WCST
Command Reference Sheet
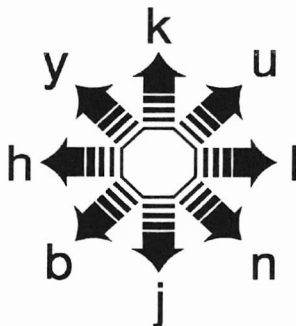
Moving:

<dir>	- move one space in direction
SHFT <dir>	- move until you run into something
g <dir>	- move until you run into something interesting
G <dir>	- same, not including branching corridors
^ <dir>	- same as above
m <dir>	- move one space, but do not pick up items there
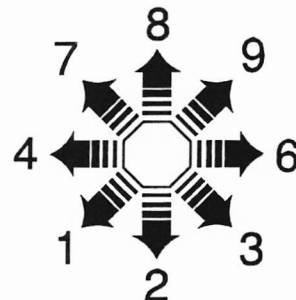
The normal directional keys (<dir> keys) are shown at left. At right are the directional keys with the *numpad* option set to *on*. Different key combinations will cause different types of movement as listed above.

Objects:

a - apply object
A - remove all armor
d - drop item
D - selective drop
e - eat food
i - inventory

I - selective inventory
P - put on ring/amulet
q - quaff potion
r - read scroll/book
R - Remove ring/amulet
t - throw item

T - take off armor
w - wield weapon
W - wear armor
z - zap wand
, - pick up item

General:

^A - again
^D - kick
^P - previous mesg.
^R - redraw screen
^T - teleport
^Z - suspend game

c - close door
C - call a monster
E - engrave on floor
o - open door
O - options
p - pay shopkeeper
Q - quit
s - search
S - save game
v - version
V - version history
X - enter explore mode

! - exit to shell
- extended command
$ - check your gold
. - rest a turn
/ - look elsewhere
: - look at your spot
< - up a staircase
> - down a staircase
? - help
@ - pickup on/off
\ - list discoveries
^ - identify trap

Extended Commands:

#c - chat
#d - dip
#f - force lock
#j - jump
#l - loot box/bag
#m - monster ability
#n - name item/item type
#o - offer sacrifice
#p - pray
#r - rub lamp
#s - sit on throne
#t - turn undead
#u - untrap chest
#v - version
#w - wipe face

Numpad:

j - jump
k - kick item
l - loot box/bag
n - name item/item type
u - untrap chest

Magic:

r - read spellbook
x - list spells
Z - zap a spell
+ - list spells

(Numpad commands can only be used when the *numpad* option is turned on. When the *numpad* option is turned off, these keys are directional keys an will move you instead.)

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Item Reference Sheet

Amulets:
amulet of change
amulet of esp
amulet of life saving
amulet of reflection
amulet of restful sleep
amulet of strangulation
amulet versus poison
Amulet of Yendor

Armor:
banded mail
bronze plate mail
chain mail
cloak of displacement
cloak of invisibility
cloak of magic resistance
cloak of protection
crystal plate mail
dragon scale mail
dwarvish cloak
dwarvish iron helm
dwarvish mithril-coat
dwarvish roundshield
elven boots
elven cloak
elven mithril-coat
elven shield
fumble boots
gauntlets of dexterity
gauntlets of fumbling
gauntlets of power
fedora
hawaiian shirt
helmet
helm of brilliance
helm of opposite alignment
helm of telepathy
high boots
iron shoes
jumping boots
large shield
leather armor
leather gloves
levitation boots
low boots
mummy wrapping
orcish chain mail
orcish cloak
orcish helm
orcish ring mail
orcish shield
plate mail
ring mail
scale mail
shield of reflection
small shield
speed boots
splint mail
studded leather armor
Uruk-hai shield
water walking boots

Food:
apple
banana
candy bar
carrot
cram ration
cream pie
clove of garlic
egg
food ration
fortune cookie
K-ration
lembas wafer
lump of royal jelly
melon
orange
pancake
pear
slime mold
tin
tripe ration

