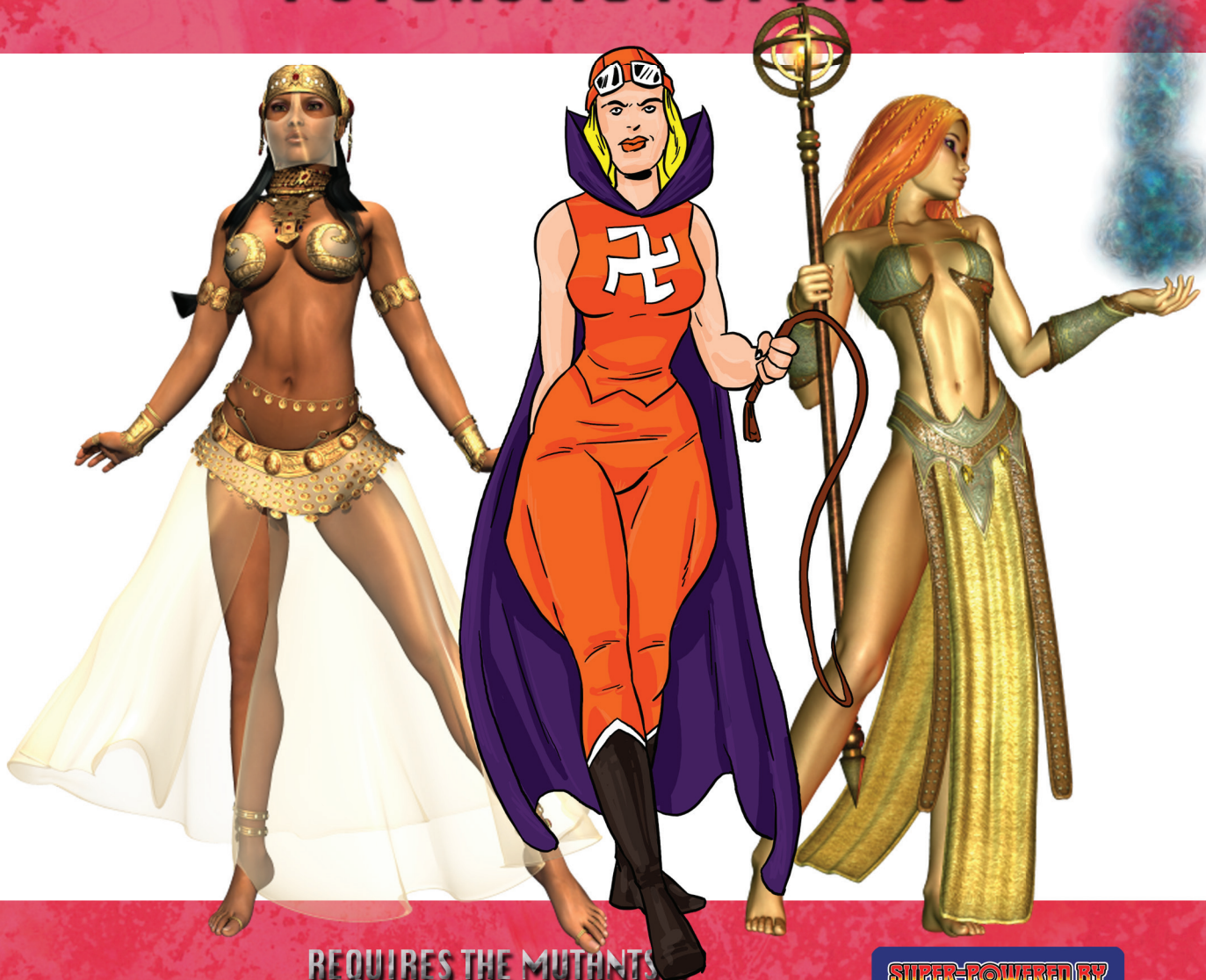
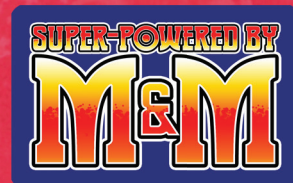


VICIOUS VILLAINS IV

PSYCHOTIC PSYCHICS



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VICIOUS VILLAINS IV

PSYCHOTIC PSYCHICS



Disclaimer: This book is a work of fiction!

