Shops

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Shops

Whether it's new armor or weapon, healing potions or components, a small furry friend, or even some rare items, shops are where you'll be placing orders and trading your hard earned gold for items! You will need to drop into a channel when you make purchases. Some shopkeeps even have valuable information about Luna Pine and the world if you ask.

List of Shops

General Nonsense - A cozy domed house sitting in the merchants district is home to all sorts of trinkets, gear, kits and highly coveted health potions. You will be able to find most kinds of adventuring gear here. The centre table always appears to be home to tea, scones and small cakes for paying customers.
Purchase general goods and adventuring equipment here.

Kronk's Krushers and Kleavers - Illuminated by the roaring fire of the forge, Kronk spends most of his days creating simple weapons that allow you to effectively use the pointy end on your enemies
Purchase standard and +1 armor or weapons here.

Unfamiliar Familiars - Mailee may look very imposing as she walks the streets, her deep black fur rustling in the wind, her deep red glowing eyes staring down at people and a dark aura of forbidding that surrounds her. However, she is a highly energetic fuzzball who absolutely adores animals, taking in strays and nursing them back to health.
Purchase small animals and clothing here.

Abi Dalzim's Horny Wildlings - A quaint magic shop modelled after Bottle Shock and sells a variety of trinkets and books, both non-fiction and fiction. For the more magically inclined, the shop-keep will offer scrolls and potions. There is a limited stock. Everyone who steps inside this shop swears that they can hear the soft breathing coming from underneath the floorboards, as if a large beast resides there.
Purchase books, spells, and arcane ingredients here.

Bottle Shock - One of the few completely man made houses in the area. This oddity of a building is always hissing, bubbling or poofing throughout the day then goes eerily silent at 11 pm on the dot so not to incur noise complaints, probably.
Here you will find a large array of potions and poisons but stocks are limited.
Purchase potions and posions here.

The Temple - On the outskirts of town resides the temple, open to all kinds of neutral and good aligned deities. Some stories say that the entrance to the temple is that of a long forgotten nature

goddess gave up her form to protect the town from a great evil.
Purchase healing and resurrections here.

Shop of Secrets - Travelling through the busy town square would be a stripped tabaxi male with a long ringed busy tail popping out from his baggy white pants. He would show off his cat like grin closing his eyes and showing off his pearly whites from underneath his straw domed hat with two alert ears poking through. The tabaxi would be pushing along a heavy wooden cart filled with potions, shields, swords and other miscellaneous wears, hanging off the side would be a bushel of freshly caught fish rocking gently side to side. Picking out a nice sunny location off to the side of the road he would kick out the stand to balance his wobbly cart. Undoing the latch he would pull open the side of the cart to show off his magical items for sale.

More information on how the secret shop works and Motes can be found here or by clicking on "Motes and the Secret Shop"

RP in Shops

Feel free to RP away in the shops unless other people are waiting, but don't expect a shop keeper to be there unless you ping @Helper - Shops and get someone to agree. This hopefully will:

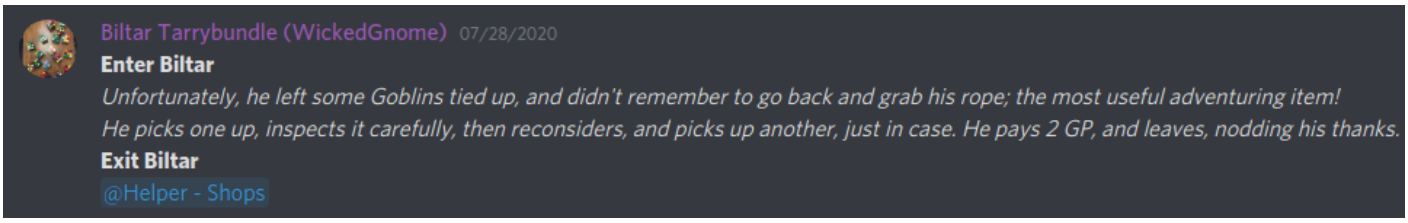
1. Reduce your frustration at waiting
2. Allow shopkeepers to help when they can without feeling pressure.
3. Allow you to look at the merch without feeling like you need permission to enter the store first.

