

# A Framework for Hârn Customs 1

## THE WHO'S AND WHY'S OF COLLECTING CUSTOMS DUTIES

### Who collects customs duties?

Customs are the prerogative of the state government. If charged by a local lord or prelate such duties are not official and are in breach of the government's franchise on customs.

### Where are customs duties collected?

Unlike tolls which are collected at bridges, fords, city gates and other like points along trade routes customs duties are collected at only a few key locations along significant trade routes. The following are the most common locations for customs stations.

#### *Border Towns and or Villages*

*These stations would be placed in villages or towns close to a border in order to catch goods coming into or going out of the kingdom prior to them being caught with the goods already moving about within the kingdoms.*

#### *Commercial Ports*

*All major ports would have a customs official present. These ports may be located along coastlines or major rivers. In addition, some kingdoms would also maintain officials at minor ports also.*

### How are customs duties collected?

Each customs station will be controlled by a governmental official, the customs agent and his assistants. All customs officials are royal officers appointed by the king or the exchequer depending on the amount of control the crown exerts over its lower officials. In some kingdoms such as Rethem and the Thardic Republic the government may even farm out the customs collected at specific location instead of placing and paying an official. In this way the government ensures it receives a set payment and the individual is responsible for collecting it and paying it to the crown. However, such a system could lead to excess customs rates so the individual paying the farm ensures themselves a profit out of the deal. Other kingdoms prefer to control the flow of trade across their borders and through their ports in a more predicable manner and thus promote a concussive atmosphere for trade and the movement of goods through their kingdoms.

### Why are customs duties collected?

The collection of customs on imports and exports is a vital component of any government's economic base and a means of controlling the flow of trade into and out of their kingdom. The following are key reasons for collecting customs.

- *Customs duties are used to fund significant elements and organizations within a government. The primary element being the army and military operation. It is not unknown for kingdoms like Trierzon or Shorkyne to make huge loans on their customs receipts in order to fund the wars along their borders.*
- *If a kingdom specialized in a specific commodity such as wool it would usually charge a moderate to high export fee on the item in order to profit from the demand for the item. Other items of low demand or supply would have a lower duty so as to foster exportation of those goods.*
- *The opposite happens with imported goods. If a kingdoms manufactures a good like linen clothes it would charge a higher duty on imported linens so as to make its own goods more desirable within local markets since the merchant would add the high duty to the price of the goods he is bring in for sale. However, if the kingdom has a need for goods that are in short supply they would charge a lower duty to ensure a steady flow of goods for their subjects.*

### What are customs duties collected on?

Customs can be collected on just about anything. However, the common practice is to identify key commodities for special treatment. The Economic Map of Hârn is a good indicator of what a government may decide to focus on. Kanday for example would have above average duties on wool, and maybe wool cloth, linen goods and vellum goods in order to profit from their outside demand. For exports they would be charging above average duties on the same good in order to deter any local competition. On the other hand, Kanday may charge below average duties on dyes, tannins and ores; all items they are in short supply of.

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## ESTABLISHING CUSTOMS DUTIES WITHIN THE HÂRNÍC SYSTEM

### Ancient Customs:

Like our own Terran history kings, princes, prelates or other governmental bodies have acquired the ancient right to impose a customary duty on all staple goods being brought into or taken out of their lands. Staple goods were items deemed to be of primary importance to the economy of a state. Each state may have a different set of goods listed as staple goods but the principle was the same; these goods were normally taxed at a higher rate to the profit of the state. The following is the normal ancient customary tax applied throughout Northwestern Lýthia:

*Staple Goods*      10-15%

### Petty Customs:

This custom is directed at foreign merchants and requires them to pay an additional tax on top of the ancient customary dues. It is usually instituted as a means to secure a dominant position for a state's own Mercantylers. However, in time many states in need of funds expand the tax to cover all Mercantylers, to include their own. It also included an additional duty on all other goods. The following are the normal petty customary tax applied throughout Northwestern Lýthia:

*Additional Tax on Staple Goods*      10-15%

*Other Trade Goods, per £ Value*      3-6d

### Extraordinary Customs:

This is not a tax comparable to anything found within Terran history but one employed by the kingdoms of Emelrene and Melderyn. Its sole purpose is to dissuade Mercantylers, intellectuals and others from importing, transporting and interjecting technologies, ideas and concepts they find dangerous throughout their sphere of influence. This tax is a steep one and meant to force any but the most wealthy or industrious from trafficking in such goods. The following is the normal extraordinary customary tax applied within Emelrene and Melderyn:

*Banned Goods*      25-45%

### Tunnage and Poundage:

This usually starts out as a temporary tax and a means of generating funds in times of crisis or dire need. However, like the Petty Customs it may also end up being a permanent tax imposed on both national and foreign Mercantylers. The most common item it is applied to is the importation or exportation of wine and like goods. In addition it may also be applied to other bulk goods such as timber, grain, ores, etc. The following is the normal tunnage and poundage tax applied throughout Northwestern Lýthia.:

*Tunnage, Applied to Wine and /or Similar Cargos*      5-10%

*Poundage, Applied to Timber, Grain, Ores, Etc.*      5-10%

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## HÂRNIC STAPLE GOODS BY KINGDOM

The following are staple goods subject to the ancient customary duties imposed by Hârn states and the suggested tax they impose on them.

### Azadmere

Armor	15%
Gems	15%
Gold (if shipped as ingots or dust) (Khuzan coins are duty free)	15%
Jewelry	15%
Silver (if shipped as ingots) (Khuzan coins are duty free)	15%
Weapons	15%
Iron (shipped as bars)	10%

The Khuzdul hold a monopoly in the production of almost all of these goods and therefore charge a premium in customs duties on them.

