

# NetHack Price Identification Reference Sheet

## POTIONS

<b>50</b>	<b>19%</b>	
booze (sake)	25%	
fruit juice	25%	
see invisible	25%	
sickness	25%	
<b>100</b>	<b>30%</b>	
confusion	16%	o
extra healing	18%	d
hallucination	15%	
healing	21%	d
restore ability	15%	
sleeping	16%	o
<b>150</b>	<b>22%</b>	
blindness	20%	o
gain energy	21%	
invisibility	20%	m
monster detection	20%	
object detection	21%	
<b>200</b>	<b>14%</b>	
enlightenment	16%	
full healing	8%	d
levitation	34%	
polymorph	8%	m
speed	34%	m
<b>250</b>	<b>4%</b>	
acid	25%	o
oil	75%	
<b>300</b>	<b>11%</b>	
gain ability	40%	m
gain level	19%	m
paralysis	40%	o

## SCROLLS

<b>20</b>	<b>19%</b>	
identify	100%	
<b>50</b>	<b>9%</b>	
light	100%	
<b>60</b>	<b>8%</b>	
enchant weapon	100%	
<b>80</b>	<b>13%</b>	
enchant armor	49%	
remove curse	51%	
<b>100</b>	<b>33%</b>	
confuse monster	17%	
destroy armor	14%	
fire	9%	
food detection	8%	
gold detection	10%	
magic mapping	14%	
scare monster	11%	
teleportation	17%	d
<b>200</b>	<b>12%</b>	
amnesia	31%	
create monster	40%	d
earth	16%	o
taming	13%	
<b>300</b>	<b>6%</b>	
charging	25%	
genocide	25%	
punishment	25%	
stinking cloud	25%	

## GLOVES

<b>8</b>	<b>40%</b>	
leather	100%	
<b>50</b>	<b>60%</b>	
dexterity	33%	
fumbling	33%	c
power	33%	

## RINGS

<b>100</b>	<b>25%</b>	
adornment	14%	
hunger	14%	c
protection	14%	
pf shape changers	14%	
stealth	14%	
sustain ability	14%	
warning	14%	
<b>150</b>	<b>36%</b>	
aggravate monster	10%	c
cold resistance	10%	
gain constitution	10%	
gain strength	10%	
increase accuracy	10%	
increase damage	10%	
invisibility	10%	
poison resistance	10%	
see invisible	10%	
shock resistance	10%	
<b>200</b>	<b>25%</b>	
fire resistance	14%	
free action	14%	
levitation	14%	
regeneration	14%	
searching	14%	
slow digestion	14%	
teleportation	14%	c
<b>300</b>	<b>14%</b>	
conflict	25%	
polymorph	25%	c
polymorph control	25%	
teleport control	25%	

## AMULETS

<b>150</b>	<b>100%</b>	
ESP	11%	
life saving	11%	m
magical breathing	11%	
reflection	11%	
unchanging	11%	
versus poison	11%	
change	11%	c
restful sleep	11%	c
strangulation	11%	c

## HELMS

<b>1</b>	<b>10%</b>	
dunce cap	100%	
<b>10</b>	<b>33%</b>	
helmet	100%	
<b>50</b>	<b>47%</b>	
brilliance	43%	
opposite alignment	43%	c
telepathy	14%	
<b>80</b>	<b>10%</b>	
cornuthaum	100%	

## BOOTS

<b>8</b>	<b>29%</b>	
elven	50%	
kicking	50%	
<b>30</b>	<b>29%</b>	
fumble	50%	c
levitation	50%	c
<b>50</b>	<b>43%</b>	
jumping	33%	
speed	33%	
water walking	33%	

## WANDS

<b>100</b>	<b>12%</b>	
light	79%	
nothing	21%	
<b>150</b>	<b>52%</b>	
digging	11%	d
enlightenment	3%	
locking	5%	
magic missile	10%	o
make invisible	9%	m
opening	5%	
probing	6%	
s. d. detection	10%	
slow monster	10%	
speed monster	10%	m
striking	14%	o
undead turning	10%	
<b>175</b>	<b>17%</b>	
cold	24%	o
fire	24%	o
lightning	24%	o
sleep	29%	o
<b>200</b>	<b>18%</b>	
cancellation	25%	
create monster	25%	d
polymorph	25%	m
teleportation	25%	d
<b>500</b>	<b>1%</b>	
death	50%	o
wishing	50%	