Gems:
amber
amethyst

Gems (cont.):
aquamarine
blue glass
diamond
dilithium crystal
emerald
fluorite
garnet
green glass
jade
jasper
loadstone
luckstone
opal
red glass
ruby
sapphire
topaz
turquoise
violet glass
white glass
yellowish brown glass

Potions:
potion of blindness
potion of booze
potion of confusion
potion of enlightenment
potion of extra healing
potion of fruit juice
potion of gain ability
potion of gain energy
potion of gain level
potion of hallucination
potion of healing
potion of invisibility
potion of levitation
potion of monster det.
potion of object det.
potion of paralysis
potion of restore ability
potion of see invisible
potion of sickness
potion of speed
potion of water (clear)

Rings:
ring of adornment
ring of aggravate monst.
ring of cold resistance
ring of conflict
ring of fire resistance
ring of gain strength
ring of hunger
ring of increase damage
ring of invisibility
ring of levitation
ring of poison resistance
ring of polymorph
ring of polymorph control
ring of protection
ring of p. from shape changers
ring of regeneration
ring of searching
ring of see invisible
ring of shock resistance
ring of stealth
ring of teleport control
ring of teleportation
ring of warning

Scrolls:
scroll of amnesia
scroll of blank paper
scroll of charging
scroll of conf. monster
scroll of create monster
scroll of destroy armor
scroll of enchant armor
scroll of enchant weapon
scroll of fire
scroll of food detection
scroll of genocide
scroll of gold detection
scroll of identify
scroll of light
scroll of magic mapping
scroll of punishment

Scrolls (cont.):
scroll of remove curse
scroll of scare monster
scroll of taming
scroll of teleportation

Spellbooks:
cancellation
cause fear
charm monster
clairvoyance
cone of cold
confuse monster
create familiar
create monster
cure blindness
cure sickness
detect food
detect monsters
detect treasure
detect unseen
dig
extra healing
finger of death
fireball
force bolt
genocide
haste self
healing
identify
invisibility
knock
levitation
light
magic mapping
magic missile
polymorph
remove curse
restore ability
sleep
slow monster
teleport away
turn undead
wizard lock

Tools:
bag of holding
bag of tricks
blindfold
bugle
chest
credit card
crystal ball
drum
drum of earthquake
expensive camera
figurine
fire horn
flute
frost horn
harp
horn
ice box
key
lamp
large box
leash
lock pick
magic flute
magic harp
magic lamp
magic marker
magic whistle
mirror
pick-axe
sack
skeleton key
stethoscope
tinning kit
tin opener
whistle

Wands:
wand of cancellation
wand of create monster
wand of cold
wand of death
wand of digging

Wands (cont.):
wand of fire
wand of light
wand of lightning
wand of locking
wand of magic missile
wand of make invisible
wand of nothing
wand of opening
wand of polymorph
wand of probing
wand of secret door det.
wand of sleep
wand of slow monster
wand of speed monster
wand of striking
wand of teleportation
wand of undead turning
wand of wishing

Weapons:
aklys
arrow
athame
axe
bardiche
bec de corbin
bill-guisarme
boomerang
bow
bullwhip
broadsword
club
crossbow
crossbow bolt
crysknife
dagger
dart
dwarvish mattock
dwarvish short sword
dwarvish spear
elven arrow
elven bow
elven broadsword
elven dagger
elven short sword
elven spear
fauchard
flail
glaive
guisarme
halberd
javelin
katana
knife
lance
long sword
lucern hammer
mace
morning star
orcish arrow
orcish bow
orcish dagger
orcish short sword
orcish spear
partisan
quarterstaff
ranseur
rubber hose
scalpel
scimitar
spear
short sword
shuriken
silver arrow
sling
spetum
trident
two-handed sword
voulge
war hammer
worm tooth

