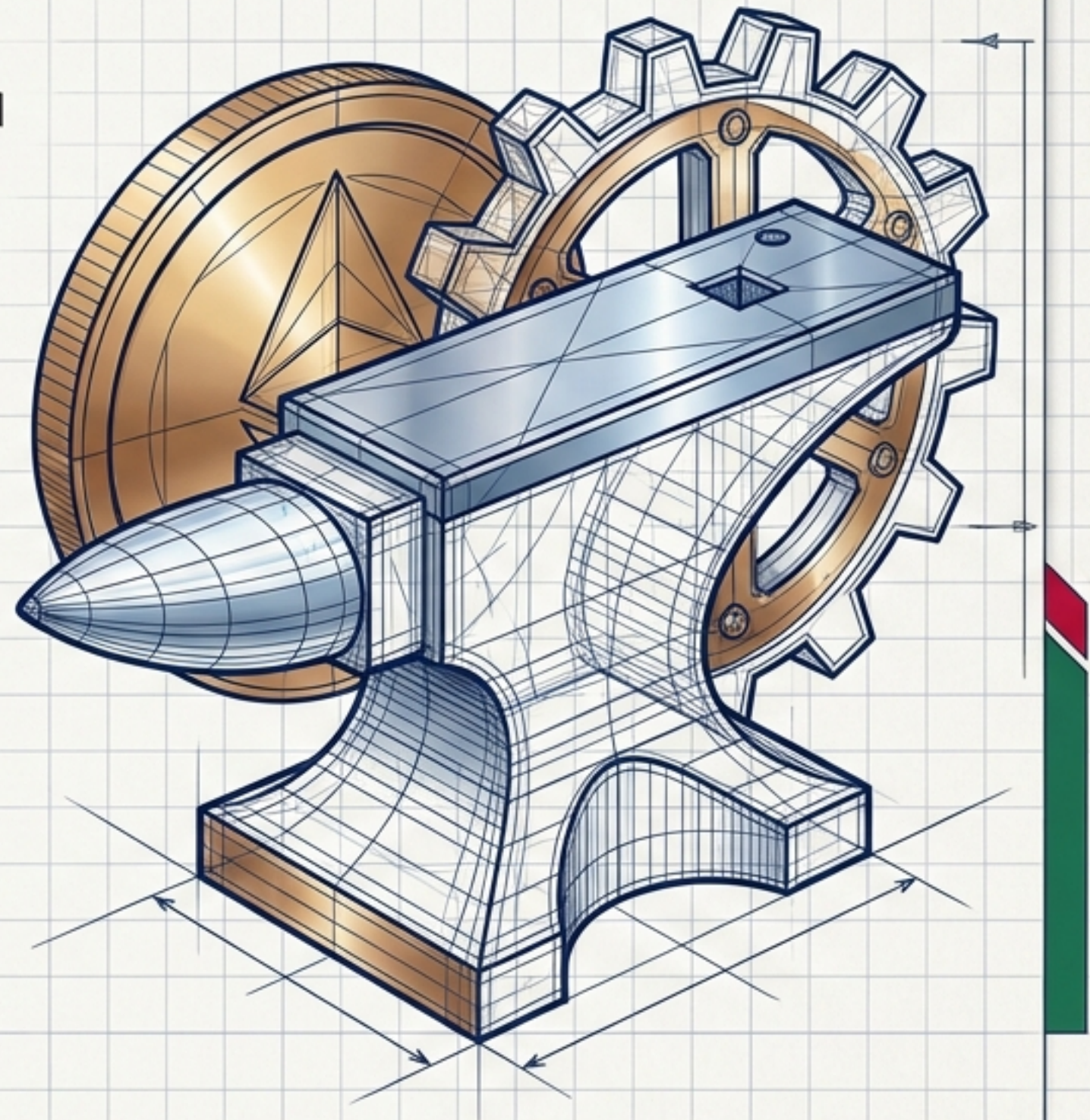


The Master Artisan's Blueprint

Systems, Supply Chains, and the Economy of Ultima Online Crafting

Designed for Reading | Institutional Knowledge



The Modern MMO Illusion



The Standard MMO: Crafting is a stepping stone. Monster loot reigns supreme at the endgame.

The Ultima Online Reality



The UO Reality: Crafted gear competes directly with the best loot drops in the game. Crafting is one of the deepest non-combat systems in any MMO.

Crafters are the beating heart of a real player economy. On a healthy shard, they don't just supply the server—they shape the market.

