



The Mercykillers

The Red Death



**"Justice is everything.
When properly applied, punishment leads to perfection."**

As far as this faction's concerned, justice is everything, and there ain't no sod who can give it the laugh. Those cutters that try'll have the Mercykillers on their tail, so the smart thing is just don't try. It's the whole reason laws exist - to see that justice is carried out.

Justice purges the evil in folks and makes them better, fit to belong in the multiverse. Once everybody's been cleansed, then the multiverse reaches perfection, and perfection's the goal of the multiverse.

'Course now, other folks don't agree with Mercykiller logic. To them, the Mercykillers ain't above the laws or even right in what they do. The Mercykillers don't like such folk's attitudes, but they can't hang a being for its opinions - at least not in most places. See, the Mercykillers say they don't make the laws, they only enforce them. All in all, they're no better than the rest, but no worse than a few.

BUILDING A MERCYKILLER

The first step to becoming a Mercykiller is to prove to the faction that there is absolutely zero criminal taint in the character's past (or present and future, for that matter). Once this task is completed, the character then only has to attend a lengthy discussion on the Eight Tenets of Justice. If the prospective namer still wishes to join, he swears to uphold each of the Eight Tenets and officially becomes part of the Red Death.

In order to be a member of the Mercykillers, a character has to be of lawful alignment.

Although anyone can join the faction, rogues tend to have a difficult time of it. By their very nature, these classes are expected to break the law a lot, and thus deserve a lot of punishment. However, a thief may join the ranks if he takes an oath to foreswear all thieving activities that break the law.

MERCYKILLER TRAITS

Secondary Role: Defender

Power Source: Arcane, Martial

Granted Power: You gain the *Lawbreaker's Doom* power.

MERCYKILLER POWERS

The following powers are available to any character who has chosen the mercykiller theme.

Lawbreaker's Doom

Mercykiller Feature

You designate one enemy as the target of your attention. This evildoer will not escape justice.

Encounter ♦ Martial, Special

Minor Action

Target: One enemy

Effect: Until the end of the encounter, the target is marked and whenever you hit the target with an attack, you deal 2 extra damage per tier and the target is slowed until the end of your next turn.

Special: When the target is reduced to 0 hit points, you regain the use of this power.

LEVEL 2 UTILITY EXPLOIT

Bloody Example

Mercykiller Utility 2

Your lethal strike causes gore to erupt forth. The blood sustains you and causes your foes to recoil.

Encounter ♦ Martial, Fear

Free action

Personal

Trigger: You reduce the target of your *Lawbreaker's Doom* to 0 hit points

Effect: All the foes within burst 2 of the triggering creature are dazed until the end of your next turn.

LEVEL 3 ENCOUNTER EXPLOIT

Dispensed Justice

Mercykiller Attack 3

There can be no justice without order, and your strike drives home this point.

Encounter ♦ Martial, Fear, Weapon, Special

Standard Action

Melee weapon

Target: One creature

Attack: Primary ability vs. AC

Hit: 2[W] + Primary ability modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Special: You can instead use this power as an immediate interrupt with the following trigger.

Trigger: The target of your *lawbreaker's doom* power is adjacent to you and makes an attack that does not include you.

Target: The triggering creature.

Level 13

Hit: As above, but 3[W] + ability modifier damage.

Level 23

Hit: As above, but 4[W] + ability modifier damage.

LEVEL 5 DAILY SPELL

Lightning Justice Mercykiller Attack 5

An Inquisitor can requisition a vial of Wyrmsblood poison for day.

Daily ♦ Arcane, Lightning, Stance

Minor Action **Personal**

Effect: An enemy that starts its turn adjacent to you and moves away takes 1d8 lightning damage. If it is the target of your lawbreaker's doom it takes 1d8 extra lightning damage.

Level 15

As above, but 2d8 lightning damage.

Level 25

As above, but 3d8 lightning damage.

LEVEL 6 UTILITY EXPLOIT

Blood of Justice Mercykiller utility 6

Following the way of justice could cost a great sacrifice.

Encounter ♦ Martial

Free Action **Personal**

Trigger: You miss with an attack

Effect: You take damage equal to your level. If the missed attack would have hit with a +4 power bonus, the attack hits instead.

LEVEL 7 ENCOUNTER POWER

Justice Blow Mercykiller Attack 7

Mercykillers can strike deadly blows in the name of justice.