Purchasing without Waiting

The shop helpers know that sometimes, life is busy, and you want your javelin or health potion, but a helper is not around to run the NPC for you at the time you are available. There is the option to do NPC-less transactions: PCs can pop in, purchase an item from the PHB list and then log it, without rolls, meaning no discounts or penalties, just the straight PHB price. Spell scrolls, as non PHB items, will require a helper. If you still desire an NPC interaction, we are here for your more complex requests, or just for that little bit of personality in your shopping trip.

To find if an item is in the PHB, use the command `!item <item>` in the `#merchant-dice` channel. If it is PHB, Avrae should give you a description and a price, which you can use for your purchases.

Examples



> Make sure to check out the Muting Channels guide to curate your Discord so you aren't bombarded with notifications from every channel! This page will help you understand the purpose of each channel to provide

Shops, Items & Prices

Looking for an item, spell scroll or potion in Luna Pines? This page provides a quick guide to where common purchases can be made and their standard prices.

Most ordinary equipment and lower-rarity magical items can be bought using gold from Luna Pines' shops. Uncommon and higher magical items are generally handled through Mustard's Secret Shop, crafting, quests or other server systems.

Availability can occasionally vary in character, particularly for unusual items. If something is not listed here, you can always ask the relevant shopkeeper.

Where should I go?

Looking for…	Shop
Common magic items	Abi Dalzims - Thorny Wildlings Shoppe
Spell scrolls	Abi Dalzims - Thorny Wildlings Shoppe
Spellwrought Tattoos	Abi Dalzims - Thorny Wildlings Shoppe
Costly spell components and magical supplies	Abi Dalzims - Thorny Wildlings Shoppe
Potions and selected poisons	Selvy - Bottle Shock
Basic/Greater healing potions	Bottle Shock / Temple Services
Mundane adventuring equipment	Ivy - General Nonsense
Wild Magic Surge Stones	Ivy - General Nonsense
Mundane and +1 weapons/armour	Kronk - Kronk's Krushers and Kleavers
Pets, mounts, clothing and some spell components	Mailee - Unfamiliar Familiars
Uncommon–Very Rare magical items	Mustard - Shop of Secrets

Before purchasing a magic item, remember to check the Item Restrictions page. Some published items are restricted or unavailable regardless of price.

Abi Dalzims - Thorny Wildlings Shoppe

Abi is the main place to buy **common magic items, spell scrolls, Spellwrought Tattoos and costly spell components**.

Higher-rarity magical items are generally handled by Mustard or Grognar instead.

Spell Scrolls

Spell Level	Price
1st	50 gp
2nd	150 gp
3rd	400 gp
4th	800 gp
5th	1,500 gp
6th	2,000 gp
7th	3,500 gp
8th	5,000 gp
9th	20,000 gp

Spell-copying inks and similar supplies can also be purchased from Abi as required.

Spellwrought Tattoos

Spellwrought Tattoos allow a spell to be cast once from the tattoo before it disappears.

Spell Level	Price
Cantrip	50 gp
1st	300 gp
2nd	600 gp
3rd	1,000 gp
4th	1,600 gp
5th	3,200 gp

Availability is still subject to normal server restrictions on spells and content.

Common Magic Items

The following are useful guide prices for common items regularly available through Abi. Availability can vary, and Abi occasionally produces stranger one-off items in RP.

Item	Price
Bottle of Boundless Coffee	80 gp

Item	Price
Breathing Bubble	200 gp
Cleansing Stone	80 gp
Clockwork Amulet	300 gp
Clothes of Mending	100 gp
Earring of Message	200 gp
Enduring Spellbook	150 gp
Feather Token	200 gp
Horn of Silent Alarm	50 gp
Instrument of Illusions	200 gp
Instrument of Scribing	150 gp
Lantern of Tracking	200 gp
Manifold Tool	200 gp
Masque Charm	200 gp
Orb of Gonging	100 gp
Shield of Shouting	60 gp
Shiftweave	200 gp
Tankard of Sobriety	200 gp
Thermal Cube	150 gp

Abi may also carry other Common-rarity magic items. If you are looking for something not listed above, ask in character.

