

UNISMUNC IX



Committee: Marvel into the Multiverse

Topic: Closing the Rift

Committee Type: Crisis
Committee
December 3rd, 2023



Courtesy of Looper

Director: Graham Chow

Chairs: Jayden Link and Madeleine Tyndale

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Conference Schedule:

<i>Opening Ceremonies</i>	<i>8:00 am - 9:00 am</i>
<i>Committee Session I</i>	<i>9:00 am - 1:00 pm</i>
<i>Lunch Break</i>	<i>1:00 pm - 2:00 pm</i>
<i>Committee Session II</i>	<i>2:00 pm - 5:30 pm</i>
<i>Closing Ceremonies</i>	<i>5:30 pm - 6:15 pm</i>

UNISMUNC IX aims to foster debate, bringing students the opportunity to explore a range of topics, and encourage collaboration and teamwork between delegates. Be that as it may, UNIS stresses the importance of respectful language as UNISMUNC IX will see delegates debating topics that at times may be heated or passionate. MUNEX encourages you to remember to stay respectful and mindful of the other students around you. We are so excited for this conference and trust that no issues will arise.

- Sincerely MUNEX

Letter from the Director:

Dear Delegates,

Welcome to UNISMUNC IX! We are thrilled to be hosting yet another Crisis Committee and have been working hard to ensure this will be an incredible MUN experience for you all. This year we will explore the Marvel Multiverse's intricacies through this crisis committee. We hope that you will enjoy this immersive experience in which you explore the depths of the cinematic counterparts of these acclaimed comic book characters. We hope to immerse you in debate as you gather in Stark Tower to try and find a way back to your respective home universes.

My name is Graham, and I will be your Crisis Director. This is my 2nd year participating in UNIS MUN and 4th year doing MUN. I grew up in Hong Kong and during that time, have experienced Marvel through both the movies and the comics. Crisis directing this conference allows me to express my love for the franchise and I hope that I can make this conference a fun experience and expand your view on the Marvel universe. This will be my second time working on a Crisis Committee at UNISMUNC and my first time directing. In the backroom, I will be aided by the wonderful Angelina So and Julie Mannhardt. We hope to make this an engaging and memorable experience for you all!

Your Chairs will be Jayden Link and Madeleine Tyndale, both sophomores who joined the club at the start of their Freshman year and our Model UN Executive Team for the 2023/24 School year.

Jayden has been participating in Model UN conferences since the 5th Grade. She grew up in Zurich, Switzerland, and recently moved to New York at the start of the 2021/22 School Year. Through her explorations of MUN, Jayden has found a love for fostering unusual discussion of subject matter through Model UN and semi-structured Debate. She believes that even in Crisis Committees, the actions taken on behalf of your character reflect their opinions of vast topics in the global landscape – something that her International Education has taught her to appreciate greatly. Jayden has been watching Marvel Movies with friends and family for as long as she can remember, even having stayed out till 3 a.m. for a Guardians of the Galaxy Marathon, which released the third volume days early.

Madeleine has been engaging in Model UN meetings and conferences since the 7th grade. She has been growing up in New York City for her entire life and has attended UNIS since kindergarten. Madeleine uses Model UN and its open-structure debates as an outlet to discuss and explore global issues that can affect her directly and indirectly. As she has been exploring the contents and structures of Model UN, she has discovered her interests in crisis conferences and applied those same global issues to fictional stories that she enjoys watching or reading. Madeleine started watching Marvel movies during the COVID-19 pandemic and quickly became a fan of the elaborate and intricately structured cinematic universe.

If you have any questions or concerns surrounding anything, please feel free to reach out. UNISMUNC does not require position papers, and writing one or not will have little to no impact on award recipients. However, if you want to write one, please send it to one of our Watchers in Google Docs or PDF format. Graham, Jayden, and Madeleine will be giving comments and feedback on any submitted position papers and throughout the conference upon request.

Sincerely,

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A Brief Overview of the Committee:

The conference is set near the end of "Thor: The Dark World" in the aftermath of "The Avengers," where Thor seeks to stop Malekith and the Dark Elves from using the Aether to plunge the universe into darkness. In an alternative timeline, if Malekith had won, he acquires the Aether and plunges the Nine Realms into darkness, killing Jane. A rift in the multiverse opens, forcing heroes from various universes to unite to close it.



The passage also explores rivalries between Marvel heroes and villains. Bringing together the characters from the universes of Earth 616, Earth 838, Earth 10005, Earth 41633, Earth 120703, Earth 668, Earth 121698 and Earth 11584. The "what if" scenario and exploration of these rivalries raise questions about the Marvel multiverse and the dynamics between heroes and villains, emphasizing that heroes don't always emerge victorious.

The following page outlines the procedure, adapted to this specific crisis, but including familiar actions from the usual procedure. As well as throughout the following pages, clear definitions are labeled to help identify key ideas and further improve your understanding. While reading through the passages located on page 11, keep these themes in mind and use them to craft your ideas.

Committee Procedure:

Perpetual Moderated Caucus runs similarly to a moderated caucus. Speaking time is set at the beginning of the committee, delegates take turns to debate and have the choice to change the topic and speaking time as the committee proceeds.

Unmoderated caucuses are divided between a regular unmoderated caucus and a gentleman's unmoderated caucus where everybody remains seated.

