

# Diamond

## Planetouched Cleric (Oracle), Level 1

**HERITAGE** Planetouched (Tiefling)

**CULTURE** Cosmopolitan

**BACKGROUND** Charlatan

**DESTINY** Revenge

**Armor Class** 15 (Armor of Conviction)

**Hit Points** 7

**Hit Dice** 1 (1d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	9 (-1)	13 (+1)	16 (+3)	15 (+2)

**Proficiency Bonus** +2; **Maneuver DC** 12

**Saving Throws** Wis +5, Cha +4

**Skills** Culture (*etiquette* +1d4), Deception (*concealing emotions* +1d4), History, Insight, Performance, Persuasion (*bribery* +1d4), Sleight of Hand

**Tools** disguise kit, forgery kit, herbalism kit

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Elvish, Infernal

**Defensive Blessing: Armor of Conviction.** While Diamond is not wearing any armor or wielding a shield, her AC equals 15 (10 + her Dexterity modifier + her Wisdom modifier). In addition to the spells she normally prepares, she always has *shield of faith* prepared.

**Discreetly Armed.** Diamond gains an expertise die on checks made to persuade others to let her remain armed or to conceal weapons or items about her person.

**Fashion Sense.** After she spends at least 1 minute observing a creature within 60 feet, Diamond can use an action to make either an Insight or History check against a DC equal to the creature's passive Deception check score. On a success, she learns the following:

- Whether the creature has a lower Charisma score than her.
- The creature's culture and national origin (if any).
- The creature's social standing in the local majority culture.

**Immortal Blessing (1/Long Rest).** When Diamond would ordinarily be reduced to 0 hit points, she is instead reduced to 1 hit point.

**Infernal Legacy.** Diamond knows the *produce flame* cantrip (using Charisma as her spellcasting ability).

**Sacred Call: Clerical Charisma.** Whenever Diamond uses Performance to deliver a sermon or to sing holy songs in a town or city, even on a failed check other than a natural 1, she still attracts a crowd of at least 13 people.

**Spellcasting.** Diamond is a 1st level spellcaster that uses Wisdom as her spellcasting ability (spell save DC 13; +5 to hit with spell attacks. She has the following spells prepared from the cleric's spell list:

Cantrips: *guidance*, *mending*, *thaumaturgy*

1st-level (2 slots): *bless*, *command*, *comprehend languages*, *cure wounds*, *identify*, *shield of faith*

**Urban Denizen.** Diamond can make an Investigation check to learn the location of (or at the Narrator's discretion, a helpful clue to the trail of) a person by discreetly asking around. The DC of the check is 15 if the individual is not hiding, and 20 if they are trying to conceal their location.

### BONUS ACTIONS

**Shield of Faith (1st-Level; V, S, M, Concentration).** One creature within 60 feet is enveloped in a barrier of divine energy that increases its AC by +2.



**AGE** 35

**HEIGHT** 5 feet 11 inches

**WEIGHT** 180 pounds

**SIZE** Medium

## ACTIONS

**Dagger.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 1d8+2 piercing damage.

**Bless (1st-Level; V, S, M, Concentration).** Up to three creatures within 30 feet add a d4 to attack rolls and saving throws for up to 1 minute.

**Command (1st-Level; V).** One living creature within 60 feet that Diamond can see and that can hear and understand her makes a DC 12 Wisdom saving throw. On a failure, on its next turn the target follows a one-word command of Diamond's choosing (examples: approach, bow, come, drop, grovel, flee, halt, here, knee, run).

**Cure Wounds (1st-Level; V, S).** Diamond touches a willing living creature, restoring 1d8+3 hit points to it.

**Guidance (Cantrip; V, S, Concentration).** Diamond touches a creature and grants it an expertise die (+1d4) on an ability check of its choice. She can concentrate on this spell for up to 1 minute, and the spell ends when the creature uses the expertise die or she stops concentrating on it.

**Produce Flame (Cantrip; V, S).** Diamond creates a flame in her hand which lasts until the spell ends (up to 10 minutes) and does no harm to her or her equipment. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends when she dismisses it, casts it again, or attacks with the flame. As part of casting the spell or as an action on a following turn, Diamond can fling the flame at a creature within 30 feet, making a ranged spell attack (+4 to hit) that deals 1d8 fire damage.

**Unfickle Fate (1/Long Rest).** Diamond touches a willing creature and grants it a premonition which it remembers for 1 hour or until it uses the premonition to reroll one ability check, attack roll, or saving throw.

## REACTIONS

**Cloak and Dagger.** Whenever Diamond or an ally she can see fails a Sleight of Hand or Stealth check, she can spend her inspiration and undo any consequences of that failed check.

## EQUIPMENT

Bag of 1,000 ball bearings, clothes (common), clothes (costume), dagger (4), disguise kit, forgery kit, hempen rope (50 feet), holy symbol, lantern (bullseye), light crossbow, manacles, quiver with 20 bolts.

## SUPPLY

Bread, dried meat, and cheese from her tavern (7 Supply)

## BACKGROUND: CHARLATAN

**Connection** Brother Berto, a high priest of Diamond's goddess (the Trickster) who tells her where her next mark may be found.

**Connection** Grayise Belnot, an elven noble Diamond has long been conning by claiming her oracle abilities connect her to his ancestors. She beseeches him "*on their behalf*" (in Elvish) to give away large portions of his riches to the needy.

**Memento** A dozen brightly colored potions. These are actually incredibly strong cocktails.

**Many Identities.** Diamond has a bundle of forged papers of all kinds—property deeds, ID papers, love letters, letters of recommendation—all only needing a few flourishes to meet a current need. She can add a forged, modified copy of any new document or letter to her bundle. It takes a day's work and a forgery kit to recreate a lost bundle.

## DESTINY: REVENGE

Diamond gains inspiration when she outwits a foe without the use of Deception or Persuasion checks.

**Cloak and Dagger.** Whenever Diamond or an ally she can see fails a Sleight of Hand or Stealth check, she can use her reaction to spend her inspiration and undo any consequences of that failed check.

## OVERVIEW

Mysterious and devoted to her goddess, the Trickster, Diamond is the latest in a long line of tiefling worshipers whose faith manifests in the guise of a tavern hidden in a pocket dimension. Its cast of shady regulars and unfortunate travelers are a rich source of gold and leads for deceit to satisfy the Trickster.

## HISTORY

Diamond inherited The Waning Moon tavern from her grandmother Aneeza and ran it for many years. Between destinations she would return the tavern to her home village, visiting old Aneeza and paying tithes to the Trickster's temple—until the last time. While attending to an errand during her most recent visit, in Diamond's absence the settlement and her birthright were razed with Aneeza one of the few survivors. The old woman related the tragic tale of how the local nobility declared the Trickster a heretical religion and rewarded those bearing evidence of destruction of the goddess' temples, giving Diamond many targets for her vengeance.

## PERSONALITY

Although guarded and secretive, Diamond is highly playful and prefers to keep things lighthearted when she can. She can blend in anywhere, having traveled and mixed with almost every social class and culture before The Waning Moon's last strange journey. She tries to scam anybody she deems to have excess wealth, and will help those in need even at her own expense.

## GOALS

Diamond wants to get to the bottom of the sudden decision to revile the Trickster, swearing to bring her wrath down upon those who killed the people she had grown up around, made her grandmother so fearful in her later years, and dared destroy that which she held sacred. The hired thugs who performed the destruction and the mysterious forces behind the orders are all fair game.