## BAGS

<b>2</b>	<b>44%</b>	
sack	100%	
<b>100</b>	<b>56%</b>	
bag of holding	44%	
bag of tricks	44%	
oilskin sack	11%	

## LIGHTS

<b>10</b>	<b>76%</b>	
tallow candle	31%	
oil lamp	69%	
<b>20</b>	<b>6%</b>	
wax candle	100%	
<b>50</b>	<b>18%</b>	
magic lamp	100%	

## MUSIC

<b>12</b>	<b>24%</b>	
wooden flute	100%	
<b>15</b>	<b>29%</b>	
tooled horn	100%	
<b>36</b>	<b>12%</b>	
magic flute	100%	
<b>50</b>	<b>35%</b>	
frost horn	33%	
fire horn	33%	
horn of plenty	33%	

## CLOAKS

<b>50</b>	<b>61%</b>	
displacement	53%	
protection	47%	
<b>60</b>	<b>39%</b>	
invisibility	83%	
magic resistance	17%	

## SPELLBOOKS

<b>100</b>	<b>29%</b>	
force bolt	12%	
healing	14%	
detect monsters	15%	
light	16%	
sleep	17%	
protection	6%	
jumping	7%	
knock	12%	
<b>200</b>	<b>24%</b>	
drain life	4%	
magic missile	19%	
cure blindness	11%	
detect food	13%	
confuse monster	13%	
slow monster	13%	
create monster	15%	
wizard lock	13%	
<b>300</b>	<b>24%</b>	
cure sickness	14%	
extra healing	12%	
stone to flesh	6%	
clairvoyance	6%	
detect unseen	9%	
identify	9%	
cause fear	11%	
charm monster	9%	
remove curse	11%	
haste self	14%	
<b>400</b>	<b>12%</b>	
cone of cold	8%	
fireball	17%	
restore ability	21%	
detect treasure	17%	
invisibility	21%	
levitation	17%	
<b>500</b>	<b>4%</b>	
magic mapping	47%	
dig	53%	
<b>600</b>	<b>5%</b>	
create familiar	20%	
turn undead	31%	
teleport away	29%	
polymorph	20%	
<b>700</b>	<b>2%</b>	
finger of death	25%	
cancellation	75%	

## LEGEND

c – usually cursed  
o – offensive item  
d – defensive item  
m – misc. item

(o,d,m) are generated more frequently than their RP would imply because monsters are generated with them.

The tables are explained in more detail on the flip side.

