

Coinage of the City State and Roglaras

By James Mishler

City State of the Invincible Overlord

<i>Value</i>	<i>Material</i>	<i>Name</i>
1 pp	Platinum	Sovereign a.k.a. Klips
1 gp	Gold	Crown a.k.a. Viziers or Cronies
1 ep	Electrum	Noble a.k.a. Half-Crown
1 sp	Silver	Guilder a.k.a. Cardinals
1 cp	Copper	Penny a.k.a. Common
1 bp	Bronze	Farthing a.k.a. Bit

4 bp = 1 cp
40 bp = 10 cp = 1 sp
200 bp = 50 cp = 5 sp = 1 ep
400 bp = 100 cp = 10 sp = 2 ep = 1 gp
4,000 bp = 1,000 cp = 100 sp = 20 ep = 10 gp = 1 pp

The City State is known for its peculiar laws on coinage. Only those coins minted by the City State during the reign of the current Overlord are considered legal tender within the City State — there is a two-year grace period after the death of an Overlord. Only legally-licensed moneychangers may exchange coinage within the City State — the position is a monopoly boon appointed by the Overlord — and any other merchant or individual caught exchanging foreign or old coins for legal coinage not only has all concerned coins confiscated, they are also charged a fine equal to ten times the confiscated coins and face time in prison! There is a moneychanger at each gate, and their prices are outrageous (20%), however, as legal tender is required to enter the gates, they still do a brisk business.

All current coins have a profile of Hygelak the Dread on the front, along with a mint-mark and a date (the year of

Hygelak's reign the coin was minted, thus far 1st to 19th). The obverse varies depending on the coin. All current coins are milled on the edges to prevent shaving and clipping, an innovation introduced by the current Overlord.

The platinum **Sovereign** has a top-down view of the Cryptic Citadel and the year in the Commoner's Calendar. Sovereigns are large, thick coins, a little larger than the size of a Morgan dollar, and weigh 12 to the pound. The lower classes call these coins "**Klips**" after the Klipmaran Sept of the Seaghda Clan, from which the most recent dynasty of Overlords has risen, based partially on their personal ownership of the only platinum mine in the realm.

The gold **Crown** has a dragon coiled in a circle eating its own tail and the motto "City State Eternal." Crowns are about the size of Sacagawea dollar coins, and weigh in at 50 to the pound. The lower classes call these coins "**Viziers**" or "**Cronies**," as they are the coinage of choice for bribing the cronies and advisors of the Overlord.

The electrum **Noble** has any one of a number of symbols (each mint has its own device) and the Year of the City. Nobles are an alloy of around one part gold to two parts silver, and weigh 25 to the pound. They are also known as "**Half-Crowns**," because, well, they are each worth a half-crown. They are not trusted, though, as most merchants have no way of knowing the exact alloy of

gold and silver, and in the past, the various noble houses charged with minting the coins have cheated, and debased the coins with lower ratios of gold to silver, pocketing the difference.

The silver **Guilder** has the facade of the Temple of Pegana and the Year of the Temple in the City State along with the motto “MÂNA-YOOD-SUSHÂÎ”. Guilders are about the same size as Crowns, and weigh 50 to the pound. They are also known as “**Cardinals**” because of the leadership of Cardinal Mung over the Craftsmans' Guild and the Temple of Pegana. Older silver coins, from the pre-Craftsmans' Guild era (ca. 46+ years ago), were known **Argents**, and are still found regularly in treasure hoards and even used outside the City State itself.

The copper **Penny** has a spear superimposed by crossed sheaves of wheat. Pennies are about the same size as Guilders, and weigh 50 to the pound. Pennies are also known as “**Commons**.”

The **Farthing** has several variations, all foodstuffs, including meat pies, flagons of ale and bunches of grapes. It is a small coin, weighing in at 100 per pound. Also known as “**Bits**” or “**Beggar’s Bits**”, as once upon a time, the Penny was designed to be broken into four parts, each known as a “**Bit**”, and usually beggars get tossed bits to go away. Usually it’s only seen among the lowest classes, where a bit can buy you a bowl of gruel or mug of very cheap grog.

Other Coinage of the Roglaras

Most settlements in the Roglaras, except those dominated by Viridistan, Warwik, or Ossary, accept the coinage of the City State of the Invincible Overlord at face value, unless it has obviously been clipped or shaven. This is regardless of the minting date, though settlements closer to the city will discount the value of coins not accepted currently in the city by 10 to 30%, as they know they have to go through the moneychangers to spend it in the City State. Settlements dominated by Viridistan, Warwik, and Ossary also charge a 10 to 30% premium on City State coinage, regardless of the mint dates.

