

**EZIO R'ZLATHE**

*middle aged drow*



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*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**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition



## 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

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**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; 3 Charges of Spiritual Weapon indicated by the three cobalt gems on the hilt) | Shortbow

### Factions

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### 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  
our own way";

### Mannerisms

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

### Motivations

Diffusing political diplomacy in 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 orders.

### Passions

Politics. Watching fire burn.

### Secrets

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

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## BACKGROUND STORY

<p>Ezio's people were a cult  
who worshipped one of the  
Great Old Ones, a Forgotten  
God. His family chose this  
because they witnessed the  
fascist matriarchical hierarchy of  
Lollth [Or similar Evil Drow God].  
Alongside this, the tribe heard  
rumors and saw evidence that  
the 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



moander, the Lord of Growth and Decay [Two Forgotten Gods] are separately surging forward into the hearts and minds of those in the 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-Hurr [A different Forgotten God], the goddess of Shadow and Time.

Because of their growing 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) [or 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'klnn (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 naïve 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's 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