
MARVEL
MULTIVERSE
ROLE-PLAYING GAME
SPIDER-VERSE
EXPANSION

MARVEL MULTIVERSE ROLE-PLAYING GAME

SPIDER-VERSE EXPANSION

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1

INTRODUCTION

Welcome to the *Spider-Verse* Expansion for the *Marvel Multiverse Role-Playing Game*! This book concentrates and expands on the adventures of one of the most beloved super heroes of all time: Spider-Man (A.K.A. Peter Parker of Earth-616). The book is titled, however, after the Spider-Verse, the section of the Marvel Multiverse that features all sorts of spider-powered heroes, including favorites like Spider-Man (Miles Morales), Ghost-Spider, Spider-Man Noir, Spider-Ham and Spider-Man 2099.

HOW TO USE THIS BOOK

It doesn't matter if you're a Narrator or a player—everyone is allowed to read this book. There are no secrets of any kind here that should be kept from players. If you like, you can read this book cover to cover. Here's what you're getting into.

The Spider-Verse

The Spider-Verse is the section of the Multiverse that's connected by the Web of Life and Destiny. As part of its original design, Spider-Totems (people with Spider-Powers) work to preserve and repair it, whether they're aware of it or not. However, other forces—like the vampiric Inheritors or Shathra, the wasp goddess—wish to conquer the Spider-Verse for their own nefarious ends. This is where the heroes come in, to stand against such threats in epic adventures.

Spider-Heroes

From there, the book delves into the details about the most important and popular spider-powered heroes. It starts with the original: Spider-Man (Peter Parker), who's been the focus of Marvel stories for over 60 years. From there, it moves on to Spider-Man (Miles Morales), Ghost-Spider and Spider-Man 2099, giving each of them a full chapter of their own. After that, there's a chapter on every other spider-powered hero who could fit.

Clones

Two major developments have rocked Peter Parker's life for years. The first was clones: attempts to make identical duplicates of Parker and others in his life. Originally begun by the Jackal (Professor Miles Warren), his process produced Ben Reilly (the Scarlet Spider, the new Jackal and—most recently—Chasm), Kaine (lately, a new version of the Scarlet Spider) and many others. Both Miles Morales and Ghost-Spider have had to contend with clones as well.

Symbiotes

The other development came from symbiotes like Venom, Carnage and many others, including Knull, the original King in Black. Parker brought the first symbiote in the modern day back to Earth from the original Battleworld, thinking it was nothing more than a high-tech costume made from futuristic fabric. He had no idea how much this would affect his life and that of the Spider-Verse.

Vital Details

The last two chapters present all sorts of things you can use directly in your games. This includes new tags, traits and powers; new team maneuvers; new equipment; and new rules for secret identities, supporting casts, sinister plots, henchmen, vehicles, power stunts and much more. The book wraps up with profiles for many of the super-powered heroes and villains mentioned in the previous chapters.

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THE SPIDER-VERSE

For the first several years of his career as a super hero, Spider-Man (Peter Parker of Earth-616) believed that he was the only one of his kind. Since then, he's learned differently. Not only is there a massive Multiverse filled with variant universes of all kinds, there's a special subsection in which spider-powered heroes like himself play a gigantic role—a web of connected universes known as the Spider-Verse.

ORIGIN

The Spider-Verse is a collection of connected universes that are part of the Web of Life and Destiny. In each of these, spider-powered characters known as Spider-Totems feature strongly and work to keep the fabric of the Multiverse from fraying.

The Spider-Verse grew from an actual, physical Web of Life and Destiny in Earth-001. It was created there by Neith, the goddess of spiders, who built it as a map of the Multiverse. It's a three-dimensional construct in five-dimensional space that models the entire Multiverse and allows people to use it to travel between universes, and Neith populated it with spiders to maintain it.

Neith's sister—Shathra, goddess of wasps—resented her sister's success at building the Web of Life and Destiny, along with the praise this earned from their mothers, the Earth goddesses, Gaea and Oshtur. Shathra had attempted to create a similar map of the Multiverse, but she crafted it as a hive, one under centralized control that did not allow for free will. The Web, on the other hand, permitted individuals to forge their own destinies by means of their choices.

HISTORY

Sometime after the creation of the Web of Life and Destiny, Earth-001—otherwise known as Loomworld—fell to the Inheritors, a family of vampiric immortals, who feasted on the essences of Spider-Totems. Spider-Man (Peter Parker) first met one such Inheritor when Morlun attacked and nearly killed him, but he had no idea of the extent of the threat that Morlun represented.

