

1 Commands

1.1 Movement and Attacking

Move using number keys, vi keys, or arrow keys. Attempting to move into a creature's tile will either attack it, if the creature is hostile, or else prompt for confirmation to attack, switch places, or squeeze past. If carrying a digging implement, and trying to move into a diggable tile (e.g. rock, earth), an attempt to dig will be made.

7, y	8, k, ↑	9, u
4, h ←	s, .	6, l, →
1, b	2, j ↓	3, n

w Automatic movement

< Ascend on world map tiles, staircases, etc.

> Descend on world map tiles, staircases, etc. On a non-staircase tile, while carrying a shovel, dig.

1.2 Actions

5 Rest for a while.

, Pick up item.

d Drop item.

i View equipment and items.

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_ Pray.

L Look at any tile currently in view.

f Fire a missile.

D Drink a potion.

r Read a scroll or a book.

\$ Display number of ivory pieces currently on hand.

e Eat a comestible.

c Chat with an adjacent creature.

a Apply a nearby terrain feature.

N Inscribe on the current tile.

- q** List current quests.
- z** Cast ('z'ap) a known spell.
- B** Display bestiary information.
- v** Evoke a wand.
- K** Kick.
- O** Offer a sacrifice while at an altar.
- /** Skin a corpse.
- P** Show the current piety level.
- X** Show experience-related details.

1.3 Leaving the Game

- S** Save the game, then quit.
- Q** Quit the game without saving – the current character will be lost.

1.4 Miscellaneous

- M** View messages in the message buffer.
- W** Melee weapon information.
- R** Ranged weapon information.
- V** Game version details.
- T** Current date and time in-game.
- @** Display character details.
- #** Dump character details to disk.
- F1** Show current resistance information.
- F2** Show current conduct information.
- F3** Show skills.
- F11** Execute a Lua statement (debug only)
- F12** Reload Lua scripts and string identifiers.