

## **M.O.D.O.K.'S ELEVEN**

*A group of third-rate villains is assembled by M.O.D.O.K. to steal the power source of a far-future vessel, but not everyone on the crew is who they claim to be.*

M.O.D.O.K. wants the Hypernova: an inexhaustible power source equivalent to a million suns. The Infinicide, a group of temporal cartographers from the end of time who travel back to store the memories of those who experienced important memories of history, uses one to power their vessel. The Infinicide has recently appeared in this era, floating cloaked above the salt flats in rural China, in order to map the recent events of both Civil War and World War Hulk.

Thus, M.O.D.O.K. contacts a group of eight powered villains and offers them five million dollars each to help him steal the Hypernova, each one providing a unique skill to the overall plan.

However, these villains are not to be trusted. While some genuinely want to help M.O.D.O.K. in order to get their payday, others have thrown in their lot with other forces who also want to get their hands on the Hypernova. Secretly, one of the members of the crew is working for the Mandarin, another is working for S.H.I.E.L.D., and a third is working for Advanced Idea Mechanics, who have replaced one of the other crew members with an Ultra-Adaptoid android.

First the crew will have to sneak aboard the Infinicide and obtain the Hypernova, then a series of betrayals will most likely result, until the Hypernova finally comes to a rest with one of the parties looking for it.

This two act event is designed to be played in a single convention session, lasting approximately 4 hours total. The event is based on Super-Villain Team-Up: M.O.D.O.K.'s Eleven #1-5 by Fred van Lente and Frances Portela.

## **Preparing for the Event**

- ◆ Read the entire event provided here and become familiar with the key scenes.
- ◆ Present the players with the hero datafiles, and have each player choose one.
- ◆ If the players are not familiar with Marvel Heroic Roleplaying or the characters, take time to explain as much rules and description as are needed to get started.
- ◆ Explain that each player will be given a secret Mission Milestone that describes who they are to be working for, and that it should be kept a secret to the other players, and that betrayal will be inevitable in the event so they should not be afraid to act directly against other characters: it is a one-shot full of villains, after all.
- ◆ Randomly distribute the mission milestones, one to each player, so that only you and they know what milestone they have. Secretly note who each character is actually working for. See below for guidance on these.
- ◆ Answer any questions the players may have, in one-on-one meetings if necessary.
- ◆ Take the two unchosen hero datafiles, and keep them for yourself. You might need them later, either for a player to use or to make one secretly the Ultra-Adaptoid.
- ◆ Once all the questions are answered, begin the event with the first introductory scene.

## Structure of the Event

- ◆ Act One: The crew is introduced to the plan, and then conduct the heist of the Infinicide to steal the Hypernova.
- ◆ Act Two: A series of betrayals, driven by who the crew is actually working for, make the Hypernova a hot potato until it comes to rest with one group.

## Milestones for this Event

Unlike most events, the milestones for each player are assigned randomly, and kept secret until they are revealed. They also contain unlockables available only to that character.

There are 2 “Help M.O.D.O.K. to get the money” and 1 each of the others in a 6 player game. In a 5 player game, remove a “Help M.O.D.O.K.” In a 4 player game, remove a “Help M.O.D.O.K.” and the SHIELD mission.

### Help M.O.D.O.K. to get the money

Though he’s a weird, floating head creature, M.O.D.O.K.’s plan seems sound, and you really need the money. You probably could have found another buyer, but be it because of desperation, a sense of honor, or just plain old fear, you’re with M.O.D.O.K. to the end, however it plays out.

1 XP when you follow a direct order from M.O.D.O.K..

3 XP when M.O.D.O.K. recognizes you for your contribution.

10 XP when you deliver the Hypernova to M.O.D.O.K. or choose to give it to someone else.

### Unlockables

- ◆ Spend 5 XP to telepathically contact M.O.D.O.K. for information or advice.
- ◆ Spend 10 XP to convince M.O.D.O.K. to directly come to your assistance.

### Find the Traitor

You’ve been involved in enough jobs to smell a rat. Someone in this team isn’t who they say they are, and that could affect your big score. You’re going to put a stop to it, but be careful, you never know who could be trying to take down the job from the inside.

