

Idea for the development of currency

very rough draft of how money emerges.

So let's say after Wayfarers settle the southern grasslands they start agriculture in earnest. Yinrih already exhibit communal food caching behavior, which blossomed readily into simple planting and harvesting in the ample arable land south of the jungle.

The patriarchs of shires begin collecting produce from individual moots to store for the winter, keeping a ledger of who gives what. A simple taxation system emerges from this. Then I'm not sure. Maybe from this accounting system emerges a commodity currency, likely something small, edible, with a long shelf life. Lets say something like a peanut. Then precious metals are discovered which sparks the invention of metallurgy and eventually the move from commodity money to more intangibly valuable caerulium coins. Then as more and more money enters the economy and it becomes impractical to carry so much, we move to representative money in the form of wooden coins or base metal coins, then as governments get bigger eventually to fiat money.

Revision #1

Created 2026-06-05 22:50:58 UTC by Lurker

Updated 2026-06-05 22:50:58 UTC by Lurker