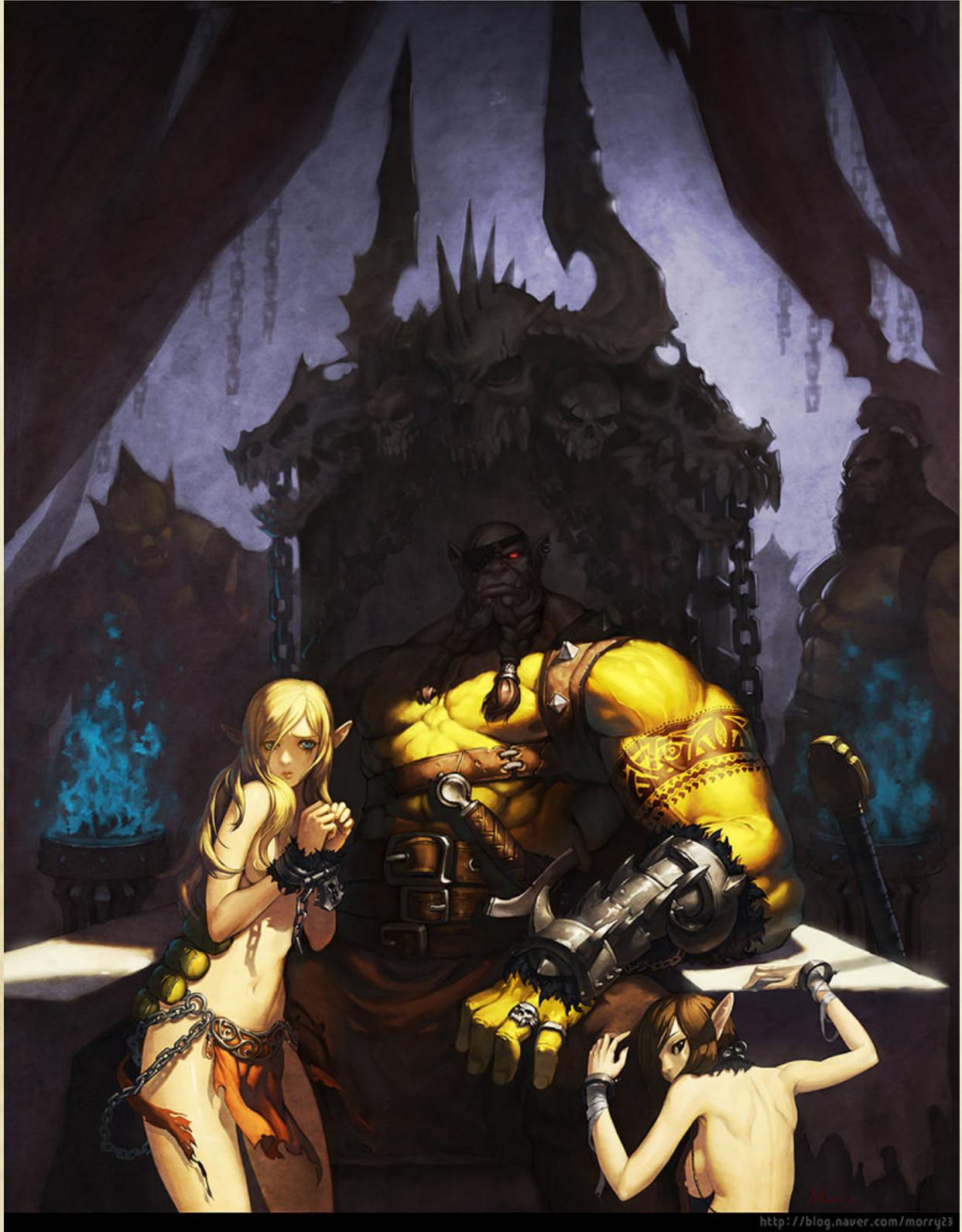


SLAVERS OF KAILART

VIDI VICI VENI.



