

CRAZYCRATES

Crates & Keys

Eleven crates at spawn, and not one key on this server has ever been sold for real money. Every key is earned - by voting, by climbing a ladder, or by spending coins you took off a dungeon boss.

CRATES
11

BUY A KEY WITH MONEY
never

FREE EVERY VOTE
Relic

COINS BUY KEYS
/coinshop

The crates

Relic	Cosmetic unlocks. The per-vote crate, and almost entirely cosmetics
Scribe	Starter enchanting - books, lapis, bookshelves, anvils, XP
Naturalist	Plants, mobs and the pretty end of the natural world
Mason	Decorative building blocks: terracotta, concrete, stained glass, quartz, blackstone and deepslate
Toolwright	The enchanting crate. Utility enchants only - nothing for a fight
Patina	Copper. Golem statues in all five oxidation stages, waxed variants, bulbs, lanterns, chains, grates and doors
Wayfinder	Travel, maps and exploration
Menagerie	Mobs, eggs and animal things
Voyager	Armour trims and the decorative high end
Quartermaster	The stocked-up crate - supplies in quantity
Ascendant	The top crate. Elytra, dragon head, dragon egg, netherite template

Voting - the main route

Type /vote, work through the seven sites, and keys arrive as you go.

Every vote	a Relic key
25 votes	Voyager
30 votes	Toolwright
60 votes	Wayfinder
75 votes	Menagerie

100 votes	Ascendant
150 votes	Quartermaster
Vote party	Naturalist, when the server hits 30 votes between everyone

Vote-party keys go only to players who actually voted and are online when it fires.

Ancient Coins - the dungeon route

Coins drop off dungeon mobs and bosses, and /coinshop turns them into keys. This is the route for a player who plays more than they vote.

Scribe	60 coins
Naturalist	120
Mason	180
Toolwright	200
Patina	350
Wayfinder	400
Menagerie	500
Quartermaster	900



Relic, Voyager and Ascendant are not sold for coins

Those three are the vote ladder, and voting is how new players find this server. Dungeon play gets a parallel route to the other crates. It does not get a shortcut past the ones that keep the lights on.

The earned ladders

Crossing certain tiers on the five earned ladders hands you a key outright. See the Earned Ranks guide - in short:

Tombwalker	Dungeons, 5 clears - a Relic key
Freeholder	Towns, 40 points - a Quartermaster key
Journeyman	Mastery, 350 - a Scribe key
Tradesman	Trade, 55 - a Scribe key
Reaver	War, 200 - a Patina key

Just playing

Every four hours of ACTIVE playtime hands you a Naturalist key, and it repeats forever. AFK time is not counted - the server tracks what you are actually doing, not how long the client has been open. /playtime shows how close you are.

Winning a war

A town that wins a TownWars war by capturing the enemy banner earns its mayor an Ascendant key and a Quartermaster key. It is the only route that pays those out without voting, and it goes to the mayor rather than to the town.

Opening one

- 1 Get to the crate area at spawn. Every crate is a physical block you can walk up to.
- 2 Hold the matching key and right-click the crate. A key only opens its own crate.
- 3 Watch the roll. What you win is announced, and it goes straight into your inventory.

Left-click a crate to preview everything inside it before you spend anything.



There is no crate on this server you can pay for

No key has a price tag in the store. Crates hold no diamonds, no enchanted combat gear, no money and no XP beyond what the Scribe crate hands a new player. A crate is a way to collect things, not a way to get ahead of somebody who did not open one.

Commands

/vote	The vote menu, and the main key faucet
/coinshop	Spend Ancient Coins on keys
/rank	See how close you are to a ladder tier that pays one
/playtime	Progress to your next free Naturalist key
/keys	How many keys you are holding right now