As depressing as this may be to some people (myself included) we simply do not live in a world with psychic powers. I know. It's a shame.
This book is not real. Sorry.

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Our fans who have helped make 2013 the best year in the history of Aegis Studios!

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Continuing the product line we started with **VICIOUS VILLAINS: THE BADDEST OF THE BAD** (available at <http://rpg.drivethrustuff.com/product/104898/>), **Vicious Villains II: Mystical Monsters** (available through DriveThruRPG at <http://rpg.drivethrustuff.com/product/107885>) and **Vicious Villains III: Scoundrels of Science** (also available through DriveThruRPG at <http://rpg.drivethrustuff.com/product/108520>) we have decided to put together another collection of bad guys and girls for use in your M&M campaign!

In this book you will find ten villains, ranging from PL6 to PL 15, each with psychic powers and psychotic attitudes!

We hope you enjoy this .pdf! Please check out our other gaming materials, films and comics at <http://www.plasticageproductions.com>

Thank you for picking up **VICIOUS VILLAINS IV!**



VICIOUS

VILLAINS

BEDEKTE SY HET-DUIWEL

Known across the globe by various nicknames & pseudonyms, this master of mesmerism prefers the name Bedekte Sy Het-Duiwel. Translated as “Veiled She-Devil” the name is utterly fitting for this sly seductress.

Kidnapped at a young age Bedekte was forced into servitude as a sex worker. Her teenage years were filled with terror and abuse. When she was on the verge of breaking, she was purchased by a Madame from a South African brothel, who recognized a gift in the young girl. Madame Craven could feel the psychic potential in the young woman and took her under



BEDEKTE SY HET-DUIWEL (PP TOTAL: 150)							
Gender	Female	Height	5'8"	Identity		Public	
Age	25	Weight	121 lbs	Base of Operations		Mobile	
PL	10	Eyes	Brown	Group Affiliation		None	
Abilities (44 PP)							
STR	2	AGI	2	FIG	2	AWE	2
STA	2	DEX	2	INT	2	PRE	8
Offense (0 PP)							
Unarmed		5		Initiative		2	
Defense (30 PP)							
Toughness (STA)			8		Dodge (AGL)		8
Fortitude (STA)			8		Parry (FGT)		8
Will (AWE)				8			
Skills (23 PP)							
Acrobatics							4 (6)
Athletics							3 (5)
Close Combat							3 (5)
Deception							5 (13)
Expertise (Dance)							5 (7)
Insight							5 (7)
Intimidation							7 (9)
Perception							4 (6)
Persuasion							5 (13)
Sleight of Hand							3 (5)
Stealth							2 (4)
Advantages (13 PP)							
Agile Feint, Assessment, Attractive x2, Daze x2 (Deception, Intimidation), Fascinate x4 (Deception, Expertise: Dance, Intimidation, Persuasion), Great Endurance, Instant Up, Redirect							
Powers & Devices (48 PP)							
Mind Control (Progressive)							8
Complications (-8 PP)							
Mind Control (Limited, requires the subject to witness Bedekte dancing for 4 rounds or more.) -8 Motivation: Greed, Hatred: Human Trafficking							
Equipment, Vehicles & Headquarters							
None.							

her wing. Teaching her the art of hypnotic dance, Madame Craven shaped Beekte into a sultry seductress who could control men's minds with her movements. Now Bedekte travels the globe, seeking rich and powerful marks to manipulate for power and money. Bedekte has a strong obsession with taking down human trafficking wherever she finds it. This is the only drive of Bedekte's that can supersede her greed. If she discovers a trafficking network she will put all current agendas on the back burner to free the victims, often slaughtering those responsible for their captivity.



CASSANDRA

Cassandra was once a superhero. Part of a prominent team, her psychic ability to read impressions of the past and predict the future were considered a great asset. For a time she enjoyed a hero's welcome wherever she went. Being raised in an unremarkable town in the midwest, and having spent her early teenage years as a wallflower, she was overwhelmed by the attention she received in her superhero identity. She was so enraptured with the positive attention that she eschewed her secret identity entirely, telling the world who she really was.

