

MARVEL

MULTIVERSE ROLE-PLAYING GAME



ADVENTURE

ENTER: HYDRA

AN INTRODUCTORY ADVENTURE

THE BRIEFING

This adventure is meant for three to six characters of rank 3 to 4. If that doesn't match your players' characters, you might need to adjust the number and ranks of the foes to provide them a meaningful but not overwhelming challenge. To play this, you need a copy of the *Marvel Multiverse Role-Playing Game: Core Rulebook*, some paper, pencils and at least three six-sided dice.

The Heroes

Throughout the adventure, the term *heroes* refers to the team of player characters involved in the game.

The easiest way to get started is for the players to each pick one of the heroes profiled in the *Core Rulebook* and play them. If they want to get moving right away, a copy of each profile should be enough to play with, but if they want to get a good feel for how the characters work, the players should each take the time to copy their hero's information over onto a character sheet. You can find blanks in the back of the *Core Rulebook*.

While the players can pick any heroes, we recommend the following profiles:

- ▶ Captain America (Steve Rogers)
- ▶ Black Widow (Natasha Romanoff)
- ▶ Jessica Jones
- ▶ Spider-Man (Peter Parker)
- ▶ Spider-Man (Miles Morales)
- ▶ Wolverine (Logan)

Alternatively, the players can create characters of their own from scratch. These can be anywhere from Rank 3 to 4, and the ranks can vary among the characters as they wish. They can even mix original characters with established Marvel heroes if they like.

If the players are creating their own characters, they should figure out why they're working with the others before the game starts. The easiest answer is that they're all Avengers—or auditioning to become Avengers. Original heroes may have just joined the organization, but when the Avengers call, they answer, just like most Marvel heroes.

Overview

An alert goes out from the New York Police Department requesting help from the Avengers to deal with some sort of Hydra activity at Empire State University, and the heroes head there to investigate. They discover that a research office is overrun with Hydra agents trashing the place, apparently searching for something. They've captured a pair of researchers and are interrogating them.

The heroes defeat the agents and release the researchers. As they try to figure out what the Hydra agents were after, the room's ceiling explodes. When the smoke clears, a set of super-powered Hydra villains charges into the place and attacks the heroes. When the battle is over, the researchers reveal to the heroes what the villains were after: recordings of an interview with the Silver Surfer about his travels before he first came to Earth.

THE OPENING

The characters meet at the old Avengers Mansion in Manhattan, part of which has been turned into a museum open to the public. The regular Avengers are there to chat with potential new members. If there are any new (player-created) characters, they are there to discuss joining the Avengers. Allow the heroes to chat for a bit and learn about each other before you start the action rolling. Also, be sure to have the players discuss and choose a team maneuver that suits them.

When it seems like an appropriate moment, a police captain appears on a communications screen and alerts the team to reports of a Hydra attack happening at nearby Empire State University. The police have surrounded a campus research facility where Hydra agents are holding professors hostage. The police would like the Avengers' assistance.

When the heroes arrive on the scene, the police officer in charge informs them that the situation is even worse than what they were told. The Hydra agents are demanding that the city of New York drape the Statue of Liberty in a Hydra uniform, and they're threatening to kill a researcher every hour on the hour until that happens. There are five minutes left until the first hour is up.

The Research Facility

The hostage crisis happens inside the Howard and Maria Stark Building, a three-story art-deco structure on the edge of campus. Hydra is holding the hostages in an open area on the top floor, which houses the Stark Center for Galactic History, a unit that studies the history of interstellar civilizations and Earth's place among them. About half of the top floor is comprised of offices of various sizes, but there's a larger room that takes up the other half where various research projects are carried out and presentations are made. (The room is No. 14 on the Howard & Maria Stark Center for Galactic History map.)

Hydra agents can be seen peering out the windows of the larger room at the police cordon below. They dart back and forth, wary of giving snipers a chance at them.

There are only two hostages in the entire place, although the Hydra agents have been implying to the police that there are more. They hoped to find the place empty when they broke into it, but they discovered two people working late: Professor Ajit Patel and graduate student Kim Chen. When the researchers raised the alarm, the Hydra agents decided to take them hostage to buy themselves time to complete their assignment.

The heroes don't have long to act before the Hydra agents' deadline. The agents aren't actually planning to shoot either of the researchers, though, and they don't care if anyone makes progress on completing their absurd demand. They assume the police will try to negotiate with them, and they want to stretch this crisis out as long as possible—but the heroes don't know that.

