

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 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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Proficiencies TODO

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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; 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'klinn (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.