Encounter ♦ Special

Minor Action **Personal**

Effect: If your next attack hits the target(s) you deal maximum damage and you lose one healing surge + another one for each non-minion target of your attack. If you have fewer than these healing surges when you use this power, you take damage equal to your healing surge value for each healing surge you don't lose. The critical range of this attack augment by one.

Special: Justice Blow can draw on many power sources. This powers gain the keyword appropriate to the Mercykiller's class. For example, a paladin Mercykiller's powers have the divine keyword, while those of a warlord have the martial keyword.

LEVEL 9 DAILY EXPLOIT

Blood Oath Fulfilled Mercykiller Attack 9

Crimes have been committed, and it's up to you to make sure these criminals pay the price.

Daily ♦ Martial, Fear, Weapon, Special

Standard Action **Close burst 1**

Target: Each enemy in burst

Special: You can shift 1 square before the attack.

Attack: Primary ability vs. AC

Hit: 2[W] + Primary ability modifier damage, and the target is knocked prone and cannot stand (save ends).

Miss: Half damage.

Special: If the target is also the target of your lawbreaker's doom power, you gain a +2 bonus to attack rolls against it.

Level 19

Hit: As above, but 3[W] + Primary ability modifier damage

Level 29

Hit: As above, but 4[W] + Primary ability modifier damage

LEVEL 10 UTILITY EXPLOIT

Red Death Mercykiller Utility 10

You're all lawbreakers!

Encounter ♦ Martial

Minor Action **Close burst 1**

Target: Each enemy in burst

Effect: The target is marked and is subject to your *lawbreaker's doom* power until the end of your next turn.



The Eight Tenets of Justice

These are the principals by which all members of the faction swear. They seek uphold these ideals at all times.

- I. I will uphold Justice before all else, purging the multiverse of those who break the law.
- II. In all situations I shall weight the rights and wrongs with a clear and impartial mind.
- III. I shall decide where Justice must fall under the law, and I will mete out that Justice with a firm and unyielding hand.
- IV. I believe in the righteousness of my faction; we alone answer to the higher law of Justice .
- V. I will not pass judgement on good or evil, only on law-abiding and law-breaking, for therein lies wrongdoing.
- VI. I will punish the guilty as the crime demands.
- VII. I will be diligent in my pursuit of the guilty, and while so engaged I will remain innocent of any wrongdoing in the eyes of others.
- VIII. I will never release a lawbreaker until his sentence has been carried out.

THEME FEATS

IMMOBILIZING ACTION

Prerequisite: Mercykiller theme

Benefit: Whenever you spend an action point to make an extra attack against the target of your lawbreaker's doom power, on a hit with that attack the target is also immobilized until the start of your next turn.

STRENGTH OF CONVICTION

Prerequisite: Mercykiller theme

Benefit: Whenever you reduce the target of your lawbreaker's doom power to 0 hit points, you gain temporary hit points equal to 10 + your Primary ability modifier.

STRENGTH OF THE EXECUTIONER

Prerequisite: Mercykiller theme

Benefit: When you attack with combat advantage, you score a critical hit on a 19 to 20, rather than just a 20. In addition add your level to all the damage by a coup de grace attack and versus immobilized targets.

GIFTS OF BELIEF

In its struggle against the law-breakers, the Red Death rewards its most powerful members with boons of belief and enhancing ceremonies. Mercykiller factotums are called themselves justices. They must undertake a lengthy period of training and study, learning the law to an exacting degree.

Once the justices graduate, they are free to serve the faction independently and pursue punishment as they see fit. Most Mercykiller justices commit themselves to an unending crusade against lawbreakers.

From time to time, the Mercykillers are confronted with a criminal who escapes the normal processes of justice and whose crimes cry out for retribution. When this happens, the factotum orders the creation of a justiciar from the ranks of the justices to pursue the villain and ensure that the crime does not go unpunished.



Lightning Expertise

Level 4+

The Mercykillers are fond of spells like shocking grasp and lightning bolt for dealing with criminals.

Lvl 4: 840 gp

Lvl 24 225,000 gp

Lvl 14 9,000 gp

Mercykiller Gift

Property: You gain resist 5 lightning.

Level 14: Resist 10 lightning.

Level 24: Resist 15 lightning

Property: When you use a lightning attack, you can score a critical hit on a roll of 19–20.

Property: Choose two wizard daily lightning powers. Both powers must be of a level equal to or lower than that of the gift. You must choose these powers when you acquire the gift; they can't be changed later. You can add these powers to your spellbook if you have one.

Power (Daily): Free Action. You choose a power chosen in the properties and expend an unused daily attack power of an equal or higher level. You gain the use of the chosen power. The power is lost if you don't use it before the end of the encounter.