INTRODUCTION

Before the occupation, you had everything. You were the top slaver in Kailart. The girls you captured, you trained into the best sex slaves in the country. Your product was in demand, you were rolling in gold, and by the GODS did you love your job.

Then the Satlonese invaded, under their guise of a “humanitarian crisis”. They just couldn't stand having another country so close to them being so prosperous. Everybody knew it. But their feigned moral outrage caught on, and their invasion turned into an occupation. “Abolitionism” they called it. And now slavery is illegal in Kailart, the country famous for having the best slave girls in history. Your operation was dismantled. Your equipment seized. Your stock stolen.

Well, you're not having that. They think they're done with you. But you've got a new base. A HIDDEN base. You're not going to let some outsiders tell you your way of life is illegal. You're going to capture some new stock and make a profit right under the invader's noses.

You're a Slaver. And there are SO many potential slaves around.



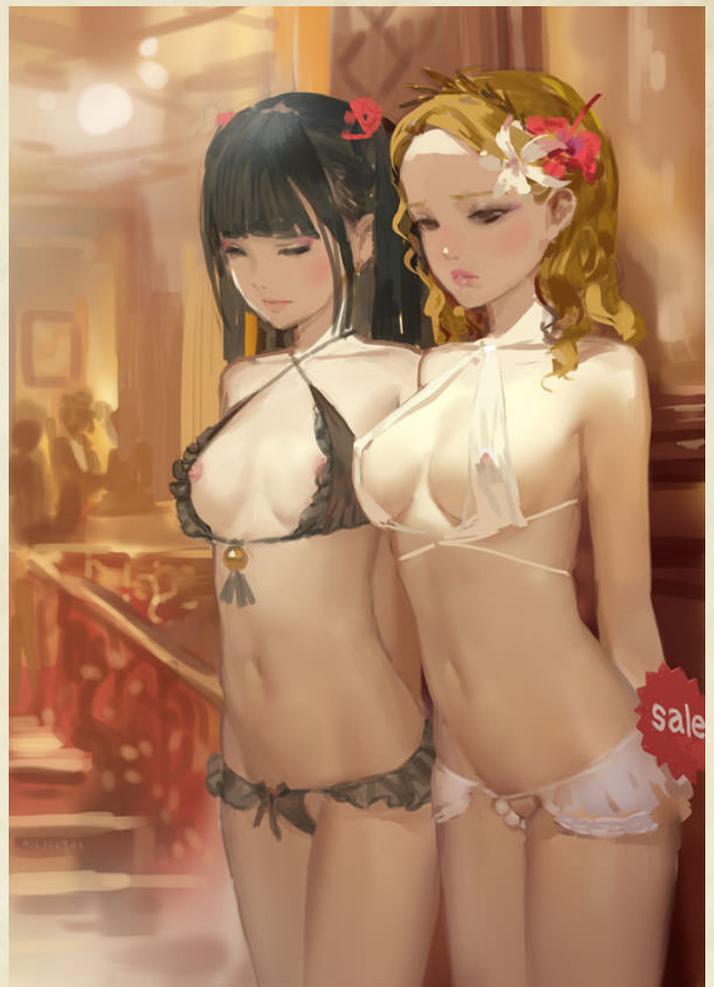
BACKGROUND

Kailart is seafaring nation made up of several small islands. A reaving, warlike culture in the past, it has for the last century become more focused on industry and trade after a continent-wide non-aggression treaty was signed.

Traditionally, female captives taken by Kaili in war or, less frequently, Kaili women convicted of capital crimes would be taken as sex slaves rather than executed. This has remains an ingrained - if controversial - aspect of Kaili culture and the training and selling of slaves was a central and accepted industry until the Satlonese Occupation outlawed it.

The slave trade was forced to go underground, heavily persecuted by the authorities. The black market for slaves is extremely lucrative, the prices rising with the risks. Dropping at the same time as the legality of the practice were the standards for what women could be taken as slaves. The "capital crime" requirement being blurred to generally mean "any enemy of Kailart", taking with it the "Kaili citizen" requirement. The Kaili resistance is funded largely by underground slavers, meaning that old slavers and new upstarts who for whatever reason don't feel up to actively fighting can still contribute to their country's cause by honoring the spirit of their old tradition, specifically by abducting whatever women they think deserve it and making whatever money they can off of them.