Buy							Sell	
CH <6	CH 6-7	CH 8-10	CH 11-15	CH 16-17	CH 18	CH >18	Normal	Suckers
2 <b>1</b>	1 <b>1</b>	1 <b>1</b>	1 <b>1</b>	1 <b>1</b>	1 <b>1</b>	0 <b>1</b>	0 <b>1</b>	0 <b>1,2</b>
4 <b>2</b>	3 <b>2</b>	2 <b>2</b>	2 <b>2</b>	2 <b>2</b>	2 <b>2</b>	1 <b>2</b>	1 <b>2</b>	2 <b>8</b>
16 <b>7</b>	12 <b>8</b>	10 <b>8</b>	8 <b>8</b>	6 <b>8</b>	6 <b>8</b>	4 <b>8</b>	3 <b>8</b>	3 <b>10,12</b>
20 <b>8,10</b>	15 <b>8,10</b>	13 <b>8,10</b>	10 <b>8,10</b>	8 <b>8,10</b>	7 <b>8,10</b>	5 <b>8,10</b>	4 <b>8,10</b>	4 <b>12,15</b>
24 <b>12</b>	18 <b>12</b>	16 <b>12</b>	12 <b>12</b>	9 <b>12</b>	8 <b>12</b>	5 <b>8</b>	5 <b>10,12</b>	5 <b>15,20</b>
26 <b>10</b>	19 <b>10</b>	17 <b>10</b>	13 <b>10</b>	10 <b>10</b>	9 <b>10</b>	6 <b>10,12</b>	6 <b>12,15</b>	6 <b>20</b>
30 <b>15</b>	22 <b>15</b>	20 <b>15</b>	15 <b>15</b>	12 <b>12,15</b>	10 <b>15</b>	7 <b>15</b>	7 <b>15</b>	8 <b>30</b>
32 <b>12</b>	24 <b>12</b>	21 <b>12</b>	16 <b>12</b>	15 <b>15,20</b>	11 <b>12</b>	8 <b>12</b>	8 <b>20</b>	9 <b>35</b>
40 <b>15,20</b>	30 <b>15,20</b>	26 <b>15,20</b>	20 <b>15,20</b>	20 <b>20</b>	14 <b>15,20</b>	10 <b>15,20</b>	10 <b>20</b>	10 <b>30,40</b>
52 <b>20</b>	39 <b>20</b>	34 <b>20</b>	26 <b>20</b>	23 <b>30</b>	18 <b>20</b>	13 <b>20</b>	12 <b>30</b>	11 <b>35</b>
60 <b>30</b>	45 <b>30</b>	40 <b>30</b>	30 <b>30</b>	27 <b>35</b>	20 <b>30</b>	15 <b>30</b>	13 <b>35</b>	12 <b>45,50</b>
70 <b>35</b>	52 <b>35</b>	46 <b>35</b>	35 <b>35</b>	30 <b>30</b>	24 <b>35</b>	17 <b>35</b>	15 <b>30,40</b>	13 <b>40</b>
80 <b>30</b>	60 <b>30</b>	53 <b>30</b>	40 <b>30</b>	34 <b>45</b>	27 <b>30</b>	20 <b>30</b>	17 <b>35,45</b>	15 <b>45,60</b>
90 <b>45</b>	67 <b>45</b>	60 <b>45</b>	45 <b>45</b>	35 <b>35</b>	30 <b>45</b>	22 <b>45</b>	19 <b>50</b>	16 <b>50</b>
92 <b>35</b>	69 <b>35</b>	61 <b>35</b>	46 <b>35</b>	38 <b>50</b>	31 <b>35</b>	23 <b>35</b>	20 <b>40</b>	20 <b>60,80</b>
100 <b>50</b>	75 <b>50</b>	66 <b>50</b>	50 <b>50</b>	45 <b>60</b>	34 <b>50</b>	25 <b>50</b>	22 <b>45</b>	25 <b>100</b>
120 <b>45,60</b>	90 <b>45,60</b>	80 <b>45, 60</b>	60 <b>45,60</b>	50 <b>50</b>	40 <b>45,60</b>	30 <b>45,60</b>	23 <b>60</b>	26 <b>80</b>
132 <b>50</b>	99 <b>50</b>	88 <b>50</b>	66 <b>50</b>	60 <b>60,80</b>	44 <b>50</b>	33 <b>50</b>	25 <b>50</b>	33 <b>100</b>
160 <b>60,80</b>	120 <b>60,80</b>	106 <b>60,80</b>	80 <b>60,80</b>	75 <b>100</b>	54 <b>60,80</b>	40 <b>60,80</b>	30 <b>60,80</b>	38 <b>150</b>
212 <b>80</b>	150 <b>100</b>	133 <b>100</b>	100 <b>100</b>	80 <b>80</b>	67 <b>100</b>	50 <b>100</b>	38 <b>100</b>	44 <b>175</b>
200 <b>100</b>	159 <b>80</b>	141 <b>80</b>	106 <b>80</b>	100 <b>100</b>	71 <b>80</b>	53 <b>80</b>	40 <b>80</b>	50 <b>150,200</b>
266 <b>100</b>	199 <b>100</b>	177 <b>100</b>	133 <b>100</b>	113 <b>150</b>	89 <b>100</b>	66 <b>100</b>	50 <b>100</b>	58 <b>175</b>
300 <b>150</b>	225 <b>150</b>	200 <b>150</b>	150 <b>150</b>	132 <b>175</b>	100 <b>150</b>	75 <b>150</b>	57 <b>150</b>	63 <b>250</b>
350 <b>175</b>	262 <b>175</b>	233 <b>175</b>	175 <b>175</b>	150 <b>150,200</b>	117 <b>175</b>	87 <b>175</b>	66 <b>175</b>	66 <b>200</b>
400 <b>150,200</b>	300 <b>150,200</b>	266 <b>200</b>	200 <b>150,200</b>	175 <b>175</b>	134 <b>150,200</b>	100 <b>150,200</b>	75 <b>150,200</b>	75 <b>300</b>
466 <b>175</b>	349 <b>175</b>	310 <b>175</b>	233 <b>175</b>	188 <b>250</b>	156 <b>175</b>	116 <b>175</b>	87 <b>175</b>	83 <b>250</b>
500 <b>250</b>	375 <b>250</b>	333 <b>250</b>	250 <b>250</b>	200 <b>200</b>	167 <b>250</b>	125 <b>250</b>	94 <b>250</b>	100 <b>300,400</b>
532 <b>200</b>	399 <b>200</b>	354 <b>200</b>	266 <b>200</b>	225 <b>300</b>	178 <b>200</b>	133 <b>200</b>	100 <b>200</b>	125 <b>500</b>
600 <b>300</b>	450 <b>300</b>	400 <b>300</b>	300 <b>300</b>	250 <b>250</b>	200 <b>300</b>	150 <b>300</b>	113 <b>300</b>	133 <b>400</b>
666 <b>250</b>	499 <b>250</b>	444 <b>250</b>	333 <b>250</b>	300 <b>300,400</b>	222 <b>250</b>	166 <b>250</b>	125 <b>250</b>	150 <b>600</b>
800 <b>300,400</b>	600 <b>300,400</b>	533 <b>300,400</b>	400 <b>300,400</b>	375 <b>500</b>	267 <b>300,400</b>	200 <b>300,400</b>	150 <b>300,400</b>	166 <b>500</b>
1000 <b>500</b>	750 <b>500</b>	666 <b>500</b>	500 <b>500</b>	400 <b>400</b>	334 <b>500</b>	250 <b>500</b>	188 <b>500</b>	175 <b>700</b>
1066 <b>400</b>	799 <b>400</b>	710 <b>400</b>	533 <b>400</b>	450 <b>600</b>	356 <b>400</b>	266 <b>400</b>	200 <b>400</b>	200 <b>600</b>
1200 <b>600</b>	900 <b>600</b>	800 <b>600</b>	600 <b>600</b>	500 <b>500</b>	400 <b>600</b>	300 <b>600</b>	225 <b>600</b>	233 <b>700</b>
1332 <b>500</b>	999 <b>500</b>	888 <b>500</b>	666 <b>500</b>	525 <b>700</b>	444 <b>500</b>	333 <b>500</b>	250 <b>500</b>	
1400 <b>700</b>	1050 <b>700</b>	933 <b>700</b>	700 <b>700</b>	600 <b>600</b>	467 <b>700</b>	350 <b>700</b>	263 <b>700</b>	
1600 <b>600</b>	1200 <b>600</b>	1066 <b>600</b>	800 <b>600</b>	700 <b>700</b>	534 <b>600</b>	400 <b>600</b>	300 <b>600</b>	
1866 <b>700</b>	1399 <b>700</b>	1244 <b>700</b>	933 <b>700</b>		622 <b>700</b>	466 <b>700</b>	350 <b>700</b>	