The Hydra Agents

There are two Hydra agents per hero, each armed with a pistol. You can find their profile at the end of this adventure.

The agents shouldn't present much of a challenge to the characters. However, fighting them is a good way to introduce

the combat rules to the players and get them warmed up for the big fight on the way.

The Hydra agents are scattered about the entire building. Two of them hold guns on the researchers in the center of the third floor's main room, while the others keep watch for an attack they hope won't come. Place one by the front door and the others by any exterior windows on any floor. Put any extras in the research room with the hostages.

The heroes can try to talk with the Hydra agents if they like, but they don't get too far. The Hydra agent in charge—who refuses to give her name—insists on proof that progress is being made on their ridiculous demand. She hangs up often and ends every conversation with "Hail Hydra!"

Let the heroes figure out how they want to approach this situation. Do they want to storm in and attack through the front door? Or smash in through the third-floor windows? Would they be better off sneaking around and taking out the Hydra agents one by one? Maybe they want to have the police shut off all the power to the building first? It's entirely up to them.

No matter what happens, the heroes should be able to make quick work of the Hydra agents, and with any luck at all, the hostages should remain unharmed. They might be suspicious about how easily the situation was resolved.

Once the heroes confirm that all the Hydra agents are down and the hostages are safe, they should congregate on the third floor to speak with the professor and graduate student and see if they can figure out what the Hydra agents were after. As they do this, the ceiling of the main room explodes above them. Any damage this might do to anyone below is negligible, so feel free to ignore it.

THE BIG FIGHT

When the smoke clears, the heroes can see Hydra agents dressed in power armor standing on the edge of the large hole in the ceiling. These suits of armor use stolen Stark technology, and they resemble Iron Man suits but in green and yellow rather than red and gold.

Use the included profile for armored Hydra agent for each of these. Add up the ranks of the heroes on the team and consult the table below to figure out how many armored Hydra agents there are on the roof of the building.

Total Hero Ranks	Number of Armored Hydra Agents
Up to 4	1
5–10	2
11–14	3
15–18	4
19–22	5
23 or more	6

If you are using the suggested heroes for this adventure, their ranks equal 21, therefore there would be 5 armored Hydra agents.

Third Floor Stairs Continue to Roof Access



Second Floor



First Floor



Howard & Maria Stark
CENTER FOR GALACTIC HISTORY

- | | | |
|----------------|--------------------|-----------------|
| 1. Lobby | 6. Security Office | 11. Labs |
| 2. Maintenance | 7. Cafeteria | 12. Server Room |
| 3. Storage | 8. Kitchen | 13. Closet |
| 4. Restrooms | 9. IT Office | 14. Research |
| 5. Offices | 10. Conference | 15. Elevators |

Tactics

If there is an equal number of heroes and foes, the obvious way to work the fight is to line up each hero against a single foe and let the fists fly. It can be more intriguing, though, to mix up the matchups instead. Hydra agents tend to be bullies, so they might prefer to focus their attention on the weakest heroes first.

Other Hydra agents often want to prove themselves and rise through their organization's ranks, so a couple of them might team up on the strongest of the heroes, hoping to take them down fast and then move on to the others.

If an armored Hydra agent takes damage that would knock them unconscious, they use their Tech Reliance trait to lose all their technology-related powers and remain conscious with 1 point of Health remaining. If they can, at that point, they flee.

The villains don't care about the hostages. They're only using them as bait for the heroes and don't intend to harm them. Even so, the hostages cower at the first sign of violence. If you need a profile for either of the hostages, use the Average Civilian profile from page 140 of the *Core Rulebook*.

THE AFTERMATH

Here's how to handle things once the battle is over.

The Heroes Win

With any luck, the heroes manage to defeat or run off all of the Hydra alternates and save the researchers. The heroes can question any of the Hydra agents they defeated and then turn them over to the authorities.

If the armored Hydra agents all get away, there should still be plenty of regular Hydra agents lying around, and they can be questioned too.

The Hydra agents initially refuse to talk, but a successful Ego vs. TN 11 action check persuades them to change their minds about that. At that point, the agents reveal they were sent to the building to steal research about the Silver Surfer. In particular, they were interested in the planets the Surfer visited before he first came to Earth.

The Hydra agents might not have stolen the research—which was stored on a computer in the office—but they did manage to transmit a copy of it to a server someplace else. They took the researchers hostage to give themselves time to do that and to allow the armored Hydra agents a chance to rescue them.