Crafting Skill

Primary Output

Market Role

Required Secondary



Blacksmithy

Heavy armour
& weapons

Highest per-item
endgame value

Mining



Tailoring

Leather armour,
mage cloth, bandages

Strong, steady
volume market

(None / Hunting)



Carpentry

Furniture, shields,
polearms, bow shafts

Niche infrastructure,
lower competition

Lumberjacking



**Bowcraft /
Fletching**

Bows, arrows,
crossbows

Ranged combat specialists
(Pairs with Carpentry)

Lumberjacking



Tinkering

Tools, locks, traps,
jewellery

The infrastructure craft;
supplies all other crafters

Mining



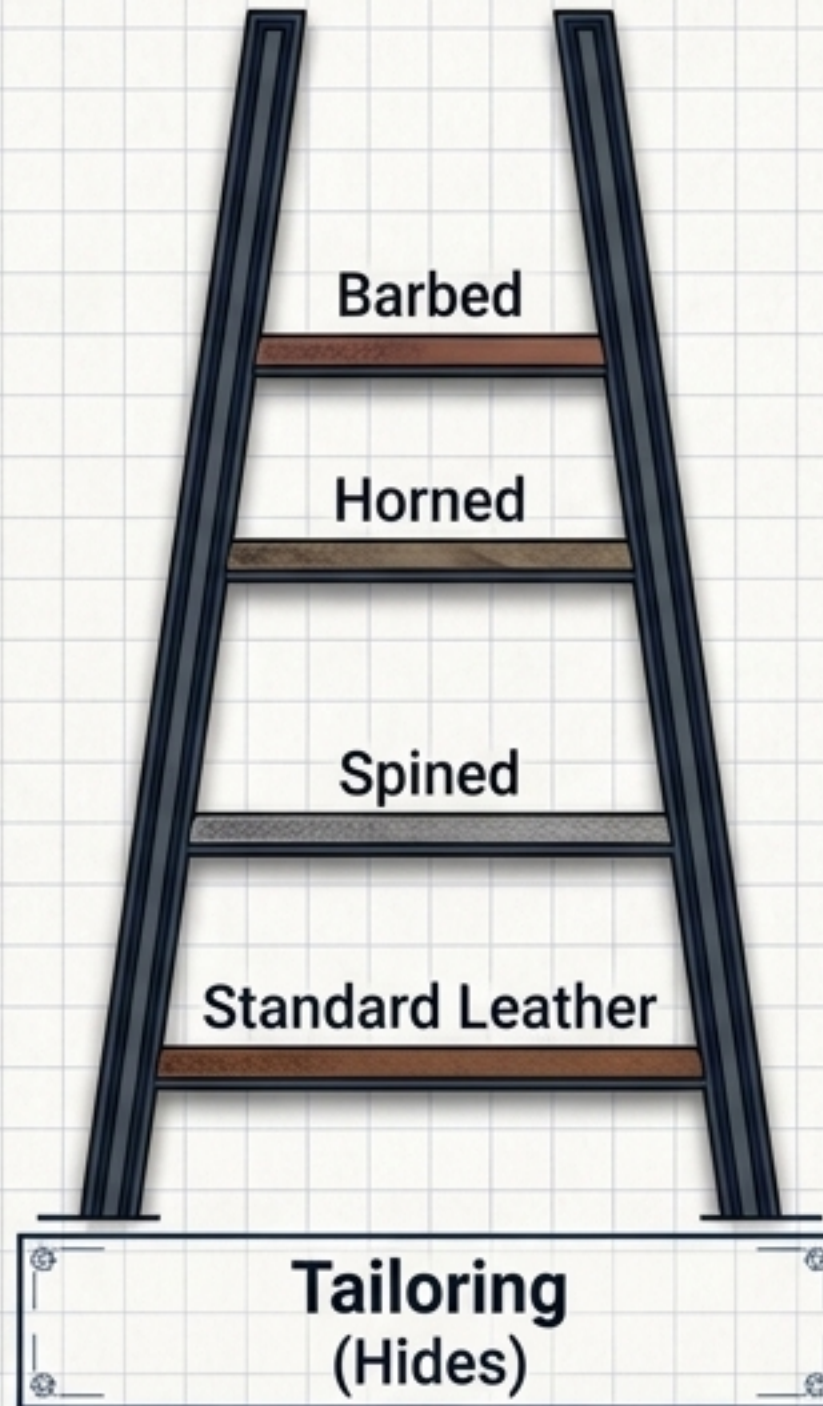
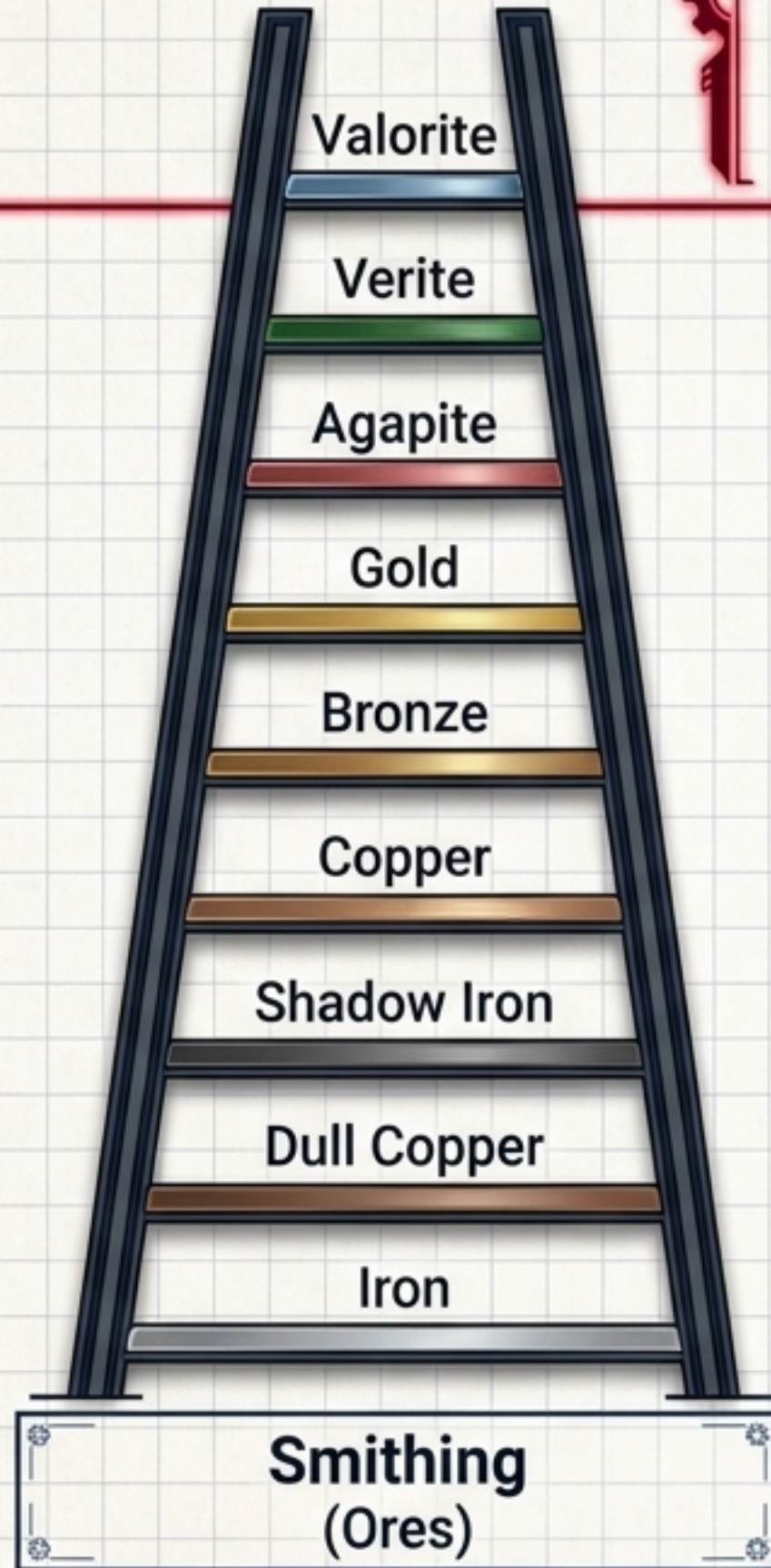
Alchemy

