

Uzite Hirelings and Slaves

Uzite society is by no means egalitarian. Slavery is a legally enshrined institution used to punish criminals and captured enemies as well as a way to settle debts. The slave market most familiar to the PCs would be the Great Slave Market on the Street of Sins, which runs between a particularly slummy neighborhood and passes the Wine House of Baram-Sin. To determine the number of slaves available at the market in a given week, consult the chart below.

Slaves Available

Type of Slave	0	1	1d6	1d20	2d20	1d100	Cost (gp)
Servant boy or girl	1-5	6-20	21-50	51-80	81-95	96-00	150
Unskilled Labor	1-30	31-40	41-60	61-90	91-00	-	200
Skilled Labor	1-50	51-70	71-95	96-00	-	-	5,000
Overseer	1-60	61-80	81-00	-	-	-	8,000
Man-at-arms	1-60	61-75	76-95	96-00	-	-	5,000
Courtesan	1-60	61-85	86-95	96-00	-	-	20,000
Special*	1-70	71-90	91-99	00	-	-	15,000

Servant boys and girls typically serve as cupbearers or house servants. They are very common among Uzite elites, but are not usually found in adventuring parties. Unlike the other available slaves and laborers, their base morale is 3.

Unskilled laborers can perform menial tasks that require little training. The ones most familiar to PCs are likely torchbearers and porters.

Skilled laborers can perform crafts smithing, piloting a boat, or training animals.

Overseers are specifically selected to keep other slaves in line. While technically a slave position, they are usually considered part of the household in a way slaves are not.

Men-at-arms are captured soldiers that have been sold into slavery. To determine the type roll 1d6: 1-2 - Spearmen 3 - Slinger 4 - Peltast 5 - Archer 6 - Noble.

Courtesans are exactly what it says on the tin.

Special slaves are typically nonhumans that have been captured by slavers.*

If the PCs wish to sell a captured opponent into slavery, assume that Getherite slavers will

purchase him or her for 1/10 their market value. This should be modified by the campaign circumstances.

Free laborers and warriors also will offer their services to adventurers. To determine how many of each type is available in a given week, consult the charts below.

Free Labor Available

Type of Laborer	0	1	1d6	2d6	1d20	Cost (gp)
Unskilled	1-30	31-50	51-90	91-95	96-00	1d100
Skilled	1-50	51-70	71-95	96-00	-	1d100 x 3
Noble	1-70	71-85	86-95	96-00	-	1d100 x 5

Noble laborers rarely perform physical labor and instead can serve as interpreters, translators, sages, poets, assassins, etc.

Free Warriors Available

Type of Warrior	0	1	1d6	2d6	1d20	2d20	Cost (gp)
Spearman	1-30	31-50	51-70	71-85	86-95	96-00	1d100
Slinger	1-40	41-60	61-80	81-95	96-00	-	1d100 x 2
Peltast	1-50	51-70	71-85	86-99	00	-	1d100 x 3
Archer	1-60	61-80	81-95	96-00	-	-	1d100 x 4
Noble	1-70	71-85	86-99	00	-	-	1d100 x 5

*Spearman*s are armed with a axe or dagger (1-3/4-6), a spear, a wicker shield, and light armor. They have a 30% chance of having a helmet.

Slingers are armed with light armor, a sling, 20 stones, and a dagger. They have a 30% chance of having a wicker shield and a 15% chance of having a helmet.

Peltasts are armed with light armor, swords, 3 throwing spears, and a wicker shield.

Archers are armed with medium armor, bows, 20 arrows, and swords. They have a 50% chance of having a helmet.

Noble warriors are always armed with a sword, two spears, a bronze shield, heavy armor, and a helmet.

Note that *Cost* for free laborers and warriors assumes a monthly salary. If a PC wishes to hire them for only a single expedition, assume that their cost goes up by one degree. Thus, a Peltast will charge $1d100 \times 4$ gp and a linkman would charge $1d100 \times 3$ gp for a single outing. Nobles, whether laborers or warriors, will always charge $1d100 \times 10$ gp for single adventures.

*There is currently no table for generating what type of nonhuman is for sale. This will be rectified shortly.