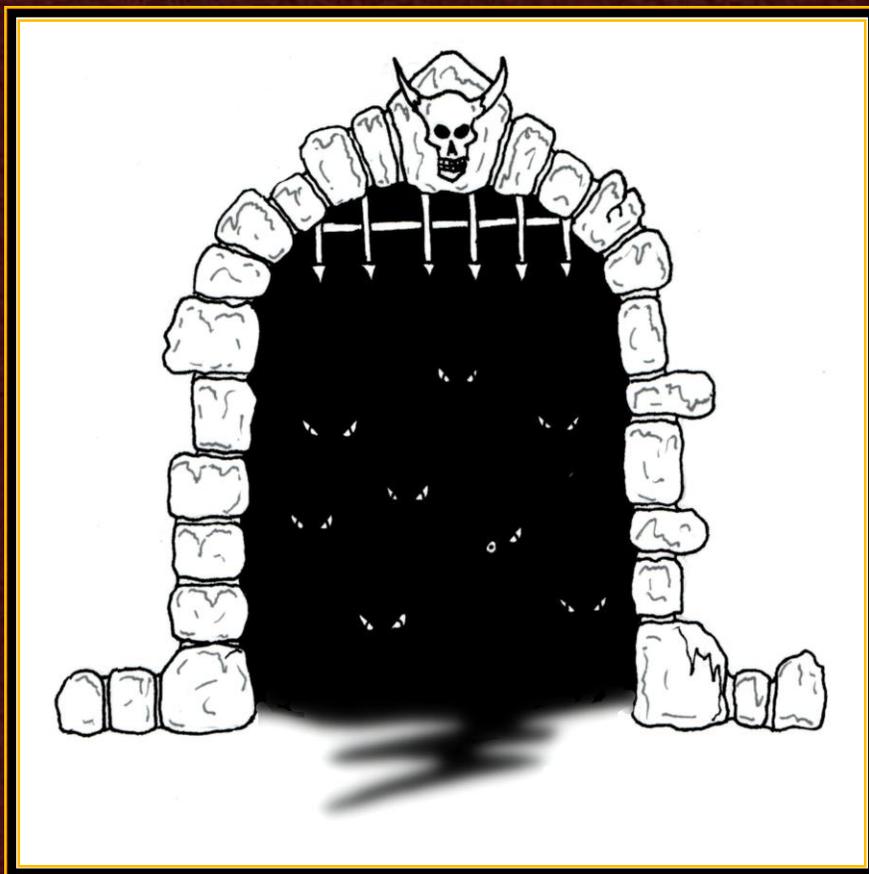


RuleZero

Underlings Bonus



A Minotaur Games Supplement
By Jason Bulmahn



Rule Zero: Underlings Bonus

A Bonus Minotaur Games Supplement to Rule Zero: Underlings

Underlings, as it turns out, are very popular. Every warlord, necromancer, and petty tyrant could use a few bootlicks to take care of the chores. After all, planning the downfall of the civilized world is tiring work, and who has the time to do the dishes after all that cackling.

This bonus supplement to **Rule Zero: Underlings** is my way of saying thanks for supporting Minotaur Games. The rules presented here require the original PDF, but for those of you who have not yet checked it out, this supplement should give you a taste of what you're missing.

FEATS

The following feats are for use with the underling rules.

Minion Cleave

You can slice through multiple underlings with ease.

Prerequisite: Power Attack, Str 13.

Benefit: Whenever you kill an underling with a melee attack, either by dealing damage in excess of its Kill Threshold or Wound Threshold (if it was already wounded), you can apply any excess damage to another underling of the same type that is adjacent to you. You can continue to apply damage in this way as long as damage remains, you continue to kill an underling, and there is another underling of the same type adjacent to you.

Stand Aside

You can easily move past lesser foes.

Prerequisite: Dodge.