The Heroes Lose

If the heroes lose, the armored Hydra agents set the building on fire and depart. As soon as the Hydra agents are gone, the two researchers revive the heroes. Once at least a couple of the heroes are awake, it should be simple enough for the heroes to haul the researchers—and any still-unconscious heroes—out of the burning building.

Once the immediate danger is over, the researchers can reveal that the Hydra agents stole their research about the Silver Surfer. They don't understand why anyone besides them would want such material, but they're distraught at how much of their work might be lost in the fire. They can only hope their off-site backups are intact.

Either Way

When the adventure is over, the heroes (and their players) may have more questions than answers. That's exactly what you want for now. This adventure is a prequel of sorts for the adventures in *The Cataclysm of Kang*, a full-sized adventure book due out in November 2023.

In the meantime, you can come up with all sorts of new adventures for your group of heroes on your own. Be sure to visit www.marvel.com/RPG to learn more!



ARMORED HYDRA AGENT

Art by Mike Deodato, Joe Pimentel & Matt Milla



RANK
4

KARMA
—

HEALTH
90

DAMAGE REDUCTION
-2

FOCUS
120

DAMAGE REDUCTION
—

SPEED
Run: 6
Climb: 3
Swim: 3
Flight: 24

INITIATIVE MODIFIER
+3E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+3
6 AGILITY	16	+7
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
2 EGO	12	+3
4 LOGIC	14	+4

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ Combat Expert
- ♦ Combat Reflexes
- ♦ **Connections:** Military (Hydra)
- ♦ Determination
- ♦ Extraordinary Origin
- ♦ Piloting
- ♦ Situational Awareness
- ♦ Tech Reliance

TAGS

- ♦ Extreme Appearance (in battle suit)
- ♦ Secret Identity
- ♦ Villainous

POWERS

BASIC

- ♦ Accuracy 1
- ♦ Discipline 1
- ♦ Flight 2
- ♦ Mighty 1
- ♦ Sturdy 2

ELEMENTAL CONTROL (ENERGY)

- ♦ Elemental Blast
- ♦ Elemental Burst

RANGED WEAPONS

- ♦ Covering Fire
- ♦ Double Tap
- ♦ Headshot
- ♦ Kill Zone
- ♦ Return Fire
- ♦ Snap Shooting
- ♦ Stopping Power
- ♦ Suppressive Fire
- ♦ Weapons Blazing

BIOGRAPHY

Real Name: Varies

Height: Varies **Weight:** Varies **Gender:** Varies

Eyes: Varies **Hair:** Varies **Size:** Average

Distinguishing Features: None

Occupation: Military

Origin: High Tech: Battle Suit, Special Training

Teams: Hydra

Base: Secret

HISTORY

As a terrorist organization, Hydra uses most of its many recruits (Hydra Agents) as cannon fodder. But sometimes, Hydra will spend the resources upgrading an agent to be their tank on the battlefield. Hydra reverse-engineers the technology of heroes and villains, like Iron Man, War Machine, Iron Monger, Titanium Man and others, to create their own specialized armor. While this new armor may not be as dependable as those super-beings, it can still create a shock troop who can carry out the heaviest Hydra missions.

PERSONALITY

While Armored Hydra Agents remain anonymous members of the terrorist organization, they have an elevated status among their peers. Like all Hydra agents, they are fanatical, mean and merciless.

HYDRA AGENT

Art by Stefano Caselli & Daniele Rudoni



RANK

1

KARMA

—

HEALTH

30

DAMAGE
REDUCTION

—

FOCUS

60

DAMAGE
REDUCTION

—

SPEED

Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE
MODIFIER

+1E

ABILITIES

ABILITY
SCORE

1

MELEE

DEFENSE
SCORE

11

NON-COMBAT
CHECKS

+1

1

AGILITY

11

+1

1

RESILIENCE

11

+1

1

VIGILANCE

11

+1

1

EGO

11

+1

0

LOGIC

10

0

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ Combat Reflexes
- ♦ **Connections:** Military (Hydra)
- ♦ Determination
- ♦ Situational Awareness

TAGS

- ♦ Secret Identity
- ♦ Villainous

POWERS

RANGED WEAPONS

- ♦ Double Tap
- ♦ Snap Shooting
- ♦ Suppressive Fire
- ♦ Weapons Blazing

BIOGRAPHY

Real Name: Varies

Height: Varies **Weight:** Varies **Gender:** Varies

Eyes: Varies **Hair:** Varies **Size:** Average

Distinguishing Features: The green-and-yellow Hydra uniform

Occupation: Military

Origin: Special Training

Teams: Hydra

Base: Secret

HISTORY

Hydra has reportedly been around in one form or another since the days of Ancient Egypt, and it's evolved into one of the most dangerous criminal organizations on Earth. The latest incarnation sprang from the ruins of World War II-era Germany and Japan, and various factions of it have wavered back and forth between organized crime and fascist power.

