

# 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.

7, y	8, k, ↑	9, u
4, h ←	5, 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

, Pick up item.

**d** Drop item.

**i** View equipment and items.

\_ 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.

**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.
- @** Dump character details to disk.
- F1** Show current resistance information.
- F2** Show current conduct information.
- F11** Execute a Lua statement (debug only)
- F12** Reload Lua scripts and string identifiers.