Spider-Totems

Totems are avatars of particular kinds of beings. Neith created Spider-Totems to travel through the Multiverse, fixing broken threads, and she broke their responsibilities down to a number of roles. These include:

- **The Bride/The Queen:** The weaver of hidden threads, which introduce luck (or chaos) into the Web.
- **The Gatekeeper:** The one who judges whether the Spider-Totems are worthy of the powers they've been granted.
- **The Great Weaver:** The one who oversees all the Spider-Totems.
- **The Master Weaver:** The one whose job it is to maintain the Web of Life and Destiny.
- **The Other:** An often-monstrous manifestation of Spider-Powers that can offer worthy Spider-Totems the chance to be resurrected by leaning into their spider side.

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- **The Patternmaker:** The one who strengthens the Web by weaving connections between the threads. Also the backup for the Master Weaver.
- **The Scion:** The youth who is destined to become a great hero.

All other spider-powered heroes are considered Spider-Totems, but the ones listed above have special roles. When the Spider-Totems gathered to battle the Inheritors, they considered Peter Parker of Earth-616 to be the greatest among them, as he was the only one to have defeated an Inheritor—Morlun—at that point.

The Inheritors

The Inheritors claim to be Leech-Totems, creatures that must feed on the lives of others to survive, particularly those of other totems and even of gods. In their desire to wield control over the Web of Life and Destiny, they developed a taste for the Spider-Totems who maintain it, and they took to hunting these totems across the Spider-Verse.

This large and ravenous family rules over Loomworld from the Great Hall in the heart of their conquered realm, which is littered with trophies from the many other universes they've dominated. The Inheritors include:

- **Solus:** The father and ruler of them all.
- **Bora:** Twin to Brix, with whom she is constantly competing.
- **Brix:** Twin to Bora, with whom he is constantly competing.
- **Daemos:** The eldest, who knows he is not destined to be Solus' heir.
- **Jennix:** The research-minded man who maintains the cloning service that restores the Inheritors when they die.
- **Karn:** The man who was cast out after accidentally causing his mother's death, but he was destined to become the Master Weaver.
- **Morlun:** The first Inheritor who Peter Parker of Earth-616 met. He was destined to be Solus' heir.
- **Verna:** A woman who uses captured animal-related super-people as her Hounds to help her hunt Spider-Totems.

The Inheritors had the means to restore themselves into clone bodies if slain, making it nearly impossible to kill them permanently. However, they lost this capability during the first Spider-Verse crisis.

The First Spider-Verse Crisis

The Inheritors knew how to perform a ritual that would destroy all Spider-Totems across the Multiverse and prevent new ones from being created, but to do so, they needed to spill the blood of the Bride (Silk), the Other (Scarlet Spider, A.K.A. Kaine Parker) and the Scion (Benjy Parker, infant brother of Spider-Girl of Earth-982) on the Web of Life and Destiny. When the Spider-Totems rose up to unite against them, the Inheritors decided to put this plan into action.

To help stop this, the Spider-Army ended the Inheritors' ability to restore themselves instantaneously to fresh clone bodies. Afterward, the Scarlet Spider (Kaine Parker) tapped into his power as the Other and became a gigantic spider. In this form, he killed Solus, who—no longer able to return—had his mind preserved in a large red crystal.

Although the Spider-Totems lost many of their kind to the Inheritors, they managed to stop the villains from executing their ritual. They also brought the banished Inheritor, Karn, into their fold for the final battle against his remaining family, led by Morlun, in Earth-001. The heroes sent the surviving Inheritors to Earth-3145, a world that had been destroyed in a thermonuclear disaster. The Inheritors were immune to many things, but they were vulnerable to radioactivity, and they were forced to take shelter together in that world's version of the bunker in which Silk had hidden from them for so many years, effectively imprisoning them there.

After the battle, the time-displaced Superior Spider-Man (Otto Octavius) killed the Master Weaver in an attempt to keep Peter Parker's body, rather than be fated to relinquish control of it to Parker. Silk stood ready to take the Master Weaver's place to help heal the Spider-Verse. When the Master Weaver was unmasked, though, he was revealed as a later version of Karn. Accepting his eventual fate, Karn took over the Master Weaver's role instead.

Spider-Geddon

A force of Spider-Totems known as the Web-Warriors set up on Loomworld to monitor the Inheritors and dismantle their empire, returning the stolen bits of their conquered worlds back to their proper universes. Eventually, the Inheritors escaped from Earth-3145 and set out to have their revenge on the Spider-Totems. They did so by tapping into new cloning machinery that Doctor Octopus (as the Superior Octopus) had set up to transfer his consciousness into a clone body in the event of his death, and they transferred themselves into his cloned bodies instead.