Wyrmblood

Level 5

An Inquisitor can requisition a vial of Wyrmblood poison for day.

Mercykiller Poison

840gp

Power (Consumable + Poison): *Minor Action.* Pour the Wyrmblood into a drink or onto a plate of food. The first creature to consume the food or drink he or she answer the true to any question until it takes an extended rest.

Know Lies

Level 6+

To better determine how justice should be served, the Red Death has learned to know when someone is lying.

Lvl 6 360 gp

Lvl 16 225,000 gp

Mercykiller Gift

Property: You can master and perform the Discern Lies ritual as if you had the Ritual Caster feat.

One for day you can use it without expend the component cost.

Level 16

Power (Daily): Standard Action. Make an attack: Ranged 10; Primary ability + 4 vs. Will; on a hit, you pry the answer to one question from the target's mind. If the target doesn't know the answer to the question, you get no answer but the power is still spent.

Take it Like a Golem

Level 7+

Experienced soldiers are said to grow into their armor, gaining a high degree of protection.

Harmonium, Mercykiller Gift

840gp

Property: You gain a +1 item bonus to AC while wearing heavy armor.

Power (Daily): Immediate Interrupt. *Requirement:* You must take an heavy armor.

Trigger: You are hit by a critical hit. *Effect:* You take normal damage

Bloody Capture

Level 13

Harmonium, Mercykiller Gift

840gp

Property: When you bloodied an enemies you render the enemy unable to teleport or cross planar boundaries by any means until the end of the next extended rest.

Eye for Injustice

Level 1+

You have an uncanny ability to realize when someone has committed a crime.

Lvl 1 360 gp

Lvl 21 225,000 gp

Lvl 11 9,000 gp

Mercykiller Gift

Property: Gain a +1 item bonus to Insight checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Power (At Will): *Minor Action. Requirement:* You must have at least 1 healing surge. *Effect:* You spend an healing surge but regain no hit points. You make an insight check to determine if an individual has knowingly committed any crimes. (DC is the Target's will + number of hours since the crime was committed). If the criminal is actively trying to hide their crime from you, use his bluff check for the the DC. This check does not reveal the exact crime, but it does reveal its magnitude, allowing you to differentiate between a petty thief and a murder with some accuracy

Natural Alpha

Level 3

Your physical strength combined with your self-confidence lends weight to your words, and it is clear to all Sellswords that you were born to lead.

Mercykiller Gift

840gp

Power (Encounter): *Free Action. Trigger:* You make an Intimidate, diplomacy or streetwise check *Effect:* You gain a bonus to the skill check equal to the Strength or Constitution modifier bonus.

Unit Tactics

Level 3

Your faction has heavily emphasized safety and teamwork in the heat of battle and you know how to take advantage of the shared training you have with your comrades.

Harmonium, Mercykiller Gift

840gp

Property: You gain a cumulative +1 bonus to attack rolls and AC against a target for every ally has combat advantage vs. the target.

INQUISITOR OF THE RED DEATH

Prerequisite: Mercykiller Theme.

The Inquisitors are those responsible, quite simply, for discovering the truth in criminals. Typically after a captive has been arrested, the Inquisitors will attempt to find the facts about what happened in their crime. More potent inquisitors are assigned to more potent criminals, as logic would suggest. They have an uncanny eye for finding the truth behind even innocuous lies. They are present in most trials and are responsible for deciding the sentence of the criminal. They also serve the purpose of being the faction's magical might, as most are church inquisitors, diviners, or even telepaths. Rank in the Inquisitors is determined mostly by level of power, with ascending Grades Fifth through First.

The only Inquisitor First is the leader of this division, a bald, hawk-nosed man named Ristiron Omar (Human P/Wiz18/LE).

Inquisitors can draw on many power sources. These powers gain the keyword appropriate to the Inquisitor's class. For example, an avenger Inquisitor's powers have the divine keyword, while those of a psion have the psionic keyword.

INQUISITOR PATH FEATURES

Inquisitor's Query (11th Level): When you spend an action point any immobilized creature within 5 squares of you, it's dominated and the immobilized condition ends.

Interrogation (11th Level): You roll twice and choose the best result for all Insight, Intimidate, and Streetwise check. In addition, you gain a +4 bonus to passive Insight checks.

Shield of Inquisition (16th Level): You gain a +4 bonus to all defenses while a creature it's dominating is within 5 squares of it.



INQUISITOR POWERS

Shackle the Will

Inquisitor Attack 11

There can be no justice without order, and your strike drives home this point.