1 XP the first time in a scene you accuse another member of being a traitor.

3 XP when you deliver proof of someone’s betrayal to M.O.D.O.K..

10 XP when you convince the traitor to abandon their plans and work for M.O.D.O.K., or you’re forced to “take them out” for the good of the mission.

### Unlockables

- ◆ Spend 5 XP to ask the Watcher a yes or no question about another member of the crew.
- ◆ Spend 10 XP to show up at the site of a betrayal.

### Help AIM’s Scientist Supreme

As soon as you received the summons from M.O.D.O.K., you decided to see what Advanced Idea Mechanics (AIM), the villainous science society who originally created M.O.D.O.K., had to say about it. The new Scientist Supreme of AIM, Monica Rappacinni, offered you triple what he would pay if you served as a mole within M.O.D.O.K.’s team. The Scientist Supreme is planning

on abducting one of the other members and replacing them with an Ultra-Adaptoid that can mimic other powers. Assist AIM and its Ultra-Adaptoid in obtaining the Hypernova, and great wealth and power can be yours.

1 XP when you personally accomplish a task that gets you closer to the Hypernova.

3 XP when you are discovered helping or covering up the existence of the Ultra-Adaptoid.

10 XP when you deliver the Hypernova to AIM or choose not to give it to them in a critical moment.

### **Unlockables**

- ◆ Spend 5 XP to access AIM's database.
- ◆ Spend 10 XP to bring the Ultra-Adaptoid directly to your aid.

### **Help SHIELD**

You're no so-called "superhero" but you know it's a bad idea for M.O.D.O.K. to get his hands on an infinite power source like the Hypernova. While you may have had your run-ins with them before, you knew that SHIELD are the best equipped to handle it. They have set up camp near the Infincide site in preparation. They've offered you a deal that you couldn't refuse: join M.O.D.O.K.'s crew, deliver the Hypernova to SHIELD, and they will not only match M.O.D.O.K.'s offer of 5 million dollars, they will also grant you amnesty for any past crimes, giving you a clean slate and a healthy retirement fund. Also, M.O.D.O.K. won't destroy the universe or whatever.

1 XP when you keep something powerful out of the wrong hands.

3 XP when you contact SHIELD directly for new orders.

10 XP when you deliver the Hypernova to SHIELD or choose not to give it to them in a critical moment.

### **Unlockables**

- ◆ Spend 5 XP to have SHIELD covertly drop off a requested resource.
- ◆ Spend 10 XP to call in a SHIELD team. The SHIELD strike team starts at 3d6. Each round you wait to have them arrive, increase the strength of the team, to a maximum of 6d6.

### **Help Temugin, son of the Mandarin**

Your questionable past has brought you into the employ of a variety of criminal masterminds, including The Mandarin. While The Mandarin is dead, his son has taken over his empire. After M.O.D.O.K. contacted you, you reached out to Temugin, son of the Mandarin, to see if he would make you a better offer. And indeed he did: quadruple the price for delivery of the Hypernova. You are infiltrating M.O.D.O.K.'s group, and have been commanded to steal the Hypernova at soonest opportunity, delivering it to Temugin who will be camped out near the site of the Infincide. Succeed, and receive a massive payment alone. Fail, and face the wrath of the Mandarin.

1 XP when you misdirect another member of M.O.D.O.K.'s team that gets them farther away from the Hypernova.

3 XP when you contact Temugin directly for orders.

10 XP when you deliver the Hypernova to Temugin or choose not to give it to him at a critical moment.

## Unlockables

- ◆ Spend 5 XP to ask Temugin to use one of his rings remotely to assist you.
- ◆ Spend 10 XP to summon the Temugin personally.

## ACT ONE: STEAL THE HYPERNOVA

### Doom Pool

The doom pool begins at 2d6 for this act.

### Hook: Assembling the Crew

On their datafile, each hero has a listing of when they were summoned by M.O.D.O.K. They are each invited to an abandoned warehouse that formerly held ice cream trucks in Brooklyn. Divide the characters into two groups, one approaching from the street side, the other approaching from the alley side. Allow each group some screen time to talk before entering the building.

Inside the warehouse is a white board filled with a mix of equations, flow charts, and prose, which even to the scientifically-minded characters seems to be nonsense. The other prominent feature is a large pile of cash sitting on a wooden table, seemingly unguarded. This is actually a mental illusion, but only Mentallo can see this, and he may not bother to tell anyone.

