

UNOFFICIAL MODULE

MARVEL

MULTIVERSE ROLE-PLAYING GAME



LUMINA CITY CAMPAIGN

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Introduction

Hello, fellow Marvel Fans! First of all I just wanted to take a moment to introduce myself before getting into my first campaign I've written for Marvel Multiverse RPG.

I've been a fan of Marvel and DC Comics since I was a small child. My first introduction to role-playing games was back when I was in Boy Scouts. I started off playing Advanced Dungeons & Dragons and the original Marvel RPG by TSR back in the 80's. Since then I've played several other games like Cypher, Savage Worlds, Fate, Mutant: Year Zero, Star Trek Adventures, D&D 3.5/Pathfinder 1st ed. and a multitude of others. Marvel Multiverse has quickly become one of my newest personal favorites. The rules are very simple and easy to learn. And the game is nowhere near as crunchy as Pathfinder or D&D. So that's a huge plus.

If I take the time to share an adventure or campaign that I've created, I always like to make it known up front that this may not be my final version. I'm always making changes and updates. Also, being new to the rules of this game, I may not have everything quite right so I want you to feel free to make any changes or improvements that will benefit *your* game and *your* players. None of this is set in stone. Make this *your* game. Use this book as a stepping stone to launch your own games.

I should also make known that the artwork in this book is not my own. I used a combination of Photoshop Firefly and PlaygroundAI.com for the art. And of course I used the official logo and Marvel characters on the cover without permission. But then again, I'm not charging for this so I see no problem giving the credit where's it's due.

Speaking of the cover, it may be a little misleading. This adventure is intended for characters of your own creation. You could use members of the Avengers or whatever super hero team you like but in my experience, my friends and I have always had more fun with our own characters than trying to mimic the mainstream super heroes. Again, it's your game so you decide what's best for you.

As of this writing, this game has not been playtested but if I had to hazard a guess, I'd say this would be good for a team of 5-7 heroes at rank 3. Or maybe 4-6 heroes of Rank 4. When choosing a "challenge rating" I try to look at enemy Ranks, Ability Defenses and Damage Reduction to decide what rank the heroes should be. I figure if 5-7 Rank 3 heroes can take on a single Rank 5 villain, then that should be a good challenge. Don't forget those team maneuvers!

So to give you a quick overview of what happens in this adventure, it goes a little something like this:

- Heroes attend an Expo
- Heroes defend an attack
- Heroes track/follow attacker to base
- Heroes infiltrate base and search for clues
- Heroes discover clues and head out to stop villain
- Heroes have final showdown with villain
- Heroes lose OR heroes stop villain once and for all

The adventure could end there if no one liked the adventure. Or if your players want more...

- Heroes discover the villain is only ONE lieutenant in a vast army
- Heroes have a bigger conspiracy on their hands.

Then the story continues in the next adventure.

And after the campaign is over, you can continue your adventures using the material in this book. Like the Lumina City Skyscraper, for example. There's all sorts of info added in the appendixes of this book to expand upon the setting.

I hope you and your players have a blast in your adventures.



