Test Shopkeepers buying trades with enchanted and damaged items

Buying shops need careful item matching. Vanilla trade behavior can accept or reject variants in ways an owner did not expect, so test valuable equipment before advertising a buy offer.

Before you start

Shopkeepers player trades exchange physical items held in a linked container. A Vault balance is not the stock for these trades. Work with the shop owner and keep the container, shop record and item metadata together when investigating a failure.

Work through the check

1. Record the buying recipe, including the example item and currency quantity, and use an isolated shop stocked only for a few low-value tests.
2. Prepare separate plain, damaged, enchanted and renamed samples relevant to the item, labeling their differences outside the trade inventory.
3. Try each sample with a normal customer account and record which variants the current release accepts; inspect the resulting item in the owner’s chest.
4. Check the maintainer’s buying-shop matching notes before changing the example item. Avoid assuming every name or enchantment creates a strict distinction.

Confirm the result

You should have a written acceptance matrix for the recipe before using it with expensive player items. Each accepted variant must produce the intended payment and reach the owner’s container.

If the result differs

Vanilla matching can be asymmetric: a plain requirement may accept a more decorated item. A visual preview alone does not prove that enchanted or cursed equipment is excluded.

Recover safely

Disable the affected offer through the supported editor until its acceptance rules are suitable. Preserve original sample items and restore the previous recipe rather than deleting the shop or its container.

Documentation and related help

Check the Shopkeepers maintainer documentation and Shopkeepers maintainer reference against your installed release before applying changes.

Related CloudExa help: Create Shopkeepers player shops and test trades safely and Find Minecraft logs and send useful troubleshooting details.

Revision #1
Created 2026-11-09 16:36:21 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:21 UTC by CloudExa Hosting Admin