Her love for attention having overcome her common sense, Cassandra failed to consider the repercussions of her actions. A supervillain who Cassandra had helped imprison managed to escape. Filled with rage at his capture, the villain tracked down and murdered Cassandra's parents.

As Cassandra failed to predict this, much of the public lost

faith in her abilities. Public opinion on Cassandra turned foul when she was at her weakest emotionally and her worldview broke.

Cassandra abandoned her teammates, though in the ensuing argument she blamed them for 'driving her away.' Cassandra has since become something of a villain, predicting tragedies and visiting them to increase the mayhem. This is basically an immature attempt to show the world that without her powers, her former teammates are less prepared to deal with impending crises. Cassandra is ill. Perhaps with some therapy she could find redemption, but someone would need to reach her first.

CASSANDRA (PP TOTAL: 120)							
Gender	Female	Height	5'6	Identity		Public	
Age	19	Weight	115 lbs.	Base of Operations		Mobile	
PL	8	Eyes	Brown	Group Affiliation		None	
Abilities (50 PP)							
STR	1	AGI	6	FIG	4	AWE	6
STA	1	DEX	3	INT	2	PRE	2
Offense (0 PP)							
Unarmed		4		Initiative		6	
Defense (1 PP)							
Toughness (STA)			3	Dodge (AGL)		6	
Fortitude (STA)			3	Parry (FGT)		6	
Will (AWE)				7			
Skills (18 PP)							
Deception						4 (6)	
Insight						8 (14)	
Perception						8 (14)	
Sleight of Hand						8 (11)	
Stealth						8 (14)	
Advantages (2 PP)							
Assessment, Well-Informed							
Powers & Devices (43 PP)							
Senses (Precognition, Postcognition)						8	
Teleport (Accurate, Change Direction, Change Velocity, Easy, Extended, Increased Mass, Portal, Turnabout)						5	
Complications (0 PP)							
Motivation: Responsibility, Reputation: Cassandra has a reputation for inaccurate, unreliable predictions.							
Equipment, Vehicles & Headquarters							
None.							



FORTEA

The woman known as Fortea is a mystery. Technically an agent of the NSA, Fortea is assigned to work on cases that involve the supernatural, specifically cases that involve a manifestation of psychic powers. Fortea is uniquely useful on these kinds of cases due to her own unique

immunity to psionics. Those who know of Fortea's existence exchange a number of rumors about her origins and motivations, but the actual truth of her origin is known only to her superiors.

After a decade of hunting psionic criminals, Fortea has become a bigot. If she encounters a psionically active character, hero or villain, she will automatically assume that person is guilty, either of whatever crime she is currently investigating, or of some other dastardly misdeed. She will work tirelessly to uncover and expose any potential wrongdoing by a psychic, dedicating her efforts to unearthing secrets and revealing past mistakes. Fortea will rarely act directly against her target unless she has enough evidence to support an arrest, or the target's actions are clearly threatening another person.

FORTEA (PP TOTAL: 135)							
Gender	Female	Height	5'5"	Identity		Public	
Age	32	Weight	124 lbs	Base of Operations		Mobile	
PL	9	Eyes	Brown	Group Affiliation		NSA	
Abilities (40 PP)							
STR	2	AGI	2	FIG	2	AWE	4
STA	2	DEX	2	INT	4	PRE	2
Offense (0 PP)							
Ranged		10		Initiative		6	
Defense (24 PP)							
Toughness (STA)			7	Dodge (AGL)			6
Fortitude (STA)			7	Parry (FGT)			6
Will (AWE)				10			
Skills (46 PP)							
Close Combat						2 (4)	
Deception						8 (10)	
Insight						6 (10)	
Intimidation						6 (8)	
Investigation						10 (14)	
Perception						10 (14)	
Persuasion						10 (14)	
Ranged Combat						8 (10)	
Sleight of Hand						8 (10)	
Stealth						8 (10)	
Technology						6 (10)	
Treatment						4 (8)	
Vehicles						6 (8)	
Advantages (15 PP)							
Assessment, Benefit x3, (Cipher, Security Clearance, Wealth), Connected,							
Contacts, Equipment x5, Fearless, Improved Initiative, Languages x2 (French,							
Spanish, Mandarin, Arabic), Quick Draw							
Powers & Devices (10 PP)							
Immunity (Psionic)						10	
Complications (0 PP)							
Motivation: Recognition, Prejudice (against Psychics)							
Equipment, Vehicles & Headquarters							
Binoculars, Bulletproof Vest (Protection 4, Limited: Ballistic only, Subtle),							
Cellphone, Computer, Gas mask, Handcuffs x3, Heavy Pistol (Ranged Damage 4,							
Critical 20), Knife (Damage 1, Piercing), Lock release gun, Pepper spray, Smoke							
Pellets							