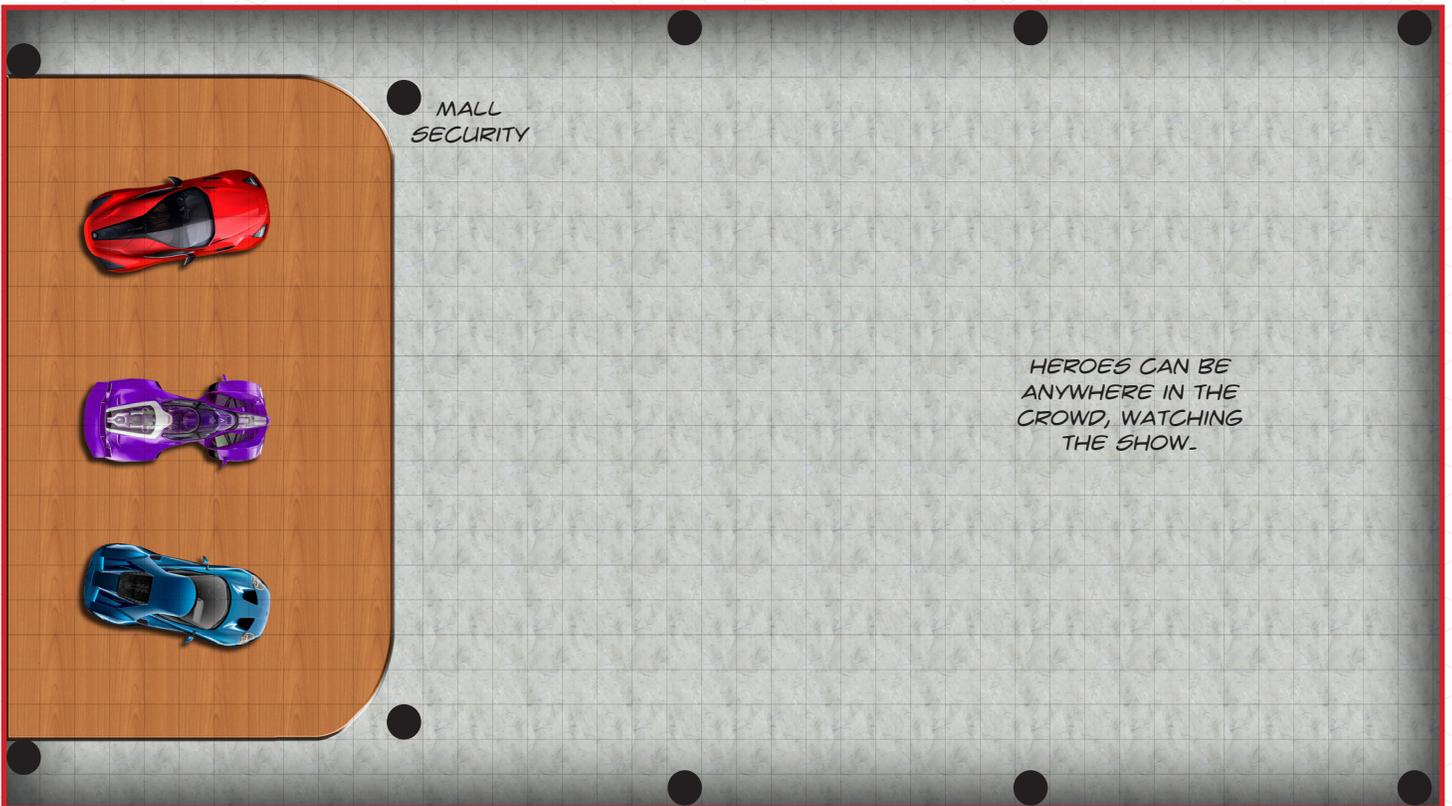
Adventure 1

The Shadow of Chaos

Encounter One Set Up

For the first encounter, whether your heroes are acquainted or not doesn't matter. If they are strangers, this scenario presents an ideal opportunity for them to unite for the first time, potentially forming a formidable team in the process. Alternatively, if your player characters already have a history together and function as a cohesive team, this initial scene could serve as a much-needed break from their usual duties, perhaps as part of a team-building exercise. Alternatively, the heroes may have chosen to attend the expo together, either out of a sense of duty or a desire to enjoy a day out. Little do they know, this seemingly innocent outing is about to take a dramatic turn as a sinister presence lurks amidst the bustling crowds, poised to unleash chaos upon the unsuspecting attendees. Regardless of their motivations, it is imperative that your heroes find themselves at the mall during the expo, ready to confront whatever threats may arise.

Refer to map #1 The Expo. Note the positions of the mall security and where the players are positioned when the car show starts.



Encounter One: The Expo

As the adventure begins, your heroes find themselves in their civilian guises, mingling amongst the crowds at an extravagant expo hosted within the grand halls of Lumina City Mall. The vast open spaces teem with a mesmerizing array of modern marvels, each vying for attention under the glow of overhead lights. In every corner, innovations of every conceivable shape, size, and category are proudly showcased, from cutting-edge technology to the sleek designs of the latest sports cars. Throughout the day, the air hums with anticipation as door prizes are announced, and eager attendees await the upcoming demonstrations. The intercom crackles to life with enthusiastic announcers, their voices resonating throughout the mall, building excitement for the highly anticipated car show scheduled for later in the afternoon.

This could be a good time for some role-playing so your characters can interact with one another or vendors demonstrating their wares. Make it your own.



Optional Encounter: The Potato Peeler Peril

As your heroes explore the expo, they stumble upon a booth adorned with colorful banners and enthusiastic vendors showcasing the latest kitchen gadgets and culinary innovations. One of the vendors, a jovial and charismatic individual, spots one of the players in the crowd and points dramatically in their direction.

