



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



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- **Race:** Diamond Tiefling, Vampire spawn
- **Gender:** Any
- **Class:** Wild Magic Sorcerer
- **Description:**
 - **Appearance:** Tall, skinny, almost unnaturally so, beautifully fitted clothing to accentuate their shape
 - **Characteristics:** Smart, cultured, arrogant
 - **Talent:** Wealthy socialite - can easily make connections with (important) individuals wherever they go
 - **Mannerism:** Will speak in a posh and drawn out way, does not lie but conceals the truth to fit their agenda
 - **Interaction:** Very direct, knows their worth, will not haggle, will betray others for personal gain
 - **Alignment:** Lawful Evil
 - **Flaw or Secret:** They are related to a protagonist in your campaign (party or NPC).
- **Diamond Horns:** no more recognisable as such, they glow of a textureless light which increases in brightness over time eventually releasing in a burst of wild magic before becoming dim and going through the cycle once again

Story:

Born into a wealthy and influential noble family of old Aasimar blood this diamond Tiefling never could find satisfaction in the fact that they already had everything they could ever want at their fingertips. Instead, they travelled the world to seek out the most tantalising secrets to power that money could not buy. Left with the feeling of never being satisfied by the secrets uncovered, one day they dug too deep to find themselves abducted and turned into a vampire spawn by an unknown entity.

With this sudden surge of new powers, not only did they uncover new unnatural strengths and urges, but also found that their inherited Aasimar blood was now trying to fight the vampiric side within.

Instead of being sensitive to sunlight, their diamond horns absorb the light around them, eventually unleashing the stored light as uncontrollable wild magic surges. These surges increase in frequency the longer the individual is exposed to sources of sunlight - From once a day on rainy/cloudy days, to once a turn in broad summer daylight. (DMs can tweak this to their liking and may choose a Wild Magic Surge table of their choice)

The story of this Tiefling revolves around choice. Will they embrace their new powers, find a way to control their surges, find a cure for their vampirism or a way to let go of their celestial bloodline for good? They might send out the party to retrieve ancient knowledge, seek out ruins to retrieve old artefacts. Whatever their decision will be, it is to be influenced by the party and their choices.