After defeating the Spider-Totems who stood against them, the Inheritors decided to conquer Earth-616 and make it their new homeworld, while also retrieving the crystal that held the mind of their patriarch, Solus. Octavius had destroyed his lab to keep the Inheritors from using his machinery, so they raided New U for the machinery the new Jackal (Ben Reilly, now the Scarlet Spider once more) had developed. They eventually managed to bring Solus back to life.

Meanwhile, Verna returned to Loomworld and slew her brother Karn, whom the Spider-Totems had left in charge. After realizing this, Spider-Man of Earth-44145 (Norman Osborn) went to Loomworld and destroyed the Web of Life and Destiny to seal off Earth-616 from the rest of the Spider-Verse, trapping the heroes and the Inheritors in the same universe.

Spider-Man (Miles Morales) led the battle against the Inheritors by summoning the Enigma Force and tapping into the powers of Captain Universe. When Octavius and Reilly came up with a way to ensure the next bodies the Inheritors transferred themselves into were helpless infants, the heroes cut loose and destroyed the adults, forcing that to happen.

Spider-Ma'am (Aunt May of Earth-3123) took the babies back home with her to raise them to be better people. Only Morlun avoided this fate.

During the crisis, Spiderling (Anna-May Parker of Earth-18119) had discovered that she was the Patternmaker, and

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she set out to rebuild the Web of Life and Destiny. In the meantime, Ghost-Spider (Gwen Stacy of Earth-65) was the only remaining Spider-Totem who could travel the Spider-Verse with ease.

The End of the Spider-Verse

Later, another crisis brought the Spider-Totems together once more. This time, the threat came from Shathra, the wasp goddess, whom Spiderling accidentally summoned while rebuilding the Web of Life and Destiny. Shathra used her Spider-Wasp Venom to recruit Spider-Totems into her hive mind, starting with Spiderling. She transformed Spiderling into a wasplike version she called Nestling and commanded her to change the Web of Life and Destiny into the Great Nest, in which there would be no free will.

Learning of this, Madame Web (now Julia Carpenter of Earth-616), the new Spider-UK (Zarina Zahari) and Araña worked to rebuild the Spider-Army to stand against the Inheritors. They did so in an effort to protect Spider-Man (Peter Parker of Earth-616), whom they believed was the Chosen One who would save them all. To that end, they convinced Morlun to join their cause, as Shathra had already converted many of the Spider-Totems to her side, although heroes from Earth-616 seemed to have some immunity to the Spider-Wasp Venom.

Perhaps most terrifying, the converted heroes had a magic knife called the Totem Dagger, which could cut any Spider-Totem stabbed with it from the Web of Life and Destiny. This unraveled their entire existence, making it as if they had never been born. Spider-Man (Peter Parker) fell prey to it, leaving Silk as the leader of the Spider-Heroes in Earth-616. Amazingly, while the Totem Dagger removed Spider-Man from the world, it left Peter Parker alive, although he never gained powers.

The heroes and Morlun made an assault on Loomworld. When it seemed they had lost, Morlun turned on Silk, who defended herself with the Totem Dagger. Striking Morlun with it released every Spider-Totem he'd ever devoured, restoring the Web of Life and Destiny. The renewed Spider-Heroes defeated Shathra with the help of Parker, who had developed a web-shooter that fired the last remaining bit of the Web of Life and Destiny at her.

In the aftermath, Neith arrived and gave the heroes a talisman that Araña used to restore all the heroes the Totem Dagger had harmed. This included one hero who had been gone for so long that everyone had forgotten him entirely: Spider-Boy (Bailey Briggs).

PLAYING IN THE SPIDER-VERSE

Spider-Verse adventures tend to be all-encompassing threats that call for the formation of gigantic teams of spider-based heroes. They happen often enough that the Spider-Totems have banded together to prepare for the next bout of trouble. The most recent such team is the new Spider-Society, led by Madame Web (Julia Carpenter), Araña and Spider-Man of Earth-2099 (Miguel O'Hara), who have played large parts in many of these crises.

Themes

Spider-Verse stories usually focus on threats to the Web of Life and Destiny and the mythology built up around the Spider-Totems. Not all of the heroes believe in such mumbo jumbo, but that doesn't make the dangers any less real.

In addition, these stories involve the many variants of Spider-Man (Peter Parker) and the panoply of spider-powered heroes who spring from his ongoing saga as the original Spider-Man in Earth-616. Most of these events start by introducing a new group of Spider-Totems who are destined to play important roles in the upcoming struggle. Many times, these are fresh new takes on heroes, like Ghost-Spider, who first appeared in the original war against the Inheritors.

The stories often focus on the advantages that teamwork and diversity bring to the Spider-Totems. Bound together by the Web of Life and Destiny and the predictions of precognitives like Madame Web, the heroes have both the power and the responsibility to preserve the Spider-Verse.

