The Store

What money buys on Patriam, and what it never buys

Patriam v7 (Khyros)

What this covers

Patriam's supporter ranks, chat tags, purchase process and free rewards. Here, *money* means real money; *gold* means the in-game commodity. For gold, coin and treasuries, read *Patriam*, the player guide. For conduct and enforcement, read *The Rules*.
The store does not sell survival resources, land or authority. Proposed features are not included in a purchase.

Current catalogue

This guide was prepared on 23 September 2026. The website store is available. The rank, lateral-pack and single-tag prices in this edition reflect its current catalogue as at 23 September 2026. All prices are in US dollars. Check the product page and final checkout amount before paying; a proposed item is not a promise of a future release.

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1 Summary

Patriam's supporter catalogue contains nine paid ranks, three standalone tag packs and ten individual tags. Purchases are optional and cosmetic. They grant no advantage in survival combat, mining, farming, trade or government.

There is also a free collection of 23 chat tags. The monthly raffle provides a route to rank promotions without a purchase, subject to its entry and eligibility rules. Buying a rank does not buy raffle entries.

1.1 Money and gold

	Gold and coin	**Real money**
Used for	Player trade and the survival economy	Purchases on the website store
Obtained by	Mining gold or trading with players	Outside the game
Store rule	Never sold for real money	Never converted into gold or coin

The player guide's rule that there is no server shop concerns the survival economy: the server provides no guaranteed buyer for goods. The website store does not buy those goods either. Trading resources with other players for in-game payment remains part of the game.

1.2 Core rules

S1. No purchased survival advantage. Purchases grant no damage, protection, durability, speed, reach, yield, storage capacity or privileged information.

S2. No purchased authority. Realm offices, faith offices, earned titles, land, gold, coin and favour are not products.

S3. A cosmetic is not an exemption from the rules. A tag does not authorise the conduct it names, and a supporter rank gives no immunity from moderation.

S4. Packs are lasting account unlocks. Choosing a different tag does not consume one. Pack additions are intended to reach existing owners. Content may still need correction, and payment reversals can remove the associated entitlement.

S5. Rank upgrades use purchase credit. Checkout credits the selected recipient's completed rank purchases. A rank earned elsewhere is not automatically equivalent to money spent in the store.

S6. Survival participation is free. No supporter rank is required for survival land, recipes, crops, rites or war.

2 Ranks

A supporter rank unlocks the pack on its rung and the packs on every lower paid rung. Dirt is the free starting rung of this ladder. It is separate from the Member account status. You can buy a higher rank directly; you do not need to purchase each intermediate rung.

Rank	Step	Total from Dirt	Pack added
Dirt	Free	$0	None
Stone	$8	$8	Adventure
Coal	$10	$18	Soot
Redstone	$10	$28	Malice
Lapis	$12	$40	Cupbearer
Copper	$12	$52	Seasons
Iron	$12	$64	Wanderer
Gold	$14	$78	Diplomacy
Cinnabar	$16	$94	Military Leader
Sulfur	$20	$114	Iron Rule

The step column assumes that the recipient has paid the full listed total for the previous rung. For example, $40 of completed rank purchases gives $40 credit towards Copper's $52 total, leaving $12 to pay before any applicable promotion. Earlier discounts can change that credit.

Check the checkout amount if your rank came from a raffle or a staff grant. Those ranks do not automatically create store purchase credit. Contact staff before paying if your account's rank and the price shown do not match what you expected.

A Sulfur account receives all 47 tags in the nine ladder packs. It receives no lateral pack or single tag through that rank. Supporter ranks are account entitlements: they cannot be traded as items or inherited through a realm's succession. A Sulfur player has no authority over a Dirt player.

3 Chat tags

3.1 Choosing and wearing a tag

A tag is a cosmetic word on your chat line. Use `/tags` for command help. Open `/tags menu` when your account has menu access. The menu distinguishes tags you can wear from locked cosmetic choices. Earned and staff-granted tags are shown to their holders rather than advertised as products.

There are two slots, named *prefix* and *suffix* in the menu and commands. **The chat order is supporter rank, any earned title, prefix tag, player name, then suffix tag.** Most purchased tags can occupy either slot. The free collection uses the first slot only. One tag cannot occupy both slots at once, and selecting another tag replaces the selection in that slot.

For example, `/tags select Archer prefix` selects Archer in the first slot. The player's Minecraft name, supporter rank and earned title remain separate from that selection. An earned title such as Emperor can itself be selected as a prefix tag; it appears once when the selected tag repeats the earned title.

3.2 The free collection

These 23 tags form the free Member collection. None requires a store purchase.

Archer	Bowman	Archivist	Librarian
Blacksmith	Hunter	Thief	Scavenger
Sailor	Soldier	Merchant	Bard
Nomad	Fisherman	Mathematician	Botanist
Jester	Messenger	Mercenary	Herbalist
Bartender	Innkeeper	Engineer	

Member access awaiting confirmation

Member is a free account status. This edition does not yet provide a verified self-service route from a new account to Member. If the tag menu is unavailable, ask staff to check your account; buying a rank is not the remedy for missing free access.

