

| Scroll | Cost | Probability | Ink |
|-----------------|-------------|--------------------|------------|
| Identify | 20 | 18.00% | 14 |
| Light | 50 | 9.00% | 8 |
| Enchant Weapon | 60 | 8.00% | 16 |
| Enchant Armour | 80 | 6.30% | 16 |
| Remove Curse | 80 | 6.50% | 16 |
| Confuse Monster | 100 | 5.30% | 12 |
| Destroy Armour | 100 | 4.50% | 10 |
| Fire | 100 | 3.00% | 8 |
| Food Detection | 100 | 2.50% | 8 |
| Gold Detection | 100 | 3.30% | 8 |
| Magic Mapping | 100 | 4.50% | 8 |
| Scare Monster | 100 | 3.50% | 20 |
| Teleportation | 100 | 5.50% | 20 |
| Amnesia | 200 | 3.50% | 8 |
| Create Monster | 200 | 4.50% | 10 |
| Earth | 200 | 1.80% | 8 |
| Taming | 200 | 1.50% | 20 |
| Charging | 300 | 1.50% | 16 |
| Genocide | 300 | 1.50% | 30 |
| Punishment | 300 | 1.50% | 10 |
| Stinking Cloud | 300 | 1.50% | 20 |

| Amulet | Probability | Notes |
|-------------------|--------------------|-----------------------------|
| Change | 13.00% | 90.5% generated cursed, EAT |
| ESP | 17.50% | EAT |
| Life Saving | 7.50% | |
| Magical Breathing | 6.50% | EAT |
| Reflection | 7.50% | |
| Restful Sleep | 13.50% | 90.5% generated cursed, EAT |
| Strangulation | 13.50% | 90.5% generated cursed, EAT |
| Unchanging | 4.50% | |
| Versus Poison | 16.50% | EAT |