“Ah-ha! You there! Yes, you with the adventurous spirit! Step right up and become the star of our next demonstration!” the vendor exclaims, beckoning the player forward with an inviting grin.

Reluctantly or perhaps eagerly, the chosen player approaches the booth, greeted by a chorus of cheers and applause from the gathered crowd. The vendor presents them with a sleek automatic potato peeler, explaining its features with exaggerated gestures and theatrical flair.

“Now, my brave volunteer, it’s time to put your agility to the test! Simply peel these potatoes using a standard potato peeler while I demonstrate our new automated peeler. We each have five potatoes to peel. Whoever peels all five first, wins! Are you ready?”

When the contest begins, simply have your player make a simple Agility roll vs. 10.

If the player succeeds on their agility roll:

With deft hands and nimble fingers, the player adeptly peels all five potatoes, effortlessly removing the skins with precision and skill. The crowd watches in awe as the potatoes transform under the player’s expert touch, earning admiration and applause from the impressed onlookers. As a reward for their performance, the player is gifted with a complimentary automatic potato peeler and a standard potato peeler, ensuring that they can recreate their impressive feat in their own kitchen.

If the player fails on their agility roll:

Despite their best efforts, the player’s attempt to peel the potatoes ends in a series of mishaps. Potatoes fly across the table, skins are peeled haphazardly, small chunks of potatoes fly off and hit bystanders in the head and the crowd watches in amusement as the player struggles to maintain control of the unruly device. While the demonstration may not have gone as planned, the player’s valiant effort still manages to entertain the crowd with its comedic charm. As a consolation prize for their spirited attempt, the player receives the new automatic potato peeler from the vendor, ensuring that the experience is remembered fondly, if not with a touch of embarrassment.



Encounter One Continued: The Expo

As the anticipation reaches its peak, the lights in the expo hall dim, casting the crowd into shadow while spotlights dance across their eager faces. The ambient music crescendos, adding to the sense of excitement and anticipation.

Suddenly, the booming voice of the announcer echoes throughout the hall, commanding the attention of every attendee. "Ladies and gentlemen! Prepare to be amazed as we unveil the latest marvels from Lumina Motors Exports!" The crowd erupts into cheers and applause, eagerly awaiting the grand reveal.

With a dramatic flourish, the stage is bathed in light, illuminating the sleek silhouettes of three brand-new sports cars poised for their debut. Slowly, almost teasingly, the vehicles roll out onto the stage, each one a masterpiece of design and engineering.

High above, a massive display screen flickers to life, showcasing the cars in exquisite detail, complete with performance stats and ratings. The crowd gasps in awe as they take in every curve and contour of the magnificent machines, their excitement palpable in the air.

The heroes have a chance to notice the beginning of the attack, if they can pass a Vigilance Check at +4 Ridiculous TN. (The lights have been lowered, spotlights are flying around the room and the music is very loud and distracting). If successful on their Vigilance Checks, the heroes see the security guards on either side of the stage set up two small devices (about a foot tall and wide). *This doesn't seem to be part of the demonstration. These are security guards, not car vendors.* The heroes receive a free round to interact with the guards or step back and see what happens next. If a character tries to interfere with what the guards are doing, the guards will turn and throw a punch.

Without warning, the once festive atmosphere erupts into chaos as screams echo through the hall, and panic spreads

like wildfire among the crowd. In a frenzied scramble for safety, people trample over one another in a desperate attempt to reach the exits.

Adding to the chaos, the guards stationed around the room react with alarming aggression. With a menacing display of force, they draw their firearms and unleash a volley of shots into the air above the panicked throng. The deafening roar of gunfire reverberates through the hall, intensifying the sense of terror and confusion as attendees duck and cover, their frantic attempts to escape met with escalating violence.

Amidst the pandemonium, the large video display on stage flickers erratically before fading into the sinister visage of a dark, hooded figure. "Get ready, Lumina City, for the darkness!" proclaims the figure, his voice echoing ominously through the chaos. "I am... The Shadow. I will unleash fear and chaos upon your precious city. Terror will grip you, and darkness will consume you. The icy tendrils of eternal night will suffocate your hopes and extinguish your lives. Enjoy your last sunset, Lumina City and embrace the darkness, for tonight heralds a new age!" With a deafening roar, the screen erupts into a shower of sparks, leaving the pungent smell of burnt electronics in the air.