Potions, elixirs,
consumables

High-turnover
consumables

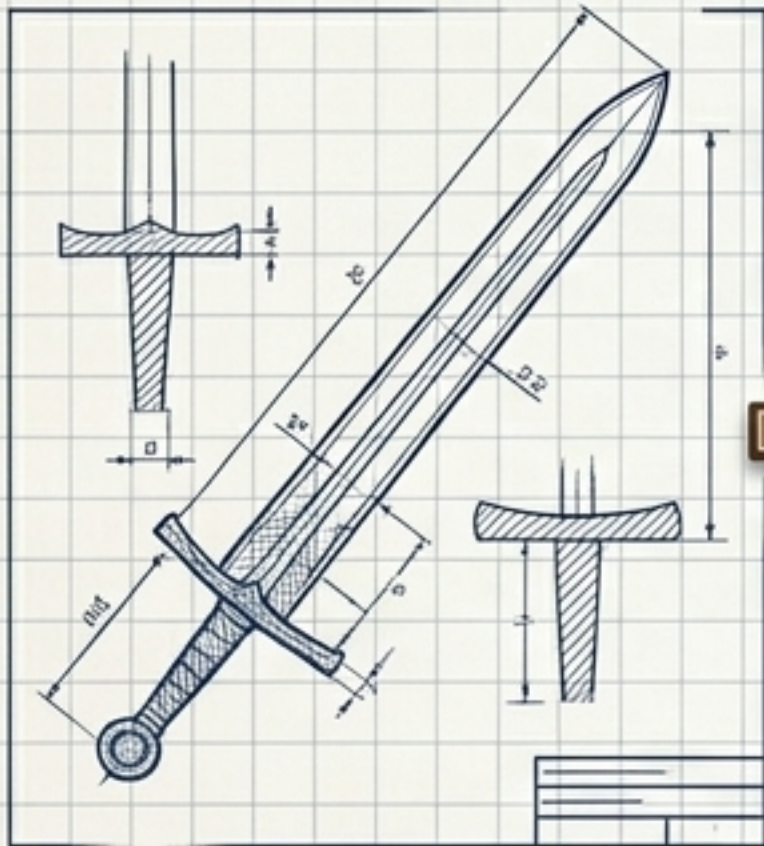
Magery
(Reagents)

Felucca & Custom Shard Exclusives
(e.g., Fel-Iron, Blood Crystals, Dragon Hides). These high-risk materials gate the absolute top-end recipes.



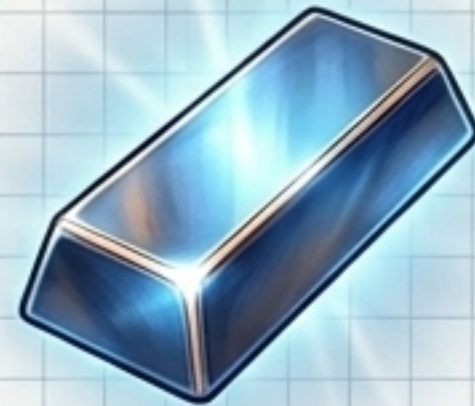
Item Quality Synthesis

[Exceptional Base]



Hitting 90+ skill yields 'Exceptional' quality, granting improved stats and entry to BOD rewards. Grandmaster signed pieces add the maker's name.

[High-Tier Material]



Top-tier ores/leathers provide a higher native stat ceiling and unique hues.

[Runic Modifier]



Adds runic-specific properties (damage modifiers, resist boosts, magical infusions).

[Endgame Gear]



Competes directly with top-tier monster loot drops.

BOD Progression Loop

1. Receive Request

NPC hands over a Small BOD (e.g., '10 Iron Daggers, Exceptional').



2. Production

Crafter manufactures the exact items. (Note: Parallel to normal skill progression).



The BOD progression runs for years.

Engaged BOD crafters secure **significantly better** gear-producing capability than non-BOD crafters at the identical skill level.

4. Reward Extraction

Rewards: Gold, Runic Tools, or a Large BOD (a higher-tier request combining multiple Small BODs).



3. Turn In

Deposit items via the BOD interface or NPC inventory.



Exceptional Valorite Broadsword

- Damage: 12-16
- Speed: 50
- Durability: 100/100
- Weight: 8
- Requirements: Swordsmanship 60

Exceptional Valorite Broadsword [Runic]

- Damage: 12-16
- Speed: 50
- Durability: 100/100
- Weight: 8
- Requirements: Swordsmanship 60
- Damage Bonus: +40%
- Hit Chance Increase: +10%
- Defense Chance Increase: +5%
- Elemental Damage (Fire): 30%
- Hit Mana Leech: 15%
- Runic Infusion: Major Valorite Power

The Multiplier Effect

Runic tools are the ultimate multiplier. Without them, gear is good. With them, it is elite.

The Constraint

They possess a strictly limited number of charges.

The Supply Chain

While they drop rarely from monsters, BOD-routed runic tools provide the predictable, reliable supply for the economy.

The Blue Zone (Trammel / Safe Zones)



Low Risk, Standard Margin.
Safe raw material gathering.