CITIZEN FREEDOM

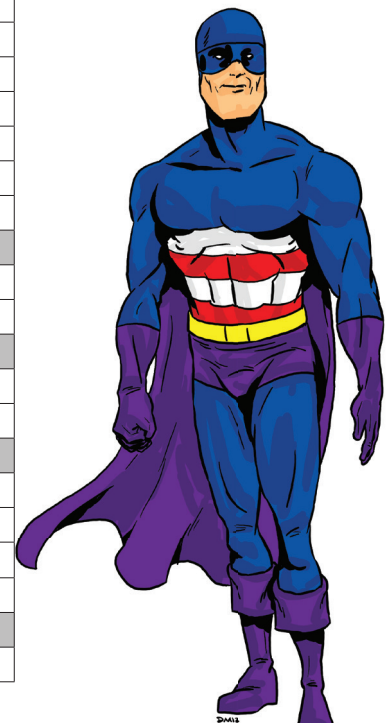
Citizen Freedom is an American superhero who stands for honesty, fairness and freedom. He is adored by the people and trusted by law enforcement. He is also a nazi war-criminal in hiding.

During World War II, scientists of the Nazi party began experimentation with the intention of locating and augmenting psychics for use on the battlefield. Heinrich Bieber, a loyal Nazi youth, volunteered for a series of experiments meant to foster telepathic links between soldiers and their superiors. While the experiment failed at its stated goal, it did awaken psychic abilities within Bieber. He was now able to use a limited type of telekinesis to improve his natural strength. He was also able to project illusions into the minds of others. Using these abilities, he fought alongside the nazis as *Urbemensch*.

When Germany was defeated, Bieber knew that he would be hunted for his crimes. He formulated a plan to hide in plain sight among the very forces that sought to capture him. Creating the identity of

Citizen Freedom, Bieber moved to the United States and began acting as a superhero, a masquerade he has maintained for years while he made mysterious plans. Now, it seems those plans are on the verge of fruition, and his mask is starting to slip. Heroes close to him are starting to notice something is wrong with their old ally...

CITIZEN FREEDOM (PP TOTAL: 225)							
Gender	M	Height	6'1"		Identity		Secret
Age	90	Weight	225 lbs		Base of Operations		Mobile
PL	15	Eyes	Blue		Group Affiliation		None
Abilities (O PP)							
STR	10	AGI	6	FIG	12	AWE	5
STA	10	DEX	8	INT	3	PRE	4
Offense (O PP)							
Unarmed		14			Initiative		6
Defense (O PP)							
Toughness (STA)			20		Dodge (AGL)		9
Fortitude (STA)			20		Parry (FGT)		12
Will (AWE)				15			
Skills (O PP)							
Close Combat							2 (14)
Deception							8 (12)
Intimidation							1 (5)
Investigation							1 (4)
Perception							1 (6)
Persuasion							1 (5)
Stealth							1 (7)
Technology							1 (4)
Advantages (O PP)							
Benefit x5 (Alternate Identity, Cipher x2, Status (well-liked by the media),							
Wealth x1), Fearless, Great Endurance, Leadership							
Powers & Devices (O PP)							
Flight							10
Illusion (All senses, Independent)							8
Complications (O PP)							
Motivation: Patriotism (Nazi Germany)							
Secret: Citizen Freedom is a Nazi war criminal, masquerading as a superhero. His reputation would be irreparably damaged if this came to light and he would most certainly be facing crimes against humanity charges for his role in WWII.							
Equipment, Vehicles & Headquarters							
None							



