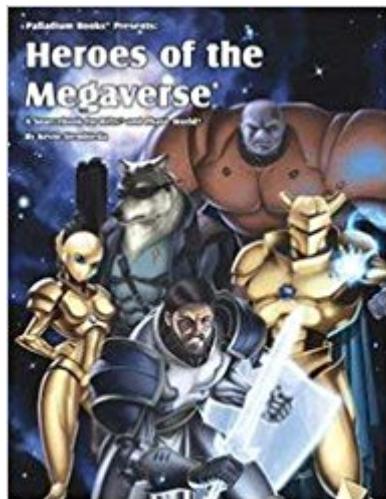


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Heroes Of The Megaverse



Synopsis

PAL0877 Rifts Heroes Of The Megaverse Role Playing Game RPG by Palladium Books Rifts Phase World Sourcebook

Heroes of the Megaverse War factions from the Hells, Hades and Dyval, have discovered the existence of a great mystic artifact that has been hidden and protected by the Cosmo-Knights of the Three Galaxies. And both sides want it. The artifact is an ancient Rune Book that contains the names of the 2000 greatest heroes the Megaverse has ever known. But it is more than a historical document, it is a magic item of unparalleled power. According to legend, the tome has many great powers. One such power is to read the name of any one person inscribed, while evoking the proper magic, to give the reader the knowledge and power of that great hero. And many are the powers of the 2000. The artifact also has its dangers. It is said if the List of Heroes is wrested from the Cosmo-Knights and kept locked in the pits of Hell, then the Knights and all heroes of the Three Galaxies will lose hope and flounder. If the book is destroyed, it is said, the Cosmo-Knights will cease to exist within a generation and the forces of Chaos shall reign. Needless to say, the Lords of Hell, the Splugorth and many others who serve Chaos would do anything to get their hands on the List of Heroes. Rumor also suggests that the artifact may hold clues to the location of the Cosmic Forge, perhaps in some sort of code or the memories of the heroes who can be evoked. And there are many other tales of cosmic power, healing and knowledge all associated with the book and the ghosts of the heroes named on its pages. As circumstance would have it, the List of Heroes has fallen into the possession of the Player Characters. The question is, can they keep it safe from the forces of two Hells until it can be returned to the safekeeping of the Cosmo-Knights? Or will they misuse it for their own, personal gain? How will this

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Customer Reviews

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Siembieda does it again. He takes a fund raising event after the Crisis of Treachery and turns the contributors into Heroes of the Megaverse. This book is fun to read if you are a fan of game. It has a lot powers that would turn any would be hero into a hero of renown. Gives you lots of ideas to run fun and exciting adventures.

Seriously disappointed in this product. Completely useless from the standpoint of more stats for PW. The cover does NOT match the contents, and this is a very big disappointment.

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