The City State itself, of course, only allows the use of its own currently-minted coins within its walls, but the money changers generally will charge

the same premium of 20% regardless of the mint of the coin, as it will all be weighed against the value of the metal anyway.

Settlements west of Council Lake also generally accept the coins of Viridistan at face value.

Other, minor coins and coins from outside the region are often charged an extra 5 to 20% tariff, as the locals won’t be sure of the purity or true value of the coinage. The exceptions are trade bars with the mark of the mine upon them, which are generally accepted at face value if the source is well known.

Grita Heath (0115)

Grita Heath does not produce coins per se, but its Thirnya Spice is nearly worth

its weight in gold, and thus is used as a medium of exchange in the local area. The elders of the hamlet have standardized sachets and packs of the large grains of spice for easy trade—all traded spice is already threshed and ready to be ground and used. A single grain of Thirnya Spice will preserve a pound of meat for one year, keeping it essentially fresh—meat preserved using this spice does not need to be smoked or tried or salted, and maintains its natural taste, though the older it gets, the drier it will taste.

<i>Value</i>	<i>Material</i>	<i>Weight</i>	<i>Name</i>
2 sp	Thrinya Spice	256 per lb.	Pinch (a parchment sachet containing a single grain)
3 gp	Thrinya Spice	16 per lb.	Dram (a parchment sachet with 16 grains)
48 gp	Thirnya Spice	1 lb.	Noble Bag (a silk bag containing 256 grains)
768 gp	Thirnya Spice	16 lbs.	Royal Bag (a large silk bag)

Caelam (0122)

Caelam produces finished, rare pelts and wool from the Hoary Mountains, which are considered valuable trade goods. A white hoary rabbit pelt is worth 5 sp, a white hoary wolf pelt is worth 2 gp, a musk deer pelt is worth 5 gp, a white hoary ape pelt is worth 10 gp, the pelt of the hoary white sable is worth 25 gp, and the pelt of the rare albino snow leopard is worth 50 gp. A complete pelt of the very rare dire hoary white sable is worth 200 gp. A pound of wool from the hoary mountain sheep is worth 2 sp, and a pound of wool from the hoary alpacas and samapas is worth 1 sp. These prices

are, of course, even greater outside Viridistan and the Roglaras.

Jasonryria (0231)

Jasonryria produces silk, though it is rarely sold directly in the City State, as the local merchants have a deal with the merchants of Actun. It is the same type produced in Far Karak, as centuries ago, Tharbrian adventurers stole some of the giant silkworms from that land and brought them to Jasonryria, their native home. Average weight silk is worth 10 gp per square yard, and is generally sold to merchants in bolts 36" wide by 20 yards long (20 square yards). The value listed is if it is bought directly from Jasonryria or Actun.

<i>Value</i>	<i>Material</i>	<i>Weight</i>	<i>Name</i>
300 gp	Light	5 lbs.	Faerie Silk
200 gp	Average	10 lbs.	Silk
400 gp	Heavy (woven with silver)	20 lbs.	Noble Silk
600 gp	Three-ply (woven with gold and silver)	30 lbs.	Royal Silk
800 gp	Four-ply (woven with gold and platinum)	40 lbs.	Imperial Silk

Shavenoar (0328)

Shavenoar, though a hamlet, is a major source of copper, and thus mints its own copper coinage and trade bars. Each is marked with the town's sigil (a stylized "S") to denote its value and purity.

<i>Value</i>	<i>Material</i>	<i>Weight</i>	<i>Name</i>
1 bp	Copper	20 per lb.	Bit
2 cp	Copper	25 per lb.	Finger
1 sp	Copper	5 per lb.	Hand
5 sp	Copper	1 lb.	Bar
5 gp	Copper	10 lp	Greatbar

Greybeard (0510)

This tin-mining town produces two trade bars. The bars have the mark of the Greybeard Mines upon it, the face of a long-bearded man with his beard pulled up on either side of his head and tied in a knot up top.

<i>Value</i>	<i>Material</i>	<i>Weight</i>	<i>Name</i>
5 sp	Tin	3 lb.	Bar
5 gp	Tin	30 lb.	Greatbar

Charnock (0531)

Charnock is the major lead producer in the western Roglaras. It produces a single trade bar weighing 10 pounds. The bar is worth 3 gp, and is not marked save with a simple “C” rune in a circle.

