

# Ultima V

## OUTCK REFERENCE CARD

### COMMAND SUMMARY

<b>A</b> Attack	<b>H</b> Hole Up	<b>N</b> New Order	<b>T</b> Talk
<b>B</b> Board	<b>I</b> Ignite	<b>O</b> Open	<b>U</b> Use
<b>C</b> Cast	<b>J</b> Jimmy	<b>P</b> Push	<b>V</b> View
<b>E</b> Enter	<b>K</b> Klimb	<b>g</b> Quit & Save	<b>X</b> X-it
<b>F</b> Fire	<b>L</b> Look	<b>R</b> Ready	<b>Y</b> Yell
<b>G</b> Get	<b>M</b> Mix	<b>S</b> Search	<b>Z</b> Z-stats
<b>Space:</b> Abort, pass turn		<b>Ctrl-S:</b> Sound effects on/off	
<b>Ctrl-T:</b> System Speed		<b>Ctrl-V:</b> 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
<b>Helms</b>			
Leather Helm	-	-	1
Chain Coif	1	-	2
Iron Helm	2	-	3
Spiked Helm	3	4 (b)	3
<b>Shields</b>			
Small Shield	2	-	2
Large Shield	3	-	3
Spiked Shield	4	6 (b)	3
<b>Armour</b>			
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
<b>1st Circle</b>	An Nox	cure poison	anytime	ginseng, garlic
	An Zu	awaken	combat	ginseng, garlic
	Grav Por	magical missile	combat	ash, pearl
	In Lor	light	noncombat	ash
	Mani	heal	anytime	ginseng, silk
<b>2nd Circle</b>	An Sanct	unlock	anytime	ash, moss
	An Xen Corp	repel undead	combat	garlic, ash
	In Wis	locate	noncombat	nightshade
	Kal Xen	call animal	combat	silk, mandrake
	Rel Hur	wind change	noncombat	ash, moss
<b>3rd Circle</b>	In Flam Grav	wall of fire	dng./com.	pearl, ash, silk
	In Nox Grav	wall of poison	dng./com.	nightshade, silk, pearl
	In Por	blink	anytime	silk, moss
	In Zu Grav	wall of sleep	dng./com.	ginseng, silk, pearl
	Vas Flam	ball of flames	combat	ash, pearl
	Vas Lor	great light	noncombat	ash, mandrake
<b>4th Circle</b>	An Grav	dispell field	anytime	pearl, ash
	Des Por	downward move	dungeon	moss, silk
	In Sanct	protection	anytime	ash, ginseng, garlic
	In Sanct Grav	protection field	dng./com.	mandrake, silk, pearl
	Uus Por	upward move	dungeon	moss, silk
	Wis Quas	reveal	combat	silk, nightshade
<b>5th Circle</b>	An Ex Por	magic lock	anytime	ash, moss, garlic
	In Bet Xen	insect swarm	combat	moss, silk, ash
	In Ex Por	magic unlock	anytime	ash, moss
	In Zu	sleep	combat	ginseng, nightshade, silk
	Rel Tym	quickness	combat	ash, mandrake, moss
	Vas Mani	great heal	noncombat	ginseng, silk, mandrake
<b>6th Circle</b>	An Xen Ex	charm	combat	pearl, nightshade, silk
	In An	negate magic	anytime	garlic, mandrake, ash
	In Vas Por Ylem	tremor	combat	moss, ash, mandrake
	Quas An Wis	confuse	combat	mandrake, nightshade
	Wis An Ylem	xray	noncombat	mandrake, ash
<b>7th Circle</b>	In Nox Hur	poison wind	combat	nightshade, ash, moss
	In Quas Corp	fear	combat	nightshade, mandrake, garlic
	In Quas Wis	peer	noncombat	nightshade, mandrake
	In Quas Xen	clone	combat	ash, silk, moss, ginseng, nightshade, mandrake
	Sanct Lor	invisibility	combat	mandrake, nightshade, moss
Xen Corp	kill	combat	pearl, nightshade	
<b>8th Circle</b>	An Tym	time stop	anytime	mandrake, garlic, moss
	In Flam Hur	flame wind	combat	ash, moss, mandrake
	In Mani Corp	resurrect	noncombat	garlic, ginseng, silk, ash, moss, mandrake
	In Vas Grav Corp	cone of energy	combat	mandrake, nightshade, ash
	Kal Xen Corp	summon	combat	mandrake, garlic, moss, silk
Vas Rel Por	gate travel	noncombat	ash, pearl, mandrake	