



VALGUARDIAN SHOCKTROOPER

At the core of the Valguardian military is the small but deadly special operations force: The Shocktroopers. They are highly trained in aerial maneuvers and armed with a lightning-empowered lance; they embody the term “death from above.”

Most Shocktrooper squads are attached to a naval airship to provide additional ship-to-ship air support or to drop into a combat zone. Due to their jetpack and lance’s high cost, Shocktroopers are handpicked from only the most loyal and capable soldiers.

Bulldozer. By combining their heavily armored weight and the propulsion of their magically powered jetpack. Shocktroopers can turn themselves into living cannonballs.

Shocklance. The shocktroopers are named for their sudden strike impact on enemy forces and their powerful lances. A single blow from these weapons produces a powerful shock to the system, and once charged, its lightning blast can shatter an enemy front line.

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SHOCKTROOPER

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Skills Acrobatics +4, Perception +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 2 (450 XP)

Keen Sight. The Shocktrooper has advantage on Wisdom (Perception) checks that rely on sight.

Jetpack Charge. If the Shocktrooper moves at least 10 ft. straight toward a target and then hits it with a shocklance attack on the same turn, the target takes an extra 4 (1d8) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

ACTIONS

Shocklance. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, and 3 (1d6) lightning damage, and it can't take reactions until the start of its next turn.

Shocklance Blast (Recharge 5-6). The shocklance fires a blast of lightning forming a line 100 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw. A creature takes 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.