With the Occupation authorities always at their heels, closely monitoring not just for the taking of slaves, but the transport, sale, possession, and storage of them, slavers in this new era have to be smart, innovative and lucky enough to stay one step ahead of them, in addition to the regular challenges of a prisoner acquisition, management, security, training, and sales. It's tough out there for a slaver, leaving only the best to survive and thrive.



THE CONTINENT OF TORESH



SATLON

The most militarily powerful country in the continent with the most resource-rich land, they had been in perpetual war with Kailart due to constant raids by Kaili reavers until the non-aggression treaty was signed a century ago. Since then, diplomatic relations between the two had been strained, and their economy had suffered due to the success of Kailart's sudden entry into the market. Using moral outrage over the Kaili slave trade as a pretext and using claims of Kaili aggression as proof, they launched an invasion and now successfully occupy the islands.

GENDALIA

A largely agricultural, feudal country, they control the majority of the continent's food supply. Although they remained officially neutral in the Satlon-Kailart War to avoid a Satlonese blockade, the King secretly sympathises with Kailart and does what he can to offer safe haven to their smugglers.

REGIONAL HISTORY

At the height of two simultaneous wars, one between the pre-Slarinthian city states for power and territory, the other between Gendalia and Kailart over raids and encroachment, the King of Satlon negotiated a continent-wide peace, creating the nation of Slarinth and authoring a trade agreement between Gendalia and Kailart, creating the infrastructure in Kailart for industry with a favorable rate of exchange for Gendalia. Formal militaries were disbanded, with exception of small militias, with military enforcement of the treaty the responsibility of Satlon.

After a century, Kailart's entry into the continental trade economy had had an unexpectedly devastating effect on Satlon's local economy.

After a strained political relationship, Flayinth attempted to secede from Slarinth. Charged by the treaty to protect Slarinthian sovereignty, Satlon instead sided with Flayinth in return for exclusive access to its adamantine mines. Slarinth asked Kailart for support, and Kailart sent its diplomats by ship to the Satlonese capital to plead the Slarinthian case. Claiming the diplomatic ships were an attacking armada, Satlon moved to occupy the islands, making the slave trade a central issue to drum up support, and outlawed the industry to cripple the Kaili economy.

SLARINTH

Originally a confederation of city-states, they were united as one republic by the Non-Aggression Treaty. Nominally allied with Satlon, they provide the majority of logistical supplies to the country, although contribute very little to the actual war effort. Popular opinion of the Occupation is divided, though not bitterly.

FLAYINTH

The northernmost city-state of Slarinth seceded with the help of Satlon, and the two countries remain closely allied. The Flayinthi Army provides massive troop support for the Satlonese in the Occupation, as well as manufacturing the bulk of Satlonese weapons and armor.

TUK

A theocratic desert nation, secluded and secretive. Foreigners are rarely allowed in, and the nation takes great pains to stay out of the affairs of the rest of the continent.



KAILI CULTURE

FREE WOMEN OF KAILART

For most women, slavery was the furthest thing to their mind. It was something that only happened to criminals and traitors, and there was a strong legal framework to keep it that way. The fact that only women could be enslaved was viewed as a fair trade off for the fact that only men could be conscripted into the army. Gender roles in society were seen as necessary only in domestic life. In public life, women could hold public office, volunteer for military service, own property, inherit, and hold employment, if they chose. A few prominent women in history had questioned or tried to abolish the institution of female slavery, but they were either never popular in the first place, or their questioning of the cultural fixture ended their career and credibility with both men and women.

