

AUCTION HOUSE

The Auction House

Sell to everyone online without owning a shop plot. Bidding only, two hours a run, and a tax that quietly takes money out of the economy.

COMMAND	AUCTION RUNS	EACH BID	TAX ON A SALE
/ah	2 hours	+25% minimum	10%

THE WHOLE SETUP, IN ORDER

- 1 Hold the item and type /ah sell
- 2 Let it run
- 3 Collect

1 Hold the item and type /ah sell

Whatever is in your hand goes up. Set your starting price and it is listed for the whole server to bid on. Listing takes about 30 seconds to go live.

2 Let it run

Every auction lasts two hours. Each new bid has to beat the last by at least 25%, so a listing does not crawl up in one-dollar steps.

i You cannot be sniped

A bid placed in the last minute pushes the clock back out to a full minute. Waiting until the final second to steal something does not work here - somebody can always answer.

3 Collect

When it sells you are told, and you pick the money up from /ah. It is not paid automatically, so nothing lands in your balance while you are offline and unaware.

Won something? The item is waiting for you in the same place.

The 10% tax, and where it goes

Ten percent of every sale is destroyed. It is not paid to staff, not paid to the server, not paid to anyone - it leaves the economy permanently.

That is deliberate. Money on this server is created faster than it is destroyed, and an auction tax is the first real drain on it. It also keeps the spawn shop district worth renting: chest shops charge no tax at all, so bulk goods still belong there and /ah is for the one good item.

Buy-It-Now is off, on purpose

There is no fixed-price listing here. A Buy-It-Now board is a stocked chest shop with extra steps, and it would hollow out the eleven rented plots at spawn within a week. Bidding is a different thing entirely - it is for the item nobody knows the price of.

How many things you can list at once

Slots are scarce on purpose. Few slots means only the items actually worth selling get listed, which is what stops the board filling with cobblestone.

Everyone	2
Mystic	3
Hero	4
Champion	5
Veteran	6
Legend	6
Ancient	8

The earned ladders grant slots too, and they are worth the same as the donor ones. Vaultbreaker on Dungeons, Magistrate on Towns and Guildsman on Trade each hand you the same slot count as Hero; Marauder on War matches Legend. A free player who climbs ends up level with a mid donor rank, which is the point.

Highest wins - you never need to stack them.

Turning the announcements off

Every new listing is announced in chat. If you would rather not see them, /ah announce turns them off for you alone and leaves everyone else's alone.

Commands

/ah	Open the auction house
/ah sell <price>	List the item in your hand
/ah bid <amount>	Bid on what you are looking at
/ah announce	Toggle auction announcements for yourself

Worth knowing

- ! Nothing here is pay-to-win. More listing slots is the same class of perk as an extra home - it is convenience, not an advantage in a fight or a better price on the item.
- ! Everyone's auction runs for exactly the same two hours. A donor's listing does not sit up longer, because more time on the board is a better price, and that would be an edge.
- ! The 10% comes off the sale price, so price accordingly. On a \$10,000 sale you keep \$9,000.