

Kismet's Fantasy Slave Costs*

This is a guide to determining slave costs in a Dungeons and Dragons setting. This guide is meant to govern the prices of people rather than creatures. All prices are based on the gold piece currency of D&D.

This guide presumes several things. First, it presumes that slave trading is relatively tolerated in the area, so prices are kept at a lower, normal rate. Black market prices could be considerably higher. Secondly, it presumes that slave trading is the pursuit of the elite - those who have the money to afford to buy people. Thirdly, it presumes that humans are the most common of the goodly races. Fourthly, it presumes that the average slave has statistics no higher than 11. Lastly, it presumes that characters above tenth level are not usually sold in auctions to the public.

Individual Slaves

To determine the price of an individual slave: Consult Table 1. Find the price of the character's class, then multiply it by the multiplier given for their level. Add the price for the character's race. Then consult Table 2 for optional adjustments. If the character has exceptionally weak or good statistics, apply penalties or bonuses to the price. The overall price can be further affected by the character's age category.

Table 1 – Class, Level, & Race

Base Classes		Character Level		Race	
Adept	75 gp	Level (1-10 only):		Dwarf	200 gp
Aristocrat	75 gp	1	No multiplier	Elf	200 gp
Barbarian	125 gp	2	x 2	Gnome	100 gp
Bard	150 gp	3	x 4	Half-Elf	50 gp
Cleric	150 gp	4	x 6	Half-Orc	75 gp
Commoner	10 gp	5	x 8	Halfling	100 gp
Courtesan	20 gp	6	x 10	Human	10 gp
Druid	175 gp	7	x 30	Goblin	2 gp
Expert	40 gp	8	x 50	Orc	20 gp
Fighter	100 gp	9	x 70	Hobgoblin	30 gp
Monk	200 gp	10	x 90	Kobold	5 gp
Paladin	175 gp			Bugbear	125 gp
Ranger	125 gp			Gnoll	75 gp
Rogue	100 gp				
Sorcerer	200 gp			Race with a level adjustment: 200 gp per point of level adjustment	
Warrior	50 gp				
Wizard	200 gp				

Regarding prestige or other base classes: The classes listed here can act as a guide for determining the price of other classes. For classes other than the ones listed, first determine if the class is meant for player characters or if it is an NPC class. If it is a PC class, then find a PC class that it resembles the most and use that price (the assassin prestige class resembles the rogue class the most, for example). If you wish to know the price for an NPC class, however, compare it to the NPC classes that are listed (the adept, aristocrat, commoner, courtesan, and warrior).

Table 2 –Statistic & Age Adjustments

Statistics	Price Adjustment	Age
Weak: -3 to -4	-26 to 50%	Child: -5 to 10%
Slow: -1 to -2	-1 to 25%	Adult: no change
Average: 0	No adjustment	Middle aged: no change
Gifted: +1 to +2	+5 to 49%	Old: -25%
Exceptional: +3 to +4	+50 to 100%	Venerable: -50%

Bulk Specials

Some institutions or individuals are so wealthy that they can afford to buy slaves in bulk. Generally speaking, a lot of slaves is assembled from a group of below average and average people. Most lots are made up of the same type of slave, from one race and one class. Individuals with player character classes are not usually included in bulk sales. When purchased in large lots, the price for all of the slaves is totaled and then reduced as follows:

Percentage off the total price*

50 slaves = 5%

100 slaves = 10%

200 slaves = 15%

300 slaves = 20%

500 slaves = 25%

1000 slaves = 30%

* Please note that humanoid lots are sold for an additional 10% off the total price.

Examples:

For one human second level adept with a Wisdom of 17, the price is $10 \text{ gp} + (75 \text{ gp} \times 2) = 160 \times 75\% = 280 \text{ gp}$

For one dwarf (LA +2) first level rogue with a Dexterity of 18, the price is $400 \text{ gp} + 100 \text{ gp} = 500 \times 90\% = 950 \text{ gp}$

For a bulk lot of 50 first level human commoners with average stats: $(10 \text{ gp} + 10 \text{ gp})50 - 5\% = 950 \text{ gp}$ (rounded down)

* This guide is only to be used for roleplaying purposes and in no way endorses the slavery of real people, past, present, or future.