Components & supplies

Some frequently requested examples include:

Item / Component	Price
Find Familiar incense	10 gp per casting
Summon Beast acorn	200 gp
Revivify diamond	300 gp each
Cold weather clothing	10 gp
Parchment	1 sp per sheet
Scribing inks	Purchased by GP value required

Special clothing is generally better handled by **Mailee**, while weapon work should normally go to **Kronk**.

Selvy - Bottle Shock

Bottle Shock is Luna Pines' main potion shop, selling **healing potions and a selection of other potions and poisons**.

Healing Potions

Potion	Price	Also sold at
Potion of Healing	50 gp	Most ordinary shops / Temple Services
Potion of Greater Healing	150 gp	Temple Services
Potion of Superior Healing	450 gp	Bottle Shock
Potion of Supreme Healing	1,350 gp	Bottle Shock

Other Potion Guide Prices

Bottle Shock can carry a wider selection of potions. These use the server's normal fixed-price guide, although individual availability may vary.

Potion	Price
Potion of Climbing	180 gp
Potion of Comprehension	210 gp
Potion of Watchful Rest	100 gp
Potion of Animal Friendship	200 gp
Potion of Fire Breath	150 gp
Potion of Growth	270 gp
Potion of Poison	100 gp
Potion of Resistance	300 gp
Potion of Water Breathing	180 gp
Potion of Diminution	300 gp
Potion of Gaseous Form	300 gp
Potion of Heroism	180 gp
Potion of Mind Reading	180 gp
Potion of Speed	400 gp

Potion	Price
Potion of Flying	500 gp
Potion of Invisibility	180 gp
Potion of Vitality	1,000 gp

This list is intended as a **price guide**, rather than a guarantee that every potion is sitting on Selvy's shelf at all times.

General Nonsense

General Nonsense handles most ordinary adventuring gear, unusual mundane items, musical instruments and assorted curiosities.

It also sells **Wild Magic Surge Stones**:

Stone	Price	General strength
□□ Green / Leaf	50 gp	Minor magical surge
□□ Blue / Water	200 gp	Moderate magical surge
□□ Red / Fire	600 gp	Strong magical surge

Activating and throwing - or holding - a stone causes a random effect from the appropriate Wild Magic table.

Cookies remain free. This is important economic information.

Kronk's Krushers and Kleavers

Kronk handles:

- mundane weapons
- mundane armour
- +1 weapons
- +1 armour
- weapon and armour-related work.

For more specialised magical weapons and armour, check the Secret Shop or speak with the appropriate crafting NPC.

Temple Services

Temple Services provides:

- basic healing potions
- Greater Healing potions
- holy symbols and temple-themed equipment
- magical services such as resurrection and other spellcasting.

Where a paid spellcasting service is available, the normal guideline is **100 gp × spell level + any consumed/material components.**

Some services may have additional requirements depending on the spell or circumstances.

Unfamiliar Familiars

Unfamiliar Familiars handles:

- pets and animals
- mounts
- mundane clothing
- selected spell components
- mail services

More unusual magical creatures or specialised purchases may require separate approval.

Mustard - Shop of Secrets

Mustard handles most **Uncommon, Rare and Very Rare magic items**.

Unlike the fixed-gold shops above, the Secret Shop primarily uses **Motes** and operates on a rotating inventory. Players can request items in character, with stock refreshing on its regular fortnightly cycle.

Some items require an additional flavour task before they can be purchased.

For the full process, see Motes and the Secret Shop / Secret Shop FAQ.

Selling Items

Where a normal gold shop accepts an item back, the usual guide is **half of its purchase price**, rounded down.

Higher-rarity items and Mote purchases follow the separate Secret Shop rules.

Can't find what you're looking for?