Some actions that are carried over from the usual committee procedure:

- Point of Order
- Point of Information
- Appeal to the Chair
- Suspension of Debate
- Adjournment of Debate
- Closure of Debate
- Roll Call Vote
- Set the Speaker's Time
- Call a guest speaker

Instead of resolutions, the crisis will debate and pass **directives**. Directives are actions or communications undertaken by the entire committee as a group and are passed by a simple majority. Unlike resolutions, which may only be entertained at the end of a session, directives should be created and debated on as much as possible. The different types of papers used in crisis committees are explained in detail in the next section.

The Committee may call for external speakers to address the body. To do so, a committee member must move to invite the guest; that motion requires a majority vote to pass.

The goal of the crisis committee has two aspects-- firstly to work as a group to solve or influence the crisis in the interest of the group, and secondly to act in your character's best interests. In this committee, many of the characters are charged by having different motives and have their individual goals; for instance, Leopold Fitz will have vastly different goals from Loki, even if they agree with one another on the surface in debate.

Written Papers:

Crisis Notes: Crisis notes are notes used in order to take personal action from a delegate, without the need for committee approval. Crisis notes are therefore bound by a character's individual portfolio power. There are a myriad of ways to write Crisis notes, but ensure to sign your character's name at the end and address it to CRISIS on the front of your folded note.

Directives: Like GA and Specialized Committees, Crisis Committees have documents that take committee action with regard to the issue. In Crisis committees, this document is called a Directive. Directives will require a minimum of four people signing off on the document, with two sponsors and two signatories.

Communiqués: Communiqués are committee documents used to communicate with people outside of the committee. For example, Communiqués could be used when surrender terms or ultimatums are sent to the opponent or when the committee requests aid, advice or arms from their allies. Similar to Directives, they will require a minimum of four people on the document, with two sponsors and two signatories.

Press Releases: As the name says, press releases are committee documents addressed to the public. They can be used to inform or even misinform the public according to the desires of the committee. Similar to Directives and Communiqués, Press Releases will require a minimum of three people on the document, with one sponsor and two signatories.

Topic Background:

The concept of a multiverse, or a collection of alternate universes or dimensions that coexist with one another, has been a part of Marvel Comics since the 1960s. The idea was first introduced in "The Fantastic Four" #1 and has since been a central aspect of many Marvel storylines. Multiversal travel has allowed Marvel writers and artists to explore alternate realities and versions of their characters. This committee effectively creates a new universe in which delegates have the freedom to explore their character without the constraints of what follows in the timeline, but at the same time staying consistent with the character traits and abilities of characters in their respective universes prior to the events of the committee session.

History: Multiversal War

Multiversal Travel

Multiversal travel has been integral to the functioning of the Marvel multiverse since the Multiversal War. Understanding and navigating the multiverse is a key aspect of the characters' success in any multiversal storyline. Some of the ways in which this is done are outlined below.

Interdimensional portals are a common method used by characters to travel between different universes in Marvel comics. Portals can be created by magical means or through the use of advanced technology. Some characters, like Doctor Strange and Magik, have the ability to create portals themselves, while others use devices like the Siege Perilous or the Universal Gateway.

Powerful **cosmic entities** like the Beyonder and the Living Tribunal have the ability to move between universes at will. These entities possess vast cosmic powers and are often used as plot devices to explain how characters can travel between different universes.

Some artifacts or objects, such as the [Infinity Stones](#) or [the Cosmic Cube](#), have the power to manipulate reality and can be used to travel between universes.

Interdimensional beings can also travel across the multiverse. In some cases, characters encounter beings that exist outside of normal space and time, such as the Watchers or the Living

Tribunal. These beings have knowledge of the multiverse and may be able to guide characters to different universes.

Interdimensional travel through magic spells is a further manner in which multiversal travel can occur. In addition to creating portals, characters who possess magical abilities can also use spells to travel between universes.

Characters with **reality-warping powers**, such as Scarlet Witch or Franklin Richards, can manipulate reality to travel between universes or to create new ones altogether.

Quantum physics has the ability to travel through the multiverse as well. For example, in the comic book series "The Ultimates," the character Hank Pym creates a device that allows him to enter the "Quantum Zone," a realm outside of normal space and time where he can access different universes.

Definitions of Important Artifacts and Items

Within the Marvel Cinematic Universe and alternate universes, there are a plethora of vital and essential items or artifacts that are imperative to the elaborate structure of the Marvel Multiverse and its conflicts.

Infinity Stones:

Infinity stones are tangible objects forged to harness the six key principles of existence; time, reality, power, space, mind, and soul. These stones require incredible strength to wield them and they exert an unfathomable amount of power. The only character to have the capability to wield all six stones successfully is the Mighty Titan, Thanos. Each stone has a unique omnipotent power. They are as follows:

- (1) The **space stone**, also known as the Tesseract, is capable of traveling through a given universe.
- (2) **The Eye of Agamotto** is an ancient artifact exclusive to those who study the mystic arts. Inside the eye is the **time stone**, which allows the wearer to control time and space at any given moment. However, using the time stone is incredibly dangerous and could create a

rip in the fabric of time as we know it; if used to a frequent enough extent, it can cause an incursion.

- (3) **The Mind Stone** grants mental manipulation, enabling control, enhanced cognition, and the creation of artificial intelligence. This infinity stone-powered Loki scepter, is capable of mind control, and Vision.
- (4) **The Reality Stone** grants control over reality itself; possessing it allows alteration of existence, creating illusions or reshaping the universe to the wielder's will.
- (5) **The Power Stone** is the luminous purple stone coveted for its unmatched energy manipulation, granting immense strength and potentially catastrophic force when wielded.
- (6) **The Soul Stone** grants control over life and death, binding souls and offering a realm of inner reflection and connection.

