



ZULE SHOCK TROOP

Zules are a race of cold-natured elves native to the lands north of of Aztlan (El Ocho campaign setting). Despicably evil, they want nothing more than to conquer their southern neighbors to plunder Aztlan's valuable heartstone supply.

When the zules press southward in their conquests, expertly trained and equipped shock troops lead their battalions. These shock troops wear thick, armor-like containment suits that protect them in the warm conditions. They are armed with powerful artillery, powered by unstable heartstones, capable of cutting through resistance like a torch through ice.

ZULE SHOCK TROOP

Medium humanoid (elf), neutral evil

Armor Class 16 (containment suit)

Hit Points 17 (5d8 - 5)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	9 (-1)	13 (+1)	12 (+1)	11 (+0)

Skills Perception +3

Damage Vulnerabilities fire (when not inside containment suit)

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 1 (200 XP)

Special Equipment: Zule Containment Suit. As long as the zule wears its containment suit, it loses its vulnerability to fire damage and it has advantage on Strength checks and saving throws. Additionally, a melee weapon deals one extra die of its damage when the zule hits with it (included in the attack).

Fey Ancestry. The zule has advantage on saving throws against being charmed, and magic can't put the zule to sleep.

Heat Sensitivity. The zule treats mild and temperate environments (60° Fahrenheit or warmer), as extreme heat. When the zule wears its containment suit, it ignores this feature.

Unstable Technology. The zule's suit emanates radiation from its unstable heartstone. Any creature not wearing a zule's containment suit that starts its turn within 5 feet of the zule must make a DC 15 Constitution saving throw. On a failure, the creature takes 3 (1d6) necrotic damage and is poisoned. On a successful save, the creature takes half damage and is not poisoned. In addition, if the zule takes a critical hit, roll a d6. On a roll of 5 or 6, the zule's containment suit explodes, instantly killing the zule. All creatures within 15 feet of the exploding zule must make a DC 10 Dexterity saving throw. On a failure, a creature takes 10 (3d6) fire damage or half as much damage on a success.

Actions

Multiattack. The zule makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) slashing damage.

Force Cannon (Recharge 6). *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 17 (4d6 + 3) force damage.

Speak with Machines (1/day). The zule can magically imbue a machine within 30 feet of it with limited sentience and animation, giving it the ability to communicate with the zule and follow simple commands. The zule can question the machine about events that have occurred within 30 feet of it within the past day, gaining information about creatures that have passed, weather, and other circumstances. If the zule targets a construct, the zule can communicate with it as if the zule and the construct shared a common language. However, the zule gains no magical ability to influence the construct.