If the item is:

- **Common** → ask **Abi**
- a **potion or poison** → ask **Selvy**
- a **weapon or armour** → ask **Kronk**
- a **pet, mount or clothing item** → ask **Mailee / Unfamiliar Familiars**
- **Uncommon or rarer** → check **Mustard's Secret Shop**

For anything unusual, ask in character or check with a Helper before planning around it.

Motes and the Secret Shop

We are proud to introduce a new and exciting way for players to gain magical items with the explicit goal of giving players the possibility to work towards acquiring a smaller number of character-defining items rather than accumulating a large number of typically random items they aren't inspired by. Instead of awarding magic items through quests, quests will instead award 2 Motes per 2 weeks of the quest length (or an approved HB item). These Motes can be spent by players in the `#shop-of-secrets` to buy the magic items they want!

The central, towering tree in Luna Pines is undergoing a strange transformation that has not been observed for at least several centuries. The thick branches high above, towards the clouds are bearing strange fruit that is less like the bountiful peaches we collect every year and are more akin to pure magical essences molded into dazzlingly, glowing white spheres. The shop keepers are experimenting with the spheres and believe that they can be used to unlock the secrets of magic item creation.

It is important to note that magic items are not created equally, and even within a rarity category they can vary quite widely in power level and applicability. To account for this, magic items will start at a base cost determined by their "power level" - which may be altered up/down from its published rarity with justification. This base cost will scale with demand to avoid too much homogeneity in player load outs.

Scaling By Demand

This Scaling will be done based on how frequently an item is purchased: any item sold in the previous fortnight more than once will have its price increase, items sold once will have their prices remain the same, items not sold for several fortnights in a row will have their price decrease unless deemed too powerful.

Selling Items

Sold items net half the base Mote value of the item and the prices of sold items will be updated every fortnight

Item Abundance

Each tier will have additional 3 slots which will be allocated to consumable items that will be sold for a fixed price in gold.

- Uncommon items have ~12 slots available
- Rare items have ~8 slots available
- Very Rare items have ~3 slots available

Mustard will now be a permanent fixture that updates his inventory every 2 weeks on the 8th and 22nd of every month.

Item Requests

Players are only allowed to make one Mote purchase a fortnight. Additionally, items are to be requested in character to promote RP and players can choose to ||censor|| their requests in `#shop-of-secrets`. It is the intention that any item requested will appear in the shop the following fortnight, unless that item is on the list of restricted items.

Keep in mind that your character would need to be a certain level to purchase a particular rarity of item. The breakdown is as follows:

- Uncommon Items (Level 4+)
- Uncommon Consumables (Level 6+)
- Rare Items (Level 8+)
- Rare Consumables (level 9+)
- Very Rare Items (Level 11+)
- Very Rare Consumables (level 12+)

Acquiring Items

Requested items will be added to the shop the next cycle to inform players of the current cost of that item in Motes, as well as any additional ***flavourful tasks*** that must be completed to acquire that item. Flavourful tasks can be started as soon as a character reaches the appropriate level to purchase the item even if they have not yet saved up sufficient Motes to purchase it, however a character is expected to purchase the target item before beginning the flavourful task for a different item.

Once the flavour task is completed, they simply pay the necessary Motes and acquire the item. Flavour tasks may not be required for all items, and may vary from posting a small RP scene to completing a particular downtime X times to encountering a particular monster. Very Rare items always require flavourful tasks and their tasks typically require at least 4 weeks of downtime to complete.

> Remember that the requested item must not be on the banned item list.

Secret Shop FAQ

This section provides general answers to some common questions to the Macguffins, Ltd Secret Shop and Mote System. The Mote System was officially introduced to the server on the 1st of July 2022 and it has been a learning experience for all involved. We have put together the following FAQ to help players, both old and new, easily access Mustard's shop and the Mote system. More information on the Mote System can be located in Motes and the Secret Shop

How do I get magic items on the server?

As of the writing of this document, the primary avenue to acquire magic items is by entering `#shop-of-secrets` in character and either put in a request for the magic item you would like to purchase or use the Motes you have acquired to trade in for that sweet magic item you desire.