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Potion Cheat Sheet

Prices for Charisma of *							Type of Potion **	Effect of Potion
3-5	6-7	8-10	11-15	16-17	18	19+		
100	83	66	50	37	33	25	❑ booze	confuses you
100	83	66	50	37	33	25	❑ fruit juice	makes you less hungry
100	83	66	50	37	33	25	❑ see invisible	lets you see invisible monsters
100	83	66	50	37	33	25	❑ sickness	makes you sick
200	166	133	100	75	66	50	❑ confusion	confuses you
200	166	133	100	75	66	50	❑ extra healing	heals you
200	166	133	100	75	66	50	❑ hallucination	makes you hallucinate
200	166	133	100	75	66	50	❑ healing	heals you
200	166	133	100	75	66	50	❑ restore ability	restores lost stats
200	166	133	100	75	66	50	❑ water	can be holy or unholy water
300	249	199	150	112	99	75	❑ blindness	makes you blind
300	249	199	150	112	99	75	❑ gain energy	adds to power
300	249	199	150	112	99	75	❑ invisibility	makes you invisible
300	249	199	150	112	99	75	❑ monster detection	lets you see monsters on level
300	249	199	150	112	99	75	❑ object detection	lets you see objects on level
400	332	266	200	150	132	100	❑ enlightenment	tells you what your intrinsics are
400	332	266	200	150	132	100	❑ levitation	makes you levitate
400	332	266	200	150	132	100	❑ speed	doubles your movement
600	498	399	300	225	198	150	❑ gain ability	adds to stats
600	498	399	300	225	198	150	❑ gain level	adds one experience level
600	498	399	300	225	198	150	❑ paralysis	paralyzes you

* Prices will be more expensive if you are visibly wearing a hawaiian shirt.
** Check off what you've found as you go along!

Identifying Potions

① *The Primary Rule...* Check to see if it's cursed! If it is, *don't* quaff it! (There are two main methods for determining if an object is cursed: pets won't walk on cursed items, and dropping an item on an altar will tell you whether it's cursed, uncursed, or blessed.) There are just too many nasty effects that cursed potions can have on you. What I do with cursed potions is mix them (#dip one in the other) to hopefully get water. Water can be made into holy water, which is very useful.

② *The Secondary Rule...* A scroll of identify will always identify a questionable object. Don't hesitate to use one to identify a potentially beneficial object.

③ *The Tertiary Rule...* If you can determine what a shopkeeper will charge for it, you can narrow down the possibilities by looking at the chart above. Don't hesitate to waste a few gold pieces in selling an object to a shopkeeper and buying it back.

④ Other than that, potions are pretty difficult to identify. You pretty much have to quaff the potion and observe the effects.

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Ring Cheat Sheet

Prices for Charisma of *							Type of Ring **	Effect of Ring
3-5	6-7	8-10	11-15	16-17	18	19+		
200	166	133	100	75	66	50	❑ adornment	adds to charisma
200	166	133	100	75	66	50	❑ hunger	increases food consumption
200	166	133	100	75	66	50	❑ protection	adds to AC
200	166	133	100	75	66	50	❑ prot. from shape changers	stops chameleons et al.
200	166	133	100	75	66	50	❑ stealth	sneak up on things
200	166	133	100	75	66	50	❑ warning	warns if nasties are around
300	249	199	150	112	99	75	❑ aggravate monster	makes the monsters mad
300	249	199	150	112	99	75	❑ cold resistance	cold has no/little effect
300	249	199	150	112	99	75	❑ gain strength	adds to strength
300	249	199	150	112	99	75	❑ increase damage	adds to damage done
300	249	199	150	112	99	75	❑ invisibility	makes you invisible
300	249	199	150	112	99	75	❑ poison resistance	poison has no/little effect
300	249	199	150	112	99	75	❑ see invisible	you can see invisible things
300	249	199	150	112	99	75	❑ shock resistance	electricity has no/little effect
400	332	266	200	150	132	100	❑ fire resistance	fire has no/little effect
400	332	266	200	150	132	100	❑ levitation	you levitate
400	332	266	200	150	132	100	❑ regeneration	you regain hit points faster
400	332	266	200	150	132	100	❑ searching	search automatically
400	332	266	200	150	132	100	❑ teleportation	randomly teleports you
600	498	399	300	225	198	150	❑ conflict	monsters fight each other
600	498	399	300	225	198	150	❑ polymorph	randomly polymorphs you
600	498	399	300	225	198	150	❑ polymorph control	pick what you polymorph into
600	498	399	300	225	198	150	❑ teleport control	choose where you teleport to

* Prices will be more expensive if you are visibly wearing a hawaiian shirt.
** Check off what you've found as you go along!

