

# Player driven

About the how, and where!

- [Overview](#)
- [Currencies](#)

# Overview

## Introduction

Pax Dei's Economy will be 100% player driven. All items are freely tradable and there won't be any traditional MMO bank. Players will need to build and maintain their own storage, or band together with others in order to create shared storage.

## Location location location

Since all items are physical, even [currencies](#), location of storage matters and so will transport. Raw materials for crafting one may want to store in a different area than where one would prepare consumables for the next adventure.

## Player run shops?

Quote from the developer:

Hard Yes

That being said, one can almost expect major trading hubs run solely by players/[clans](#)/[alliances](#)!

# Currencies

## General

There is not much known about in-game currencies, so far they have been referred to as "Coin" or "Gold", which at this point still may be the same thing.

One really interesting quote from the developer about gold though:

I can say this much, even gold is a physical item and not a balance on your account.