Benefit: You do not provoke attacks of opportunity from underlings due to movement, as long as that movement does not take you through a square occupied by an underling.

Undead Lord

You can easily create and control undead underlings.

Prerequisite: Spell Focus (necromancy).

Benefit: Whenever you calculate the total number of undead creatures you control, every four undead underlings of the same type count as one creature (using their group CR as the creature's Hit Dice). Any remaining undead underlings of the same type also count as a single creature. For example, 7 skeleton underlings would count as two creatures.

In addition, whenever you create undead using *animate dead*, you can create underlings, counting four underlings as one creature in terms of the total number of Hit Dice you can create and the cost of casting the spell. You must possess a number of bodies equal to the number of underlings created.

SPELLS

The following spells relate to underlings, allowing a spellcaster to summon and control them.

Summon Underling I

School conjuration (summoning); **Level** bard 2, cleric 2, sorcerer/wizard 2

This spell functions as *summon monster 1*, allowing you to summon 4 underlings with a group CR of 1/2. The underlings

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summoned using this spell must be outsiders, and can be selected from the following list: angel, archon, azata, demon, devil, or elemental (any).

Summon Underling II

School conjuration (summoning); **Level** bard 3, cleric 3, sorcerer/wizard 3

This spell functions as *summon underling 1*, allowing you to summon 4 underlings with a group CR of 1.

Summon Underling III

School conjuration (summoning); **Level** bard 4, cleric 4, sorcerer/wizard 4

This spell functions as *summon underling 1*, allowing you to summon 4 underlings with a group CR of 2.

Summon Underling IV

School conjuration (summoning); **Level** bard 5, cleric 5, sorcerer/wizard 5

This spell functions as *summon underling 1*, allowing you to summon 4 underlings with a group CR of 4.

Summon Underling V

School conjuration (summoning); **Level** bard 6, cleric 6, sorcerer/wizard 6

This spell functions as *summon underling 1*, allowing you to summon 4 underlings with a group CR of 6.

Summon Underling VI

School conjuration (summoning); **Level** cleric 7, sorcerer/wizard 7

This spell functions as *summon underling 1*, allowing you to summon 4 underlings with a group CR of 8.



Summon Underling VII

School conjuration (summoning); **Level** cleric 8, sorcerer/wizard 8

This spell functions as *summon underling I*, allowing you to summon 4 underlings with a group CR of 10.

Summon Underling VIII

School conjuration (summoning); **Level** cleric 9, sorcerer/wizard 9

This spell functions as *summon underling I*, allowing you to summon 4 underlings with a group CR of 12.

UNDERLING RACES

The underling races presented in **Rule Zero: Underlings** represent the most common type of underlings, primarily humanoids and outsiders. The following underling race statistics represent some of the less common creatures to be found serving as an underling.

Aasimar Underling

CR 1/2–10

XP As group CR

NG Medium outsider (native)

Senses darkvision 60 ft.

Fort good, **Ref** bad, **Will** good

Resist acid 5, cold 5, electricity 5

Melee heavy mace

Ranged light crossbow

Spell-Like Abilities (CL equal to group CR)

1/day—*daylight*

Skills Heal, Perception

Elemental Underling, Air

CR Any

XP As group CR +1

N Medium outsider (air, elemental, extraplanar)

Senses darkvision 60 ft.

Fort good, **Ref** good, **Will** bad

Defensive Abilities improved AC; **Immune** elemental traits

Speed fly 100 ft. (perfect)

Melee slam

Feats Flyby Attack, Improved Initiative

Skills Acrobatics, Fly, Perception, Stealth

Elemental Underling, Earth

CR Any

XP As group CR +1

N Medium outsider (earth, elemental, extraplanar)

Senses darkvision 60 ft.

Fort good, **Ref** bad, **Will** good

Immune elemental traits

Speed 20 ft., burrow 20 ft.