3.3 Tags, titles and marks

A supporter rank comes from the store or a rank reward. An earned title comes from a position in the world. A mark records a consequence of gameplay. Some tags are free, some are bought, and some represent a grant or allegiance. **Buying a tag grants no earned title, office or standing.** Read the player guide for titles and religious marks.

4 Ladder packs

These packs are included with their ranks and are not separate checkout products. The values below explain the current price structure; use the rank table for the amount to buy a rank.

Pack	Value	Rank	Tags
Adventure	$4	Stone	Adventurer, Explorer, Pioneer, Scout
Soot	$6	Coal	Collier, Hewer, Stoker, Charburner, Pitman, Sootfoot
Malice	$6	Redstone	Cutthroat, Invader, Looter, Marauder, Pirate, Raider
Cupbearer	$8	Lapis	Brewmaster, Vintner, Taverner, Distiller
Seasons	$8	Copper	Bloomkeeper, Emberkin, Harvestwarden, Frostbound
Wanderer	$8	Iron	Pathfinder, Voyager, Pilgrim, Drifter
Diplomacy	$10	Gold	Advisor, Ambassador, Consulate, Diplomat, Senator
Military Leader	$12	Cinnabar	Admiral, Captain, Commander, General, Marshal, Vanguard
Iron Rule	$16	Sulfur	Chief, Leader, Dictator, Lawgiver, Ironhand, Tyrant, Warmonger, Scourge

Adventure, Soot and Malice use the entry rate of $1 per tag. The remaining packs use $2 per tag. Each rank step adds $4 to the value of its new pack. Lateral packs follow the same standard rate but do not increase the ladder total.

The Seasons tags use fixed seasonal colours. The pack does not currently promise that a tag will change colour as the world's season changes.

5 Lateral packs and single tags

5.1 Lateral packs

A lateral pack is bought on its own. No supporter rank includes it or discounts it.

Pack	Price	Tags
Court	$10	Castellan, Chamberlain, Reeve, Almoner, Falconer
Free Company	$10	Bannerbearer, Halberdier, Skirmisher, Duellist, Quartermaster
Nightwork	$10	Smuggler, Counterfeiter, Poisoner, Whisperer, Moneylender

Court describes a hall's household, Free Company its hired soldiers, and Nightwork the clandestine trades. These are roleplay themes and confer no abilities.

5.2 Single tags

The current catalogue contains ten individual tags at **$4 each**:

Sorcerer	Protege
Assassin	Conqueror
Cultist	Executioner
Hero	Legend
Legionary	Ashwalker

Each belongs to no pack and is not included with a rank.

6 Free recognition and the monthly raffle

6.1 House Colors and recognition

House Colors represent Svoll, Sjuraen, Sarin and Druokon. They are not sold. The intended award follows allegiance to a Great House, rather than a payment.

House Colors award route

The tags are designed, but automatic awards and withdrawal on a change of allegiance have not been confirmed for this edition. Do not buy another product expecting it to grant a House tag.

Noble is granted through a ruler's authority; Guardian is granted by staff. Neither is a product. Media recognises contributions such as videos or streams. Booster recognises Discord server boosting, which may itself cost money through Discord. Neither is sold in Patriam's store, and neither grants staff authority.

6.2 The monthly raffle

The raffle system is built. Its calendar, active entry sources and your recorded entries can be checked with `/raffle status`, `/raffle entries` and `/raffle wins`.

Launch schedule

This edition does not announce a first prize draw or confirm that every proposed entry source is active. Check the current raffle announcement and in-game status before relying on an activity to earn entries.

Entries affect the chance of winning; they do not guarantee a reward. A win is worth one rank step, with a lifetime limit of four wins per player. Lateral packs are not raffle prizes. A win for a rank whose content is not available is held for settlement rather than granting an empty rank. The held win counts towards the lifetime limit.

The ordinary turnout rule is one winner for 10–39 eligible entrants, two for 40–59 and three for 60 or more. Below ten, the month is normally skipped. A skipped month's entries do not roll over. Eligibility checks apply, and a player with an unsettled prize is not included in another draw until that prize is resolved.

6.3 Entries from server votes

Only qualifying votes on eligible sites count towards the monthly raffle bands below.

Planet Minecraft votes never earn raffle entries. Planet Minecraft is listed as another way to support the server, but its rules prohibit voting incentives. Its votes do not count towards these bands.

Qualifying votes in the month	Entries
1–4	1
5–14	2
15–29	3
30–49	4
50 or more	5

The vote bands contribute no more than five entries per month. A store purchase contributes none.

