

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 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