Red Cliffe (0727)

Red Cliffe is the source of copper for the Overlord’s mints, and does not produce its own coinage. The copper bars of Red Cliffe are not used in trade—any found are stolen or smuggled out, as the Overlord has a monopoly on all the copper produced. The bars are worth 10 gp and weigh 20 pounds. They have the mint mark of Red Cliffe (“RC” in a trapezoid) and the sigil of the Invincible Overlord.

Hlymadle (0828)

Hlymadle has the largest zinc mine in the western Roglaras—zinc is used as an alloy in brass and bronze, is used in making masterwork iron and steel items, and has various herbal, alchemical, and magical uses. It is, in its natural and even purified unalloyed state, unable to be made into bars, and so it is collected in processed form as dust, contained in jars, kegs and barrels. The jars, kegs, and barrels are sealed with wax and the mark of Hlymadle is embossed in the wax on the stopper or top of each container.

Most of the Zinc of Hlymadle is shipped to Antillia and west.

<i>Value</i>	<i>Material</i>	<i>Weight</i>	<i>Container</i>
5 sp	Zinc	1 lb.	Stoppered ceramic jar
5 gp	Zinc	10 lb.	Keg
25 gp	Zinc	50 lb.	Barrel
5 sp	Copper	1 lb.	Bar
5 gp	Copper	10 lb.	Greatbar

Bulwark (1720)

Bulwark, a halfling shire, is notable for its production of pipeweed. It is of such high quality that it is in demand from Viridistan to Tarantis, and thus is a rich commodity. It is sold in leather pouches (about 1/20th of a pound, or a little less than an ounce each), specially-made 1 pound tins in the form of a roly-polly halfling, and 5 pound kegs. Bulwark is also known for its special crumbly goat cheese, the best of which has, during the cheese-making process, the special Blue and Royal Blue Pipeweed leaf steeped in the goat milk that makes the cheese, and is wrapped in the Blue leaf for added punch. The Overlord’s Grand Vizier, Balarnega, is said to smoke only Royal Blue, and regularly snacks on Bulwarkshire Royal Blue cheese.

Tobacco

<i>Value</i>	<i>Quality</i>	<i>Weight</i>	<i>Container</i>
1 cp	Shag	1- oz.	Leather pouch
3 cp	Average	1- oz.	Leather pouch
6 cp	Good	1- oz.	Leather pouch
2 sp	Blue	1- oz.	Leather p.
1 gp	Royal Blue	1- oz.	Leather p.
2 sp	Shag	1 lb.	Tin
6 sp	Average	1 lb.	Tin
4 gp	Blue	1 lb.	Tin
20 gp	Royal Blue	1 lb.	Tin
1 gp	Shag	5 lbs.	Keg
3 gp	Average	5 lbs.	Keg
6 gp	Good	5 lbs.	Keg
20 gp	Blue	5 lbs.	Keg
100 gp	Royal Blue	5 lbs.	Keg

Cheese

<i>Value</i>	<i>Name</i>	<i>Weight</i>	<i>Description</i>
2 gp	Cheese	5 lbs.	Weel of normal Bulwarkshire goat cheese
10 gp	Blue Cheese	5 lbs.	Weel of Bulwarkshire Blue Goat Cheese
50 gp	Royal Blue	5 lbs.	Weel of Bulwarkshire Royal Blue goat cheese

Smite (1812)

Smite is the largest producer of iron under the dominion of the Dwarf King of Thunderhold. While not as productive nor as pure as the iron of Byrny, it is still a valuable resource, though the Dwarf King of Thunderhold does not require a monopoly on it. Smite produces both iron trade bars (with the name “Smite” impressed on both of the largest sides) and a large iron coin known as a “Tivik,” though the coins are generally only used locally and in Thunderhold (where they are also minted with a local mark).

<i>Value</i>	<i>Material</i>	<i>Weight</i>	<i>Name</i>
1 cp	Iron	10 per lb.	Tivik (coin)
1 sp	Iron	1 lb.	Bar
1 gp	Iron	10 lbs.	Greatbar

Omen (1815)

Omen is the major source of gold for the City State and for Thunderhold—the village is jointly ruled by the Dwarf King and the Overlord. The gold is smelted and formed into pure, 10 pound bars. The bars are marked with the mint mark of Omen (An “O” with an eye in it) and either the Overlord or the Dwarf King, depending upon who the gold is going to. Each bar is worth 500 gp.