### Notes

The charts contain only information useful for the purposes of price-identification. Therefore, the following types of items are not included:

- \* Anything with a non-random appearance (the identification of which is trivial).
- \* Items that cannot be distinguished by price-identification (except amulets, included in case the list of possibilities is helpful).

The percentage figures are the relative probability that a randomly generated item in that price group will be that type of item, included to facilitate guessing at what you might have. The bolded figures indicate the relative probability of that price group in total to all items in the list. Therefore, you can find the probability of one item being generated by multiplying its percentage by the bolded percentage. The percentages may not add up to 100 because of rounding. All percentages are calculated relative to only the items shown on this chart, so they will not necessarily match other relative probability tables that show all items in a given class, not just the ones that can be price-ID'd.

The percentages are based off random generation only. I have noted which items monsters are likely to be generated with; these will be more common, but how much more common depends on the item (for instance, scrolls of earth *can* be given to monsters, but only if they happen to have a hard helmet already). Also, certain items will be generated non-randomly in certain places, like scrolls of teleport in closets, amulets of reflection at the end of the appropriate Sokoban level, and so on.

The tables on this side are arranged with the buy/sell quote in normal type and the item's base price in **bold**. (This is the opposite of most tables, but much easier to use.) There was no space for sucker markup details for buy charts; the figures will still work except when there's a random 1/3 markup.

Sources:

<http://www.steelytips.org/nethack/343/tabs-343.html>  
<http://www.doc.ic.ac.uk/~pgp/nh/moninvent-343.txt>  
<http://www.steelytips.org/nethack/shopping.html> (note: written for 3.3.1, but should still be accurate)