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’ |
| **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 |

These are his daily spells (preserve organ has already been cast).

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Spell** | **Level** | **Conjur.** | **Prodigy** | **Cast?** |
| Ray of Frost | 0 | 1 | 1 | q |
| Detect Magic | 0 | 0 | 1 | q |
| Unnerving Gaze | 0 | 0 | 1 | q |
| Preserve Organ | 0 | 0 | 1 | þ |
| Mending | 0 | 0 | 1 | q |
| Mage Armor | 1 | 1 | 1 | q |
| Shield | 1 | 0 | 1 | q |
| Ray of Clumsiness | 1 | 0 | 1 | q |
| Grease | 1 | 1 | 1 | q |
| Grease | 1 | 1 | 1 | q |
| Magic Missile | 1 | 0 | 1 | q |
| Mirror Image | 2 | 0 | 1 | q |
| Invisibility | 2 | 0 | 1 | q |
| Cloud of Knives | 2 | 1 | 1 | q |
| Fly, Swift | 2 | 0 | 1 | q |
| Detect Thoughts | 2 | 0 | 1 | q |
| Dispel Magic | 3 | 0 | 1 | q |
| Vampiric Touch | 3 | 0 | 1 | q |
| Ray of Exhaustion | 3 | 0 | 1 | q |
| Spiderskin | 3 | 0 | 1 | q |
| Dimension Door | 4 | 0 | 1 | q |
| Greater Mirror Image | 4 | 0 | 1 | q |
| Solid Fog | 4 | 1 | 1 | q |

**Questions**

1. What are the ongoing motives of the unclassed thralls to gravitate to the cult despite the fact that they must endure suffering/pain (per Loviatar’s dogma) in order to belong?
   1. I’ve already established that these are poor people, though they might have been impoverished by clandestine acts of the diabolists.
   2. Maybe there are other motives that have drawn at least one well-to-do person to the flock, this being one of the classed followers.
2. What is the Professor’s long-term goal beyond the continuation of the smuggling operations? What about those of his cleric and spiritual leader (Father Pompeii Vesuvius), who draws from Loviatar’s and Asmodeus’ powers?

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| *Father* | *Pompeii Vesuvius* | | |  |
| **Race** | Tiefling | | **Sex** | Male |
| **Class** | Tiefling | | **Level** | 1 |
| **Class** | Cleric of Loviatar | | **Level** | 5 |
| **Class** | Diabolist | | **Level** | 1 |
| **Alignment** | Lawful Evil | | **Height** | 5’ 6” |
| **Age** | 195 | | **Weight** | 145 lbs. |
| **Deity** | Loviatar | | **Region** | Storm Horns |
| **Attack Bonus** | 14 | | **Base Speed** | 30’ |
| **Strength** | 16 | +3 | **Lb. Capacity** | 43/86/130 |
| **Dexterity** | 11 | +0 | **Lb. Carried** | **74.0** |
| **Constitution** | 11 | +0 | **Hit Points** | **29** |
| **Intelligence** | 11 | +0 | **Touch AC** | 13 |
| **Wisdom** | 16 | +3 | **FF AC** | 17 |
| **Charisma** | 13 | +1 | **AC** | 20 |

1. What contingencies does the Professor have in place in the grotto lair for any intrusions by heroes such as the PCs?