6.4 Other proposed entry sources

Awards and leaderboards

Leaderboard placements and community awards remain subject to an announced active scheme. The proposed placement awards are three, two and one entries for first, second and third; a Player of the Month award would give five. This edition does not promise seven working boards.

7 Buying and delivery

Use the Patriam website store. Sign in to your forum account and check which Minecraft account will receive the purchase. A verified linked Minecraft account is selected automatically. To choose a different recipient, use the store's logout control and enter that player's Minecraft name.

1. Check the recipient, the product's contents and the final US-dollar amount.
2. Read the checkout terms and purchase acknowledgement before confirming payment.
3. Keep your order number. Delivery is normally automatic once payment is confirmed.

You do not need to be online for the listed account unlocks to be delivered. Delivery still requires the game server and its store connection to be working. It may take a few minutes. If it has not arrived after 15 minutes, contact staff with the order number and recipient name. Do not buy the same product again to resolve a delivery delay.

The website keeps your purchase history. Your in-game rank can also include a raffle win or a staff award, so that rank is not a receipt for store spending. Only recorded completed rank purchases contribute automatic rank credit at checkout.

A completed purchase also queues one public thank-you message naming the Minecraft recipient. The message does not identify the payer or show the product or price. The recipient need not be online; the message can appear later if the game connection is temporarily unavailable.

The listed products are one-time purchases. No recurring subscription is included. Purchases from earlier Patriam servers do not carry over as an entitlement.

7.1 Purchase policy

Purchases are final and non-refundable under Patriam's server policy. This is stated at checkout. Report an incorrect or undelivered purchase so staff can investigate it. A payment refund or reversal can remove the entitlement associated with that payment. The community rules continue to apply after a purchase.

8 Proposed extras

Potential additions

These ideas are not on sale and have no release date. Working prices, where discussed, are not checkout offers. None is included with a rank, pack or single tag listed in this edition.

8.1 Cosmetic items

One possibility is weapon and armour appearances with the same combat statistics and visibility as their ordinary counterparts. Items would still need to remain recognisable in a fight.

One possible model would allow cosmetic items to drop, trade and be looted, while the purchaser keeps an account unlock for replacements. Replacement costs and limits must be settled before sale so that reclaiming an appearance does not create free survival equipment. The final product would also need a tested resource-pack presentation.

8.2 The cloak

A shoulder mantle without flight has been suggested. Its appearance and compatibility with armour remain unresolved. The Minecraft Usage Guidelines exclude paid capes and cosmetics that visually imitate the player-cape feature. The earlier cloak concept is therefore not a promised store product; it needs a separate review before any offer is made.

8.3 Heraldry

Heraldry's ordinary design and registration loop is free. Items used in survival still have physical costs: players supply the banner or shield being decorated, and a hall sigil consumes a crafted banner. Read the player guide for the full process.

Three possible extras are a re-blazon token to bypass an ordinary change cooldown, personal arms, and an increased hall-sigil allowance. Prices and the purchase process are not announced. Personal arms, if introduced, would not place a player on the public realm map.

Official entitlement to a restricted charge is not sold. Buying approval for map display and commissioning permanent custom charges are also excluded: approval is a moderation decision, and custom charges would create ongoing shared artwork and client-support obligations.

8.4 The creative world

A separate copy of Khyros for practising builds in creative mode is another possibility. It has not been built. The proposed terrain copy would have no ore and would not transfer items or resources into survival.

Standalone access and inclusion with a higher supporter rank have been proposed. The price, qualifying rank, access duration and availability remain undecided. No rank listed in this edition includes creative access.

8.5 Other ideas

Other proposals include guild and faith tag packs, grave markers, companions and Great House event cosmetics. A proposed `/hat` would include banners for medieval standard-bearers; any excluded item needs a specific visibility, equipment or gameplay reason.

Separate **$6 solid-colour and $10 gradient nicknames** are proposed, with no upgrade. A free, required preview would show the full chat line with prefix and suffix. Each finalized change would use one of a limited number; repurchase follows exhaustion. Use counts and moderation rules are undecided. Neither is on sale. Ranks above Sulfur need content and prices too.

9 Terminology and exclusions

Term	Meaning in this book
Money	Real money paid through the website store
Gold and coin	In-game resources and currency, never exchanged for real money
Rank	A cosmetic rung on the supporter ladder
Title	A position earned or conferred through gameplay, never sold
Tag	A cosmetic word selected for a chat slot
Ladder pack	Tags included with a supporter rank and all higher paid ranks
Lateral pack	A standalone pack, never included in a rank
Slot	One of two tag selections; prefix before the name, suffix after it
Step	The difference between two adjacent listed rank totals
Purchase credit	Completed rank spending recorded for the selected store recipient

The store excludes purchased combat advantages, invisibility, survival resources, land and earned standing. It also excludes queue priority, personalised join announcements, altered death messages and a third cosmetic tag slot. These either undermine the survival rules, add unwanted chat noise, or do not serve the current design. Previous-server purchases are not restored automatically.