

# 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)



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**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 Thro  
**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 Halfli  
Gnomish ,

**Adjectives** Dark ,

**Special Abilities**

- Steady Aim | Fancy Footwork |  
Cunning Action | Sneak Attack

**Special Equipment**

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

**Combat Tactics**

**Actions**

The Assassin's Aid (+1 Shortsword;  
Charges of Spiritual Weapon indica  
by the three cobalt gems on the hil  
Shortbow

**Factions**

## ROLEPLAYING

**Introduction**

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they could help undercut a city  
political factions; Often flits



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#### Special Equipment

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Sword with 3 Charges of  
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#### Combat Tactics

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Spiritual Weapon) is  
indicated by the three colored  
diamonds on the hilt) | Shortbow

#### Factions

## 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 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 to stay in the Underdark because they witnessed the fascist, matriarchical hierarchy of Lolth [Or similar Evil Drow God]. Alongside 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 Lord, 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 upperworld and the Underdark. Disaffected with fascist rulers, Ezio's tribe rejected and became fervent enemies of the ruling pantheons of Underdark. Learning of the power and promise of the Forgotten Gods, Ezio's clan began offering faith and tithing 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 Forgotten Gods became violent towards Ezio's

tribe. One fateful night, the follower  
Irrt summoned aspects of the deity  
the material realm to strike. Massive  
jackals with gnashing teeth and alir  
rotted skin hanging loosely from the  
frames were unleashed on Ezio's  
village.</p><p>Demon hounds  
descended on the Underground city  
Daur'zzwth (Dar-zooth) [or any Drow  
Underdark village] that Ezio and his  
people called home. One of these g  
demon hounds sought out Ezio's fat  
and uncle especially, invaded their  
home, and assaulted the family. Ezi  
father, Ziirr'kho (Zee-rick-oh) and u  
Ras'klmn (Raz-kill- non) bravely foug  
the beast, bringing it near death, ye  
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 shortsw  
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 jaw  
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. I  
since been a family hero. The tribe  
taken it upon themselves to train hi  
as an Assassin and Diplomat and se  
him forth into the Upperworld to cal  
chaos and make way for their rise to  
power.</p>

## PERSONALITY