VICIOUS

VILLAINS

FROST QUEEN (PP TOTAL: 165)							
Gender	F	Height	5'8"	Identity		Public	
Age	27	Weight	135 lbs	Base of Operations		Mobile	
PL	11	Eyes	Brown	Group Affiliation		None	
Abilities (80 PP)							
STR	2	AGI	6	FIG	6	AWE	6
STA	4	DEX	4	INT	4	PRE	8
Offense (0 PP)							
Unarmed	6			Initiative	6		
Blast	6			Ranged	6		
Defense (22 PP)							
Toughness (STA)		8		Dodge (AGL)		10	
Fortitude (STA)		8		Parry (FGT)		10	
Will (AWE)				12			
Skills (5 PP)							
Intimidation						2 (10)	
Perception						2 (8)	
Persuasion						6 (14)	
Advantages (6 PP)							
Minions x 6 (Worshippers and subjects who bow to the Frost Queen)							
Powers & Devices (52 PP)							
Create Ice (Psionic, Cold; Continuous, Dynamic Alternate Effect (Blast, Movement)						10	
Impervious, Innate, Movable, Precise)							
-Blast						10	
-Movement (Ice Bridge, Safe Fall, Water Walking)						3	
Immunity (Cold)						1	
Complications (-5 PP)							
Create Ice is Partially Limited (-5 ranks in the presence of fire or extreme heat) Motivation: Recognition (The Frost Queen literally believes she should be the Monarch of the Earth during winter.) Temper (The Frost Queen is EXTREMELY vengeful.)							
Equipment, Vehicles & Headquarters							
None.							

FROST QUEEN

At age seventeen, Nora Kirsebom was in a car accident where her car ran off of an icy road. She was thrown from the vehicle and landed in a snowbank, suffering severe injuries but still alive. The stress of the situation coupled with her latent psychic powers led her to manifest cryokinetic abilities, which saved her from hypothermia. While she lay in the snow she began hallucinating that ice faeries had come to save her. The faeries told Nora that she was their queen, trapped in human form, and that she must rise up and reclaim earth for her people.

Now Nora believes herself to be the Frost Queen, rightful heir to the Earth during the winter months. She has amassed a small band of loyal followers who treat her as if she were a goddess due to her ice powers. Nora's delusions also convince her that there is a Fire King who is the rightful ruler of the summer months. She believes that if she can find and marry the Fire King that they may bring peace to the world under their rule. The Frost Queen has no issue with killing, stealing or torturing to further her goals.



VICIOUS

VILLAINS



LUNA

Luna is a telepath whose mind cracked under the pressure of constantly hearing the thoughts of those around her. Shortly after her powers manifested, Luna was committed

to a psychiatric hospital, where her treatment mainly consisted of being sedated. During a rare moment of lucidity as her medications wore off, Luna managed to attack the nurse who came to administer her medication and escape the institution.

Selecting the name “Luna” because it is short for “Lunatic,” Luna went on a crime spree. She began stealing and looting wherever possible. Luna reasoned that with enough wealth at her disposal she could keep herself out of the hospital. She has travelled the country ever since, leaving a trail of robberies and homicides in her wake.

Luna has no regard from any human life besides her own. She routinely kills victims during robberies and has even killed allies simply because she found their thoughts distracting or unnerving. Luna is a complete sociopath. As such she is perfectly capable of feigning normalcy. In fact, she can be incredibly persuasive and disarming, earning the trust and love of those she targets. Such victims find themselves shocked when their minds are flayed as a result of one of Luna’s tantrums.