CIVILISED SLAVERY

In antiquity and up to the Occupation, female sexual slavery was a quirk of the Kaili legal system that had ingrained itself in the culture. However, it wasn't a free-for-all where any woman could be snatched up. For a Kaili woman to qualify for the punishment, the woman had to either have been found guilty of a capital crime that would otherwise deserve death, such as murder, treason, grand theft or defrauding the government. There would be judicial oversight during her trial to decide if she qualified, and was desirable enough to make an effective slave. This of course necessitated that the judges presiding the trials of women accused of capital crimes be men, or, occasionally homosexual women. It was also possible for non-Kaili women to be enslaved; this process was much easier. If they were enemy captives taken in war, they could be summarily enslaved. If they were non-citizens, but living in Kailart, and were found to be "Working against the common good of the nation" by a judge, they could be enslaved.

UNDER THE OCCUPATION

All slavery is prohibited under the Satlonese martial law, punishable by a very public execution and the seizure of all property by the Satlonese state. All women held in bondage at the time of the proclamation were declared free, regardless of criminal conviction. The court records of the enslaved women were sized, and the Satlonese soldiers went down the list, ensuring their release. Most of the foreigners went back to their homelands, and most of the Kaili women took the Satlonese offer to emigrate to their kingdom. A few, however, chose to stay. Finding themselves with an unshakable stigma among the general population, the freed slaves formed their own loose-knit communities outside of the cities, some sticking to themselves, but occasionally turning to banditry to survive.

Enforcement of the abolition going forward is done by the Occupation guard, Satlonese soldiers charged with keeping the peace. They look for evidence and follow reports of slavery the same as any other crime. Some are more motivated than others and some are more competent than others, and resources are of course limited. They all know the general orders, however, and know that the abolition of slavery is the backbone of the Satlonese king's plan to crush the spirit of its rival by suppressing it's culture and breaking it's morale.

WHAT'S MY MOTIVATION?

The blanket abolition of slavery, of course, created a black market for slaves, that's had a profound effect on the culture of slavery. Without oversight, slavers are judge, jury and executioner with regards to what women can be taken. Most slavers see themselves as defending their culture and way of life, and make it a point to only take women who would have, in their interpretation, deserved to be enslaved by the old laws. Interpretation, however, is a slippery slope. Some slavers are driven by greed, and the opportunity that the black market provides to make massive amounts of gold, and will take any woman they can get away with taking, regardless of guilt. Still other slavers aren't really slavers, just cruel, sadistic predators who suddenly have been given an excuse to take what they want.



DEMOGRAPHICS OF KAILART

The oldest occupants of the islands are humans, but elves, dwarves, and orcs have made their home here for as long as most people can remember. When the island opened up, there was a new influx of travellers, many of whom made there home on the islands. Nowadays, Dragonborn, gnomes, halflings, tieflings, and even some monster races are common sights. Kailart has culture has never had very many racial hangups, and accepts all kinds as Kaili, as long as they accept Kaili culture back.

TRADITIONAL GOVERNMENT

Kailart was traditionally run as a parliamentary monarchy. The king, called a Ray, delegated local authority of the eight regions of Kailart to Chiefs that were elected by the adult population of that region. Chiefs had the authority to act on behalf of the Ray, though the Ray had oversight and the absolute ability to overrule any decisions made by Chiefs. Policing was done by local town guards run by city governors, with rural areas being patrolled by a regional militia under the authority of the Chief's office.

The military was conscription based, although with Kailart's history of sea raiding, volunteers were always plentiful to bolster the ranks. Due to that culture, Kaili military doctrine was one of mobility and rapid deployment. There was no standing army, the town guards and militia providing defense in the event of an invasion. The navy was the bulk of the fighting force, with warships second to none, and large troop transport ships to deploy a sizable regiment of foot troops and cavalry wherever it was needed quickly and in concert with its continental allies.

OCCUPATION GOVERNMENT

The Satlonese keep the islands in a constant state of martial law. The Ray remains as a figurehead, for propoganda, but his power is effectively neutered by Satlonese high command. The Chiefs have all been removed from power, and thus the militias along with them. Satlonese military officers command their forces each region, taking orders down their chain of command, bypassing any Kaili government. The Kaili military has been formally suspended, but not disbanded. Kaili soldiers are kept on their bases, still technically active duty, but not allowed to leave on penalty of desertion, effectively prisoners of war in their own country.



