

# 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.

; Pick up all items.

**d** Drop item.

**i** View equipment and items.

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\_ Pray.

**s** Search your surroundings.

**x** Examine 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.  
**!** Toggle autopickup.  
**@** 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.  
**F12** Reload Lua scripts and string identifiers.