LUNA (PP TOTAL: 180)

Gender	Female	Height	5'6"		Identity		Public	
Age	22	Weight	121 lbs.		Base of Operations		Mobile	
PL	12	Eyes	Blue		Group Affiliation		None	
Abilities (80 PP)								
STR	2	AGI	4	FIG	2	AWE	8	
STA	2	DEX	4	INT	4	PRE	8	
Offense (0 PP)								
Mental Blast		8			Initiative		4	
Defense (15 PP)								
Toughness (STA)			4		Dodge (AGL)		8	
Fortitude (STA)			5		Parry (FGT)		3	
Will (AWE)				13				
Skills (13 PP)								
Acrobatics							2 (6)	
Athletics							2 (4)	
Close Combat							2 (4)	
Deception							2 (10)	
Insight							4 (12)	
Intimidation							4 (12)	
Perception							2 (10)	
Persuasion							2 (10)	
Ranged Combat							4 (8)	
Stealth							2 (6)	
Advantages (1 PP)								
Fearless								
Powers & Devices (83 PP)								
Communication (Mental, Rapid)							3	
Comprehend (Languages)							3	
Mental Blast							6	
Mind Reading (Cumulative, Effortless, Sensory Link)							8	
Complications (0 PP)								
Motivation: Greed, Quirk: Compulsion to communicate telepathically.								
Equipment, Vehicles & Headquarters								
None								

MASOCHISTA (PP TOTAL: 90)							
Gender	Female	Height	6'1	Identity		Public	
Age	35	Weight	190 lbs	Base of Operations		Mobile	
PL	6	Eyes	Blue	Group Affiliation		None	
Abilities (64 PP)							
STR	4	AGI	3	FIG	4	AWE	4
STA	4	DEX	3	INT	2	PRE	6
Offense (0 PP)							
Whip		5		Initiative		3	
Defense (10 PP)							
Toughness (STA)		6		Dodge (AGL)		5	
Fortitude (STA)		6		Parry (FGT)		6	
Will (AWE)				6			
Skills (9 PP)							
Acrobatics						4 (7)	
Athletics						4 (8)	
Close Combat						1 (5)	
Deception						3 (9)	
Intimidation						6 (12)	
Advantages (3 PP)							
Equipment, Fearless, Great Endurance							
Powers & Devices (8 PP)							
Enhanced Trait (Strength (Psionic, Limitation: Only if Masochista has dealt another person combat damage in the previous turn)						4	
Enhanced Trait (Stamina (Psionic, Limitation: Only if Masochista has dealt another person combat damage in the previous turn)						4	
Complications (0 PP)							
Temper, Hatred (pretty much anyone who isn't Aryan)							
Equipment, Vehicles & Headquarters							
Whip (Improved Grab, Improved Trip, Reach 3)							



MASOCHISTA

Masochista is a biokinetic empath. In short, she gains physical strength from siphoning the psionic energies produced by the emotions of others. In Masochista's case, the emotion she feeds upon is pain. She discovered this ability early in life. In seventh grade she got into an afterschool fist fight with another girl. She managed to hit the girl in the face and felt a swell of power as she saw her opponent's nose begin bleeding. The more she hit the girl, the stronger she felt.

The fight was witnessed by an older child, a teenage boy who was involved in a local skinhead gang. Seeing her strength and ferocity, the boy recruited Masochista to join the gang. The gang showed Masochista respect and deference (especially after she beat two of the gangers who made unwanted advances on her to the point that they required hospitalization.)

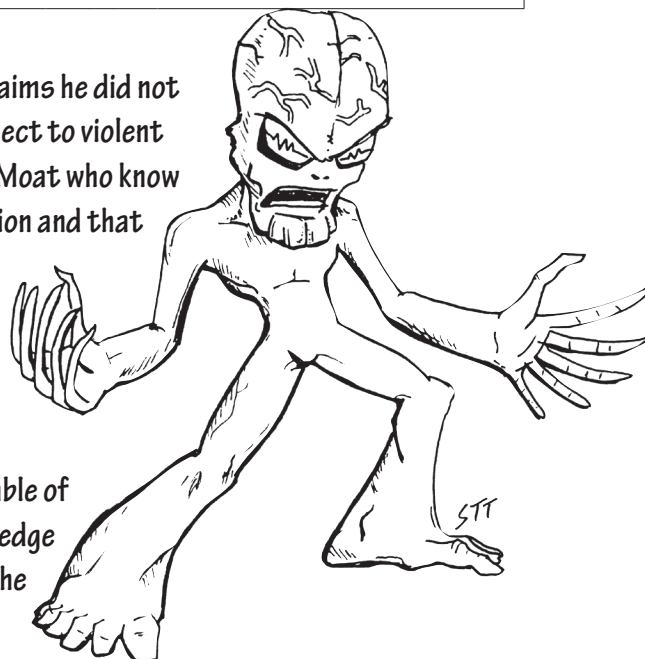
Soon, Masochista outgrew the gang's ambitions. Casting them aside, she struck out on her own as a hired gun, wreaking havoc for the highest bidder.

