

## Dark Sun Equipment

Slaves			
Base Price		Aarakocra	X 0.5
Artist/Artisan	75cp	B'rohng	X 5
Concubine	25cp	Dwarf	X 3
Domestic	20cp	Elf	X 0.75
Farmer	30cp	Half-Elf	X 1.5
Gladiator	200cp	Half-Giant	X 5
Laborer	25cp	Halfling	X 0.5
Scholar	60cp	Human	X 1
Soldier	80cp	Jozhal	X 1.5
Unskilled	10cp	Mul	X 12
Class Level	X Level	Nikaal	X .75
Age Modifier		Pterran	X .75
Young	X 1/2	Slig	X .75
Adult	X 1	Ssurran	X 2.5
Middle-Aged	X 3/4	Tarek	X 2
Old	X 1/2	Tari	X 0.75
Venerable	X 1/4	Thri-Kreen	X 3

**Notes:** Slaves with classes multiply their class level to the base price. So, a 5<sup>th</sup> level Gladiator would have a base cost of 500cp. A 3<sup>rd</sup> level fighter would cost 240cp.

### Slave Descriptions

**Artist/ Artisan:** Creation of artwork and other useful items is laborious, so it is often entrusted to slaves.

**Concubine:** Also known as pleasure slaves, concubines are kept for the physical pleasure of their owners.

**Domestic:** These slaves attend to the daily needs of the households they are bound to.

**Farmer:** Extensive fields are needed to provide food for a city's large population. This hard work is regulated to slaves.

**Gladiator:** These slaves fight to the death for the enjoyment of city dwellers.

**Laborer:** A slave used to work in the construction of non-artistic goods, or unskilled manual work.

**Scholar:** Rarely seen outside of Nibenay, scholar slaves study whatever their masters demand.

**Soldier:** Slaves trained to fight and protect their owners holdings.

**Unskilled:** Slaves who are untrained and, often, of average or below-average strength.

**Young:** A slave below the age of maturity for their race.

**Adult:** A slave who has reached maturity, considered in the prime of their life.

**Middle-Aged:** A slave who is passed their prime. -1 Str/Con; +1 Int/Wis.

**Old:** A slave who is well passed their prime. -3 Str; -2 Dex/Con; +2Wis

**Venerable:** A slave who is, at best, a few years from death. Most slaves don't live this long. -4 Str; -3 Dex/Con, +2 Int; +3 Wis

**Aarakocra:** These slaves are difficult to hold, without tying them to the ground; natural claws; naturally claustrophobic; and short lifespans. Most slave takers don't bother capturing Aarakocra for these reasons.

**B'rohng:** These four-armed brutes are only used as gladiators and sold as such.

**Dwarf:** These slaves are slow, tough, and strong. Dwarves are ideal slaves as artists, artisans, farmers, gladiators, laborers, or soldiers.

**Elf:** Elves are often not held long. Their skills at escaping usually keep them from being used as farmers. Elves are often used as artists, artisans, concubines, and gladiators.

**Half-Elf:** Half-Elves are adaptable and capable of learning many skills. They are used in every slave role.

**Half-Giant:** Being big and strong, Half-Giants excel in soldier or labor roles. However, with their increased food and water demand, and low intelligence, Half-Giants have limited uses.

**Halfling:** Most Halflings do not fare well in captivity and die a few months after being captured.

**Human:** Humans are adaptable and are capable of excelling in nearly any role.

**Jozhal:** Being very intelligent and capable psionics, Jozhal are expensive slaves. A powerful psionist is required to keep the Jozhal from escaping. The only Sorcerer King to keep Jozhal slaves in any great quantities is Kalak, Tyrant of Tyr.

**Mul:** Muls are the most desirable slave race. Their strength and endurance make them perfect slaves for any combat or labor role. In addition, Muls are intelligent enough to follow complex orders.

**Nikaal:** Nikaal are rarely captured by slavers. While they need less water than most other races and have great endurance, their natural attacks are formidable. They are most often used as gladiators.

**Pterrann:** Rarely taken as slaves, Pterranns have natural attacks that make their capture and keeping inconvenient. They are most often used as gladiators.

**Slig:** These slaves are not kept in large quantities because of their natural fighting abilities and high feeding costs. They are most often used as gladiators.

**Ssurran:** Due to their strength, Ssurrans make great exotic gladiators.

**Tarek:** Due to their psionic abilities and high intelligence, Tarek need constant attention from guards. They are most often used as gladiators and draw very large crowds.

**Tari:** Ratmen make adequate slaves. They do not require the cleanest of facilities, but their bite carries disease. They are most often used as gladiators or unskilled-laborers.

**Thri-Kreen:** Mantis warriors are dangerous to keep as slaves, due to their natural attacks. Thri-Kreen are almost exclusively used as gladiators.