

Ultima V

OUTCK REFERENCE CARD

COMMAND SUMMARY

A Attack	H Hole Up	N New Order	T Talk
B Board	I Ignite	O Open	U Use
C Cast	J Jimmy	P Push	V View
E Enter	K Klimb	Q Quit & Save	X X-it
F Fire	L Look	R Ready	Y Yell
G Get	M Mix	S Search	Z Z-stats
Space: Abort, pass turn		Ctrl-S: Sound effects on/off	
Ctrl-T: System Speed		Ctrl-V: Volume level of music	
Escape: Exit commands, leave battlefield			

WEAPONS

Item	Stone Weight	Attack Value	Defense Value
Dagger	1	6 (30')	-
Sling	2	6 (40')	-
Club	3	8 (b)	-
Flaming Oil	2	8 (40')	-
Main Gauche	3	8	1
Spear	4	10 (50')	-
Throwing Axe	6	10 (40')	-
Short Sword	5	12	-
Mace	7	15 (b)	-
Morning Star	8	15 (b,p)	-
Bow	8	10 (70')	-
Crossbow	6	12 (80')	-
Long Sword	9	15	-
Two-Handed Hammer	16	20 (b)	-
Two-Handed Axe	15	20	-
Two-Handed Sword	13	20	-
Halberd	18	30 (p)	-

ARMOUR

Item	Stone Weight	Attack Value	Defense Value
Helms			
Leather Helm	-	-	1
Chain Coif	1	-	2
Iron Helm	2	-	3
Spiked Helm	3	4 (b)	3
Shields			
Small Shield	2	-	2
Large Shield	3	-	3
Spiked Shield	4	6 (b)	3
Armour			
Cloth Armour	-	-	1
Leather Armour	2	-	2
Ring Mail	4	-	3
Scale Mail	6	-	4
Chain Mail	10	-	5
Plate Mail	12	-	7

(b) Denotes a Bludgeon: Hit probability is based on Strength, not Dexterity.

(p) Denotes a Polearm: May be used to attack over obstacles.

(x') Number in parentheses denotes range.

CHART OF SPELLS

	Spell	Effect	Time	Reagents
1st Circle	An Nox An Zu Grav Por In Lor Mani	cure poison awaken magical missile light heal	anytime combat combat noncombat anytime	ginseng, garlic ginseng, garlic ash, pearl ash ginseng, silk
2nd Circle	An Sanct An Xen Corp In Wis Kal Xen Rel Hur	unlock repel undead locate call animal wind change	anytime combat noncombat combat noncombat	ash, moss garlic, ash nightshade silk, mandrake ash, moss
3rd Circle	In Flam Grav In Nox Grav In Por In Zu Grav Vas Flam Vas Lor	wall of fire wall of poison blink wall of sleep ball of flames great light	dng./com. dng./com. anytime dng./com. combat noncombat	pearl, ash, silk nightshade, silk, pearl silk, moss ginseng, silk, pearl ash, pearl ash, mandrake
4th Circle	An Grav Des Por In Sanct In Sanct Grav Uus Por Wis Quas	dispell field downward move protection protection field upward move reveal	anytime dungeon anytime dng./com. dungeon combat	pearl, ash moss, silk ash, ginseng, garlic mandrake, silk, pearl moss, silk silk, nightshade
5th Circle	An Ex Por In Bet Xen In Ex Por In Zu Rel Tym Vas Mani	magic lock insect swarm magic unlock sleep quickness great heal	anytime combat anytime combat combat noncombat	ash, moss, garlic moss, silk, ash ash, moss ginseng, nightshade, silk ash, mandrake, moss ginseng, silk, mandrake
6th Circle	An Xen Ex In An In Vas Por Ylem Quas An Wis Wis An Ylem	charm negate magic tremor confuse xray	combat anytime combat combat noncombat	pearl, nightshade, silk garlic, mandrake, ash moss, ash, mandrake mandrake, nightshade mandrake, ash
7th Circle	In Nox Hur In Quas Corp In Quas Wis In Quas Xen Sanct Lor Xen Corp	poison wind fear peer clone invisibility kill	combat combat noncombat combat combat combat	nightshade, ash, moss nightshade, mandrake, garlic nightshade, mandrake ash, silk, moss, ginseng, nightshade, mandrake mandrake, nightshade, moss pearl, nightshade
8th Circle	An Tym In Flam Hur In Mani Corp In Vas Grav Corp Kal Xen Corp Vas Rel Por	time stop flame wind resurrect cone of energy summon gate travel	anytime combat noncombat combat combat noncombat	mandrake, garlic, moss ash, moss, mandrake garlic, ginseng, silk, ash, moss, mandrake mandrake, nightshade, ash mandrake, garlic, moss, silk ash, pearl, mandrake