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.

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