

# Shops



The shopping area can be accessed with [/warp shop](#). It is also linked by a white bridge to [Court](#), the [Forge](#) (dshop), and the [Arena](#). Players can enter a shop and interact with the shopkeeper (almost always a villager, but sometimes there's endermen) to view trades and purchase items. Customers cannot view a shop's inventory, which is contained within a chest, which the villager keeps locked. Only the owner of that chest can open it and edit the villager's appearance and trades. Common currencies include *Iron Ingots*, *Diamonds*, *Shard Dust*, and *Dragon Shards*, however any item can technically be used as currency.

There are 2 types of shops: Island shops (4 total) and regular shops (29 total). The regular shops are split into 4 themed areas: Mushroom Island, Ruins, Volcano Island, and Casino Island.

**Some shop examples:**



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**Current Island Shops:**



Sunset's Sand Castle (constructed by Rota)