Roll for Initiative to determine the order of actions. However, before the round can begin, all player characters must make an Ego Check against a difficulty of Marvel Die x Rank 4. Success permits them to act without hindrance, while failure inflicts X amount of Focus Damage and induces a state of fear-induced paralysis until the start of the next round. At that point, the affected hero must attempt another Ego Check to regain their composure and act as normal. Failure results in further Focus loss and continued paralysis until they successfully pass their Ego Check.

In this battle, the heroes have the option to subdue the guards, but the panic among the crowd will continue until the two devices responsible for the chaos are either deactivated or destroyed. If the heroes failed to notice the



devices being activated before the battle, they will have their work cut out for them. In such a case, refrain from mentioning the devices to the players until after the guards are incapacitated. Once the guards are taken care of, the heroes may attempt a simple Vigilance Check to discover the machines.

Throughout the battle, the mall security guards will refrain from firing at anyone unless they themselves have been attacked. In such cases, they will only target the individual who initiated the attack. It is important to note that the guards' primary objective is not to cause harm, but rather to instigate panic and chaos. Observant heroes may notice a metallic headband adorned with advanced technology on each of the mall security guards. Should a hero attempt to remove this headband, the affected guard will immediately drop their weapons and join the panicked crowd, effectively neutralized as a threat.

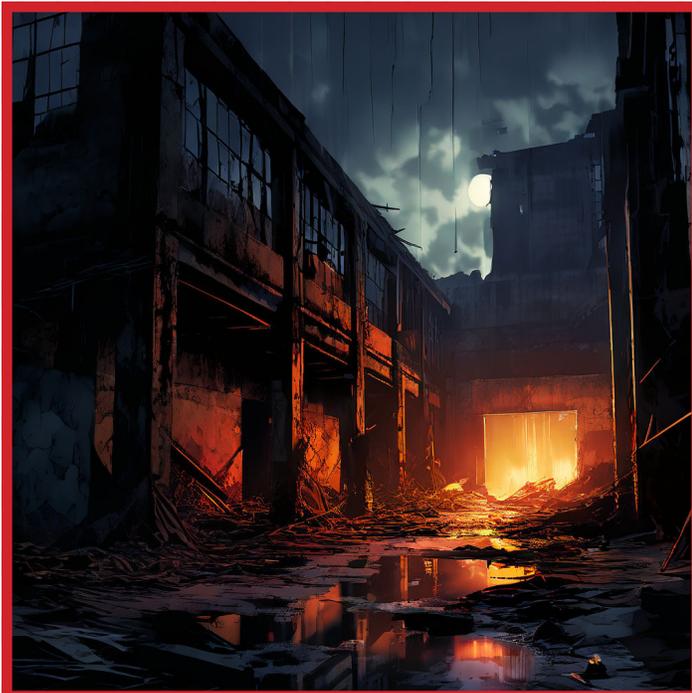
After the skirmish, a swarm of police officers arrives, surrounding the entire area of the mall. Police Commissioner Maria Rodriguez steps forward to greet the heroes, introducing herself and extending her gratitude for their efforts in containing the situation. (Unless the heroes decide to make themselves scarce for any reason.)

Commissioner Rodriguez is a very stern-looking woman who appears as though she's never cracked a smile. Despite her formidable demeanor, her tone is even

and somewhat pleasant as she introduces herself. "I'm Commissioner Maria Rodriguez," she states, extending a hand in greeting. "Witnesses say you guys were responsible for putting a stop to this chaos. Thanks for your help." She listens carefully to whatever the heroes tell her and may ask follow-up questions in response. She will also ask if the heroes know anything about this 'Shadow' character. If the heroes mention the devices on the stage that seemed to trigger panic or the metal headbands the security guards wore, she nods thoughtfully. "We'll take it back to HQ and have the tech boys take a look. Anything else?"

The heroes may take the opportunity to interrogate the security guards themselves before they're taken away to city lock-up. They can employ various techniques such as telepathy, searching for clues or direct interrogation to extract information. Regardless of the method used, the clue they obtain points to the location of an abandoned warehouse by the docks. Whether the clue is acquired through telepathic probing, coercion, thorough questioning or simply finding a note in a guard's pocket is inconsequential—as long as they acquire the information needed to lead them to the next encounter. In the event that all else fails, the heroes can contact Lumina City Police Headquarters and request to speak with Commissioner Rodriguez, who will willingly share any leads she has acquired.