An incursion is where two multiverses collapse into each other, obliterating one another and everything on them. This event is caused by the overuse of **infinity stones**, most notably the **time stone** as it alters the course of time and space.

The Darkhold, also known as The Book of the Damned, is a coveted artifact sought after by practitioners of the Mystic Arts, dark magic, and witchcraft. Within its ominous pages lies forbidden knowledge that grants unparalleled power to its wielder. The Darkhold's abilities include manipulating reality, controlling the forces of darkness, and even accessing alternate dimensions. With the assistance of the Darkhold, the user is capable of **dreamwalking** which allows the user to traverse the multiverse by controlling the body of the user in the respective universe. However, harnessing such potent dark energies comes at a grave cost, as it poses a significant risk of unleashing chaos and catastrophic consequences upon the fabric of reality itself.

The Nine Realms is a collection of nine planets or cosmic beings that Asgard has ownership over. These nine realms are Midgard (Earth), Asgard, Jotunheim, Vanaheim, Niflheim,

Nidavellir, Alfheim, Svartálfar, and Muspelhemi; however, only Midgard and Asgard are present at this crisis conference.

The Convergence is a cataclysmic event that occurs every few thousand years when the **Nine Realms** align. During this cosmic convergence, the barriers between realms weaken, allowing for interdimensional travel and the convergence of powerful forces. As worlds collide, reality becomes unstable, posing a significant threat to existence itself. Only the most skilled and daring individuals can navigate this perilous situation, as attempting to manipulate the convergence's energies risks tearing apart the very fabric of reality.

Blocs

Earth- 616 – The Avengers

[The narrative of Earth 616 is encapsulated in what is known as the Marvel Cinematic Universe (MCU).] The concept of the multiverse in the MCU was first introduced in "Doctor Strange" (2016), where the titular character, Dr. Stephen Strange, delves into the mystic arts and learns about the existence of multiple dimensions and realities beyond our own. This sets the groundwork for exploring parallel universes and alternate timelines within the MCU.

The full potential of the multiverse came to the forefront in "Avengers: Endgame" (2019). The Avengers embark on a time-traveling mission to collect the Infinity Stones from different points in time to undo the devastating effects of Thanos' snap. Their actions result in branching timelines, creating alternate realities where different outcomes occur. This idea of the multiverse opens up exciting possibilities for future MCU stories.

The significance of the multiverse culminates in "Spider-Man: No Way Home" (2021). In the film, the villainous characters from previous Spider-Man franchises enter the MCU's reality, creating a convergence of multiversal forces. This event has massive implications for the MCU, bringing in elements from past Spider-Man films and solidifying the idea of a sprawling multiverse.

The latest occurrence of multiversal events and conflict is seen in “Doctor Strange: Multiverse of Madness” where the new character America Chavez has abilities to travel to the multiverse and teaches Doctor Strange about her findings. As a result of appearing on Earth 616, Chavez subsequently puts herself in danger as the Scarlet Witch is on a blood thirst hunt for her in order to live in a universe where her children exist. This film fully delves into the dangers of the Darkhold and multiversal travel.

Earth- 616 – Agents of S.H.I.E.L.D

Marvel’s Agents of S.H.I.E.L.D follows the timeline and events of Earth 616 for the first 4 seasons of its run. However, in the fifth season, the team is transported to a future timeline where Earth has been destroyed and the remaining humans live on a spaceship called the Lighthouse; in doing so, they shift to a timeline that is no longer canon with the Marvel Cinematic Universe. In the sixth and seventh seasons, the show deals with alternate timelines and dimensions as the team attempts to prevent a catastrophic event known as the "Chronicoms' invasion." The show also introduces the concept of "time streams," which are alternate timelines created by changes to the timeline. This allows for the exploration of different possibilities and outcomes based on the actions of the characters.

There is no character in "Agents of S.H.I.E.L.D." who has the explicit ability to travel between different multiverses, but the show does introduce characters who can travel through time and different dimensions within their own universe. One such character is Agent Phil Coulson, who is brought back to life after his death in the first "Avengers" movie through the use of alien technology. Coulson is later revealed to have been implanted with false memories and was actually resurrected through a combination of Kree and Chronicom technology, which allows him to survive injuries and even travel through time. Another character who has the ability to travel through different dimensions is Leo Fitz, who creates a device called the "Quantum Bridge" that allows him to open portals to other dimensions.

Earth-10005 – X-Men

The main X-Men film series, which consists of six films, follows the story of a group of mutants led by Professor Charles Xavier as they fight to protect humanity from those who seek to harm them. The films include characters such as Wolverine, Cyclops, Jean Grey, Storm, and Rogue, among others. In "X-Men: Days of Future Past" (2014), the X-Men team must travel back in time to prevent a catastrophic event from occurring in the future. This involves going back to the 1970s and interacting with versions of the characters who are younger than they were in previous films.

In the X-Men comics, there are several characters with the ability to travel between universes or dimensions. One character who has the ability to travel between universes in the comics is Blink, a mutant with the power to create teleportation portals. In the comics, Blink has been known to use her powers to travel between different dimensions and has even been a member of the Exiles, a team of mutants from alternate universes who work to correct problems in the multiverse. Another such character is Magik, the sister of Colossus. Magik has the power to teleport herself and others through various dimensions and has been known to visit alternate universes in the comics. Kitty Pryde's phasing powers, which allow her to move through solid objects, have been speculated to allow for her to teleport between different dimensions potentially.

