

## 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

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

**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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TODO Saving Throws  
**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** Steady  
Aim | Fancy Footwork |  
Cunning Action | Sneak  
Attack

**Special Equipment**  
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of Spiritual Weapon);  
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detection;

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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 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.</p><p>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.</p><p>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'klmn [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 Underworld to

cause chaos and make way  
for their rise to power.</p>