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| --- | --- |
| Symbol | Description |
| @ | The player character (PC) or NPCs |
| a, b, c, d, e, f … etc | Enemies |
| A, B, C, D, E, F, … etc with a flashing color | Unique enemies (aka champions or bosses) |
| a, b, c, d, e, f, … etc with a flashing color | Minion enemies (followers of a champion) |
| - | Floor |
| # | Wall |
| ~ | Liquid (water, magma, or bloody pools) |
| $ | Currency (gold or jewels) |
| ! | Potions or drinks |
| ? | Scrolls |
| + | Books |
| / | Melee weapons |
| } | Ranged weapons |
| ] | Armor / Equipment |
| = | Rings |
| ‘ | Amulets |
| | | Staffs or wands |
| % | Food or corpses |
| ^ | traps |
| < | Up staircase |
| > | Down staircase |