

ANORIAN VAQUERO

The Anorian elves of Vaskil manage the northern cattle and horse ranches of the Summer Land. In the three elven generations since the Fall of Imfe Mythse Anore, they've become expert riders and animal handlers. Also, because of the dangers inherent in the Summer Land, particularly around the Charred City of Becshire, they're legally permitted to carry *firebolt wands* despite the anti-wand laws common among the coastal cities.

As a shared and oft-contested territory, the northern Summer Lands share traits in common with both Presson's Enclave and Vaskil. The knights of Presson's Enclave, nor the Warriorbrood of Vaskil lay claim to it. Ultimately, this suits the vaqueros just fine as they can live on the plains without fear of big law crushing their values.

ANORIAN VAQUERO

Medium humanoid (Anorian elf), any alignment

Armor Class 14 (leather armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 16 (+3) 10 (+0) 11 (+0) 13 (+1) 12 (+1)

Skills Animal Handling +2, Perception +2, Survival +2

Senses darkvision 120 ft., passive Perception 12

Languages Common, Elvish

Challenge 1/2 (100 XP)

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

Innate Spellcasting. The vaquero's spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Firebolt Wand. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

Reactions

Mount Cover. When a creature the vaquero can see targets the vaquero with an attack and the vaquero is mounted, the vaquero can choose to have its mount become the target instead.

