

# EZIO R'ZLATHE

*middle aged drow*  
*chaotic good*  
*Level 10 rogue; assassin; scout*

**Pronouns:** he/him  
**Occupations:**  
Thieves' guild advisor; insurgent diplomat  
**Armor Class** 16  
**Hit Points** 83 (TODO Hitdice)  
**Speed** 30.

STR	DEX	CON	INT	WIS
12	18	13	12	14
(+1)	(+4)	(+2)	(+1)	(+2)

**CHA**  
  
16  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
  
**Proficiencies** TODO  
  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages**  
Drow Common Underdark common  
Elvish Dwarven Thieves' cant  
Halfling Gnomish ,  
**Adjectives** Dark ,

**Special Abilities**  

- Steady Aim | Fancy Footwork  
Cunning Action | Sneak Attack

  
**Special Equipment**  

- Assassin's Aid (+1 Shortsword with 3 charges of Spiritual Weapon); Amulet of protection from detection;

## Combat Tactics

**Actions**  
  
The Assassin's Aid (+1 Shortsword with 3 Charges of Spiritual Weapon indicated by the three cobalt gemstones on the hilt) | Shortbow

## Factions

# ROLEPLAYING

**Introduction**  
  
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# ROLEPLAYING

## Introduction

Ezio will approach those who seem they could help undercut a city's political factions; Often flits between political courts and mercantile guilds making deals; Commission adventurers to infiltrate a religious order with a misinformation campaign.

## Appearance

<p>Lithe and muscular</p>light blue skin; deep silver eyes

## Expressions

"Diplomacy by blades as blades are the truest of diplomats"; "My people will mend the rift between the Upperworld and Underdark - be it in

a city's political factions; Often flits between political courts and mercantile guilds making deals; Commission adventurers to infiltrate a religious order with a misinformation campaign.

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## Expressions

"Diplomacy by blades as blades are the truest of diplomats"; "My people will mend the rift between the Upperworld and Underdark - be it in our own way";

## Mannerisms

Grinds his teeth while evaluating a situation or answering questions. Bites lip in thought. Almost exclusively furrows his brow. Typically clasps his hands behind his back beneath his cloak.

## Motivations

Diffusing political diplomacy the region to make space for his tribe of Drow who have departed from the main population. Generating as much misinformation as possible to undermine religious and political order

## Passions

Politics. Watching fire burn.

## Secrets

Ezio keeps a multitude of secrets about his political connections and their intentions. He uses these li commodity.

# BACKGROUND STORY

<p>Ezio's people were a cult worshipped one of the Great Old Ones, a Forgotten God. His fan chose this because they witnessed the fascist matriarchical hierarchy of Lolth [Or similar Evil Drow God]. Alongside this, the tribe heard rumors and saw evidence that Great Old Ones were on the rise to reclaim their positions of power over the material and astral planes. The great Jackal Irrt, the Lord of Hunger, Thirst, Famine and Drought, and Moander, the Lord of Growth and Decay [Two Forgotten Gods] are separately surging forward into the hearts and minds of those in the

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### Special Abilities

- Steady Aim | Fancy Cunning Action | Strong Attack

### Special Equipment

- Assassin's Aid (+1 ShortSword with 3 Spiritual Weapon); protection from detection

### Combat Tactics

### Actions

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underdark and those few clans who wander the middle-ground between the upperworld and the Underdark. Disaffected with fascist rulers, Ezio's tribe rejected and became fervent enemies of the ruling pantheons of the Underdark. Learning of the power and promise of the Forgotten Gods, Ezio's clan began offering faith and tithings to Ommen-H [A different Forgotten God], the goddess of Shadow and Time.

Because of their growth in size and relative power, other apostatic clans who followed other Old Gods became violent towards Ezio's tribe. One fateful night, the followers of Irrt summoned aspects of the deity to the material realm to strike. Massive jackals with gnashing teeth and almost rotted skin hanging loosely from their frames were unleashed on Ezio's village.

Demon hounds descended on the Underground city of Daur'zzwth (Dar-zooth) any Drow or Underdark village that Ezio and his people called home. One of these great demon hounds sought out Ezio's father and uncle especially, invaded their home, and assaulted the family. Ezio's father, Ziirr'kho (Zee-rick-oh) and uncle Ras'klir (Raz-kill- non) bravely fought the beast, bringing it near death, yet both Drow heroes were left close to death themselves. A young Ezio, terrified and protecting the youth in the basement of the home, silently dashed out of the cellar trap-door to grasp his father's powerful shortsword. The demon hound circled, smelling victory, and, due to injury and pride, did not sense Ezio lurking in the shadows around the outside of the room. Drooling and snapping its jaws in naive glee, the beast slowly approached the two men. Ezio leapt from the shadows and sunk the blade deep into the beast's eye, killing it. He has since been a family hero. The tribe has taken it upon themselves to train him as an Assassin and Diplomat and send him forth into the Upperworld to cause chaos and make way for their rise to power.

## PERSONALITY

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Growth and Decay [Two Forgotten Gods] are separately surging forward into the hearts and minds of those in the Underdark and the few clans who wander the middle ground between the upperworld and the Underdark. Disaffected vengeful fascist rulers, Ezio's tribe rejected the ruling pantheons of the Underdark and became fervent enemies of the ruling pantheons of the Underdark. Learning of the power and promise of the Forgotten Gods, Ezio's clan began offering faith and tithings to Ommen-Hurr [A different Forgotten God], the goddess of Shadow and Time.

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