

COIN SHOP

Ancient Coins

Dungeon mobs drop coins. The coin shop is what they are for - crate keys and permanent cosmetic unlocks, bought by playing rather than by voting or paying.

COMMAND
/coinshop

CURRENCY
Ancient Coin

BIG COIN
Dragon Hoard = 10

WHERE FROM
dungeons

THE WHOLE SETUP, IN ORDER

- 1 Kill things in a dungeon
- 2 Type /coinshop
- 3 Buy

1 Kill things in a dungeon

Ancient Coins drop from dungeon mobs and, in far larger numbers, from the boss at the end. A Woodland Manor clear is worth roughly 40 coins to the party. They look like gold nuggets, and they stack.

Dragon Hoard Coins are the big denomination - one is worth ten Ancient Coins. They come off the largest bosses only.

2 Type /coinshop

A window opens with two shelves: crate keys, and permanent cosmetic unlocks. /coinshop balance tells you what you are carrying without opening anything.

3 Buy

Click what you want. Change is handled for you: if you are paying with Dragon Hoard Coins the difference comes back, and your loose Ancient Coins are spent first so you are never forced to break a big coin you did not need to.

Crate keys

Scribe	60 - starter enchanting: books, lapis, bookshelves, anvils, XP
Naturalist	120
Mason	180 - decorative building blocks, the whole terracotta and concrete run
Toolwright	200
Patina	350 - the copper crate, all five oxidation stages
Wayfinder	400

Menagerie	500
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Quartermaster	900
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Relic, Voyager and Ascendant are not sold here, and never will be

Those three are the vote ladder, and voting is how this server gets found by new players. Dungeon play gets its own route to the other crates - it does not get a way to skip voting.

Cosmetic unlocks

Permanent, one-off unlocks from UltraCosmetics - the same things a donor rank grants, bought one at a time by playing instead.

Treasure keys	30
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A random unlock	75
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Hats	90 each
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Emotes	110 each
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Particle trails	140 each
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Pets	160 to 400 - Dog, Kitty, Fox, Allay, Vindicator, Warden
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You cannot accidentally buy an unlock you already hold. The shop refuses it before your coins are touched.

Two ways your coins can be destroyed

Ancient Coins are gold nuggets and Dragon Hoard Coins are gold ingots, so vanilla would happily let you craft nine coins into one ordinary ingot, or hand them to a villager. Both are blocked - the game will simply refuse.



A renamed nugget is not a coin

The shop identifies a real coin by what it is, not by what it is called. Renaming a gold nugget on an anvil does not make it spendable. A real coin that you renamed still works.

Commands

/coinshop	Open the exchange
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/coinshop balance	What you are carrying
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/coins and /exchange do the same thing.

Worth knowing

! Coins in your offhand are not counted. Keep them in your main inventory when you buy.

! An active dungeon runner earns roughly 40 to 60 coins a day, so the prices above are paced to be about as fast as the vote route to the same crate - not faster.