Identifying Rings

① *The Primary Rule...* Check to see if it's cursed! If it is, *don't* put it on! (There are two main methods for determining if an object is cursed: pets won't walk on cursed items, and dropping an item on an altar will tell you whether it's cursed, uncursed, or blessed.) With cursed rings, save them and drop them on a sink. This will identify most rings - see the WCST Spoilers (Ring Effects) for details as to the various effects different rings have when dropped down a sink.

② *The Secondary Rule...* A scroll of identify will always identify a questionable object. Don't hesitate to use one to identify a potentially beneficial object.

③ *The Tertiary Rule...* If you can determine what a shopkeeper will charge for it, you can narrow down the possibilities by looking at the chart above. Don't hesitate to waste a few gold pieces in selling an object to a shopkeeper and buying it back.

④ If it is not cursed, try it on. The following rings will usually have immediately noticeable effects (although some may not have noticeable effects if the ring is +0): adornment, gain strength, invisibility, levitation, and protection.

⑤ Some rings will affect intrinsics. If you can list your intrinsics (through a potion of enlightenment or quaffing from a fountain), be sure to see if there is an intrinsic that you didn't know about. You may also notice the intrinsic in effect if you carefully pay attention to the game. For instance, with a ring of regeneration, you will notice your character regaining hit points much faster. With a ring of hunger, you will become hungry much more often. Most rings are identifiable this way.

⑥ The effect of the ring may not be immediately noticeable. If so, the ring may have a randomly delayed effect. Rings of this type are conflict, polymorph, teleportation, and warning.

⑦ Rings may have an effect that is only noticeable when a certain event occurs. Rings of this type are polymorph control and teleport control. (You only realize the effect when you polymorph or teleport.)

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Scroll Cheat Sheet

| Prices for Charisma of * | | | | | | | Type of Scroll ** | Effect of Scroll |
3-5	6-7	8-10	11-15	16-17	18	19+		
40	33	26	20	15	13	10	❏ identify	identifies one or more items
100	83	66	50	37	33	25	❏ light	lights up the room you're in
120	99	79	60	45	39	30	❏ blank paper	does nothing - can be written on
120	99	79	60	45	39	30	❏ enchant weapon	adds +1 to weapon (+1-3 if blessed)
160	132	106	80	60	52	40	❏ enchant armor	adds +1 to armor (+1-3 if blessed)
160	132	106	80	60	52	40	❏ remove curse	removes curses on items
200	166	133	100	75	66	50	❏ confuse monster	next monster(s) you hit will be confused
200	166	133	100	75	66	50	❏ destroy armor	destroys random piece of armor
200	166	133	100	75	66	50	❏ fire	burns you
200	166	133	100	75	66	50	❏ food detection	lets you see food on level
200	166	133	100	75	66	50	❏ gold detection	lets you see gold on level
200	166	133	100	75	66	50	❏ magic mapping	maps out the level for you
200	166	133	100	75	66	50	❏ scare monster	monsters will flee
200	166	133	100	75	66	50	❏ teleportation	teleports you
400	332	266	200	150	132	100	❏ amnesia	you forget level, spells, etc.
400	332	266	200	150	132	100	❏ create monster	creates a monster (more if cursed)
400	332	266	200	150	132	100	❏ taming	tames monsters around you
600	498	399	300	225	198	150	❏ charging	lets you charge wands, etc.
600	498	399	300	225	198	150	❏ genocide	lets you genocide a monster
600	498	399	300	225	198	150	❏ punishment	chains an iron ball to you

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** Check off what you've found as you go along!