Earth-41633 – Deadpool

The first Deadpool movie follows the story of Wade Wilson, a former Special Forces operative turned mercenary who falls in love with a woman named Vanessa. Their happiness is short-lived when Wade is diagnosed with terminal cancer. In an attempt to cure his illness, Wade undergoes a rogue experiment that gives him accelerated healing powers but also disfigures his face. As he struggles to come to terms with his new appearance, Wade adopts the persona of Deadpool and begins a quest for revenge against Ajax, the man responsible for his disfigurement. Along the way, he enlists the help of fellow mutants Colossus and Negasonic Teenage Warhead and eventually confronts Ajax in a brutal and violent showdown. The second Deadpool movie sees Wade forming a team of mutants called the X-Force in order to protect a young mutant named Russell from Cable, a time-traveling soldier who wants to kill him. Along the way, Wade faces

personal challenges, including the loss of Vanessa, and grapples with the responsibility of being a hero.

In *Deadpool 2*, the character of Cable, a time-traveling mutant from a dystopian future, is introduced. While his time-travel abilities are not explicitly linked to the multiverse, they do open up the possibility of exploring alternate timelines and realities. Additionally, the film features a mid-credits scene in which *Deadpool* uses Cable's time-travel device to undo some of the events of the film, creating an alternate timeline.

Earth-120703– The Amazing Spider-Man

The *Amazing Spider-Man* saga ignites when Peter Parker sneaks into OSCORP and pretends to be an intern in order to confront his crush, Gwen Stacy. However, during Peter's amateur heist, he discovers a room filled with radioactive Spiderman, one of which bites him which leads to the development of his spider-like abilities. A fellow doctor at OSCORP, Kurt Conners, is experimenting with serums to replicate the ability to regrow limbs inhabited in reptiles. After injecting himself with this serum, it ultimately fails turning him into the villain known as the Lizard due to his newfound desire to turn the entire city of New York into lizards. Peter Parker steps in to stop Conners, but he succeeds only after Captain Stacy, Gwen's father, sacrifices himself.

During the second *The Amazing Spider-Man* movie, Peter is confronted by two prominent villains, the Green Goblin and Electro. Electro wields electricity-like abilities which leads him to be scared of himself and poses more as an anti-hero as opposed to a pure villain. Unlike Electro, the Green Goblin not only uses violence to get what he desires but also directly targets Peter as he believes that the radioactive spider is the cure to his incredibly rare yet fatal disease. The two antagonists die at the end of the movie; Electro dies of an electric overload in his body and the Green Goblin dies from being impaled by his own glider device. Although the hero seemingly wins, Peter Parker still loses the saga's love interest, Gwen Stacy, which renders him a useless hero for a long period of time due to his unfathomable guilt and grief.

Peter Parker faced his first multiversal encounter in Spider-Man: No Way Home, where he appeared on Earth 616 where he assisted the Peter Parkers portrayed by Tobey Maguire and Tom Holland to save an incursion from occurring.

Earth- 838 – The Illuminati

Earth 838 is introduced in Doctor Strange and the Multiverse of Madness. It is presented as an alternate world from Earth 616 with a unique setting and changed characters as a result of having different backstories. Earth 838 is seen when Doctor Strange of Earth 616 and America Chavez arrive there by accident. They are then captured by the 838's superhero agency known as the Illuminati where we see characters who have taken up the role of other characters. There is Peggy Carter, who instead of Steve Rogers has taken up the mantle of Captain America, and becomes Captain Carter. There is also Maria Rambeau who instead of Carol Danvers, absorbs the energy of the tesseract, attaining superhuman abilities and in turn, becomes Captain Marvel (Captain Rambeau). They also see 838's versions of Professor X, Mordo, and Christine Palmer. They learn the story of 838's Doctor Strange who became corrupt after learning and using magic from the Darkhold, resulting in an Incursion through dreamwalking, destroying an entire universe. To keep humanity safe and prevent any possible harm to any other universes, 838's Doctor Strange was executed. Right after hearing the story, Earth 616 Wanda, due to a lack of access to multiversal travel, dream walks to Earth 838 to capture America Chavez to use her unique version of multiversal travel to see her kids again. In the process of trying to capture Chavez, Wanda kills all of the Illuminati members except for Mordo. Wanda continues to chase after Doctor Strange, America Chavez, and Christine Palmer as they head toward the Book of Vishanti which contains the most powerful spells ever conjured. Once they reach it, however, Wanda destroys the book, kidnaps America Chavez, strands Strange and Christine in a desolate universe, and leaves Earth 838 Wanda's mind.

Earth-668– Venom

The 2018 movie 'Venom' begins with the discovery of a meteorite containing symbiotic life forms by the Life Foundation. During transport, one symbiote escapes, causing a crash, while the remaining three are studied for their need for oxygen-living hosts. Trials with humans prove

fatal, leading to journalist Eddie Brock's investigation and confrontation with Life Foundation CEO Carlton Drake, which costs Eddie his job and relationship with Anne.

Six months later, a rogue scientist approaches Eddie to expose Life Foundation's unethical tests. While breaking into the lab, Eddie accidentally bonds with a symbiote, Venom, killing a test subject and triggering an alarm. Venom grants Eddie superhuman abilities.

Anne witnesses Eddie's transformation, and they seek help from her boyfriend, Dr. Dan Lewis. Eddie informs Anne that sound and fire weaken the symbiote. Venom fights off SWAT and mercenaries, but Anne uses an MRI to separate Eddie and Venom.

Riot, the fourth symbiote, bonds with Drake to help infest the world with more symbiotes using a Life Foundation probe. Venom re-bonds with Eddie to stop them. In a climactic battle, Riot and Drake die in an explosion, with Anne assuming Venom's demise.