This may prompt an attempt by one or more of the heroes to try and take the money. Allow the first person to suggest this a roll, possibly opposed by someone else, to try and take it. Regardless of success or failure, M.O.D.O.K. chooses this point to enter (along with the two unchosen characters) from a previously unseen side entrance, using his mental abilities to cause any fighting to stop.

### Buildup: The Plan

M.O.D.O.K. is eager to explain his brilliant plan. Read or paraphrase any of the following, using your best M.O.D.O.K. voice:

*"I have contacted each of you for your unique talents. Only my highly evolved mind, designed only for killing- computing! Designed only for computing- could have assembled a seamless formula from such disparate elements. The sum of which is nothing less than the greatest heist in the history of the multiverse!"*

*We steal from the Infinicide- temporal cartographers from the end of time. Their technology and super powers are beyond your imagining! We cannot possibly hope to prevail by force. It is only through the fractally brilliant plan of a mind designed only for ki- ki- ki- computing that we can evade their defenses.*

*The Infinicide's beacon shall be phased out of the timestream and into this one for only a brief period while they finish mapping the cataclysmic wars recently waged by the so-called heroes. Their fortress floats thirty stories over the Taklamakan Salt Wastes of China, broadcasting a*

*subliminal tele-signal to people around the globe touched by the conflict. Though these normals know not why, they are themselves infected with the irresistible urge to travel to the beacon where their memories will be downloaded into the Infinicide's chrono-map."*

*In the center of the floating fortress lies the object of our quest- its power source- a Hypernova trapped in a temporal bottle- an exploding star continuously bursting and re-bursting in an infinite loop- producing more energy than the sun could in a trillion years.*

*This impenetrable fortress conceals the most fearsome weapon ever devised. Sneak into it undetected. Steal this device. Return alive. Then- and only then- whatever you lack shall be yours, in amplitude."*

M.O.D.O.K.'s plan consists of the following steps:

- ◆ Have Mentallo implant Chameleon with false memories of seeing the Hulk fight.
- ◆ Chameleon disguises himself as a bystander, and is taken aboard by the Infinicide.
- ◆ Meanwhile, the rest of the team approaches from underneath, using Armadillo's burrowing skills.
- ◆ Have the Chameleon find a way to grant access to part of the team to the Infinicide, like by taking one of the Spot's teleportation holes in order to get everyone aboard.
- ◆ Take out or dodge the cellular guard drones, avoid the sensor clouds, bypass the laser grids, and stay out of sight of rotating cameras in order to access the Hypernova chamber.
- ◆ Meanwhile, have another team secure an exit for the Hypernova from the Infinicide.
- ◆ The entire team gets to the escape tunnel underneath the Infinicide to escape.

If questioned, M.O.D.O.K. responds with the following:

*"The intricacies of my plan are so complex I fear you would go mad if I shared them with you in their entirety. For the good of your sanity, I must insist that you focus on those infinitesimally miniscule strands that concern you."*

Further questioning only causes M.O.D.O.K. to monologue more on how great he is.

<<insert M.O.D.O.K. datafile>>

## **Action: Board the Infinicide**

M.O.D.O.K. stays behind, but everyone else arrives in China the next day via Spot's teleportation. Jump right into the approach.

If Mentallo is being played, have him roll against the doom pool to create the mental disguise for Chameleon. This creates an asset for him to use when boarding the Infinicide. If Mentallo wishes to do anything nefarious extra while in his head, add in Chameleon's psychic resistance to the doom pool.

Boarding the Infinicide requires a roll from the Chameleon to successfully infiltrate. His roll is opposed by the doom pool, plus a scene distinction Technology From The End Of Time, plus the onboard AI's Psych Expert. Success indicates a clean arrival, and can generate a "Successful Disguise" asset with the effect die. Failure means that the Chameleon arrives

successfully aboard, but the warning sensors detect something is amiss, and the opposing effect die is added to the doom pool, and the guard drones arrive immediately.

If Chameleon is a watcher character, he uses The Spot's portal to get everyone else aboard as quickly as possible, then fades away. If he is a hero character, encourage him to get everyone else into the action as soon as possible. If he is resistant, The Spot's portal will work anyway, and might cause everyone to spill out at an inopportune moment.

