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, . | $6, 1, \rightarrow$ |
| 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.
- I View 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.
- ${f X}$ Show experience-related details.

1.3 Leaving the Game

- **S** Save the game, then quit.
- ${\bf Q}\$ Quit the game without saving the current character will be lost.

1.4 Miscellaneous

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