

Messages in Rogue

An appendix to the [Rogue's Vade-Mecum](#).

- A cloak of darkness falls around you. (! Blindness)
- A gush of water hits you on the head. (^ Rust)
- A small dart just hit you in the shoulder. (^ Poison Dart)
- A small dart whizzes by your ear and vanishes. (^ Poison Dart)
- A sting momentarily weakens you. (= Sustain Strength)
- A strange white mist envelops you and you fall asleep. (^ Sleeping Gas)
- An arrow shoots past you. (^ Arrow)
- Bummer, this food tastes awful. (: Ration of Food. Only if it tastes awful.)
- Hey, this tastes great. It makes you feel warm all over. (! Restore Strength)
- My, that was a yummy ... (: Slime-Mold)
- Nothing happens. (/ Any. Only if its charges are exhausted.)
- Oh, bummer! Everything is dark! Help! (! Blindness)
- Oh no! An arrow shot you. (^ Arrow)
- Oh, now this scroll has a map on it. (? Magic Mapping)
- Oh, wow! Everything seems so cosmic! (! Hallucination)
- Oh, wow, that tasted good. (: Food.)
- Oh, wow! You're floating in the air! (! Levitation)
- The ... appears confused (? Monster Confusion. Only after you hit a monster.)
- The ... freezes. (? Hold Monster. V5 only.)
- The bolt bounces. (/ Lightning)
- The bolt whizzes by you (/ Lightning. Only if it bounces off a wall or monster.)
- The corridor glows and then fades. (/ Light. Only if you are standing in a passage.)
- The flame bounces (/ Fire. Only if it bounces off a wall or monster.)
- The flame whizzes by you (/ Fire. Only if it bounces and misses you.)
- The ice bounces (/ Cold. Only if it bounces off a wall or monster.)
- The ice whizzes by you (/ Cold. Only if it bounces and misses you.)
- The missile vanishes with a puff of smoke. (/ Magic Missile. Only if the monster counters your magic.)
- The monsters around you freeze. (? Hold Monster.)
- The room is lit by a shimmering blue light. (/ Light)
- The rust vanishes instantly. (= Maintain Armor; ? Protect Armor.)
- The scroll turns to dust as you pick it up. (? Scare Monster. Only if you previously dropped it.)
- The veil of darkness lifts. (! Blindness. Only when the potion wears off or you drink ! Healing, ! Extra Healing, or in V5 ! See Invisible.)
- This potion tastes extremely dull (! Thirst Quenching)
- This potion tastes like ... juice. (! See Invisible)
- This scroll is an identify scroll. (? Identify)
- This scroll seems to be blank. (? Blank Paper)
- Wait, what's going on here. Huh? What? Who? (! Confusion)
- What a trippy feeling! (! Confusion)
- You are caught in a bear trap. (^ Bear Trap)
- You are hit by the bolt. (/ Lightning. Only when the bolt bounces off a wall.)
- You are too weak to use it. (/ Drain Life. Only when you are down to 1 hit point.)
- You begin to feel better (! Healing)
- You begin to feel greedy and you sense gold. (? Gold Detection)
- You begin to feel much better. (! Extra Healing)
- You can move again. (! Paralysis. Only after the potion wears off.)
- You can't move. (! Paralysis)
- You feel a pull downward. (? Gold Detection. Only when there is no gold on the current level.)
- You feel a strange sense of loss. (? Enchant Armor or ? Enchant Weapon. Only if you are not using any. In V5 also ? Protect Armor or ? Hold Monster.)
- You feel a wrenching sensation in your gut. (, Amulet of Yendor)
- You feel as if somebody is watching over you. (? Remove Curse)
- You feel in touch with the Universal Oneness. (? Remove Curse)
- You feel momentarily sick. (! Poison. Only if you are wearing = Sustain strength.)
- You feel stronger, now. What bulging muscles! (! Gain Strength)
- You feel very sick now. (! Poison)
- You feel yourself moving much faster. (! Haste Self)
- You feel yourself slowing down (! Haste Self. Only when the potion wears off.)
- You fell into a trap! (^ Trap Door)
- You have a strange feeling for a moment, then it passes. (! Magic Detection or Monster Detection. Only when there is nothing to detect.)

- You have a tingling feeling. (/ Drain Life. Only when no monsters are in the room.)
- You have been granted the boon of genocide. (? Genocide)
- You hear a faint cry of anguish in the distance. (? Create Monster. Only when you are already surrounded.)
- You hear a high-pitched humming noise. (? Aggravate Monsters)
- You hear maniacal laughter in the distance. (? Scare Monster)
- You sense the presence of magic on this level. (! Magic Detection)
- You start to float in the air. (! Levitation)
- You suddenly feel much more skillful. (! Raise Level)
- Your ... glows blue for a moment. (? Enchant Weapon)
- Your armor glows faintly for a moment. (? Enchant Armor)
- Your armor glows silver for a moment. (? Enchant Armor)
- Your armor is covered by a shimmering gold shield. (? Protect Armor)
- Your hands begin to glow red (? Monster Confusion)
- Your hands stop glowing red (? Monster Confusion. Only after you hit a monster.)
- Your nose tingles and you smell food. (? Food Detection)
- Yuk, this food tastes awful (: Ration of Food. Only if it tastes awful.)
- Yum, that tasted good. (: Ration of Food)

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