The interior of the Infinicide are roughly dome-shaped passages running in various directions, forming sterile white corridors with the occasional strange globe. Doors are sealed off via genetic keypad, making accessing any important rooms difficult (and most likely only possible for Deadly Nightshade.) A variety of security systems are active to prevent a lot of exploring.

Scene Distinctions for the remainder of the time on the Infinicide include: [TECHNOLOGY FROM THE END OF TIME, STERILE, AND TWISTY MAZE OF PASSAGES ALL ALIKE.](#)

## Action: Guard Drones

Strange security robots that look like a connected series of pearly domes in a humanoid shape patrol the passages and ensure that anyone taken aboard the Infinicide for scanning is taken to the appropriate chamber. They approach very shortly after arrival onboard, either taking the crew by surprise or giving a heads-up on what is coming, depending on how successful Chameleon was. If the guard drones register the crew as hostile, they attack and attempt to subdue to take them to their Infinicide Masters.

<<insert Guard Drone datafile>>

[[Sidebar]]

### ***Captured!***

If things go really poorly for the crew, they might find themselves captured and scanned by the Infinicide, which is an option for ending the scene by spending 2d12 from the doom pool. In this case, the crew might need to mount a rescue operation, or give one of the heroes working for someone else a head start on nabbing the Hypernova. In either case, let them escape after the Infinicide has scanned them, but that might lead to a frantic chase and a much more complicated extraction of the Hypernova.

[[End Sidebar]]

## Action: Explore the Infinicide

M.O.D.O.K. was unable to secure a complete map of the Infinicide, only obtain some of their defenses and a description of what the Hypernova Chamber looks like. Thus, the crew will need to explore a bit first, while avoiding the various security systems.

A character wishing to explore for a particular room must roll against the doom pool. A successful roll yields an asset like "rough map" or "I know the way!" A failed roll can spend from

the doom pool for a complication like “badly lost” or split the team up as per the normal doom pool rules.

Regardless of success or failure, feel free to spring any of these security systems on the parts of the crew that separates, especially if one part of the crew is engaged in another action scene. Remember to use the Infinicide’s scene distinctions to assist in these rolls:

## **Organic-Ceramic Perimeter Laser Grid**

This security system attacks as the doom pool plus a d12 Laser Blast. On successful action, the effect die inflicts physical stress, and may ignore any resistance trait by spending a doom die. The lasers may be targeted or bypassed, and block the chamber until a successful action is performed on them. On a successful reaction against an attempt to target the Lasers, it inflicts physical stress with the doom die without spending from the doom pool.

## **Genetic Keypad Lock**

These locks are the key to opening any chamber door, especially critical rooms like the control room or Hypernova chamber. These locks are designed only to register the genetic code of one of the Infinicide members. Deadly Nightshade has the best chance of opening these with her advanced genetic cocktails. However, a brute force approach may also work.

It takes a successful action against the doom pool to open a genetic keypad lock, with an added difficulty of d10 if taking a non-genetic approach. On success, the door opens. On failure, the door refuses to open, and that hero cannot try again. On an opportunity, regardless of success or failure, the Watcher creates a free “Alarm!” complication, based on the number of opportunities rolled by the hero.

## **Rotating Cameras**

An oddly low-tech security measure compared to the rest of the fortress, a hero must make a roll against the doom pool to avoid the look of these completely. On a failure, the effect die from the Watcher’s roll is added to the doom pool.

## **Other Features**

A hero might try to find something specific in the Infinicide (possibly with or without his teammates knowledge.) As before, this is a roll against the doom pool, with possibly one of the security features listed above in the way. If successful, the hero might get an asset like “control room access,” “Into the garbage chute, flyboy,” or “ideal hiding place” that the player can have stick around for the rest of the act by spending a PP.

## **Action: Find An Exit**

As specified by M.O.D.O.K.’s plan, the team will need a way to escape with the Hypernova. Aside from the direct approach of simply blowing a hole in the exterior (which might become necessary in a pinch), there are two facilities that may help: a teleportation chamber and an

escape ship launching bay. In either case, the room is protected by a Genetic Keypad Lock (as listed above), and may also contain one of the Infinicide members. The Infinicide member, which looks an awful lot like a M.O.D.O.K. (as they are both products of millions of years of evolution), will attempt to disable any of the heroes and bring them back to the scanning chamber.