Encounter Two: The Shadow's Lair

As the heroes arrive at the warehouse, they quickly realize that it is not as abandoned as they had been led to believe. Several guards are still present inside, casually lounging about. The method by which the heroes enter the building is left to the discretion of your players. On the ground floor, there are five points of entry available, not including the windows. (The placement of the windows can be determined by you.)

Bay Door

If the heroes opt to open the massive bay door at the front, it will undoubtedly be the most conspicuous choice, as the noise generated by the bay door alone is enough to attract attention. This action is sure to alert the guards, who will be on high alert and prepared for any potential threat.

Front, Side & Back Doors

These doors are far less noisy and will not attract attention as long as your heroes a stealth/agility check.

Boat Loading Bay Doors

This particular door stops near sea level, allowing a hero to swim underneath and gain access to the warehouse. However, this approach would leave them soaking wet, potentially hindering their movements and reducing their stealthiness. Nonetheless, the decision ultimately rests with the heroes. If someone were to attempt to lift this door, it would roll up vertically, emitting a considerable amount of noise and undoubtedly alerting the guards to their presence.

Encounter Two Set Up

Don't show this map to your players unless they ask for it or unless a battle starts. They should have the opportunity to stumble into trouble without scoping it out, if that's the way they decide to go about it. The warehouse will have a few guards left. Two for every player character. They can be positioned anywhere on the following map. There are no guards in the upstairs section of the warehouse.

Map #2 The Warehouse



Windows

All windows are securely closed and locked. If a hero were to break a window on the lower level of the warehouse, the sound would be loud enough to alert the guards, prompting them to investigate. However, if a window were to break on the upper level of the warehouse, there is only a 25% chance that the guards will hear it due to the distance and potential insulation from the noise.

If the heroes can sneak in, they'll have an Edge on a surprise round of Initiative. If the heroes just blunder their way inside, they're met with guns pointed right at them.

Once the guards have been subdued, the heroes have the opportunity to thoroughly investigate the premises and search for clues regarding the Shadow's plans. However, the guards themselves possess no knowledge of the Shadow's whereabouts or intentions; they are merely content to have been well compensated for their services.

There aren't any discernible clues to be found in the main section of the warehouse; instead, all the crucial evidence is located in the upstairs apartment. There are a total of four key clues:

- Blueprints & Documents
- Recordings of Experiments & Notes
- Dark Energy Residue
- An encrypted Hard Drive

It's not imperative for all of the clues to be uncovered. If this adventure is intended to be a standalone one-shot, the hard drive may not need to exist, as its sole purpose is to set up the ongoing campaign. Additionally, if the heroes lack the means to detect Dark Energy Residue, it can be disregarded as an optional flavor clue. However, the recordings and blueprints are pivotal in leading the heroes to the final encounter.

The location of these clues is at the Game Master's discretion. The players can either conduct a thorough search of the entire apartment or focus their efforts on specific areas, such as checking the computer or inspecting a desk. Players can choose to announce where they're searching, or they can opt to roll a Vigilance check to uncover clues. Any investigation traits possessed by the heroes can also come into play during this search.

The Blueprints & Documents

The blueprints reveal detailed schematics of a device strikingly similar to the ones utilized during the mall incident. However, this particular device demands a substantial amount of power, with its energy output being significantly massive. Furthermore, the blueprints indicate the device's connection to the towering star atop Lumina City's central tower.

The Recordings & Notes

The recordings feature the voice of Dr. Herbert Langcaster, portraying him as a somewhat eccentric inventor. His dialogue oscillates between technical jargon and nonsensical rambling, suggesting a tenuous grip on reality. However, amidst the confusion, one thing becomes abundantly clear: Langcaster's master, The Shadow, has tasked him with connecting a significant device to the pinnacle of Lumina City Tower. This device is intended to envelop the city in eternal darkness and induce fear and panic among its inhabitants.

The most recent recording, dated earlier today, reveals that the chaos at the mall served as a field test for Langcaster to make final adjustments to the larger device.

With the evidence gathered, it's now up to the heroes to take action. Their next step is clear: they must make their way to Lumina City Tower, ascend to the rooftop and thwart The Shadow's nefarious scheme. Time is of the essence as they race against the clock to save the city from eternal darkness and chaos.

