Shop Tutorial

How to open a shop:

- Purchase a permit from the "*New Permits*" villager at shop spawn.
  - Regular shop permits are 16 diamonds.
  - Island shop permits must be applied for via a ticket on the Dragonstone discord (if Islands are available) and require a minimum of 3 shop owners to apply.
- Once a permit is purchased, find an empty shop and right click with the permit in the shop. This gives you permission to build in the shop. If you would like other players to build in your shop with you, they must also right click with the permit book in order to gain permission.
- Immediately put your permit into a protected chest. You can protect a chest by looking at a recently placed chest and doing /shopkeeper. If you are peaceful, you can also simply use a sign on the chest. Barrels also work. (Note that shopkeepers cannot be placed on barrels)

How to start selling in a shop:

- Place a chest (double or single). While looking at it, do /shopkeeper to spawn a villager shop keep on it.
- Place the items you wish to sell into the chest.
- Shift + right click on the villager to pull up a menu like this:

- Items placed in the chest will appear at the top.
  - You can right/left click, and shift + right/left click to change amount sold
- Below the item, place the currency you would like to sell the item for.
  - You can use the same right and left clicking on currency as you would items to change the amount
  - You can have more than one currency below the item sold (i.e. 5 diamonds and a shulker for a shulker full of stone).
  - Any items can be used as currency.
- There are additional options for the villager on the bottom row.
  - Nametag - Change the name by typing it in chat
  - Chest - View shop inventory
  - Bell - Toggle notifications for that shop
  - Egg - Toggle between baby and adult
  - Smoker (usually a green leather chest plate) - Change occupation
  - Leather chest plate - Villager variant
  - Diamond - Badge color
  - Bone - Delete Shopkeeper