Encounter ♦ Charm, Implement, Psychic, Special

Standard Action

Ranged 10

Target: Any enemy

Attack: Primary ability vs. Will

Hit: 1d10+ primary ability psychic damage, and the target is restrained until the end of your next turn. Each enemy that starts its turn adjacent to the target while the target is restrained by this power is immobilized until the end of your next turn.

Forceful Submission

Inquisitor Utility 12

Encounter ♦ Charm, Special

Immediate Interrupt

Ranged 10

Trigger: An enemy you can see succeeds on a saving throw.

Effect: The triggering enemy reroll the saving throw again with a -2 penalty.

Sadistic Reward

Inquisitor Attack 20

There can be no justice without order, and your strike drives home this point.

Daily ♦ Charm, Implement, Psychic, Special

Standard Action

Ranged 10

Target: Any enemy

Attack: Primary ability vs. Will

Hit: 2d10+ primary ability psychic damage, and the target is dominated (save ends).

Effect: When you deal damage, you gain a +1 bonus to saving throws and attack rolls for each creature damaged until the end of its next turn.

Sustain Minor: you sustain the effect until the end of the next turn.

JUSTICIAR OF THE RED DEATH

Prerequisite: Mercykiller Theme

Nullum crimen sine poena - no crime without a punishment.

This is the spoken oath of the Justiciar, the members of the Red Death assigned to hunt down and kill or capture the most notorious criminals in the multiverse. Only the most responsible and resolute of Mercykillers are selected for this duty; it is expected that the justiciar will place the performance of his task above his own life and never give up the chase until he is dead or justice has been done. Justiciars set out from Sigil and hunt down their quarry, sometimes for weeks, other times for years. Some spend their entire lives hunting down a single criminal if the offense was grave enough. They are solely dedicated to the principles of justice, and they will see Her will done at any cost. These men and women make up the perfect ideal of a Mercykiller - proud, strong, and driven. Most are lawful neutral, though some lawful good and lawful evil Justiciars are known to exist.



JUSTICIAR PATH FEATURES

Lawbreaker's Final Doom (11th Level): You score a critical hit against the target of your *Lawbreaker's Doom* on a 19–20. In addition, you can always treat the target of your *Lawbreaker's Doom* as your closest enemy. When you spend an action point to take an extra attack against the target of your *Lawbreaker's Doom*, you deal an extra damage as two times your *Lawbreaker's Doom* power end of the encounter.

Last Warning (11th Level): When you hit with an attack that inflicts the immobilized or restrained condition (save ends) the target roll twice and takes the lower roll for the saving throws about these conditions.

Indomitable Justice (16th Level): You are immune to fear and charm effects from your prey. Yourself and allies adjacent to you enjoy a +2 bonus to saving throws against all fear and charm effects.

JUSTICIAR EXPLOITS

Headsman's Sweep

Justiciar Attack 11

There can be no justice without order, and your strike drives home this point.

Encounter ♦ Martial, Fear, Weapon

Standard Action

Close burst 1

Target: Each enemy in burst

Attack: Primary ability vs. AC

Hit: 1[W] + Primary ability modifier damage, and the target is immobilized until the end of your next turn. If the target is subject your *Lawbreaker's Doom* it is immobilized (save ends).

Miss: the target falls prone.

Inquisitive Word

Justiciar Utility 12

You bark at the suspect causing them to shiver in fear. Such is the reputation of the Mercykillers!

Daily ♦ Martial, Fear

Minor Action

Close burst 10

Target: Each humanoid enemy in burst that can hear you

Effect: You speak, and the targets take a –2 penalty to attack rolls against you until the end of the encounter. If you're trained in Intimidate, you also gain combat advantage against the targets until the end of your next turn.

Mercykiller's Kiss

Justiciar Attack 20

In the name of the law, I mark you as a lawbreaker! When time permits, you shall be hunted unto the corners of the multiverse for the crimes you have perpetrated!

Daily ♦ Martial, Fear, Weapon

Standard Action

Melee Attack

Target: the target of your *Lawbreaker's Doom*

Attack: Primary ability vs. Fortitude

Hit: 5[W] + Primary ability modifier damage, and the target is restrained (save ends).

Miss: Half damage and the target is restrained until the end of your next turn.

Effect: Until you use this power on a different target, you can take a standard action to determine the distance and the direction to the target. The distance and the direction are based on a straight line between you and the target, ignoring any barriers. If the target is on a different plane from you, you know which plane but gain no other information until you reach this plane.