Identifying Scrolls

① *The Primary Rule...* Check to see if it's cursed! If it is, *don't* read it! (There are two main methods for determining if an object is cursed: pets won't walk on cursed items, and dropping an item on an altar will tell you whether it's cursed, uncursed, or blessed.) Some cursed scrolls may be useful. See the WCST Spoilers (Scroll Effects) for more details. Note also that just because a scroll isn't cursed doesn't mean that it's beneficial. Many uncursed scrolls will still have nasty effects (such as destroy armor and amnesia).

② *The Secondary Rule...* A scroll of identify will always identify a questionable object. Don't hesitate to use one to identify a potentially beneficial object.

③ *The Tertiary Rule...* If you can determine what a shopkeeper will charge for it, you can narrow down the possibilities by looking at the chart above. Don't hesitate to waste a few gold pieces in selling an object to a shopkeeper and buying it back.

④ If monsters avoid it, or if after picking the scroll up, dropping it, and picking it up a couple of times it crumbles into dust, it is a scroll of scare monster. Stand on a scroll of scare monster, and most monsters will be unable to attack you.

⑤ Other than that, unfortunately, most scrolls can only be identified by reading them. Don't hesitate to read a scroll that may be useful to you. For the most part, the benefits outweigh the risks.

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Tools Cheat Sheet

Prices for Charisma of *							Type of Tool **	Effect of Tool
3-5	6-7	8-10	11-15	16-17	18	19+		
200	166	133	100	75	66	50	❑ bag of holding	reduces weight of contents
200	166	133	100	75	66	50	❑ bag of tricks	creates monsters
40	33	26	20	15	13	10	❑ blindfold	blinds you
30	24	19	15	11	9	7	❑ bugle	plays music
40	33	26	20	15	13	10	❑ chest	stores items
20	16	13	10	7	6	5	❑ credit card	opens locked doors
120	99	79	60	45	39	30	❑ crystal ball	finds items on level
50	41	33	25	18	16	12	❑ drum	may frighten monsters
50	41	33	25	18	16	12	❑ drum of earthquake	creates pits on level
400	332	266	200	150	132	100	❑ expensive camera	blinds monsters
160	132	106	80	60	52	40	❑ figurine	turns into a pet
30	24	19	15	11	9	7	❑ fire horn	shoots fire
24	19	15	12	9	7	6	❑ flute	plays music
30	24	19	15	11	9	7	❑ frost horn	shoots frost
100	83	66	50	37	33	25	❑ harp	plays music
30	24	19	15	11	9	7	❑ horn	plays music
60	49	39	30	22	19	15	❑ ice box	keeps corpses fresh
20	16	13	10	7	6	5	❑ key	opens locked doors (some)
100	83	66	50	37	33	25	❑ lamp	lights rooms
40	33	26	20	15	13	10	❑ large box	stores items
40	33	26	20	15	13	10	❑ leash	keeps pet nearby
40	33	26	20	15	13	10	❑ lock pick	opens locked doors
24	19	15	12	9	7	6	❑ magic flute	puts monsters to sleep
100	83	66	50	37	33	25	❑ magic harp	charms monsters
100	83	66	50	37	33	25	❑ magic lamp	a djinni may appear
100	83	66	50	37	33	25	❑ magic marker	write scrolls and on floor
20	16	13	10	7	6	5	❑ magic whistle	teleports pet(s) to you
80	66	53	40	30	26	20	❑ mirror	view yourself
100	83	66	50	37	33	25	❑ pick-axe	digs in walls
40	33	26	20	15	13	10	❑ sack	stores items
20	16	13	10	7	6	5	❑ skeleton key	opens locked doors
150	124	99	75	56	49	37	❑ stethoscope	gives stats on monsters
60	49	39	30	22	19	15	❑ tinning kit	allows you to tin corpses
60	49	39	30	22	19	15	❑ tin opener	open tins easier
20	16	13	10	7	6	5	❑ whistle	call your pet

* Prices will be more expensive if you are visibly wearing a hawaiian shirt.
** Check off what you've found as you go along!

Identifying Tools

① *The Primary Rule...* Check to see if it's cursed! If it is, *don't* use it! (There are two main methods for determining if an object is cursed: pets won't walk on cursed items, and dropping an item on an altar will tell you whether it's cursed, uncursed, or blessed.)

