

# VICIOUS VILLAINS II

## MYSTICAL MONSTERS



### CREDITS

#### WRITTEN BY:

Travis Legge & Tony Kurtz

#### EDITED BY:

Travis Legge

#### ART DIRECTION BY:

Travis Legge

#### LAYOUT & TYPESETTING BY:

Travis Legge and Darius McCaskey

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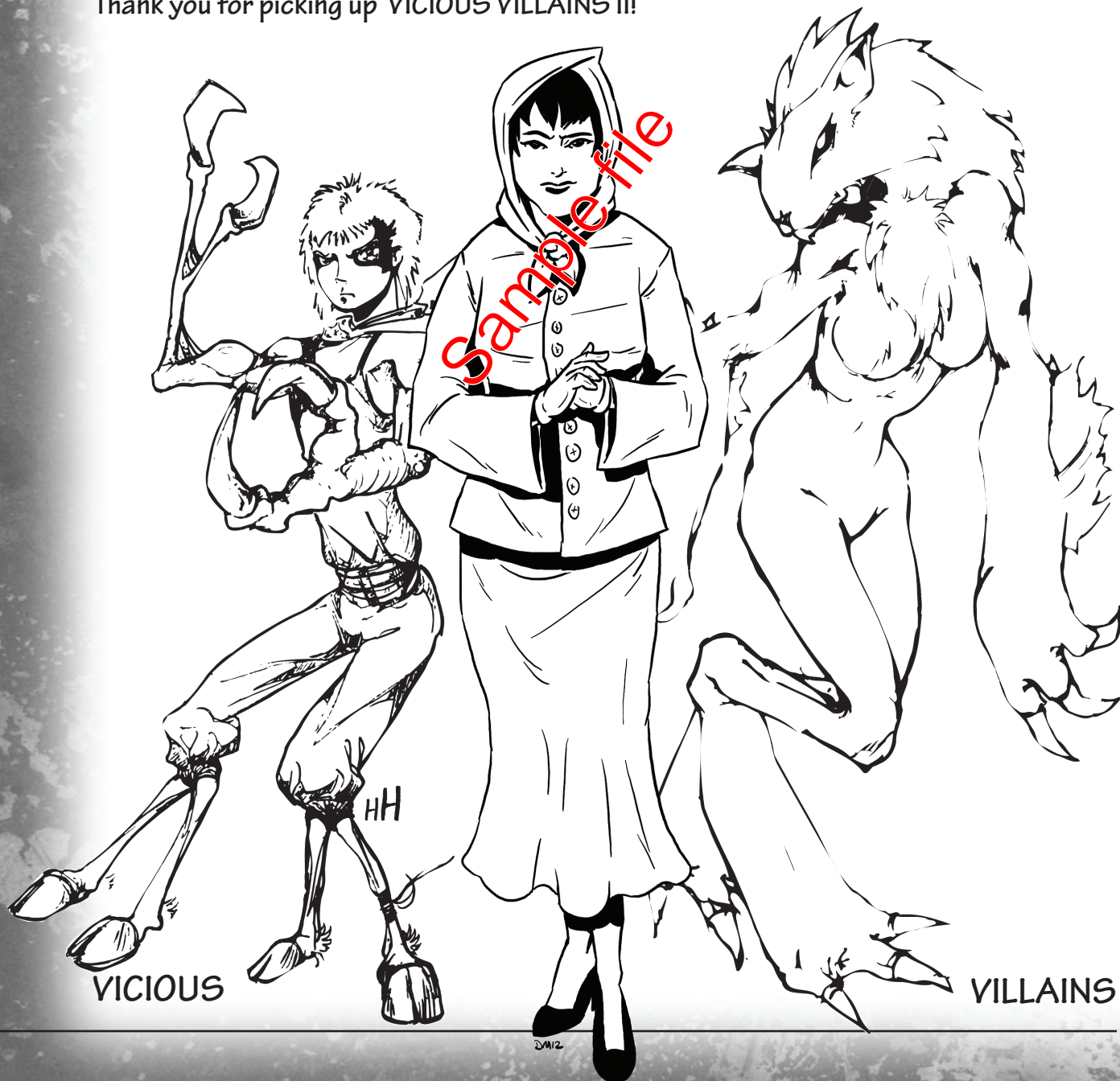
## MORE villains!

Based on the success of our previous supplement **VICIOUS VILLAINS: THE BADDEST OF THE BAD** (available at <http://rpg.drivethrustuff.com/product/104898/>) 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 eight villains, ranging from PL6 to PL 15. We have also introduced a few rules tweaks to help enrich your game including new complications and new rules regarding the Artificer and Ritualist Advantages!