In the 2021 movie 'Venom: Let There Be Carnage,' Cletus Cassidy, a death row inmate, gains powers when he bonds with a symbiote called Carnage. Young police officer Patrick Mulligan stops Francis Barrison, a woman with supernatural abilities, from escaping. Eddie encounters Cassidy on his execution day, and Carnage emerges, preventing his execution. Venom and Eddie argue, leading to their separation, and Eddie is arrested.

Anne helps Eddie get out of jail, and Venom jumps from host to host. Cassidy kidnaps Anne and Mulligan for revenge, leading to a showdown in a cathedral. Venom is overpowered by Carnage, but Francis's scream power separates the two, resulting in her death and the absorption of Carnage and Cassidy by Venom.

Eddie and Venom become fugitives and feel a multiversal shock, briefly entering the MCU. Eddie leaves a trace of the Venom symbiote in the MCU.

Earth-121698 – Fantastic Four

The Fantastic Four are part of the Multiverse of Earth-121698. The premise of the Fantastic Four saga begins with one Dr. Reed Richards, a physicist who believes that evolution occurred a million years ago on Earth due to clouds of cosmic radioactive energy in space and that one of the clouds will soon go through Earth. In the modern era, the Fantastic Four reside in the renowned Baxter Building, which is a 35-story building located in the heart of Manhattan, NYC on 42 St Madison Avenue.. Richards persuaded Dr. Victor von Doom granted him permission to access his private space station to conduct an experiment that aimed to test the effects of a biological sample when it is exposed to the cloud. The group traveled to outer space to discover the cosmic energy clouds, but due to Richard's miscalculation, the clouds materialized prematurely. After traveling to outer space, the entire squad obtained special powers. Richard acknowledges his aforementioned failure in his miscalculation and attempts to restimulate the storm to reverse its damages. On the other hand, angered van Doom, whose arm has transformed into metal, begins to scheme a revenge plan, restoring Ben to human form, but accelerating his own metallic powers. Von Doom knocks Grimm unconscious and detains Richards. He then calls himself Doctor Doom, torturing Richards, and in an efforts to defeat Johnny Storm, launches a missile at the Baxter Building. Susan Storm attempts to confront Doom but is ultimately unsuccessful, and Grimm comes to aid her, which escalates into a large-scale battle. The storms link their powers to encase Doom in a bottomless pit of heat and induce a thermal shock by dousing him with ice water. Doom's remnants were brought back to Latvia, his homeland, but there are implications that he is still alive.

Earth-11584 – The Defenders

The Defenders are a quartet composed of Daredevil, Jessica Jones, Luke Cage, and Iron Fist, with the mutual goal of saving New York City. Rather than belonging to a singular Multiverse, they are a group composed of individual “outsiders,” from across the Multiverse, that were enlisted by Doctor Strange to prevent Wanda Maximoff from robbing America Chavez's powers. As such, the universe of the defenders mirrors ours exactly, the events of this series take place on Earth 616. They begin as solitary figures, but when faced with their personal adversities, band together to build a stronger front. Firstly, the two polarizing groups are the “hand,” and the opposition group, the “Haste.” Alexandria Reid, one of the leaders of the “Hand,” observes the

resurrection of assassin, Black Sky (aka Elektra), and then mentally manipulates her into becoming her personal warrior. Iron Fist and Colleen Wing realize that Elektra had already murdered Haste's allies, whom they were attempting to save, and were told that the Hand is in New York City. Luke Cage is set free from Seagate Penitentiary and meets with Foggy Nelson, his lawyer who wins his case. Then, an unprecedented large-scale earthquake occurs in the city. Due to this chaos, Matt Murdock, the ex-daredevil, agrees to fight again. Walker gets into a controversy on air when she claims that the earthquake was staged, and obvious to everyone, it is the fault of the Hand, who attempted to glean a dragon by digging under Midland Circle. Cage and Temple rescue people affected by the earthquake, and Jones investigates an individual found with many bombs, John Raymound.

The Time Variance Authority (TVA)

However, it was the Disney+ series "Loki" (2021) that truly delved into the complexities of the multiverse. The show follows an alternate version of Loki, who escapes with the Tesseract during the Avengers' time heist. He is subsequently apprehended by the Time Variance Authority (TVA), an organization responsible for maintaining the multiverse's integrity.

The TVA introduces the concept of the "Sacred Timeline," which they strive to protect from branching realities and dangerous variants. Variants are individuals who deviate from their predetermined paths, and the TVA's mission is to "prune" these variants to preserve the Sacred Timeline. However, it becomes clear that even the TVA's existence may be a part of a larger multiversal conspiracy.

The Watcher

The multiverse takes center stage once more in the animated series "What If...?" (2021), which explores alternate realities and divergent timelines. The Watcher, an omniscient being, narrates various scenarios where key events in the MCU unfold differently, leading to unexpected outcomes. These alternate realities showcase familiar characters in entirely new roles and settings, emphasizing the vast potential of the multiverse.

Current Situation:

Chronologically...