Hydra recruits agents all around the world. In public, they know each other by secret signals and whispers of "Hail Hydra." In secret, they don their green-and-yellow uniforms and chant the Hydra oath: "Hail, Hydra! Immortal Hydra! We shall never be destroyed! Cut off one head, two more shall take its place! We serve none but the Master—as the world shall soon serve us! Hail Hydra!"

PERSONALITY

Agents join Hydra for a number of reasons that usually boil down to money and power. They believe that Hydra can take over any organization or government, and they want to be on the winning side, no matter what they have to do to manage it. The Hydra uniform makes them mostly anonymous, fitting well with their oath to replace one fallen agent with two more just like them.

DAMAGE

MELEE

MARVEL x 1
MULTIPLIER

+

1
ABILITY

AGILITY

MARVEL x 1
MULTIPLIER

+

1
ABILITY

EGO

MARVEL x 1
MULTIPLIER

+

1
ABILITY

LOGIC

MARVEL x 1
MULTIPLIER

+

0
ABILITY

HYDRA OFFICER

Art by Stefano Caselli & Daniele Rudoni



RANK

2

KARMA

—

HEALTH

60

DAMAGE
REDUCTION

—

FOCUS

90

DAMAGE
REDUCTION

—

SPEED

Run: 5
Climb: 3
Swim: 3
Jump: 3

INITIATIVE
MODIFIER

+2E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
2 AGILITY	12	+2
2 RESILIENCE	12	+2
2 VIGILANCE	12	+2
2 EGO	12	+2
0 LOGIC	10	+0

TRAITS & TAGS

TRAITS

- ♦ Battle Ready
- ♦ Combat Expert
- ♦ Combat Reflexes
- ♦ **Connections:** Military (Hydra)
- ♦ Determination
- ♦ Situational Awareness

TAGS

- ♦ Secret Identity
- ♦ Villainous

POWERS

BASIC

- ♦ Combat Trickery
- ♦ Inspiration

RANGED WEAPONS

- ♦ Double Tap
- ♦ Snap Shooting
- ♦ Suppressive Fire
- ♦ Weapons Blazing

TACTICS

- ♦ Battle Plan
- ♦ Keep Moving

BIOGRAPHY

Real Name: Varies

Height: Varies **Weight:** Varies **Gender:** Varies

Eyes: Varies **Hair:** Varies **Size:** Average

Distinguishing Features: The green-and-yellow Hydra uniform

Occupation: Military

Origin: Special Training

Teams: Hydra

Base: Secret

HISTORY

Hydra tends to treat its lowest-level recruits (Hydra Agents) as cannon fodder, foot soldiers who can be spent or lost without hesitation. After all, there never seems to be a lack of disaffected people looking to join up with the fascist organization to do their part for world domination. As the Hydra oath goes, "Cut off a limb and two more shall take its place!"

Those agents who survive long enough—or are ambitious enough—find themselves promoted to positions of leadership within their hierarchical organization. Often they're the leaders of independent cells sequestered from the rest of Hydra for operational security, and the fact that they've survived to that point means (at least to them) that they must be doing something right.

PERSONALITY

While Hydra agents like to follow orders, Hydra officers have developed a taste for giving them. They like to shout at their underlings and boss them around, and many of them harbor aspirations of one day becoming the Supreme Hydra themselves. They tend to be mean and merciless—to outsiders, to their subordinates and most especially to those they see as rivals. Many of them see the fact that they've risen in the ranks as the proof of their superiority, and because of this, they tend to be cocky as well.

DAMAGE

MELEE	AGILITY	EGO	LOGIC
x 2 MULTIPLIER	x 2 MULTIPLIER	x 2 MULTIPLIER	x 2 MULTIPLIER
+	+	+	+
2 ABILITY	2 ABILITY	2 ABILITY	0 ABILITY