

WARRENS ELF

The elves of Athas are desert runners, raiders, and nomads. At least, that's the common view. But it doesn't always hold true across the Tablelands. Some elves, such as the Silver Hands of Silver Spring, have settled in one place. And some, like the Hill Children of Nibenay, have given up the desert life entirely and embraced living in the cities.

This kit details just such an elf. Here named a warrens elf, they are known by many names. Indeed, this kit need not be limited to elves if the DM or players wish. Anyone can adapt to life in the slums of the great cities of the Tablelands – to adapt this to another Dark Sun race, replace the Special Hindrance with something appropriate to that race.

So a warrens dwarf may lose their focus ability, for example, a warrens aarakocra lose their ability to fly, and a warrens mul might lose their increased endurance, abandoning these in favour of the urban skills offered by this kit.

While the kit is intended for rogue characters – bards, thieves, and traders – it can be applied to any class with a stealth ability, which can include non-rogues, particularly if the DM and players make use of the optional Skills & Powers rules to add non-standard abilities to their Dark Sun characters.

Warrens Elf

The warrens elf has turned their back on the open desert and chosen a life in the streets of one of the great cities of the Tablelands. No longer do they run; now the warrens elf stalks a different sort of wilderness.

Warrens elves learn combat tricks to help escape when cornered, but favour stealth over violence. Warren elves can literally vanish into a crowd, making them difficult to pursue – or spot when one is their target.

Other elves scorn their warrens-dwelling cousins. Elves who do not run are not true elves, they say, and those who squat in squalor are the worst of these. Most elves refuse to acknowledge warren elves even exist.

Recommended Weapons: Small weapons that can be easily concealed are favoured by warrens elves.

Recommended Non-weapon Proficiencies: Appraising, Bargain, Fast Talk, Intimidation, Knowledge (local history), Language, Observation, Taunting, Weapon Improvisation.

Bonus Weapon Proficiencies: Any one fighting style.

Bonus Non-weapon Proficiencies: Acrobatics, Gather Information.

Equipment: A warrens elf dresses shabbily, to blend in with their surroundings, if nothing else.



Special Benefits

Urban Stealth: If the warrens elf makes a successful hide in shadows roll (or equivalent, such as a ranger's ability to hide in natural surroundings), they can blend in with a crowd and effectively vanish from sight. So long as the elf remains with the crowd - moving if it moves, remaining still if people are not moving - they cannot be picked out by those who might be pursuing or looking for them. The elf is not invisible but is otherwise treated as being hidden.

Spin Initiative: The warrens elf can use their environment to turn the tide of battle when in a city. They might knock a barrel of jalabi pears into a foe, set loose a group of crodlu, or pull down an awning. Doing so is a free action and automatically allows the elf to take their normal actions and movement for the round immediately, even if it is not their turn in the initiative order. The warrens elf may do so once per day per point of Dexterity Reaction Bonus.

Special Hindrances

Cannot Run: The warrens elf is a creature of the city, not the desert. Warrens elves lose the Elf Run ability.

Tribal Derision: Other elves do not consider warrens elves to be true elves. Warrens elves suffer a -6 reaction penalty with other elves and reactions can never rise above Cautious or Indifferent.

Wealth Options: Life in the warrens is hard. A warrens elf starts play with only $1d4 \times 30$ ceramic pieces.