

SLAVES COST

ALL COST ARE IN CERAMIC PIECES		Factor	Aarakocra	Halfling	Elf	Human	Half-elf	Pterran	Dwarf	Thri-Kreen	Half-giant	Mul
Race cost			5	5	10	15	15	20	25	50	100	150
Work slaves												
	<i>Bearer</i>	□ 1	5	5	10	15	15	20	25	50	100	150
	<i>Laborer</i>	□ 2	10	10	20	30	30	40	50	100	200	300
	<i>Domestic servant</i>	□ 3	15	15	30	45	45	60	75	150	300	450
	<i>Farmer</i>	□ 4	20	20	40	60	60	80	100	200	400	600
	<i>Artist/Artisan</i>	□ 5	25	25	50	75	75	100	125	250	500	750
	<i>Courtesan/Concubine</i>	□ 6	30	30	60	90	90	120	150	300	600	800
Bodyguard/Warrior		□ 10	50	50	100	150	150	200	250	500	1000	1500
Specialist		□ 15	75	75	150	225	225	300	375	750	1500	2250
Gladiator		□ 20	100	100	200	300	300	400	500	1000	2000	3000

These races of slave are less suitable for this kind of work.

Work slaves

Modifier (Take the best ability score)

Bearer	+ 0.5/Str or Con over 12
Laborer	+ 0.5/Str or Con over 12
Domestic servant	+ 0.5/Wis or Cha over 12
Farmer	+ 1.0/Con or Int over 12
Artist/artisan	+ 1.0/Dex or Int over 12
Courtesan/concubine	+ 1.5/Cha over 12

Bodyguard/Warrior

(Take both ability score)
+ 1.5/Str or Con over 12

Specialist

(Take Int ability score)
+ 2.0/Int over 12

Gladiator

(Take all ability score)
+ 1.0/Str or Dex or Con over 12

You get the same hindrance for ability below 10. If you are a laborer, therefore, you got a – 0.5/Str or Con below 10 and this time it is cumulative with the bonus you may have.

Slave race

Aarakocra:	These are really hard to keep in captivity since they have the ability to fly. Keep them inside.
Halfling:	The Halfling peoples are usually tribal and primitive and they seldom settle in captivity. They may eat other slave as well.
Elf	Keep them in city where you will most likely catch them before they run too far away.
Human	Human can do anything, they are a versatile race.
Half-elf	As human, but self-centered.
Pterrhan	They worth their cost by their rarity and muscular capability.
Dwarf	When a dwarf is focused on a task, he becomes the most incredible worker of all. They are strong and enduring.
Thri-Kreen	This insect race is hard to keep as slave, but they make incredible bodyguard or warrior if you manage to make them believe that you are the clutch leader.
Half-giant	Powerful, strong, enduring but dull wits, which means hard work.
Mul	Rare breeding, sterile, strong and enduring make them the slave by excellence for almost every task.

Example

Vilvilen the halfling is a bearer and as 12 in strength and 9 in constitution. The base cost for a halfling is 5cp. Since he as one points below 10 in constitution is factor is 1 (base) – 0.5 (adjustment) = 0.5. Vilvilen now cost $0.5 \times 5 = 2.5\text{cp}$. He cost almost nothing.

Grultag the dwarf is a domestic servant and as 13 in charisma and 11 in wisdom. The base cost of a dwarf is 25cp. Since he as one point over 12 in charisma, we give him is base factor of 3 for a servant plus 0.5. Grultag as $3.5 \times 25 = 87,5\text{cp}$. It's a normal cost for a slave.

Vorge is a mul gladiator and as 20 in strength, 9 in dexterity and 15 in constitution. The base cost for a mul is 150cp. Since he as 8 points over 12 in strength, one point below 8 and 3 points over 12 for is constitution this give him a plus 10 to add to is $\times 20$ factor (he now as $\times 30$). He therefore cost $30 \times 150 = 4500\text{ cp}$ or 45 gold pieces. It's costly, but it's a good price for a mul gladiator.

Of course, these are calculated for 0 level character, if you decide to buy or own a slave more experienced, you will pay it accordingly to his knowledge or level. As for gladiator, the more known as incredible gladiator he will be and the more he will cost.