MINDSCREAM (PP TOTAL: 210)							
Gender	Male	Height	4'8"	Identity		Public	
Age	32	Weight	145 lbs	Base of Operations		Mobile	
PL	14	Eyes	Silver	Group Affiliation		None	
Abilities (70 PP)							
STR	3	AGI	4	FIG	5	AWE	6
STA	3	DEX	4	INT	6	PRE	4
Offense (0 PP)							
Telekinesis		15		Initiative		4	
Unarmed		9		Ranged		10	
Defense (25 PP)							
Toughness (STA)		8		Dodge (AGL)		9	
Fortitude (STA)		8		Parry (FGT)		10	
Will (AWE)				11			
Skills (30 PP)							
Close Combat						4 (9)	
Deception						6 (10)	
Insight						4 (10)	
Intimidation						6 (10)	
Investigation						6 (12)	
Perception						6 (12)	
Ranged Combat						6 (10)	
Sleight of Hand						4 (8)	
Stealth						6 (10)	
Technology						6 (12)	
Vehicles						6 (10)	
Advantages (4 PP)							
Eidetic Memory, Fearless, Improved Initiative, Diehard							
Powers & Devices (81 PP)							
Move Object (Continuous, Damaging, Improvised Weapon x5)						10	
Complications (0 PP)							
Motivation: Justice (Mindscram feels unjustly imprisoned on Earth), Obsession: returning to his home world.							
Equipment, Vehicles & Headquarters							
None.							

MINDSCREAM

Mindscram is an alien who was sent to Earth for a crime he claims he did not commit. Those who have asked him to elaborate have been subject to violent assault and verbal beratement in response to their curiosity. Most who know Mindscram assume that his claims of innocence are pure fiction and that whatever brought about his exile was likely violent in nature.

Mindscram is obsessed with returning to his home world, presumably for revenge on those who cast him out. His crimes tend to involve stealing technology that could aid in interstellar travel or amassing resources to help finance his own research and development. While intelligent and fully capable of operating spacecraft from his native world, he lacks the knowledge to build his own functioning craft. On more than one occasion he has kidnapped human scientists to help him in his quest.



Ronin (PP Total: 195)							
Gender	Male	Height	5'4"	Identity		Public	
Age	67	Weight	118 lbs	Base of Operations		Mobile	
PL	13	Eyes	Green	Group Affiliation		None	
Abilities (72 PP)							
STR	4	AGI	6	FIG	12	AWE	5
STA	3	DEX	4	INT	1	PRE	1
Offense (0 PP)							
Unarmed		16		Initiative		10	
Defense (0 PP)							
Toughness (STA)		3 (7)		Dodge (AGL)		13	
Fortitude (STA)		11		Parry (FGT)		14	
Will (AWE)				9			
Skills (38 PP)							
Acrobatics						10 (16)	
Athletics						10 (14)	
Close Combat						3 (16)	
Expertise: Philosophy						5 (6)	
Insight						8 (13)	
Intimidation						8 (9)	
Perception						8 (13)	
Ranged Combat						8 (12)	
Sleight of Hand						8 (12)	
Stealth						8 (14)	
Advantages (31 PP)							
Accurate Attack, Agile Feint, All-out Attack, Assessment, Chokehold, Daze, (Intimidation), Defensive Attack, Defensive Roll 4, Evasion, Improved Critical, (Unarmed), Improved Defense, Improved Disarm, Improved Grab, Improved Initiative, Improved Smash, Improved Trip, Instant Up, Move-by Action, Power Attack, Precise Attack (Close, Concealment), Prone Fighting, Redirect, Seize Initiative, Skill Mastery (Acrobatics), Takedown, Trance, Uncanny Dodge, Weapon Break							
Powers & Devices (45 PP)							
Extra Limb (Tail)						1	
Healing (Energizing, Psionic, Persistent)						5	
Regeneration (Persistent)						10	
Concealment (visual)						2	
Complications (-12 PP)							
Healing -10 (Others only, Range: Touch), Concealment -2 (Blending)							
Motivation: Recognition, Obsession: The Ronin is incredibly vengeful.							
Equipment, Vehicles & Headquarters							
Various Martial Arts weapons, as needed.							