If you are more of a martial based character that likes to get into the thick of things, then you are able to ask Grognar for help in crafting various weapons and armours by collecting specific monster parts through the Colosseum. More information about Grognar can be found in `#downtime-overview` or by clicking the following link Grognar and Magic Items.

Players are also able to purchase a limited selection of magic items through the various shops by using their hard earned coin. The breakdown is as follows:
`#abi-dalzims-horny-wildlings-shoppe` sells scrolls, common magic items and spell components (e.g. diamonds)
`#bottle-shock` sells select poisons and potions (including health potions)
`#general-nonsense` sells all your adventuring gear needs, niche items (e.g. music instruments), wild magic surge stones (Lvl 1-3) and free cookies
`#kronks-krushers-and-kleavers` sells +1 weapons, +1 armour, mundane armour, mundane weapons
`#temple-services` sells basic health potions, temple themed adventuring gear (e.g. holy symbols) and magical services (e.g. resurrections)
`#unfamiliar-familiars` sells pets, animals, mounts, spell components (e.g. bat guano), clothes and offers a mail service.

How many magic items can my character have?

You can purchase as many magic items as you want, however, at any given moment your character can only have equipped:

- 1 helm / head gear
- 1 set of armour / robes
- 1 set of boots / footwear
- 1 set of gloves / gauntlets
- 1 cloak

- 2 rings
- 3 necklaces / amulets
- 2 hand-held items (e.g. Rods, Wands, Lanterns, Swords, Shields, etc..)

In addition they an only attune to 3 items unless a specific class ability or boon/feat increases this number.

Unequiping and Reequiping a new item each requires an Object Interaction. e.g. if you want to swap you Cloak of Elvenkind for a Cape of the Mountebank mid combat this will require: free Interaction to remove Cloak of Elvenkind + full Action equip the Cape of the Mountebank on one turn, or you could separate it across two turns using your free interaction the first turn to unequip the Cloak of Elvenkind and on the second turn equip the Cape of the Mountebank.

Hand-held items can be dropped with no action required, magical weapons, armour and shields follow the normal equipping / unequipping rules for those items.

What are Motes and how do I get them?

Motes are pure magical essences that are starting to grow on the upper branches of the gargantuan tree. Certain individuals mould these essences into dazzlingly, glowing white spheres that can be used to create magical items. Currently, Motes can be obtained through several means which include:

- Questing
- Partaking and being active in Mini-Events and Server Events
- Being active in the RP channels
- Being an active Helper
- Becoming a DM and running quests on the server.
- Trading in Uncommon and higher non-consumable items for half their Mote.

Mustard has just posted a list of items but what does the "*" mean?

The asterisk ("*") denotes that in order to purchase the item, you will need to complete a flavourful task through Downtime. Players will be able to complete their flavour task at any point prior to purchasing the item - i.e. they can begin working on the task before saving up sufficient Motes to purchase the item. Once the flavour task is completed, they simply pay the necessary Motes and acquire the item. Flavour tasks may not be required for all items, and may vary from posting a small RP scene to completing a particular downtime X times to encountering a particular monster. Downtime-Helpers are encouraged to provide a small RP scene upon successful completion of a flavour task.

How do I request an Item?

Items are to be requested in character in `#shop-of-secrets` to promote RP and players can choose to ||censor|| their request if they so wish. Remember that players are only allowed to make one Mote purchase a fortnight. It is the intention that any item requested will appear in the shop the following fortnight, unless that item is on the list of restricted items.

To make sure that your requested item is not missed during the update, ensure that it is eye catching and easy to find by typing `**PlayerName requests ||Magic Item||**`. Remember that your requested item will only stay in stock for a single fortnight unless you ensure to request the item again or it is a very popular item. We do try our best to reserve items for the player that requested them, however, if a player requests multiple items then they may be sold off to other players.

Additionally, we also run our silent auction for the consumable items. To purchase a consumable item through Mustard you must put down your bid in increments of 50 gold. For example `**PlayerName bids on Necklace of Fireballs (1) ||450 GP||**`

How much does the Magic Item X cost?