AQUISITIONS

COMBAT

Very rarely will a target simply submit to a captor; most rational girls do NOT want to be enslaved, and will absolutely do everything in their power to avoid capture. There is always a legitimate chance of failure, so slavers will have to work for their prizes.

Aside from the normal risks and complexities of combat, which for most adventurers is “to the death”, slavers have the additional complication of avoiding outright killing their opponents in the process of capturing them, as well as inflicting any permanent injuries or visible scars that would lower their usefulness or appeal as slaves, and ultimately their value.

NON-LETHAL DAMAGE

If a girl is dropped to 0 HP from damage that was declared non-lethal, she makes a CON check at DC 15. If she passes, she is merely knocked unconscious. Otherwise, she makes death saves normally, and dies after three failed saves like any other PC.

MASSIVE DAMAGE AND INJURIES

When a girl takes damage equal or greater than $\frac{1}{2}$ level + CON score, she automatically goes down to 0 HP and takes an injury based on a d8 roll. Players will have the option of declining a crit to avoid injuring a potential slave.

INJURY TABLE

Roll	Injury	Effect
1	Bruised	An ugly bruise that takes 1d3 weeks to heal fully.
2	Broken nose	Will heal crooked if not treated properly. Takes 1d4 weeks to heal naturally
3	Dislocated shoulder	Can reduce the use of the arm if not set within 1d3 hours of the injury.
4	Cuts	Non-life threatening cuts across the body and face. Will scar if not properly cared for.
5	Concussion	Will result in brain damage if not properly cared for, resulting in poor retention of training once broken.
6	Broken ribs	Will limit mobility until healed in 1d3 weeks. There is a chance for permanent injury if exerted until then.
7	Gash	A severe cut, possibly fatal. -1 to death checks, and will leave a scar.
8	Broken bones	Takes 1d6 weeks to heal naturally, with a chance for permanent crippling of the limb if it is further injured.



LIFE IN THE DUNGEON

BREAKING THE GIRL

It takes some doing to turn a woman you've captured into a slave. They'll inevitably resist, even if it's just to themselves, so they'll have to be broken down before they can start learning.

Breaking a slave works as series of opposed checks targeting the subject's attribute, on attribute per torture session. In order for a slave to be broken, she must be unsuccessful in resisting a number of torture sessions equal to her proficiency bonus +1

- Slavers will need to come up with tortures that are effective to the personality and physique of the prisoner, and make the relevant skill/ability check. i.e. STR for endurance tortures like holding up weights or holding a position, CON for physical pain tortures like flogging or beating, DEX for compression/stretching or joint tortures, WIS/INT for mental tortures and CHA for dehumanization and sexual tortures.
- No one attribute can be targeted more than twice in a row.
- Slaves must have a long rest in between torture sessions, otherwise a successful session will result in rolling on the Injury Table from the Combat section.
- While breaking a prisoner, slavers can make skill checks (intimidation, knowledge, etc) to enhance the effect of the torture; for example, making an Intimidation check to taunt a prisoner before flogging her. If at least half of the torture sessions are successfully enhanced, the slave will gain a bonus Slave Skill slot after breaking.

After a successful session a prisoner will not resist her captors, but will not actively cooperate either. After an unsuccessful session, she will physically resist and will have to be forced to comply, and will have Advantage on her next session.