### Chybisa

Copper (shipped as ingots)	10%
Lead (shipped as sheets)	10%
Tin (shipped as ingots or ore)	10%
Zinc (shipped as ore)	10%

Chybisa is has the mineral rich Anadel Hills to its east and a source of its wealth and trading power. However, since it has little else to offer they tend to keep the tax at a moderate level to induce further trading activities within the kingdom.

### Erael

Glasswares	20%
Musical Instruments	20%

The Jarin merchants who control the trade of these goods are in a strong position to demand such high rates for these goods due to their rarity and excellent demand on the continent.

### Kaldor

Wool (raw and cloth)	15%
Grain (wheat and rye)	10%
Vellum (and/or parchment)	10%

Kaldor's position as the current trading center of all Hârn enables it to keep its tax at a moderate level due to the large influx of trade that passes through its borders every year. If this were to change it is likely the king would authorize raising the tax to a higher rate.

### Kanday

Vellum (and/or parchment)	15%
Wool (raw and cloth)	15%
Linen (cloth, seed and oil)	10%

Kanday is not a wealthy kingdom and uses the taxes from these staple items to raise the funds necessary to conduct its activities against Rethemi and Thardan intrigues.

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## Melderyn

Copper (shipped as ingots)	10%
Lead (shipped as sheets)	10%
Pottery	10%
Tin (shipped as ingots or ore)	10%
Zinc (shipped as ore)	10%

The northern region of the kingdom is its main industrial center whereas the southern regions are his grain regions. Melderyni wealth is derived from its position as the prominent trade center for all of Hâm; therefore they feel no need to charge a high tax for these items.

## Orbaal

Amber (raw and carved)	15%
Hides	15%
Copper (shipped as ingots)	10%
Honey	10%
Whale Products (mostly as oil)	10%

This fractious kingdom has established high taxes on its primary trade goods with the south and moderate taxes on the other items. The problem here is that the taxes are not evenly applied throughout the kingdom due to the politics of the region.

## Rethem

Leatherwares	10%
Oil	10%

Rethem is another poor kingdom with few local resources and keeps its taxes low as a means of drawing in trade for their few staple goods. However, if the need for additional funds became paramount, expect to see these figures to rise.

## Thardic Republic

Dyes (raw or processed)	15%
Perfumes	15%
Salt (raw rock salt or milled)	15%
Silver (shipped as ingots)	15%
Brasswares	10%
Iron (shipped as bars)	10%
Pottery	10%
Textiles	10%
Slaves	10%

Tharda is the trading powerhouse of the west. It is the single exporter of silver and salt in the region, outside of Azadmere. Its other goods are products of raw material obtained locally or surrounding kingdoms.

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## CUSTOMS STATIONS OF HÂRNIC KINGDOMS

The following are the primary customs stations within each Hârníc kingdom, refer to 'Toll Stations of Hârn' for an idea of where the inland stations are located.

### Azadmere

Zerhun: the gates to Azadmere.

### Chybisa

Geda: the southern entry point on the Genin Trail.

Burzyn: the northern entry point on the Genin Trail.

### Erael

Ulfshafen: the only port accessible by foreign vessels.

### Kaldor

Kobing: the southern entry point on the Genin Trail.

Tashal: the western entry point on the Salt Route.

Olokand: the northern entry point on the Fur Trail.

Tonot: the northern entry point on Noron's Way.

Getha: the primary eastern entry point on the Silver Way.

Nenda: a secondary eastern entry point on the Silver Way.

Gardiren: a secondary eastern entry point on the Silver Way.

### Kanday

Aleath: the primary port of entry for the kingdom.

Sarkum: a secondary port of entry for the kingdom.

Selvos: a secondary port of entry for the kingdom.

Grelde: a secondary entry point on the road to Selvos.

Walden: on the main highway between Golotha and Menekod.

Heroth: on the main highway between Coranan and Menekod.

Zerien: on the main highway to Techen crossing the Thard.

Quivum: on the main highway between Coranan and Aleath.

Stedmary: a secondary entry point north of Menekod.

Otasur: a secondary entry point north of Menekod.

### Melderyn

Cherafir: the primary port of entry for the kingdom.

Thay: a major port of entry for the kingdom.

Nurisel: a minor port of entry for the kingdom.

Karveth: a minor port of entry for the kingdom.

Chyrefal: a minor port of entry for the kingdom.

Gythrun: a minor port of entry for the kingdom.

Laket: the western entry point on the Genin Trail.

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## Orbaal

The king at Geldeheim technically collects all customary taxes. In fact, each of the local lords have more control over this activity and would only turn over such if forced to do so.

## Rethem

Golotha: the primary port of entry for the kingdom.

Shostim: a minor port of entry for the kingdom.

Ithiko: a minor port of entry for the kingdom.

Tormau: a minor port of entry for the kingdom.

Hyen: on the road to Selvos.

Teregan: on the main highway between Golotha and Menekod.

Gorin: on the main highway to Techen crossing the Thard.

Ernoll: on the main highway between Fobin and Themeson.

Anaseda: a secondary entry point south of Omnis.

Urmor: a secondary entry point east of Omnis.

Verl: a secondary entry point northeast of Omnis.

## Thardic Republic

Coranan: the primary port on the Thard River.

Geshetei: a minor port on the Thard River.

Kuseme: at the head of the main highways going into Kanday.

Moleryn: the eastern entry point on the Salt Route.

Fobin: on the highway to Themeson.