<<insert Infinicide datafile>>

After the chamber is secured, the crew can use the appropriate specialty to help their later escape, or use it to go after someone who has stolen the Hypernova for someone else. See *Escape the Infinicide* for more details on how this could play out.

## **Action: The Hypernova Chamber**

This room is a massive circular chamber with the Hypernova in the middle. The Hypernova is suspended in an energy stream that distributes the power throughout the rest of the ship, and is surrounded by a Sensor Cloud of security nanomachines designed to keep anyone from approaching the center.

Depending on the size of the group in the chamber and what it took to get there, there are several options. Undeclared Guard Drones will be drawn here, or can be added by spending a d6 from the doom pool per mob dice added. If no one else has encountered one, add an Infinicide Member here, who was conducting routine tests. If the crew is already at each other's throats, have them battle it out on their own.

### **The Sensor Cloud**

The Sensor Cloud can be avoided by precise acrobatics, disrupting it with wind or force, or otherwise finding a way to disrupt its operation temporarily. Unless someone is specifically opposing someone's passage through the cloud, a roll against the doom pool is needed to traverse it successfully to get to the Hypernova. On a failure, add an Alarm complication for free with the Watcher's effect die. If the hero rolls an opportunity, any other member of the crew can spend a PP to activate the opportunity and turn it into physical stress on the hero traversing the Sensor Cloud or use it as a stunt related to the cloud.

### **The Hypernova**

Extracting the Hypernova from the energy stream is effortless, only requiring someone to be there to take it. However, it's likely that whoever extracts it will not be who gets to keep it, and playing this up is the job of the Watcher. This is the point at which it should be abundantly clear that not everyone has M.O.D.O.K.'s best interests at heart.

A hero attempting to take the Hypernova from another hero should make an opposed roll, as normal. On a success, effect dice can be used as normal, including an asset called "I've got it!" which is added to any rolls to hold onto the Hypernova. However, in the midst of any struggle, the Watcher can spend a die from the doom pool equal to that asset (stepped up if the hero has Reflexes or similar power) to have the Hypernova become dropped in the midst of the struggle.



Ultimately, however, you're going to want one of the betraying heroes to get away with it to take to their boss, who is conveniently setup nearby in the salt flats awaiting delivery. This will lead into the second act, where it will likely be one hero plus his boss versus the rest of the crew trying to regain the Hypernova.

Regardless, when there has been an appropriate amount of hot potato with the Hypernova and someone has started to make a break for it, the Infinicide begins to crash. Move on to "Escape the Infinicide."

## **Transition: Escape the Infinicide**

If the crew has made appropriate preparations to account for the Hypernova being removed, like the Living Laser managing the energy stream, give them an appropriate asset to assist any rolls to escape. Likewise, if they've actually secured an exit, let them take it without requiring any rolls. Let them make any appropriate rolls to escape, using the doom pool to inflict stress on reactions as necessary (but not blocking them from escaping on a failure.) No matter what, the ship is going down, and fast.

Include in the Action Order somewhere for the crash. After this is hit twice, the vessel crashes to the ground, taking with it anyone still aboard. At this point, there should be a clear target: someone has stolen the Hypernova. Allow a quick recovery scene here en route, as well as the chance to contact M.O.D.O.K. if need be for further instructions. M.O.D.O.K.'s telepathic powers allows him to reveal the identity and location of the betrayer, and he encourages his minions to pursue immediately. If it hasn't already, the Infinicide crashes in the distance.

## **Unlockables**

- ◆ Spend 5 XP to call in a favor from one of the support characters in M.O.D.O.K.'s team.
- ◆ Spend 10 XP to switch from playing your current character to one of the unused characters.
- ◆ Spend 5 XP to trigger a flashback scene to establish a resource.
- ◆ Spend 10 XP to unlock an advanced power set for your character, stepping up a power trait for the rest of the event.

