





Diamond Tiedfling design created by Myrmidia  
Available on [Patreon.com/Myrmidia](https://www.patreon.com/Myrmidia)

- **Race:** Diamond Tiefling
- **Gender:** Any (Can be played as agender, genderfluid, or a specific one may be chosen)
- **Class:** Any spellcasting class
- **Occupation:** Faction Agent
- **Description:**
  - **Appearance:** Unusual eye colour & Tattoos
  - **Characteristics:** Relaxed, charismatic, inquisitive, but oblivious and absent minded if a topic bores them
  - **Talent:** Plays a musical instrument, but cannot sing
  - **Mannerism:** Prone to singing, whistling or humming quietly
  - **Interaction Trait:** Communicative but reluctant about revealing personal information
  - **Alignment:** Chaotic Neutral
  - **Flaw or Secret:** Scandalous history, Cursed Tattoo covering the majority of their body
- **Diamond Horns:** Left horn is partially broken off and cracked. Horns can be used as spellcasting components worth 450 gold (total worth) and cannot be regrown by magical means.

## Description:

This Diamond Tiefling works as a Faction Agent in a Faction of your choice, they are mostly found hanging around a very specific part of town, preferably a place where people come together to drink non-alcoholic drinks and lounge.

They are well-liked by people due to their relaxed, charismatic nature and will provide the party with information about the faction, NPCs of interest & offer possible quest hooks.

They have a very curious set of traits, as it seems that they can only cast spells of one particular element, which is also reflected by their eye colour (Default - Fire & Red eyes).

If they are recruited by the party to fight alongside them in battle or aid them in solving a problem involving magic, they might express frustration over knowing different, more helpful spells, but not being able to use them. They will avoid to answer why.

If conversing with the party they are reluctant to reveal any personal information.

Should the topic of curses ever come up, they will act disinterested, defensive and suspicious, but if the party is in good standing with them, they may learn that the characters spell issues are connected to their tattoos. Upon further inquiry they will learn about the tattoo bearing a curse and the characters reluctance to get it removed.

The character will reveal the tattoo artist that worked on them if persuaded and a plot may be developed from here by the DM.