EXAMPLE SLAVE SKILLS

Skill	Difficulty	DC	Stat
Basic Sex Training (For the slave's orientation)	Easy	10	STR
Dancing	Easy	10	DEX
Household Service / Labor	Easy	10	CON
Puppy/Cat/Pet play	Medium	15	CHA
Basic Sex Training (Outside the slave's orientation)	Medium	15	STR
Specialized Sex Acts e.g. oral, tit jobs, foot jobs	Medium	15	STR
Objectification training e.g. human furniture	Medium	15	CON
Ponygirl Training	Medium	15	WIS
Pain Slave	Hard	20	CON
Performer e.g. singing, playing music, reciting poetry	Hard	20	INT
Musclegirl Training	Hard	20	STR

TRAINING

Once a slave is broken, she will actively obey orders and commands given to her, and will no longer make any attempt to create opportunities to escape captivity (although she may take advantage of any that present themselves, through circumstance or through the carelessness of her captors). At this point, her more pliable mental state means she can receive specialized training, and she can begin to learn **Slave Skills**. Slave skills can be roles she's capable of filling, fetishes she's been trained to have, behaviors she's been taught to exhibit, or modifications to her physical appearance.

Slaves can learn a number of Slave Skills equal to their proficiency bonus.

Success in training a broken slave will vary depending on the individual slave and the difficulty of the skill she's being trained for. Slaves can learn a number of roles equal to their proficiency bonus.

If a slave was broken with no failures, she can learn **Expertise** in a skill by training it twice. An Expertise level Slave Skill doubles her value if the skill is Easy, triples it if medium, and quadruples if the skill is Hard.

At the beginning of a training session, the slaver rolls makes an attribute check for the skill. On a success, he adds his bonus to the slave's roll.

The slave then makes a check against the DC for the skill being learned. On a success, she will learn the skill after the amount of training time required has passed. On a fail, she learns nothing. The slaver has the option of punishing her with a torture session; if it's successful, the slave will roll with advantage on her next training session.

It takes one week to learn an Easy skill, a month for a Medium skill and six months for a Hard skill.



ECONOMICS OF SLAVERY

Running a good slave trading business isn't cheap, or easy. There's overhead involved in supplies, upkeep, food, equipment, facilities, and whatever else comes up, so once you've got your stock broken in and trained, you still have to make a profit. This could be by selling them outright, by renting them out, selling 'visitation rights', using them as labor, or any other creative uses that a clever slaver can come up with.

COSTS FOR COMMON ITEMS

Item	Cost
Aphrodisiac (per dose)	50 gp
Chastity belt	20 gp
Desensitising Oil, vial	10 gp
Sensitizing Oil, vial	10 gp
Sheepskin condom	1 sp
Contraceptive herbs, Male (Per dose)	1 gp
Contraceptive herbs, Female (Per dose)	2 sp
Manacles	2 gp
Padlock	10 gp
Ballgag	1 gp
Clamp	1 gp
Collar, leather	1 gp
Collar, steel	10 gp
Dildo, wooden	2 sp
Dildo, glass	1 gp
Dildo, metal	2 gp
Hood	5 sp
Mask, leather	5 gp
Mask, iron	20 gp
Paddle, wooden	4 sp
Paddle, leather	6 sp
Paddle, metal	10 sp

FAIR MARKET VALUE

Each slave has a base value of 100 GP per level, plus an additional 100GP per point of ability bonus.

Their value increases by 10% for every Easy Slave Skill learned, bu 25% for every Medium Slave Skill and doubles for every Hard Slave Skill learned.

Of course, special requests and expenses will be negotiated, and the black market has made it a seller's market. Shrewd slavers will be able to buy low, and sell high.

COSTS FOR LEGAL SEXUAL SERVICES

Service	Cost
Brothel stay, poor (per hour)	5 cp
Brothel stay, common (per hour)	5 sp
Brothel stay, classy (per hour)	5 gp
Escort (per hour)	1 gp
Masseuse (per session)	2 sp
Masseuse, happy ending	1 gp
Prostitute, poor (per hour)	2 cp
Prostitute, common (per hour)	2 cp
Prostitute, classy (per hour)	2 cp

OTHER COSTS

Service	Cost
Hireling, Skilled (per day)	2 gp
Hireling, Untrained (per day)	2 sp
Meals, Squalid (per day)	3 cp
Meals, Poor (per day)	6 cp
Meals, Modest (per day)	3 sp
Meals, Comfortable (per day)	5 sp
Meals, Wealthy (per day)	8 sp
Meals, Aristocratic (per day)	2 gp



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