

Item Trades

Certain items are either nonrenewable or tedious to obtain, so they must be traded in for. Below is a list of material trades for previously unobtainable items:

1 Bone → 1 Cobweb

1 Cobalt OR Palladium Bar → 1 Spider Fang

50 Spider Fangs → 1 Poison Staff

[Jungle](#) and [Bramble](#) Crates → Most [Ivy Chest](#) items

[Dungeon](#) and [Stockade](#) Crates → Dungeon Gold Chest items

[Frozen](#) and [Boreal](#) Crates → Most [Frozen Chest](#) items

[Crimson](#) and [Hematic](#) Crates → Most [Crimson Heart](#) items

[Corrupt](#) and [Defiled](#) Crates → Most [Shadow Orb](#) items

[Sky](#) and [Azure](#) Crates → Most [Skyware Chest](#) items

[Oasis](#) and [Mirage](#) Crates → Most [Sandstone Chest](#) items

[Ocean](#) and [Seaside](#) Crates → Most [Water Chest](#) items

[Obsidian](#) and [Hellstone Crates](#) → 24 Hellstone each

[Demonite Items](#) to [Crimtane Items](#), and vice versa

[Slime Crowns](#) → [King Slime Treasure Bags](#)

Cobalt, Mythril, and Adamantite → Palladium, Orichalcum, and Titanium respectively, and vice versa

[Hel-Fire](#) → [Cascade](#)

Biome keys can be traded in for their respective weapon once Plantera has been defeated. You may also request a biome chest along with your key.

Crimson Keys can be traded for Scourge of the Corruptors, and vice versa.

Mob Drop Trades

Normally, most mob drops will not be accepted for trade, rather certain items which seem too tedious or difficult to obtain will be accepted. Below is a list of enemies and bosses who are eligible for item trading:

[Fire Imp](#) drops to [Hellbat](#) and [Lava Bat](#) drops, and vice versa

[Mimics](#)

[Giant Tortoise](#) (banner accepted for Turtle Shell)

[Frost Moon Banners](#) for Presents

[Lihzahrd Banners for one of the following once Golem has been defeated:](#)

- Spiky Ball Trap x10

- Super Dart Trap x10
- Spear Trap x10
- Flame Trap x5

[Lihzahrd Power Cell x50 for a Lihzahrd Altar](#) once Golem has been defeated
[Martian Madness Banners](#) for Martian Conduit Plating and associated vanity
[Skeleton](#), [Undead Miner](#), [Skeleton Archer](#), and [Armored Skeleton](#) Banners → Granite and
Marble Blocks, 200 each
[Antlion](#), [Antlion Charger](#), and [Antlion Swarmer](#) Banners → 100 [Desert Fossil](#)
[Skeleton Archer](#) Banners → Marrow OR Magic Quiver
[Armored Skeleton](#) Banners → Beam Sword
[Soul of Flight x10](#) → [Azure Crate](#)
[Blood Moon Minibosses](#)