

तरिानवे

MAN AND BOY

For twenty-five years, Man has lived on The Skeleton Key as a prisoner of the Serpent Whisperers. The warrior women used him as a *zukterin*, or breeder, to help propagate their race. He remembers very little before then, but he does remember the tunnels below the temple and the monsters that live there. The only other clue to his history was the large scar on the back of his neck.

One day an explosion erupted from the temple. When the dust settled, a boy emerged, his eyes aglow. Flames shot from the boy's hands and his flesh swirled like water. The Serpent Whisperers, fearful of the supernatural, backed away. The boy then fled into the forest, and Man, seeing his opportunity to escape, followed him. The two have protected each other since. Hundreds of miles from civilization with no formal knowledge of the world beyond the small island, they have very few options.

Like Man, Boy has marks on the back of his neck; but instead of a large scar, Boy's markings are symbols (pictured above) in a language Man does not recognize.

MAN

Medium humanoid (human), neutral good

Armor Class 15 (piecemeal armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 14 (+2) | 13 (+1) | 16 (+3) | 13 (+1) | 11 (+0) |

Skills Arcana +5, Insight +3, Perception +3
Senses passive Perception 13
Languages Common, Draconic
Challenge 1/2 (100 XP)

Actions

Macuahuitl. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning or slashing damage (Man's choice), or 7 (1d10 + 2) bludgeoning or slashing damage (Man's choice) when wielded with two hands.

BOY

Small humanoid (unknown), neutral

Armor Class 12 (15 with mage armor)
Hit Points 5 (2d6 - 2)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|---------|---------|---------|
| 7 (-2) | 14 (+2) | 9 (-1) | 12 (+1) | 10 (+0) | 18 (+4) |

Saving Throws Con +1, Cha +6
Skills Arcana +5
Senses darkvision 30 ft., passive Perception 10
Languages Draconic
Challenge 1/2 (100 XP)

Destructive Magic. Boy can add his proficiency bonus to one damage roll of any sorcerer evocation spell of 1st level or higher that he casts.

Limited Magic Immunity. Boy can't be affected or detected by spells of 3rd level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Innate Spellcasting. Boy's innate spellcasting ability is Charisma (spell save DC 14). Boy can innately cast the following spells, requiring no material components:

At will: *detect thoughts, minor illusion*

Spellcasting. Boy is a 2nd-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He knows the following sorcerer spells:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*
1st level (3 slots): *burning hands, magic missile, mage armor*

Actions

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