Goals

Although the Spider-Totem teams do their best to prepare for multiversal threats, they often wind up blindsided by cunning foes who have been plotting in secret. Because of this, the heroes' adventures are usually reactions to these attacks.

The Spider-Totems' main goal is to band together to protect each other from such assaults. As part of that, they work to protect the Web of Life and Destiny, which connects them all and forms the foundation of the Spider-Verse and the wider Multiverse.

Style

The Spider-Totems involved in these adventures often become friends, despite the fact that they reside in separate universes. However, large groups often wind up breaking into different factions. They usually have the same goal but conflicting philosophies about how to reach it.

In many cases, the arguments come down to disagreements about what kinds of actions are necessary—or even tolerable—to achieve victory. Should the heroes be willing to kill to keep all of reality safe? Or is that a line they should never cross?

Because of this, even within the Spider-Totem teams, people are wary of spies and potential betrayals. In the end, the ones who triumph—always by sticking to their principles—form bonds with each other that are stronger than ever.

Headquarters

Since the first Spider-Verse crisis, the Spider-Totems have taken pains to establish headquarters for their operations. These are often places where they hope to find some respite from the threats they face, and in times of peace, they serve as a central hub (like the center of a web) for their operations.

Loomworld (Earth-001) served as the headquarters after the first defeat of the Inheritors. More recently, the Spider-Society has been working out of the Sims Tower in Manhattan in Earth-616. It was originally built by Ezekiel Sims, the man who first warned Peter Parker about Morlun, and the bunker in which Silk spent many years is located in the basement.

Knowledge

Spider-Verse adventures often revolve around knowing or learning important information. Madame Web helps by informing the other heroes about potential futures, but Araña has played a big part by translating ancient runes that describe the functions of various Spider-Totems and even the runes of inscribed objects like the Totem Dagger.



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The villains are often unaware of these details or only partially understand them. Without the heroes acquiring such knowledge, the efforts to protect the Web of Life and Destiny would be doomed to fail.

Going Home

At the end of Spider-Verse stories, most of the heroes go back to their respective universes. This is where they can enjoy their triumph among the friends and family they care about most.

However, not all heroes have that option. Some have lost their universes, and others don't have anyone to go back home to. These heroes often form the core of the Spider-Totems' unified efforts to rebuild after the most recent crisis and keep a lookout for new threats in the future.

Adventure Hooks

Here are some adventure hooks for heroes seeking to explore the wider Spider-Verse.

- Spider-Man 2099 asks the heroes to preside over the first Spider-Society Town Hall, a meeting where members can lodge complaints and make requests. However, once the meeting starts, it becomes clear that a lot of Spider-People have complaints, and not all of them are willing to wait peacefully for Miguel O'Hara to address them. Can the heroes handle a nearly infinite bucket of grievances before an angry mob runs O'Hara out of office? Do the heroes even want Spider-Man 2099 to remain in charge, or do some of the heroes have grievances of their own?
- Noting significant weaknesses in the Spider-Society's defenses against water-based threats, Spider-Man (Peter Parker) starts a Spider-Navy. As new recruits into the program, the heroes must spar against friendly variants of Hydro-Man in the Navy's Olympic-sized Spider-Pool. However, unbeknownst to Parker, not all of these Hydro-Men are as friendly as they seem. Can the heroes defeat these foes while immersed in their element? Or will the rain come down and wash the spiders out?
- The heroes are approached by a powerful sentient sphere calling itself the Inheritance. This slimy, mystic orb claims to be the progenitor of not only the Inheritors but all Leech-Totems across existence, and it asks to speak with the heads of the Spider-Society to work out a peace treaty. Do the players trust it and lead it to the Spider-Society, or do they risk trying to strike it down? What does the Inheritance really want? Is it even a god, or is it another villain masquerading as one?
- Araña asks the heroes to accompany her on a Spider-Society recruitment drive to another universe that features a near-utopian Earth where literally everyone has Spider-Powers. With such a wide pool of potential candidates to choose from, how do the heroes find people with truly heroic spirits? More importantly, how do the people of this world react to the Spider-Society's presence? Do they see the heroes as potential allies or as insidious villains trying to draw them out of their ideal world into a chaotic and messy Multiverse?
- A robotic version of Morlun calling itself N.U.L.R.O.M. arrives in the heroes' home universe, requesting asylum. There's a group of ferocious-looking mechanical Spider-People pursuing him across the Multiverse, bent on his destruction. Do the heroes try to help him, or—knowing what they do about Morlun—do they throw him to the wolves? What did the robot do to earn the ire of these strange Spider-Bots? Are they a threat to the larger Multiverse? Is N.U.L.R.O.M.? Or perhaps they all are.



Art by Scott Godlewski & Matt Milla

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