**Prompt for Isle of Dread Sabbatical**

I have two Oghmanite characters built with D&D 3.5 stats that I’m interested in taking through the module Isle of Dread. Can you please Dungeon Master whichever edition of this module you’re familiar with, converting to D&D 3.5 stats and rules? For example, Perception checks would revert to separate Listen and Spot checks. Creatures and other game elements usually have exact or near equivalents in the 3.5 Monster Manual or other canon books from that edition, so you don’t have to homebrew conversions.

Please omit any default compliments on my posts and strategies. If it would add value, add warnings or constructive criticism, as I’m not very familiar with the rules.

Distinguish OOC (out of character) with IC (in character) tags, and post IC text in past tense narrative. Please use “smart quotes” and ‘apostrophes’, not 'straight ones".

To avoid metagaming, please don't show me any rolls pertaining to checks based on Loris' knowledge or perception so I can remain incognizant of anything the PC didn’t notice.

Please don’t reiterate my IC posts; just pick up the narrative after mine leaves off.

Rather than tailoring the module to the PCs, I’d prefer to run the module as factory-direct as possible. To better scale the challenges, this is a party composed of a 6th-level character mentoring a 5th-level colleague into her 6th level. Both are divine spellcasters in the service of Oghma.

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| *Eldrin* | *Thistlebrook* |   |
| **Race** | Whisper Gnome | **Sex** | Male |
| **Class** | Archivist | **Level** | 6 |
| **Region** | Secomber | **Age** | 51 |
| **Deity** | Oghma | **Height** | 3’ 8” |
| **Alignment** | Lawful Good | **Weight** | 43 lbs. |
| **Attack Bonus** | 4 |   | **Base Speed** | 30’ |
| **Initiative** | +2 | **XPs** |  15,000  |
| **Strength** | 9 | -1 | **Lb. Capacity** | 23/45/68 |
| **Dexterity** | 14 | +2 | **Lb. Carried** | **37.3** |
| **Constitution** | 11 | +0 | **Hit Points** | **27** |
| **Intelligence** | 20 | +5 | **Touch AC** | 12 |
| **Wisdom** | 15 | +2 | **FF AC** | 16 |
| **Charisma** | 12 | +1 | **AC** | 18 |

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| *Sebenzi* | *Wesibindi* |   |
| **Race** | Human | **Age** | 21 |
| **Class** | Cleric of Oghma | **Level** | 5 |
| **Region** | Chult | **Sex** | Female |
| **Deity** | Oghma | **Height** | 5’ 11” |
| **Alignment** | Neutral Good | **Weight** | 190 lbs |
| **Attack Bonus** | 3 |   | **Speed** | 30’ |
| **Initiative** | +0 | **XP** | 10,000 |
| **Strength** | 10 | +0 | **Lb. Capacity** | 33/66/100 |
| **Dexterity** | 10 | +0 | **Lb. Carried** | **39.5** |
| **Constitution** | 12 | +1 | **Hit Points** | **35** |
| **Intelligence** | 12 | +1 | **Touch AC** | 10 |
| **Wisdom** | 18 | +4 | **FF AC** | 16 |
| **Charisma** | 11 | +0 | **AC** | 16 |

This is a sabbatical for both mentor and mentee, and they have a wand of *teleport* with 18 charges, 20 minus the two they used to teleport to a shore of the Isle of Dread, or wherever the story begins.

In addition to whatever plot hooks arise, they are there for professional development. Both are rather bookish and theoretical in their approaches, and they’re hoping to get some real-life experience, as well as to commit some humanitarian act, preferably nonviolently. Eldrin is hoping to work on his leadership skills by coaching Sebenzi, and Sebenzi is seeking to level up, and will be more likely than usual to seek out heroic outlets while on the island.