



- e - eat
- g - grab
- r - read
- d - drop
- P - put on iing (l/r)
- R - remove iing (l/r)
- T - take off seat of armor
- W - wear armor
- w - wield weapon
- z - zap wand (direction)
- t - throw (direction/object)
- i - inventory "3" is glow
- I - specific inventory
-) - ~~show~~ show current wielded
-] - show wearing armor
- = - show worn iing
- / (chr) - identify
- c - give obj a name
- ^ - identify adj trap
- Q - quit (no save)
- S - quit & save
- s - sneak
- f - fight (dir)
- K - keypad mode (def: on)

A		* gold
B	Bat	! potion
C) weapon
D		% stairs
E	Emu	/ wand
F		: food
G		
H	Hobgoblin	
I	Ice Monster (freeze & hypothermia)	
J		
K	Kestrel	
L		
M		
N		
O		
P		
Q		
R		
S	Snake	
T		
U		
V		
W		
X		
#		