

## 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**  
**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

-

### Special Equipment

-

### Combat Tactics

### Actions

-

### Factions

Broken-off tribes of  
the Underdark



## ROLEPLAYING

### Introduction

Ezio will approach those who seem  
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  
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  
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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**Saving Throws**  
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**Skills** **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** -  
**Special Equipment** -

### Combat Tactics

### Actions

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

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## BACKGROUND STORY

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 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'klenn (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'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.