"Thor: The Dark World" is the second Thor franchise film released in 2013. The film is set in the aftermath of "The Avengers" and sees Thor (Chris Hemsworth) attempting to restore order to the nine realms. The film begins with an exposition about the Dark Elves, a powerful race led by Malekith (Christopher Eccleston), who seek to use a powerful substance called the Aether to plunge the universe into darkness. The Asgardians had defeated the Dark Elves in the past and had hidden the Aether away, believing it to be too dangerous to be used. Meanwhile, on Earth, Thor's love interest Jane Foster (Natalie Portman) discovers a portal that leads her to the Aether. She is subsequently infected by the substance, which draws the attention of Malekith and his forces. Thor takes Jane to Asgard to seek help, but Malekith and his forces soon attack the city in an attempt to retrieve the Aether. In the ensuing battle, Thor's mother, Frigga (Rene Russo) is killed, and Malekith manages to retrieve the Aether. Determined to stop Malekith from using the Aether to destroy the universe, Thor teams up with his brother Loki (Tom Hiddleston), who is imprisoned for his actions in "The Avengers." Together, they sneak onto Malekith's ship and engage in a final battle to stop him. During the battle, Loki appears to sacrifice himself to save Thor and the others, but this is later revealed to have been an illusion.

What if Malekith had won? What if Jane and he had both died? What if Malekith's possession of the Aether caused a rift in the multiverse? The questions of this alternative timeline are exactly what will be explored in the committee session.

The Rift

In this alternative timeline Malekith acquires the Aether and spreads among the Nine Realms through the phenomenon of the Convergence; as a result, all the Nine Realms are devoured by eternal darkness. This consequently kills Malekith and Jane Foster as she tries to prevent Malekith from completing his malicious plan. However a rift in the multiverse emerges unprecedentedly, causing various characters from various universes to flood into Earth 616. This catastrophic event forces the heroes to join forces and try to close the rift and send everyone back to their respective universes before an incursion occurs, killing everyone.

General Relations Between Villains and Heroes

There are many prominent rivalries between villains and heroes that changed the trajectory of Marvel, from the rift between Spiderman and the Green Goblin to Mr. Fantastic and Dr. Doom. The ruthless rivalry between Dr. Doom and Mr. Fantastic began as an innocent conflict between two competitive-natured schoolmates but has since matured into a strife between good and evil. Dr. Doom arguably has the upper hand due to the fact that he has an arch nemesis, the clever Reed Richards. However, Dr. Doom's prideful tendencies and his yearning for perfectionism ultimately cause his downfall. Another, perhaps even more iconic rivalry is between Spider-Man and The Green Goblin. Dealing with each other both as civilians and superheroes, the two are in inevitable strife and cannot break loose of the influence each has on the other. In addition to tormenting Spider-man and New York City, Green Goblin, aka Norman Osborn, has continued perpetuating his evil deeds to the entire Marvel Universe as soon as he was deemed director of the **S.H.I.E.L.D** substitution, **H.A.M.M.E.R**. Norman Osborn viciously attacked Asgard when directing the Dark Avengers. A third eminent rivalry is between The Avengers and Thanos. Thanos is distinguished as one of the most potent supervillains possessing countless capabilities, including strength, speed, stamina, immortality, etc. The most notable storyline between the two powerhouses encapsulates Thanos' power during the Infinity Saga. Despite the fact that the powerful Avengers were the moral group, Thanos ultimately prevailed, showcasing how heroes are not always victors.

Can the heroes ultimately close the rift or will their lives cease?

Questions to Consider:

- How can your character travel through the multiverse or communicate with individuals outside their current universe? How could this help you in committee?
- How can your character's strengths be utilized to stop and fix the incoming crisis?
- How are the reality shifts going to affect your character?
- How will this affect your home world?
- How will emotions affect your powers in this unprecedented situation?
- What powers will be helpful or detrimental to your cause?
- Should you fight the forces coming from the rift or work on closing the rift?
- What will happen to characters from other worlds if they remain too long on Earth 616?
- Wh

Character List:

Leopold Fitz: *Marvel's Agents of S.H.I.E.L.D.*

Throughout the series, Fitz proves to be a valuable member of the team, using his technical skills to design and invent various gadgets and equipment that help his colleagues in their missions. He also forms a close friendship with fellow agent Jemma Simmons, with whom he shares a deep intellectual and emotional connection. Over the course of the series, Fitz experiences various personal and professional challenges, including being brainwashed by an enemy organization and dealing with the fallout from a traumatic event. He also develops romantic feelings for Simmons, which are complicated by their work and personal circumstances. Throughout it all, Fitz remains a loyal and dedicated member of the S.H.I.E.L.D. team, using his intellect and creativity to help his friends and protect the world from various threats. He created and currently possesses a device called the "Quantum Bridge" that allows him to open portals to other dimensions.

Daisy Johnson: *Marvel's Agents of S.H.I.E.L.D.*

Daisy Johnson, also known by her superhero alias Quake, starts out as a hacker and member of an anti-S.H.I.E.L.D. organization before being recruited by the agency. She later discovers she has superhuman powers that allow her to generate vibrations, which she uses to create earthquakes and manipulate objects. Throughout the series, Daisy plays a central role in various S.H.I.E.L.D. missions, while also grappling with personal issues such as her difficult relationship with her mother and her complicated romantic feelings for fellow agent Lincoln Campbell. She also undergoes significant character development, transitioning from a cynical and rebellious loner to a more mature and empathetic leader.

Quicksilver: *X-men*

Quicksilver, whose real name is Pietro Maximoff, is a mutant with superhuman speed. Quicksilver is a sarcastic and rebellious character who often uses his powers for his own amusement. He is also fiercely protective of his sister, Wanda Maximoff (aka Scarlet Witch), and has a strained relationship with his father, Magneto.

Storm: *X-men*

Storm, whose real name is Ororo Munroe, is a mutant with the power to control the weather. After a chance encounter with the X-Men, Storm was recruited by Professor Charles Xavier to join the team. She quickly proved herself to be a powerful asset, using her ability to control the weather to aid in battle and protect her teammates.