## **ACT TWO: ...PROFIT!**

In Act Two, the loyalties of everyone comes to the fore in some way, leading to out and out conflict. Not all of the action scenes below need to come up: choose the ones that are most appropriate based on who has stolen the Hypernova and who becomes involved. The heroes may even form unlikely allies in the struggle.

Each action scene will likely end with the Hypernova changing ownership, and a new threat appearing, until ready for the resolution. As such, the action scenes should end when this happens instead of one side or another being knocked out.

## **The Doom Pool**

If the doom pool is below 2d6, it becomes 2d6. Otherwise, it carries over from the previous act.

## Action: The Mandarin and His Dragon Ship

Temugin, son of the Mandarin, paid one of the heroes to deliver the Hypernova. He has no desire to reward someone without honor, so after receiving it, he plans to banish the hero with his black light ring along with the money. If given a chance before everyone arrives, he will take care of the betrayer and take the Hypernova for himself. If the crew arrives in hot pursuit, he will invite the betrayer to join him in protecting it, and offer a bonus for doing so. In either case, he uses his rings' powers to fly up to his dragon ship to try and escape with the Hypernova, where the crew can confront him.

<<insert Temugin datafile>>

The dragon ship is made of alien Makuulan technology, and decorated in appropriate Eastern decor resembling the Temugin's monastic upbringing. The scene distinctions are: [SIGNAL-BLOCKING](#) [ALIEN TECHNOLOGY](#), [FENG SHUI](#), AND [SENTIMENTAL VALUE](#).

The last scene distinction, if any hero takes an action to observe his surroundings, reveals a shrine to the original Mandarin including his ashes, which Temugin will go to great lengths to protect. Temugin leaves the ship on auto-pilot to defend the Hypernova, also leaving a chance for someone to take control of the ship.

## Action: SHIELD Strike Team

One of the heroes tipped off SHIELD, and being SHIELD, sent in a squad of secret agents to try and recover the Hypernova to get it out of the hands of serious security threats. At the same time, it's a chance for them to round up a few super-villains that should be put anyway. The Agents are setup near a canyon, where they try to gain superior ground to ambush and capture the heroes. Scene distinctions include: [TREACHEROUS CANYON](#), [SALT WASTES](#), AND [FLY THE UNFRIENDLY SKIES](#).

<<insert SHIELD Squad datafile>>

Their first priority is to recover the Hypernova, which they will try to put into the hands of one of the elite agents to get away while the others provide covering fire and take down whomever they can.

## Action: The Ultra-Adaptoid

The Ultra-Adaptoid disguised itself as one of M.O.D.O.K.'s crew (as discussed in the setup, one of the unchosen characters fills this role), and the one working for Advanced Idea Mechanics knows to deliver it into its hands. The Ultra-Adaptoid is controlled by Monica Rappacinni, who not only wants the Hypernova, but also wants to make a fool of M.O.D.O.K. and his crew as much as possible. As such, she'll use the power of the Ultra-Adaptoid to try and crush the crew, even after she has the Hypernova. If she loses control of it, whoever has it becomes the top target. This action can take place wherever appropriate, and may borrow scene distinctions from the other action scenes.

<<insert Ultra-Adaptoid datafile>>

## **Conclusion: Bait and Switch**

If the Hypernova manages to escape, the remaining crew have no choice but to return to M.O.D.O.K. empty-handed, who seems surprisingly OK with it. If the Hypernova returns with the crew, he likewise encourages whoever is left to return as well for payment.

If the Hypernova escaped with another party, M.O.D.O.K. reveals that the one that was taken was a forgery constructed by him, switched in the midst of the action (likely in one of the times that it was taken through one of Spot's portals.)

Regardless, M.O.D.O.K. has the real Hypernova. Another android from Advanced Idea Mechanics shows up, offering M.O.D.O.K. one billion dollars for the Hypernova, a deal he gladly takes. Anyone still present is paid their full reward, plus a bonus for the heroes that betrayed him and he no longer has to pay.

After the payment, M.O.D.O.K. explains that he knew the Hypernova was too dangerous for anyone to use successfully. He shows a telepathic image of AIM attempting to harness the power, and further notes that getting revenge on his ex-girlfriend Monica is an experience you can't put a price on.

The heroes are dismissed, and M.O.D.O.K. begins the real work: rebuilding AIM in his own image, with a one billion dollar head start.