RONIN

Ronin was once a member of a secret order of lizard-like beings who live in southeast Asia, practicing an ancient Martial Art that they call "the Way of the Serpent." The order acts as anonymous guardians of the humans who dwell near their ancestral home, and have done so for generations. During a battle between two foreign super-beings who happened upon the village, Ronin and his master stepped in to protect the people. Ronin's master was killed and Ronin was injured. Several of the townspeople died in the skirmish. For his failure, Ronin was cast out of the ancient order. He has now gone to the West, to seek revenge on those he blames for his dishonor: all super-beings.

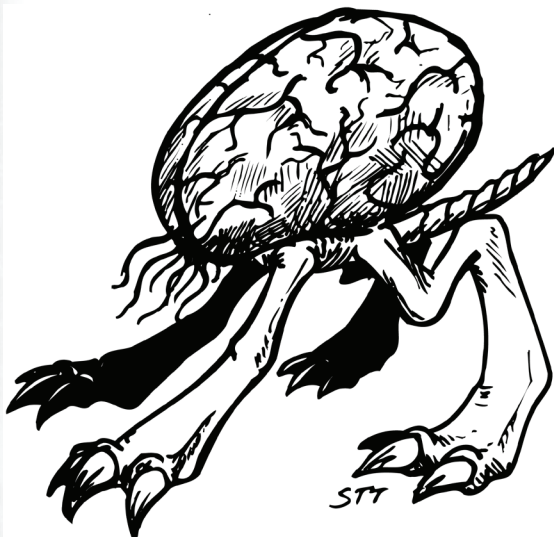
VICIOUS

VILLAINS

THOUGHT HOUNDS (PP TOTAL: 105)							
Gender	-	Height	3'	Identity		Public	
Age	Various	Weight	75 lbs.	Base of Operations		Mobile	
PL	7	Eyes	None	Group Affiliation		None	
Abilities (44 PP)							
STR	1	AGI	2	FIG	2	AWE	4
STA	3	DEX	3	INT	5	PRE	2
Offense (0 PP)							
Claws	7			Initiative	10		
Defense (12 PP)							
Toughness (STA)		5		Dodge (AGL)		3	
Fortitude (STA)		5		Parry (FGT)		2	
Will (AWE)				11			
Skills (11 PP)							
Insight						4	
Intimidation						6	
Perception						6	
Stealth						6	
Advantages (9 PP)							
Close Attack x5, Diehard, Eidetic Memory, Improved Initiative x2							
Powers & Devices (22 PP)							
Burrowing						6	
Comprehend (Languages)						3	
Communication (Mental)						3	
Damage (Claws)						3	
Senses (Accurate, Awareness (Psionics), Detect Thoughts x2							
Penetrates Concealment, Radius x2, Tracking)						14	
Complications (0 PP)							
Motivation: Greed, Addiction: Blood of Psychics. Thought Hounds must feed on the blood of a Psionic character once per week or suffer withdrawals that gives them a -2 penalty to all actions until they satiate their hunger.							
Equipment, Vehicles & Headquarters							
None							

THOUGHT HOUNDS

Thought Hounds are an animalistic alien race that has sent several small scouting parties to Earth to learn about the sentient life located here. They are extremely psionically active, relying on psychic



ability for all communication and the majority of their perception. Thought Hounds tend to live in subterranean burrows of their own making and collect information on the human settlements nearby.

Thought Hounds were given their name by a superhero who noticed their ability to track their prey by thoughts alone. As the Thought Hounds communicate purely telepathically and have no language, no earthling knows the true name of their species. On the rare occasion when they have communicated to humans, they referred to themselves as "the people." Their motives remain a mystery.

VICIOUS

VILLAINS

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