Shadowcat: *X-Men*

Kitty Pryde, also known as Shadowcat, is a mutant with the ability to phase through matter and project a person's consciousness back in time, her powers are also theorized to have the capacity to shift through the multiverse. She was a student at Xavier's School for Gifted Youngsters and trained as a member of the X-Men alongside Colossus, Rogue, and Iceman.

Deadpool: *Deadpool*

Deadpool, also known as Wade Wilson is known for his irreverent humor, his tendency to break the fourth wall and address the reader or viewer directly, and his ability to heal from virtually any

injury. Wade Wilson was a mercenary who was diagnosed with terminal cancer. In an attempt to cure himself, he underwent a radical experiment that gave him accelerated healing capabilities but also disfigured his body. He then took on the alter ego of Deadpool and began working as a mercenary, using his unique abilities to take on dangerous jobs.

Negasonic Teenage Warhead: *Deadpool*

Negasonic Teenage Warhead, also known as Ellie Phimister, is a mutant with the ability to generate and manipulate explosive blasts of psychic energy. In the comics, Ellie was a student at Xavier's School for Gifted Youngsters and was recruited by Emma Frost to join her team of teenage mutants known as the Hellions. She was later kidnapped and brainwashed by the villainous organization the Hellfire Club, but was eventually rescued by the X-Men. In the years since her introduction, Negasonic Teenage Warhead has made relatively few appearances in the comics. Her powers are able to create explosions of energy, which she uses to devastating effect in battle. Despite her surly demeanor, she has a close relationship with her girlfriend Yukio and is fiercely loyal to her friends.

Spiderman: *The Amazing Spider-Man*

Spiderman, also known as Peter Parker, experienced an incident where he got bitten by a radioactive spider from OSCORP. The bite from the spider granted Peter Parker abilities akin to those of a spider; these include the ability to scale walls or vertical surfaces, spidey senses, and super strength and flexibility. In addition, Peter Parker has an incredible intellect and invented web shooters that allowed Peter Parker to swing between buildings as the fluid within the shooters is immensely strong and virtually unbreakable.

Doctor Strange: *Earth 616*

Doctor Strange, also known as Dr. Stephen Strange, is a master of the mystic arts. He sought out the training of Kamar Taj after losing the ability to use his hands after a fatal car accident. Through the training of the Ancient One, Mordo, and other masters, he acquired many skills such as being able to conjure portals and many weapons, access the mirror dimension, and shift it at will. With the combined power of the Eye of Agamotto and the Time Stone, he is able to warp time at will through time loops and stopping, forwarding, and reversing time.

Tony Stark: *Earth 616*

Tony Stark, also known as Iron Man, is a brilliant and charismatic industrialist, inventor, philanthropist, and former CEO of Stark Industries. With a genius-level intellect and a flair for engineering, he becomes the armored superhero, Iron Man, using his powered exoskeleton to fight crime and protect the world. Despite his initial playboy persona, Tony's journey is marked by growth and redemption, transforming him into a selfless hero and an integral part of the Avengers, Earth's mightiest defenders.

Captain America: *Earth 616*

Captain America, also known as Steve Rogers, is a revered superhero in the Marvel Universe. Created during World War II through a groundbreaking experiment, he possesses enhanced strength, agility, and unwavering courage. Clad in his iconic red, white, and blue suit and armed with his trusty shield, Captain America fights for justice, embodying the spirit of heroism and patriotism. As a founding member of the Avengers, he leads by example and remains a symbol of hope, honor, and selflessness in the face of adversity.

Captain Marvel: *Earth 616*

Captain Marvel, also known as Carol Danvers, is a formidable superhero possessing incredible superhuman strength, flight, and energy manipulation abilities, she is a force to be reckoned with. As an Air Force pilot, Carol's life took a transformative turn when she gained extraordinary powers through an accident involving alien technology. Becoming a key member of the Avengers, Captain Marvel fiercely defends Earth against formidable threats. With her unwavering determination and sense of justice, she stands as a symbol of heroism and empowerment.

Loki: *Earth 616*

Loki, the charismatic anti-hero is a mischievous and enigmatic Asgardian god with a penchant for chaos. Known as the "God of Mischief," he thrives on cunning schemes and manipulation, keeping others on their toes with unpredictable actions. Loki's complex character arc showcases

his struggle for redemption and self-discovery across various timelines, often blurring the line between hero and villain.

Thor: *Earth 616*

Thor, the God of Thunder, is a formidable Asgardian warrior and god. Armed with his enchanted hammer, Mjolnir, he possesses immense strength, lightning manipulation, and the ability to summon storms. As a founding member of the Avengers, Thor fights to protect Earth and the Nine Realms from malevolent forces. With his noble and mighty demeanor, Thor's epic adventures have made him a beloved symbol of heroism and honor.

Vision: *Earth 616*

Vision is an artificial intelligence-powered android with extraordinary abilities. Created by Ultron and based on the body of the android hero, the Human Torch, Vision possesses superhuman strength, density control, flight, and the ability to shoot powerful energy beams from the mind stone in his forehead. He is a member of the Avengers, where his logical yet compassionate nature and unique perspective on humanity make him a crucial asset. Despite his synthetic origin, Vision continually strives to understand and embrace his humanity.

Wong: *Earth 616*

Wong, portrayed by Benedict Wong in the Marvel Cinematic Universe (MCU), is the skilled and steadfast Master of the Mystic Arts. As Doctor Strange's loyal confidant and protector, he adeptly wields magical abilities and is deeply versed in ancient sorcery. Wong's wisdom and guidance prove indispensable in battles against mystical threats. With his solemn demeanor, impeccable combat prowess, and profound mystical knowledge, Wong is an essential ally in defending Earth from supernatural perils.