Magic items are priced on a scaling system that is based on demand. This Scaling will be done based on how frequently an item is purchased. Any item sold in the previous fortnight more than once will have its price increase, items sold once will have their prices remain the same, items not sold for several fortnights in a row will have their price decrease unless deemed too powerful. The price for a particular item will not be made public until it is posted in the `#shop-of-secrets` channel due to this minute fluctuations. However, items of the same rarity will have similar prices unless its power is higher or lower than the rarity average. For example, The Cloak of Protection is determined to be a fairly strong and popular item while also having its identical sibling the Ring of Protection in a higher rarity bracket. Therefore, the Cloak of Protection will be priced far higher than a Bag of Holding which is another very popular item.

Grognar and Magic Items

Thanks to all the adventurers who have donated to make his dream forge a reality, we are proud to introduce our newest shop keeper Grognar and his brilliantly burning forge. Grognar Is a fire giant native to the Plane of Fire, he was saved from the Cult of the Eternal Fire by a party of adventurers from Luna Pine. However, due to disagreements with his brother over the ownership and direction of their smithy in the City of Brass, he was convinced to come to Luna Pines to set up his own smithy here now that the Luna Pine community has raised sufficient funds to build him his own giant-sized forge. He is a skill tradesman, both competitive and ambitious to grow and expand his business. But only a fool with a death wish would dare insult or disparage his work, as his competitive nature and a fire-y temper will remind anyone just how dangerous a giants can be when riled.

Grognar's purpose is to provide the ability for players to craft specific martial themed magical items through downtime. Players would be able to request items through the use of gold and specific monster parts that can be requested through the arena. The process is detailed below.

How to Purchase Items

The buyer must pay for the materials above up front through the downtime channels. Afterwards the construction of the item will require labour equal in value to the gold cost of the materials. Luckily, you will not have to do this alone as Grognar completes 1,000 GP worth of work each week! It should be noted that orders are completed on a first-come-first-serve basis and only one order can be submitted per player at any given time.

You can try to offer aid to Grognar as well because any player with proficiency in: Carpenter's Tools, Smith's Tools, or Leatherworker's Tools can use their downtime to work with Grognar to contribute 250 GP of work each week.

Additionally, while Grognar is working, he can serve as a teacher to any PC who wants to gain proficiency with Smith's Tools.

To request a specific monster part all you would need to do is make it known when you sign up for the arena in `#arena-queue` For example: Check Mileva level 8 (Elven Chain)

Available Items

The currently available items are listed below

Level 4+
Adamantine Weapon = 500 gp + Base item

Adamantine Armour = 2,500 gp + Base item + 5 lbs of material from a CR 5+ Creature made from metal
Javelin of Lightning = 1,500 gp + The hide of an CR 5+ creature that is immune to lightning

Level 6+
Elven Chain = 3,500 gp + Essence of a CR 5 Creature that hovers
Armour of Resistance = 5,000 gp + Skin of a CR 7+ Fiend
Ring of Resistance = 5,000 gp + A gem scarred by the damage-type of the desired resistance.

Level 11+
+2 Weapon = 4,000 gp + Base Item + Heart of a Treant (wooden weapon) or a bone from CR 9+ creature that casts spells
+2 Armour (excludes shields) = 4,000 gp + Base item + Scales/shell of a creature with Natural Armour (AC 18+) or Blood of a CR 10+ Celestial
Sword of Sharpness = 7,000 gp + Base Item + Stomach acid of a CR 10+ Monstrosity
Sword of the Paruns = 7,000 gp + Base Item + Two hearts from the same species of monster each of a CR 10+
Dragon Scale Mail = 6,000 gp + Hide of specific Adult or Ancient dragon corresponding to the desired armour type
Sapphire Buckler = 4,000 gp + Hide of a Sapphire dragon or 25,000 gp worth of sapphires

> Remember that items purchased through Grognar cannot then be sold to Mustard for Motes