Crucible (1907)

Though Crucible produces prodigious amounts of iron, it is not minted into coins, as it has always immediately gone into production as weapons for the orcs or for trade.

Gaehill (2120)

Gaehill is the major lead producer in the eastern Roglaras. It produces a single trade bar weighing 10 pounds. The bar is worth 3 gp, and marked with the dwarven rune for lead.

Byrny (2312)

Byrny has the largest iron mine and iron works in the Roglaras, and is a central market for chainmail, swords, and shields. Most of the iron mined here is smelted into steel on site and used in making armor and weapons, though some of it makes its way to the City State and Thunderhold. These large bars, called “Byrny Bars,” are worth 2 gp, weigh 20 pounds, and are marked with a pair of crossed swords, above which is embossed a “B.”

Trollstore (2314)

There is a secret source of gold, an ancient mine, in the ruins of Trollstore. So far the local ruler, Custalcon, has kept the source a secret, lest the Dwarf King or the Overlord desire to conquer his little kingdom. They have no facilities for smelting the gold ore, so it is in its raw form as nuggets and dust. The gold is smuggled into the city in 10 pound bags, each bag worth about 250 gp. If found, an alchemist or goldsmith can study the gold with various solutions, a process that requires a full day, and if compared with a control sample from Omen will discover (Alchemy or Craft (Goldsmith) DC 15)

that it is not from the same mine as Omen.

Anvil (2509)

Anvil is Thunderhold's primary source of silver. This silver is also traded in bars to the Overlord for gold, gems, and goods, as it is the only major source of silver in the Roglaras. The 10 pound silver bars of Anvil, each worth 50 gp, are marked with the Anvil mint mark (the sigil of Thoth), and the royal mark of the Dwarf King of Thunderhold. All the bars are earmarked for the Dwarf King's use.

Thunderhold (2606)

The Dwarf King of Thunderhold mints a series of iron, silver, electrum (with a higher gold ratio than the half-crowns of the City State), gold, and mithral coins. They also produce the Zmard, a large gold coin with a cabochon-cut rose quartz set in the center. Thunderhold coins are used most commonly in Thunderhold, Anvil, Omen, Dwarfport, Byrny, Modron (through sea trade with Dwarfport), and by the members of the Council of Aldrock. The coins are also often found in treasure troves in the region, and of course, uncounted riches measured in these coins are found in the hoards of Analegorn and his brood in the Majestic Fastness.

<i>Value</i>	<i>Material</i>	<i>Weight</i>	<i>Name</i>
1 cp	Iron	10 per lb.	Tivik
1 sp	Silver	50 per lb.	Aguld
1 ep	Electrum	50 per lb.	Smardal
1 gp	Gold	50 per lb.	Rilik
25 gp	Gold/Quartz	10 per lb.	Zmard (large gold with rose quartz cabochon)
100 gp	Mithral	50 per lb.	Gludag (used only among the dwarven clans for banking)

Ered Chimera (2708)

Though the orcs mine the local lead, they do not smelt it into ingots, and sell the raw ore willy-nilly piecemeal in bag, barrel, and wagon loads. Kemac, the new leader, is seeking someone with the knowledge of how to make pure lead ingots.

Atwain (2733)

The halflings of Atwain grow pipeweed, but it is not nearly as good as that from Bulwark, and so is rarely traded save in large, 5 pound kegs. Atwain offers low-grade Snuk (worth 5 sp), a form of chewing weed, and Bro-Chak, an average quality pipeweed (worth 25 sp). Snuk is commonly chewed by the lower-classes in the City State, where two bits will get you a little less than an ounce of Snuk to chew. Since being taken over by Xathragot, snuk exports have increased dramatically, as Astcaran seeks gold to keep the dragon happy. The new kegs are emblazoned with the new symbol of Atwain, a halfling in chains. Astcaran is experimenting with something he saw in Antil, a kind of pre-rolled pipeweed tube fro, Xochete called a "sakar."

Karn (3005)

Karn has extensive copper mines in its area, and is under the domination of the Warlord of Warwik. The copper mined here is shipped to Warwik, where it is minted into the local copper coinage. The copper bars of Karn are all 10 pounds, worth 5 gp, and have the mint mark of the Warlord of Warwik on them (a sword lengthwise with a "W" above and a "W" below the blade).

