I’m putting together a cult of diabolists from the Book of Vile darkness D&D 3.5, and need help with some motives and other parameters. They’re in the Sword Coast at a place called the Turnpike, situated on the Y-intersection of the roads that lead northwest to Waterdeep, southeast to Daggerford, and northeast to Secomber, where the PCs came from.

The cult is led by a cleric of Loviatar, but they also love Asmodeus. The cleric is elsewhere (probably Waterdeep), and his local appointee is Professor Farleigh (below). They run a smuggling operation of meimer (an addictive drug) and humanoids trafficked for a number of nefarious enterprises. Aside from him, there are two 2nd-level NPCs and three 1st-level NPCs loyal to him (all non-spellcasters), who will gladly give up their lives in defense of their mentor. In addition, there will be 10 unclassed NPCs near the Professor, and probably another 20 within a 1,000’ radius of him throughout their cave lair, about a mile west of the Y-intersection.

This is Professor Farleigh so far:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| *Professor* | *Farleigh* | |  |  |
| **Race** | Human | | **Sex** | Male |
| **Class** | Conjurer | | **Level** | 6 |
| **Class** | Diabolist | | **Level** | 1 |
| **Region** | Thay | | **Age** | 41 |
| **Alignment** | Lawful Evil | | **Height** | 5’ 2” |
| **Deity** | Loviatar | | **Weight** | 63 lbs. |
| **Attack Bonus** | +3 | | **Base Speed** | 30’ |
| **XP** | n.a. | |  |  |
| **Strength** | 9 | -1 | **Lb. Capacity** | 30/60/90 |
| **Dexterity** | 10 | +0 | **Lb. Carried** | **26.1** |
| **Constitution** | 10 | +0 | **Hit Points** | **21** |
| **Intelligence** | 19 | +4 | **Touch AC** | 10 |
| **Wisdom** | 10 | +0 | **FF AC** | 14 |
| **Charisma** | 11 | +0 | **AC** | 14 |

This is his spellbook of available spells to prepare for the day.

|  |  |  |  |
| --- | --- | --- | --- |
| **Spell** | **Level** | **Reference** | **Page** |
| Resistance | 0 | PHB | 272 |
| Acid Splash | 0 | PHB | 196 |
| Caltrops | 0 | Spell Compendium | 42 |
| Ray of Frost | 0 | PHB | 269 |
| Detect Poison | 0 | PHB | 219 |
| Electric Jolt | 0 | Spell Compendium | 78 |
| Flare | 0 | PHB | 232 |
| Light | 0 | PHB | 248 |
| Sonic Snap | 0 | Spell Compendium | 195 |
| Dancing Lights | 0 | PHB | 216 |
| Ghost Sound | 0 | PHB | 235 |
| Silent Portal | 0 | Spell Compendium | 190 |
| Unnerving Gaze | 0 | Book of Vile Darkness | 108 |
| Disrupt Undead | 0 | PHB | 223 |
| Preserve Organ | 0 | Book of Vile Darkness | 101 |
| Touch of Fatigue | 0 | PHB | 294 |
| Amanuensis | 0 | Spell Compendium | 9 |
| Launch Bolt | 0 | Spell Compendium | 130 |
| Launch Item | 0 | Spell Compendium | 130 |
| Mage Hand | 0 | PHB | 249 |
| Mending | 0 | PHB | 253 |
| Message | 0 | PHB | 253 |
| No Light | 0 | Book of Vile Darkness | 100 |
| Open/Close | 0 | PHB | 258 |
| Repair Minor Damage | 0 | Tome & Blood | 96 |
| Slash Tongue | 0 | Book of Vile Darkness | 103 |
| Stick | 0 | Spell Compendium | 206 |
| Arcane Mark | 0 | PHB | 201 |
| Detect Magic | 0 | PHB | 219 |
| Prestidigitation | 0 | PHB | 264 |
| Read Magic | 0 | PHB | 269 |
| Protection from Evil | 1 | PHB | 266 |
| Shield | 1 | PHB | 278 |
| Grease | 1 | PHB | 237 |
| Mage Armor | 1 | PHB | 249 |
| Mount | 1 | PHB | 256 |
| Comprehend Languages | 1 | PHB | 212 |
| Identify | 1 | PHB | 243 |
| True Strike | 1 | PHB | 296 |
| Magic Missile | 1 | PHB | 251 |
| Ray of Enfeeblement | 1 | PHB | 269 |
| Enlarge Person | 1 | PHB | 227 |
| Feather Fall | 1 | PHB | 229 |
| Ray of Clumsiness | 1 | Spell Compendium | 166 |
| Untangle | 1 | Spell Compendium | ? |
| Cloud of Knives | 2 | PHB II | 107 |
| Detect Thoughts | 2 | PHB | 220 |
| See Invisibility | 2 | PHB | 275 |
| Shatter | 2 | PHB | 278 |
| Continual Flame | 2 | PHB | 213 |
| Invisibility | 2 | PHB | 245 |
| Mirror Image | 2 | PHB | 254 |
| Bear’s Endurance | 2 | PHB | 203 |
| Fly, Swift | 2 | Complete Adventurer | 149 |
| Knock | 2 | PHB | 246 |
| Dispel Magic | 3 | PHB | 223 |
| Phantom Steed | 3 | PHB | 260 |
| Stinking Cloud | 3 | PHB | 284 |
| Arcane Sight | 3 | PHB | 201 |
| Ray of Exhaustion | 3 | PHB | 269 |
| Vampiric Touch | 3 | PHB | 298 |
| Fly | 3 | PHB | 232 |
| Haste | 3 | PHB | 239 |
| Slow | 3 | PHB | 280 |
| Spiderskin | 3 | Spell Compendium | 202 |
| Anticipate Teleportation | 4 | Complete Arcane | 97 |
| Dimensional Anchor | 4 | PHB | 221 |
| Leomund’s Secure Shelter | 4 | PHB | 247 |
| Orb of Acid | 4 | Complete Arcane | 115 |
| Orb of Cold | 4 | Complete Arcane | 115 |
| Orb of Fire | 4 | Complete Arcane | 116 |
| Orb of Force | 4 | Complete Arcane | 116 |
| Solid Fog | 4 | PHB | 281 |
| Greater Mirror Image | 4 | PHB II | 120 |
| Dimension Door | 4 | PHB | 221 |

These are the available slots for his daily spells. He is the leader of a cult of diabolists, and

|  |  |  |  |
| --- | --- | --- | --- |
| **Spell** | **Level** | **Prodigy** | **Cast?** |
|  | 0 | 1 | q |
|  | 0 | 1 | q |
|  | 0 | 1 | q |
|  | 0 | 1 | q |
|  | 0 | 1 | q |
|  | 1 | 1 | q |
|  | 1 | 1 | q |
|  | 1 | 1 | q |
|  | 1 | 1 | q |
|  | 1 | 1 | q |
|  | 1 | 1 | q |
|  | 2 | 1 | q |
|  | 2 | 1 | q |
|  | 2 | 1 | q |
|  | 2 | 1 | q |
|  | 2 | 1 | q |
|  | 3 | 1 | q |
|  | 3 | 1 | q |
|  | 3 | 1 | q |
|  | 3 | 1 | q |
|  | 4 | 1 | q |
|  | 4 | 1 | q |
|  | 4 | 1 | q |