

d30 Random Coinage Generator

By Christopher Stogdill (AKA the Frugal GM)

This work is licensed under a Creative Commons Attribution-Non-Commercial-ShareAlike 4.0 International License.



Most fantasy RPGs use a standard coinage consisting of copper (cp), silver (sp), and gold (gp), regardless of relative location or time period within the campaign. The idea behind the d30 Random Coinage Generator is that a GM could generate some “odd” types of coinage, based off of real-world coin alloys (*though with some fantasy names*) that would allow for some interesting role-playing opportunities. The main focus of this generator is on the composition, size, and shape of coinage. GMs needing assistance with the appearance of coins should consult the **d30 Coin Generator** from *New Big Dragon Games Unlimited*. This generator creates a base coin type, which is a 1”/25mm round made from assorted alloys and other denominations predominately based off this standard version. Coins are listed with a Standard Value (SV), where 1 SV is equivalent to 1 Gold Piece (gp).

Using these tables: Roll 1d30 on Table 1 to select the base 1” (25mm) round coin. Roll on the subsequent tables to establish different denominations or to tweak the base coin. To determine the value of any given coin, take the given SV from Table 1 and factor (*multiply*) in any modifications due to size and/or shape. **GM Tip:** You may wish to add other SV factors!

Table 1: Base Coin (1” or 25mm round size)

| Roll | Result | Color | Composition | SV |
|------|--------------------------|----------------|------------------------|------|
| 1 | Billon | Silver | 60% Cu, 40% Ag | .060 |
| 2 | Brass | Yellow-Gold | 63% Cu, 27% Zn | .001 |
| 3 | Guld | Gold | 89% Cu, 5% Al, 5% Zn | .251 |
| 4 | Bronze | Metallic Brown | 88% Cu, 5% Al, 5% Zn | .251 |
| 5 | Grænn Gull | Gold | 50% Au, 40% Ag, 10% Cu | .540 |
| 6 | Aur Gwyn | Pale Gold | 45% Au, 55% Ag | .505 |
| 7 | Electrum | Yellow-Gold | 70% Au, 30% Ag | .730 |
| 8 | Tumbaga | Gold | 97% Au, 3% Cu | .970 |
| 9 | Tumbaga | Gold | 97% Cu, 3% Au | .031 |
| 10 | Tumbaga | Gold | 41% Au, 41% Cu | .410 |
| 11 | Corinthiacum | Bright Gold | 33% Au, 33% Ag, 33% Cu | 1.63 |
| 12 | Candidum | Silver | 50% Cu, 40% Ag, 10% Au | .140 |
| 13 | Luteum | Gold | 50% Cu, 40% Au, 10% Ag | .410 |
| 14 | Orichalcum | Silver-Grey | 75% Cu, 20% Zn, 5% Ni | .003 |
| 15 | Fjall Gull | Green-Gold | 80% Cu, 20% Zn | .001 |
| 16 | Hepatizon | Dark Purple | 76% Cu, 8% Ag, 8% Au | .088 |
| 17 | Zlato | Red-Gold | 75% Au, 25% Cu | .750 |
| 18 | Mailechort ¹ | Silver | 60% Cu, 20% Ni, 20% Zn | .001 |
| 19 | Töframaður ² | Bright Silver | 66% Ti, 34% Au | 6.94 |
| 20 | Dewin ² | Dull Silver | 93% Ti, 5% Al, 2% Sn | 9.35 |
| 21 | Zauberer ² | Pale Gold | 60% Al, 40% Cu | 3.00 |
| 22 | Velho ^{2,3} | Light Grey | 50% Ti, 50% Ni | 5.00 |
| 23 | Dvergur | White Gold | 50% Au, 50% Pt | 1.5 |
| 24 | Béarla Silver | Silver | 95% Ag, 5% Cu | .950 |
| 25 | Goloid ¹ | Silver | 87% Ag, 4% Au, 9% Cu | .177 |
| 26 | Cupronickle ¹ | Silver | 75% Cu, 25% Ni | .001 |
| 27 | Shakudo | Bright Copper | 90% Cu, 10% Au | .101 |
| 28 | Platinum | Grey White | 90% Pt | 1.90 |
| 29 | Thokcha ⁴ | Dull Copper | 90% Fe, 8% Ni | .091 |
| 30 | Aluminum | Bright Silver | 96% Al | 4.80 |

Table 2a: Denominations

| Roll | Results |
|-------|---------------------------------|
| 1 | Only the base coin type exists |
| 2-8 | 2 Denominations/Sizes of Coins |
| 9-22 | 3 Denominations/Sizes of Coins |
| 23-29 | 4 Denominations/Sizes of Coins |
| 30 | Non-Standard (Roll on Table 2b) |

Table 2b: Special Denominations

| Roll | Results |
|-------|--|
| 1 | Coinage is standard 1” (25mm) size, but 4 thicknesses (SV x100%, x200%, x300%, or x400%) |
| 2-3 | 2 Denominations, but the coins are square instead of round (roll 2x on Table 3; SV x157%) |
| 4-6 | 3 Denominations, but the coins are square instead of round (roll 3x on Table 3; SV x157%) |
| 7-10 | 2 Denominations, but the coins are hexagonal instead of round (roll 2x on Table 3; SV x110%) |
| 11-20 | Different alloy types (roll 3x on Table 1), all coins are standard 1” (25mm) rounds |
| 21-24 | 3 Denominations, but the coins are hexagonal instead of round (roll 2x on Table 3; SV x110%) |
| 25-27 | 2 Denominations, but the coins are octagonal instead of round (roll 2x on Table 3; SV x105%) |
| 28-29 | 3 Denominations, but the coins are octagonal instead of round (roll 2x on Table 3; SV x105%) |
| 30 | Standard round coin can be broken into 25% SV Segments |

Table 3: Denomination Sizes

| Roll | Results | Diameter | SV |
|-------|------------|-----------------|-------|
| 1 | Miniscule | 3/5” (15mm) | x60% |
| 2-3 | Tiny | 5/7” (17.9mm) | x71% |
| 4-6 | Very Small | 4/5” (20.5mm) | x80% |
| 7-15 | Small | 9/10” (23mm) | x90% |
| 16-24 | Large | 1 1/5” (30.6mm) | x120% |
| 25-27 | Very Large | 1 1/3” (32.7mm) | x133% |
| 28-29 | Huge | 1 3/8” (35mm) | x138% |
| 30 | Massive | 1 3/5” (40mm) | x160% |



Notes:

- 1) Hard to distinguish easily from Silver, often used in counterfeiting
- 2) Requires magic to mint coins
- 3) These magically-minted coins have a shape memory (*returns to pristine shape at 100° C*)
- 4) Meteoric Iron

Periodic Symbols: Silver (Ag), Aluminum (Al), Gold (Au), Copper (Cu), Iron (Fe), Nickel (Ni), Platinum (Pt), Tin (Sn), Titanium (Ti), Zinc (Zn)

The graphics used are public domain images from an unknown artist, taken from *Works*, by John Ruskin, 1886.