

The Isle of Kon Severtri

The Minotaurs have created a highly cultured, highly religious, highly ordered, and highly xenophobic Empire. Due to a low birthrate, they rely on slaves to do much of the manual and skilled trades required in a complicated culture. These slaves are considered to be a major part of the wealth of their owner and as such, they are not abused as who in his right mind would trash part of their wealth. Off the northeast coast of the Empire is the isle of Kon Severtri upon which is the main slave market where slaves are brought from outside the empire to be sold to their new owners. This is one of the few places where foreigners are allowed to dock their vessels to trade with the empire.

There are four major areas in interest upon the island. The port village of Kuara that offers services to those who come to trade slaves and to those who come to buy them, the Mountain of Nanna - one of nine Citadels that guard the border of the Empire, the Slave Market itself, and a hidden area to the north which some future GM can personalize - perhaps a hideout for escaped slaves, or where slave traders/pirates are plotting to conquer the island, or some remnant of a long lost culture.

The entrance to the harbor is guarded by many treacherous coral heads that are just waiting to rip out the bottom of any approaching ship. When a trader approaches, it signals to the lighthouse at the entrance to the harbor its intent and a pilot is sent out to see the ship safely into the harbor.