become true.

-George Orwell

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"Read myths. They teach you that you can turn inward, and you begin to get the message of the symbols. Read other people's myths, not those of your own religion, because you tend to interpret your own religion in terms of facts -- but if you read the other ones, you begin to get the message."

-Joseph Campbell

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## FOR WEST END GAMES

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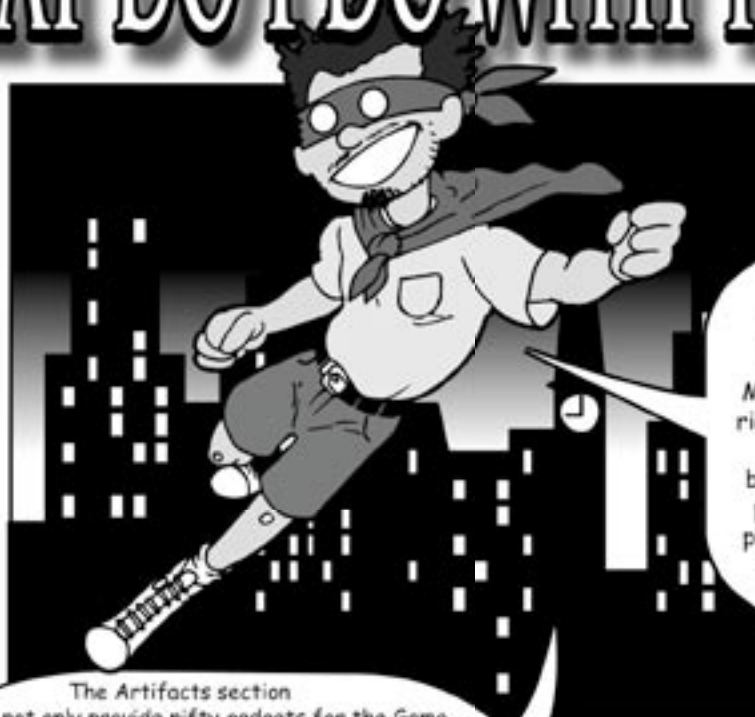
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# WHAT DO I DO WITH THIS BOOK?



That's an easy one, you read it. The source book you hold in your hands is made for both the player and the Game Master (GM). It has source material that we believe will be valuable to both. The Opinions at the beginning of the chapter will help players and GMs alike when role playing certain character and give a standard stereotype for the different factions.

The Artifacts section will not only provide nifty gadgets for the Game Master (GM) but also illustrate what characters can have and do with the gadgeteering rules found in the main book. After reading that section no longer will gadgets be just vanilla extensions of the character concept, they will now help define the character.

The random encounter and chase generator is helpful mainly to the GM who wants to add a touch of the unexpected to his game when making encounters for the heroes. The chase generator helps spice up any mundane chase scene making it become a hyperkinetic thrill ride through the concrete canyons of any major city.

Next the plot hooks are good for helping unleash the millions of stories swimming around in the head of the GM. Not complete of fully realized ideas these hooks give the GM a good starting point for creation adventures in several different time periods.

Lastly are the complete adventures. Warning, these adventures are not your orthodox super hero adventures. The adventures written here are to throw the players a curve ball and to help them think outside of the standard "4 Color" super hero genre. *GODSEND* Agenda isn't the standard super hero world; it is a completely realized and living background that's tries to deal with the epic scope of super powered beings.

We hope that you find all the little gems in this book useful in your game. I also hope that super hero enthusiast find the information and concepts in this book useful as well.