② *The Secondary Rule...* A scroll of identify will always identify a questionable object. Don't hesitate to use one to identify a potentially beneficial object.

③ *The Tertiary Rule...* Does not apply in the case of tools. Looking at the prices, you will quickly see that you cannot differentiate between different types of the same item (i.e. between a whistle and a magic whistle) by price. This is why tools are listed only in alphabetical order, and not differentiated by price as in other cheat sheets.

④ If it is not cursed, try using it. With most instruments, you will quickly be able to tell the difference between the normal and the magical.

⑤ For bags, first drop it on the ground and try #looting it. If it develops a huge set of teeth and bites you, it is a bag of tricks. If not, pick up as much as you can carry. Then stuff some of it into the bag and see if you can pick up more. If so, it's a bag of holding. Otherwise, it's a normal sack.

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Wand Cheat Sheet

Prices for Charisma of *							Type of Wand **	Effect of Wand
3-5	6-7	8-10	11-15	16-17	18	19+		
200	166	133	100	75	66	50	light	lights up the room
200	166	133	100	75	66	50	nothing	does nothing
300	249	199	150	112	99	75	digging	digs in the walls or floor
300	249	199	150	112	99	75	locking	locks/creates doors
300	249	199	150	112	99	75	magic missile	zaps magic missiles
300	249	199	150	112	99	75	make invisible	makes creatures invisible
300	249	199	150	112	99	75	opening	opens doors (even locked)
300	249	199	150	112	99	75	probing	gives stats on monsters
300	249	199	150	112	99	75	secret door detection	finds secret doors in room
300	249	199	150	112	99	75	slow monster	slows down creatures
300	249	199	150	112	99	75	speed monster	speeds up creatures
300	249	199	150	112	99	75	striking	strikes monsters at a distance
300	249	199	150	112	99	75	undead turning	turns away undead/ressurects corpses
350	290	232	175	131	115	87	cold	zaps cold at monsters
350	290	232	175	131	115	87	fire	zaps fire at monsters
350	290	232	175	131	115	87	lightning	zaps lightning at monsters
350	290	232	175	131	115	87	sleep	makes monsters fall asleep
400	332	266	200	150	132	100	cancellation	cancels special abilities
400	332	266	200	150	132	100	create monster	creates monster(s)
400	332	266	200	150	132	100	polymorph	polymorphs what it is zapped at
400	332	266	200	150	132	100	teleportation	teleports what it is zapped at
1000	830	665	500	375	330	250	death	kills what it is zapped at
1000	830	665	500	375	330	250	wishing	lets you make wish(es)

* Prices will be more expensive if you are visibly wearing a hawaiian shirt.
** Check off what you've found as you go along!

Identifying Wands

① *The Primary Rule...* Check to see if it's cursed! If it is, it doesn't make a difference! With wands, the only difference is that cursed wands have a higher chance of explosion.

② *The Secondary Rule...* A scroll of identify will always identify a questionable object. Don't hesitate to use one to identify a potentially beneficial object.

③ *The Tertiary Rule...* If you can determine what a shopkeeper will charge for it, you can narrow down the possibilities by looking at the chart above. Don't hesitate to waste a few gold pieces in selling an object to a shopkeeper and buying it back.

④ I usually follow a several step process to determine what a wand is. First, I engrave 'xxx' with my finger. Then, I engrave with the wand. This will immediately identify many wands. Remember: if the first engraving ('xxx') disappears, the wand is a wand of cancellation, make invisible, or teleportation. If the engraving changes, it is a wand of polymorph. Other effects will occur based upon the wand (see WCST Spoilers - Wand Effects).

⑤ Next, find a convenient scapegoat monster to zap the wand at. This will identify many other wands. This is especially good if you can also line up a door for the next test.

⑥ Try zapping the wand at a doorway. Opening and locking wands can be identified this way, and often secret doors can be found in the room. Barring any of that, the wand is probably a wand of nothing.