Darcy Lewis: *Earth 616*

Darcy Lewis is a witty and resourceful character known for her sharp humor and scientific curiosity. Initially introduced as an intern in "Thor," Darcy becomes a pivotal member of Jane Foster's team, aiding in various interdimensional and cosmic investigations. Her quirky

personality and ability to navigate complex situations with a lighthearted demeanor make her vital to solving interdimensional conflicts that may emerge with inventive techniques.

Erik Selvig: *Earth 616*

Dr. Erik Selvig is a brilliant astrophysicist known for his involvement in various cosmic and interdimensional adventures. Introduced in the "Thor" series, he's a key figure in studying Asgardian phenomena and aiding Earth's mightiest heroes against extraterrestrial threats. Despite occasional bouts of eccentricity due to his exposure to mind-altering forces, Selvig's expertise and loyalty make him an indispensable ally in safeguarding the universe from formidable adversaries.

Wanda Maximoff: *Earth 616*

Wanda Maximoff is a powerful and enigmatic character. Introduced as a twin alongside her brother Pietro, she possesses reality-altering abilities due to experimentation with the Mind Stone. First seen in "Avengers: Age of Ultron," her psychic powers include telekinesis and energy manipulation. Driven by a tumultuous past and loss, she initially struggles to control her powers. Throughout her appearances in "Avengers" films, Wanda evolves from a troubled individual to a formidable Avenger. Her journey is marked by grief and resilience, contributing significantly to the events of "Infinity War" and "Endgame."

Captain Carter: *Earth 838*

Captain Carter, also known as Peggy Carter, is the world's first super soldier who got her powers during one of Dr. Abraham Erskine's experiments with the super soldier serum. The experiment that originally was supposed to make Steve Rogers into a super soldier ended with Steve getting injured with a gun wound and Peggy being injected with the serum. She gained superhuman strength, durability, and speed. She also has incredible accuracy and power when throwing her vibranium shield.

Captain Rambeau: *Earth 838*

Captain Rambeau, also known as Monica Rambeau, is a protector of the cosmos and a member of the Illuminati who are the protectors of Earth 838. She attained her powers from the Tesseract

(Space Stone) when encountering an alien species, turning her into a human-kree hybrid. She gained the ability to fly and shoot energy blasts out of her hands as well as having extraordinary superhuman strength and durability.

Christine Palmer: *Earth 838*

Doctor Christine Palmer is a very intelligent and resourceful individual. Dr. Palmer has access to a plethora of resources, individuals, and knowledge as she works for the Illuminati. Dr. Palmer specializes in research and information regarding the multiverse, which makes her incredibly useful and knowledgeable with the problem at hand. In terms of resources, she also has access to billions of dollars in technology, as well as the capability to study different universes.

Eddie Brock: *Venom*

Eddie Brock, known as Venom, is a journalist who came in contact with the Venom Symbiote after trying to save a test subject of the symbiote in Vivo Labs. What would have normally killed someone instead bonded with Eddie, transforming an ordinary man into a symbiotic creature with immense speed and strength and a liking towards biting enemies' heads with rows of sharp teeth. Venom also has the ability to create tentacles to wrap and strangle enemies. He has incredible regenerative capabilities and healing factors thanks to the symbiote.

Mr. Fantastic: *Fantastic Four*

Dr. Reed Richards, known as Mr. Fantastic is deemed one of the smartest men on Earth. He is a talented scientist with knowledge in all scientific fields, ranging from physics to aerospace. Richards, along with Grimm, his close friend, and Sue Storm, his girlfriend, traveled to space in a stolen rocket, the Marvel-1. Due to their high levels of exposure to cosmic radiation, they all gained superpowers and were given the name the Fantastic Four. Richards in particular was able to now stretch and mold his body.

Matt Murdock: *The Defenders*

Matt Murdock, also known as Daredevil, was blinded in his childhood due to an unfortunate accident that actually amplified the rest of his senses to exceptional levels. Murdock grapples fervently for justice, sometimes as an attorney and other times as a crimefighter called Daredevil.

Despite the fact that he is blind, he has four extremely heightened human senses: touch, smell, hearing, and taste. He can read by touch because his fingertips can sense faded impressions of ink, he can identify a person by their scent alone, and hear an individual's heartbeat pattern from greater than 20 feet away. He also received some ninja training, meaning he has slight control over his breathing, meaning he can go without air for a while.

Jessica Jones: *The Defenders*

Jessica Campbell Jones is an investigator based in New York City. She had a rough childhood, becoming an orphan at a young age, because her parents were killed in a fatal car crash. Jones was adopted by Dorothy Walker, becoming close friends with her daughter Trish Walker. Jones soon discovered that she gained superhuman abilities, and decided to become a superhero. She has superhuman strength, durability, and the power of flight, and is highly skilled in hand-to-hand combat. Despite her troublesome upbringing, Jones unfailingly grapples passionately for humanity, be it through being a private investigator, or with the defenders.

Luke Cage: *The Defenders*

Luke Cage, who was originally called Carl Earl Lucas, was raised in Harlem, New York City. Prior to becoming part of the Avengers, he was a delinquent as a child, stirring trouble in a gang called "The Rivals." Because Cage was wrongfully framed for a crime, he was imprisoned in Seagate Prison. Cage was then coerced into a prison experiment, leading him to gain bulletproof, steel skin, which he utilizes effectively to heroically safeguard New Yorkers.

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