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

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



## THE ARCADIAN

Princess Elvyne of Arcadia was born in the wild kingdom of the Fae. Though noble born and groomed to eventually assume the throne of Arcadia, Elvyne had little interest in politics. She was a free spirit, even for a faerie. A notorious prankster and troublemaker, Elvyne loved to torment her brothers and sisters with practical jokes and elaborate pranks. Above all, she loved assisting in the Harvest. The Harvest is the seasonal journey made to the realm of Man to collect children and replace them with changelings. Elvyne was greatly amused by the idea of bringing human babes into Arcadia and leaving behind fae children in their stead. To her, the Harvest is simply another elaborate joke and anyone who sees it differently (human parents, the authorities, superheroes) are simply stodgy



fuddy-  
duddy

sticks in the mud who need  
to get a life.

Though mercurial and arguably insane (at least by human standards) Elvyne is ultimately a noble creature. If she gives her word of honor she feels duty-bound to uphold it. Beyond that she finds herself involved in all manner of mischief at every opportunity.

Elvyne's control over plant life (via the Animate Plants power, detailed on page 12 of this book) and affinity for animals leads her to stick mostly to rural environments, though on occasion she makes an exception.

THE ARCADIAN (PP TOTAL 200)							
Gender	F	Height	4'8"	Identity		Public	
Age	975	Weight	85 lbs	Base of Operations		Arcadia	
PL	12	Eyes	Green	Group Affiliation		Courts of the Fae	
Abilities (68 PP)							
STR	-2	AGI	6	FIG	6	AWE	4
STA	4	DEX	6	INT	2	PRE	8
Offense (0 PP)							
Thrown		6		Initiative		6	
Defense (0 PP)							
Toughness (STA)		4		Dodge (AGL)		6	
Fortitude (STA)		4		Parry (FGT)		6	
Will (AWE)						8	
Skills (17 PP)							
Acrobatics				10 (16)			
Athletics				10 (16)			
Expertise (Magic)				10 (12)			
Insight				4 (8)			
Advantages (15 PP)							
Animal Empathy, Benefit: Arcadian Royalty, Evasion, Luck x6. Move-By Action, Throwing Mastery x4, Uncanny Dodge							
Powers & Devices (110 PP)							
Animate Plants (Multiple Minions, Heroic)				5			
Comprehend (Plants)				1			
Concealment (Visual (All), Auditory (All), Affects Others, Area, Selective, Precise)				6			
Dimension Travel (Arcadia)				1			
Flight (Winged)				3			
Immortality				10			
Complications (-13 PP)							
Immortality is Limited (Wounds from Iron weapons cannot be recovered from with Immortality. If a killing blow is dealt with iron, the Arcadian dies permanently.)							
Flight requires Wings. Motivation: Responsibility (the Arcadian has a duty to her homeland) Honor (The Arcadian will not EVER break her word of honor.)							
Equipment, Vehicles & Headquarters							
As Needed.							

VICIOUS

VILLAINS

<i>AUSPEX (PP TOTAL 165)</i>							
Gender	F	Height	5'5"	Identity	Publicly Known		
Age	26	Weight	120 Lbs.	Base of Operations	The Sanctum		
PL	11	Eyes	Purple	Group Affiliation	None		
Abilities (62 PP)							
STR	0	AGI	2	FIG	2	AWE	7
STA	4	DEX	2	INT	7	PRE	7
Offense (0 PP)							
Dagger	4			Initiative	2		
Thrown	2			Blast	6		
Defense (5 PP)							
Toughness (STA)			4	Dodge (AGL)	2		
Fortitude (STA)			4	Parry (FGT)	2		
Will (AWE)					12		
Skills (55 PP)							
Close Combat (Knives)							2 (4)
Deception							10 (17)
Expertise (Magic)							10 (17)
Expertise (Streetwise)							10 (17)
Expertise (Theology)							10 (17)
Insight							10 (17)
Intimidation							6 (13)
Investigation							6 (13)
Perception							10 (17)
Persuasion							6 (13)
Ranged Combat (Blast)							4 (6)
Sleight of Hand							10 (12)
Stealth							10 (12)
Treatment							6 (13)
Advantages (5 PP)							
Attractive, Equipment x2, Luck, Ritualist							
Powers & Devices (38 PP)							
Magic (Dynamic Alternate Effects Below)							10
-Affliction (Concentration, Cumulative, Progressive)							4
-Flight							10
-Luck (Area, Selective)							4
-Mind Control							5
-Mind Reading							10
-Move Object (Precise)							9
-Nullify (Broad: Magic)							10
-Regeneration (Persistent)							10
-Teleport (Accurate, Extended, Portal)							4
Complications (0 PP)							
Reputation (Public Criminal Record), Temper (Auspex is ESPECIALLY vengeful)							
Equipment, Vehicles & Headquarters							
Headquarters (Townhouse: Size -1, Toughness 12, Dedicated Workshop: Ritualist,							
Dimensional Portal, Grounds, Isolated, Library (Occult), Living Space, Sealed (Magical							
Wards), Secret							