**Prompt for Isle of Dread Sabbatical, Part II**

I have two Oghmanite characters built with D&D 3.5 stats that I’ve played partly through the module Isle of Dread, with you as Dungeon Master.

So far, we’ve collected these artifacts, and used some of them in the ritual to dispel the Devourer, which caused fear and awe in the cannibals.

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| **Item** | **Purpose/Properties** | **Warnings/Cautions** | **Other Details** |
| Rusted Dagger | Functional but in poor condition. | May break if used in combat. | Found alongside the waterlogged journal and carved wooden box. |
| Waterlogged Journal | Contains partially legible entries about the island’s history. | Pages are fragile and may tear if handled roughly. | Provides historical context about the Devourer and the island. |
| Carved Wooden Box | Contains the polished stone, scroll, and parchment. | Sealed with wave and spiral symbols; requires deciphering or magic to open. | Holds key artifacts tied to the Devourer’s rituals. |
| Polished Stone | Warding charm; grants +2 resistance bonus on saves vs. Devourer’s effects. | Can be drained if exposed to overwhelming Devourer energy. | Always active when carried. |
| Scroll | Contains Word of Recall (Cleric 6); teleports user to a sanctuary on the island. | One-time use. | Sanctuary location marked on the map near the island’s center. |
| Parchment | Describes the polished stone, scroll, and Black Tides elixir. | Non-magical but provides crucial information. | Written in archaic Common. |
| Black Tides Elixir | Ritual elixir; grants visions of the Devourer’s will but risks mental/spiritual harm. | Highly dangerous; potential for corruption. | Stored safely in Sebenzi’s pack. |
| Silver Dagger | Ritual tool; used for sacrifices or carving symbols. | Non-magical but tied to the Devourer’s cult. | Engraved with wave and spiral symbols. |
| Silver Chisel | Ritual tool; used for carving intricate designs. | Non-magical but tied to the Devourer’s cult. | Engraved with wave and spiral symbols. |
| Silver Hammer | Ritual tool; used for crafting or assembling ritual objects. | Non-magical but tied to the Devourer’s cult. | Marked with a single spiral symbol. |
| Necklace of Teeth | Worn by Sebenzi; may symbolize status among the cannibals. | Non-magical but culturally significant. | Taken from the ritual site after the Devourer’s banishment. |
| Wave-Symbol Talisman | Used in the banishing ritual; tied to the Devourer’s power. | Non-magical but symbolically important. | Part of the ritual artifacts (orb, talisman, dice). |
| Bone Dice | Used in the banishing ritual; tied to the Devourer’s power. | Non-magical but symbolically important. | Part of the ritual artifacts (orb, talisman, dice). |
| Crystalline Orb | Focus of the banishing ritual; radiates Conjuration and Evocation magic. | Highly powerful; may attract unwanted attention if used carelessly. | Part of the ritual artifacts (orb, talisman, dice). |

The party consists of these two Oghmanytes:

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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, and will use it as soon as they’re in overwhelming danger. Being there for professional development, both are rather bookish and theoretical in their approaches, and they’ve gotten some real-life experience with the cannibals. Eldrin developed his leadership skills by coaching Sebenzi over the last three days, and Sebenzi will level up after the adventure concludes.

I’d like to now edit the adventure such that the party is headed back to their campsite (a cove), and encounters two juvenile gorgonopsids (stats below).

**Medium Gorgonopsid (CR 3)**

* **Hit Dice:** 4d8+8 (26 hp)
* **Initiative:** +2
* **Speed:** 40 ft.
* **Armor Class:** 15 (+2 Dex, +3 natural), touch 12, flat-footed 13
* **Base Attack/Grapple:** +4/+6
* **Attack:** Bite +6 melee (1d8+4)
* **Full Attack:** Bite +6 melee (1d8+4)
* **Space/Reach:** 5 ft./5 ft.
* **Special Attacks:** Improved grab
* **Special Qualities:** Low-light vision, scent
* **Saves:** Fort +6, Ref +6, Will +2
* **Abilities:** Str 17, Dex 15, Con 15, Int 2, Wis 12, Cha 6
* **Skills:** Hide +6, Listen +4, Move Silently +6, Spot +4
* **Feats:** Alertness, Track

Driven by their predatory instinct, these sabertoothed Permian stem-mammals will spot them from 300’ away, and will immediately charge, covering 40’ x 4 = 160’ on the first round. The second round will put them in melee range, but they won’t have enough time to execute attacks, so on the third round they would be in a position to charge-attack.

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.