Adderwood (3117)

The Council of Alderock mints a few coins—these coins are generally only used in settlements that are part of the council (Adderwood, Elf-Burn, Limerick, and Boughrune), by allies on the Whiteleaf League, and sometimes in Modron. The coins are also used to pay tribute to the Overlord (a sign of their remaining independence). The coins are actually minted in Limerick, with an old hammering method, so they aren't the prettiest coins. Rhymes are nicknamed "Mitra's Eyes," and Limericks are known as "Squints," as it is the silver from Modron that is paid for the salt of Limerick that makes the coins possible.

<i>Value</i>	<i>Material</i>	<i>Weight</i>	<i>Name</i>
1 cp	Iron	10 per lb.	Jest
1 sp	Silver	50 per lb.	Limerick
5 sp	Silver	10 per lb.	Rhyme
5 gp	Gold	10 per lb.	Harp

Limerick (3313)

Limerick's salt is worth its weight in silver, a whopping 5 gp per pound. They have standardized trade bags of salt in one, 10, and 50 pound bags, worth 5, 50, and 250 gp each respectively. Some locals also carry sealed ceramic jars of salt, each containing 1.6 ounces, worth 5 sp each.

Warwik (3402)

The Warlord of Warwik mints his own coinage, using copper from Karn and silver and gold gotten through trade and raid—the Warlord prefers melting down coins of the City State to mint his own. For all that, though, the coins are loosely based on the same models as those of the City State. Warwik coinage is common on the Tharbrian Coast, from Smitten in the west to the Wormshead Peninsula in the east, and in the settlements along Goodholm Haven. They also fill the

coffers of the Skandiks, who regularly raid the region.

<i>Value</i>	<i>Material</i>	<i>Weight</i>	<i>Name</i>
1 cp	Copper	50 per lb.	Common
1 sp	Silver	50 per lb.	Argent
1 ep	Electrum	50 per lb.	Noble
1 gp	Gold	50 per lb.	Royal

Boughrune (3412)

Boughrune is the center of the iron mining operation that enables the Council of Alderock to keep itself in weapons and armor. The iron mined here is also used to make the iron coins of the council. "Boughrune Bars" are not as fine or neat as "Byrny Bars," but they trade just as well, at 20 pounds and 2 gp each.

Hel (3529)

Hel has two major sources of income, the iron mines and a small series of gem mines. Being independent from the Skandiks and the Overlord alike, it mints its own coins, which are all iron with gemstone flakes—the real value is in the gemstone flakes embedded in patterns on the iron disk. These coins are rare outside of Hel and nearby treasure hoards, though they are often traded into Ossary and with the Altanian tribes to the south, who consider the coins to be a type of jewelry—many tribal smiths make them into belts and medallions, or even sew them into coats of studded leather or solder them onto scale mail.

<i>Value</i>	<i>Material</i>	<i>Weight</i>	<i>Name</i>
1 cp	Iron	10 per lb.	Pighin
1 sp	Iron/Gem	20 per lb.	Gorm (lapis lazuli flakes)
1 gp	Iron/Gem	20 per lb.	Uaine (peridot flakes)
5 gp	Iron/Gem	20 per lb.	Dearg (garnet flakes)

Modron (3615)

Modron uses the coins of the City State. The current king is allowed to mint Nobles (electrum coins) and a special 5 gp gold coin known as a “Great Drachm” (weigh 10 per pound). The coin has an idealized profile of Mitra on the face with “Mitra Sol Invictis,” and a holy symbol of Mitra, a sun with twelve rays, on the obverse with the mint date. It is used almost exclusively by the temples of Mitra and those who follow Mitra, though it is generally not accepted in the city of Sticklestead, due to the rivalry between King Anoethin and the local patriarch Gavenar.

Ossary (4829)

The Warlord of Ossary could frankly care less about minting his own coins—he’d rather take other’s coins by raid. But he realizes that there is political power, prestige, and reputation to be gained by minting his own coins. So he melts down many of the silver and gold coins he steals and puts his own face on them. As it’s not a vital effort, they are rather primitive hammered coins, and are easily clipped and shaved (often by Alkazed’s own servants at his orders)! He doesn’t bother with copper coins, not seeing the value. The coins are used regularly by coastal settlements from Brezal to Zothay in Barbarian Altanis, and can be found far and wide as they are traded and stolen by Skandiks throughout the Wilderlands. Most other lands, though, discount them 20% to 30% because of the obvious shaving, clipping, and the questionable purity of the metals.

<i>Value</i>	<i>Material</i>	<i>Weight</i>	<i>Name</i>
1 sp	Silver	50 per lb.	Skilling
1 ep	Electrum	50 per lb.	Öre
1 gp	Gold	50 per lb.	Krona