Melee slam

Special Attacks improved damage (see **Rule Zero: Underlings**)

Feats Cleave

Skills Climb, Perception

Elemental Underling, Fire

CR Any

XP As group CR +1

N Medium outsider (elemental, extraplanar, fire)

Senses darkvision 60 ft.

Fort good, **Ref** good, **Will** bad

Immune elemental traits, fire

Weaknesses vulnerability to cold

Speed 50 ft.

Melee slam

Special Attacks burn (1d6, DC 14)

Feats Improved Initiative

Skills Acrobatics, Climb, Escape Artist, Perception

Elemental Underling, Water

CR Any

XP As group CR +1

N Medium outsider (elemental, extraplanar, water)

Senses darkvision 60 ft.

Fort good, **Ref** good, **Will** bad

Defensive Abilities improved hp; **Immune** elemental traits

Speed 20 ft., swim 90 ft.

Melee slam

Feats Cleave

Skills Acrobatics, Escape Artist, Perception, Swim

Lycanthrope Underling, Wererat

CR 1/2–5

XP As group CR

LE Medium humanoid (human, shapechanger)

Senses low-light vision, scent

Fort bad, **Ref** good, **Will** bad

DR 5/silver

Melee short sword and bite

Ranged light crossbow

SQ change shape (human, hybrid, dire rat)

Skills Acrobatics, Perception, Stealth, Swim

Lycanthrope Underling, Werewolf

CR 1/2–5

XP As group CR

CE Medium humanoid (human, shapechanger)

Senses low-light vision, scent

Fort bad, **Ref** good, **Will** bad

DR 5/silver

Melee longsword and bite

Ranged light crossbow

SQ change shape (human, hybrid, wolf)

Skills Intimidate, Perception

Tiefling Underling

CR 1/2–10

XP As group CR

NE Medium outsider (native)

Senses darkvision 60 ft.

Fort bad, **Ref** good, **Will** bad

Resist cold 5, electricity 5, fire 5

Melee short sword

Ranged light crossbow

Spell-Like Abilities (CL equal to group CR)

1/day—*darkness*

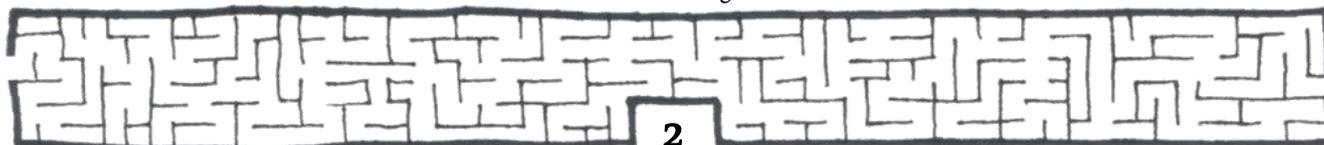
Skills Acrobatics, Stealth

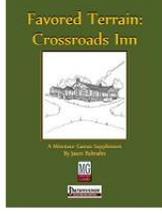
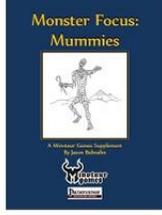
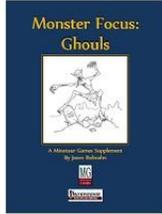
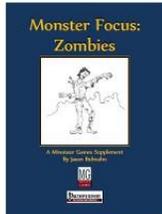
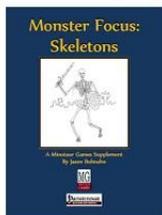
Underling Universal Monster Rules

Some of these underlings have new special rules not covered in **Rule Zero: Underlings** or the standard universal monster rules. These rules are explained below.

Improved AC (Ex): The underling's AC is greater than most. Whenever determining this underling's AC, treat it as if its CR was one higher.

Improved hp (Ex): The underling's wound and kill threshold are greater than most. Whenever determining this underling's wound threshold and kill threshold, treat it as if its CR was one higher.





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