

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-T: System Speed			
Ctrl-S: Sound effects on/off			
Ctrl-V: Volume level of music			

Escape: Exit commands, leave battlefield

WEAPONS				ARMOUR			
Item	Stone Weight	Attack Value	Defense Value	Item	Stone Weight	Attack Value	Defense Value
Dagger	1	6 (30')	-	Helms			
Sling	2	6 (40')	-	Leather Helm	-	-	1
Club	3	8 (b)	-	Chain Coif	1	-	2
Flaming Oil	2	8 (40')	-	Iron Helm	2	-	3
Main Gauche	3	8	1	Spiked Helm	3	4 (b)	3
Spear	4	10 (50')	-	Shields			
Throwing Axe	6	10 (40')	-	Small Shield	2	-	2
Short Sword	5	12	-	Large Shield	3	-	3
Mace	7	15 (b)	-	Spiked Shield	4	6 (b)	3
Morning Star	8	15 (b,p)	-	Armour			
Bow	8	10 (70')	-	Cloth Armour	-	-	1
Crossbow	6	12 (80')	-	Leather Armour	2	-	2
Long Sword	9	15	-	Ring Mail	4	-	3
Two-Handed Hammer	16	20 (b)	-	Scale Mail	6	-	4
Two-Handed Axe	15	20	-	Chain Mail	10	-	5
Two-Handed Sword	13	20	-	Plate Mail	12	-	7
Halberd	18	30 (p)	-				

(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	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
2nd Circle	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
3rd Circle	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
4th Circle	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
5th Circle	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
6th Circle	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
7th Circle	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
8th Circle	Xen Corp	kill	combat	pearl, nightshade
	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