This document contains a summary of the tax rates of all the nations of the Mystaran Known World.

Empire of Thyatis: 25% of all income, including that which is earned in other nations. The value of magic items are assessed as part of the tax.

Empire of Alphatia: No tax on adventuring income but "other taxes" still apply. These other taxes are not listed.

Emirates of Ylaruam: no specifics

Grand Duchy of Karameikos: 25% of income on everyone except those outside of dominions. Homesteads outside of dominions have to pay 50%, but this is paid entirely in grain. 5% sales tax, 1% import tax. It appears that business owners, which includes adventurers are taxes on profit, not revnue (but this is unclear).

Principalities of Glantri: 10% of income gained from spell casting. Tax on the gaining of new titles. All licenses are annual costs.

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| License | Annual Cost (all in gp) |
| Being a spell caster | 10 per spell level (any number of spells at that spell level) |
| Using a spell as part of a business | 20 per spell level per spell |
| Operating a business, with daily revenue of > 5 gp | 1 |
| Operating a business, with daily revenue of 5 – 100 gp | 5 |
| Operating a business, with daily revenue of 101+ gp | 20 |
| Carrying a weapon in public, 15 inches in length or less\* | 1 |
| Carrying a weapon in public, over 15 inches in length\* | 10 |
| Wearing a helmet in public\*\* | 5 |
| Carrying a shield in public\*\* | 5 |
| Wearing non-metal armor in public\*\* | 10 |
| Wearing metal armor in public\*\* | 20 |
| Public speaking with 10 or more people listening | 50 |
| Casting hazardous magic within urban areas, including water magic within Glantri City | 100 per spell level per spell |
| Serving in a tavern | 1 |
| Serving alcohol | 1 |
| Serving magic brews | 5 |
| Being a non-human within Glantri City limits\*\*\* | 1 per HD |
| Being able to turn invisible at will | 3 |

\* not needed by “gents” and nobles. All those other than spell casters must have a spell caster vouch for them to have the license issued.

\*\* All those other than spell casters must have a spell caster vouch for them to have the license issued.

\*\*\* Presumably does not apply to demihumans, but this is unclear

Kingdom of Ierendi: variety of business taxes, entertainment taxes and some sort of sales tax, all unspecified. Annual tax of 10 gp per person.

Elves of Alfheim: 10% - 20% of all earnings and production.

Dwarves of Rockhome: 1/3 of all income, including adventuring income.

Northern Reaches: no specifics

Five Shires: no specifics

Minrothad Guilds: 18% sales tax on goods sold by foreigners (paid by the seller), 8% sales tax on goods sold by natives (paid by seller), 2% sales tax surcharge for magic and magic items for authentication. Includes rules for trading good around Mystara, and mentions import taxes of 1% – 100% (which would seem to nullify any possible profit).

Broken Lands / Orcs of Thar: uh, no.

Republic of Darokin: 5% income tax (8% for income over 100,000), total worth tax once per five years is 5% of gain since last reckoning, 3% sales tax

Khanates of Ethengar: couldn’t find anything

Shadow Elves: couldn’t find anything

Atruaghin Clans: nope.