Risk vs. Reward Topology Map



The Red Zone (Felucca)



High Risk (PvP), High Margin.
Gates the top-end recipes.



Crafters must choose:
Farm Felucca personally and absorb the PvP risk, or buy from Fel farmers.

This intentionally couples the crafting economy to the PvP risk facet, ensuring non-PvP crafters must know and trade with active Fel farmers.

1. The Storefront

Owner places NPC vendor in a house, sets inventory, and dictates pricing based on market research.

2. The Overhead

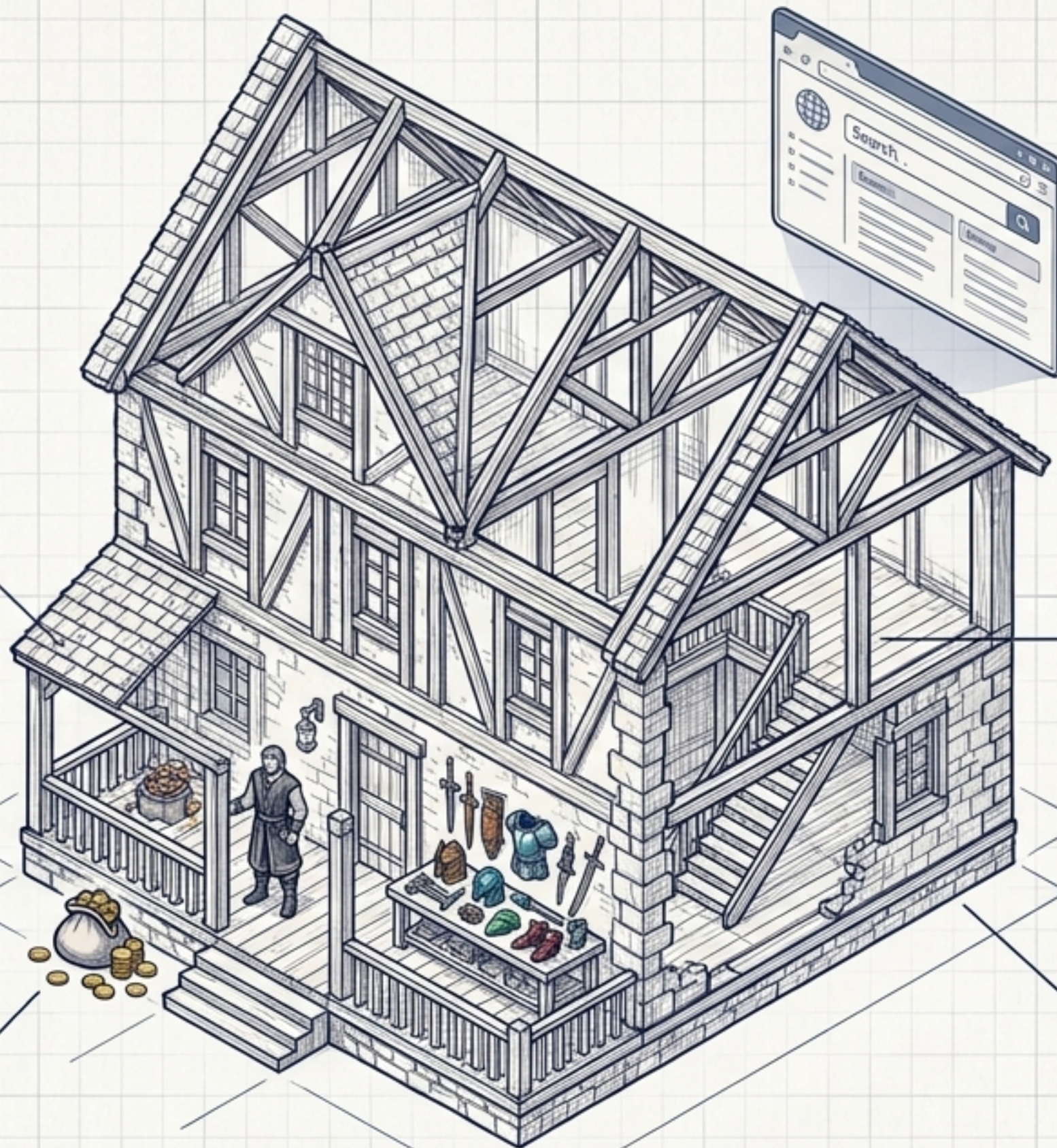
Owner pays a daily vendor fee; gold accumulates in the vendor's inventory until collected.

3. The Stocking Strategy

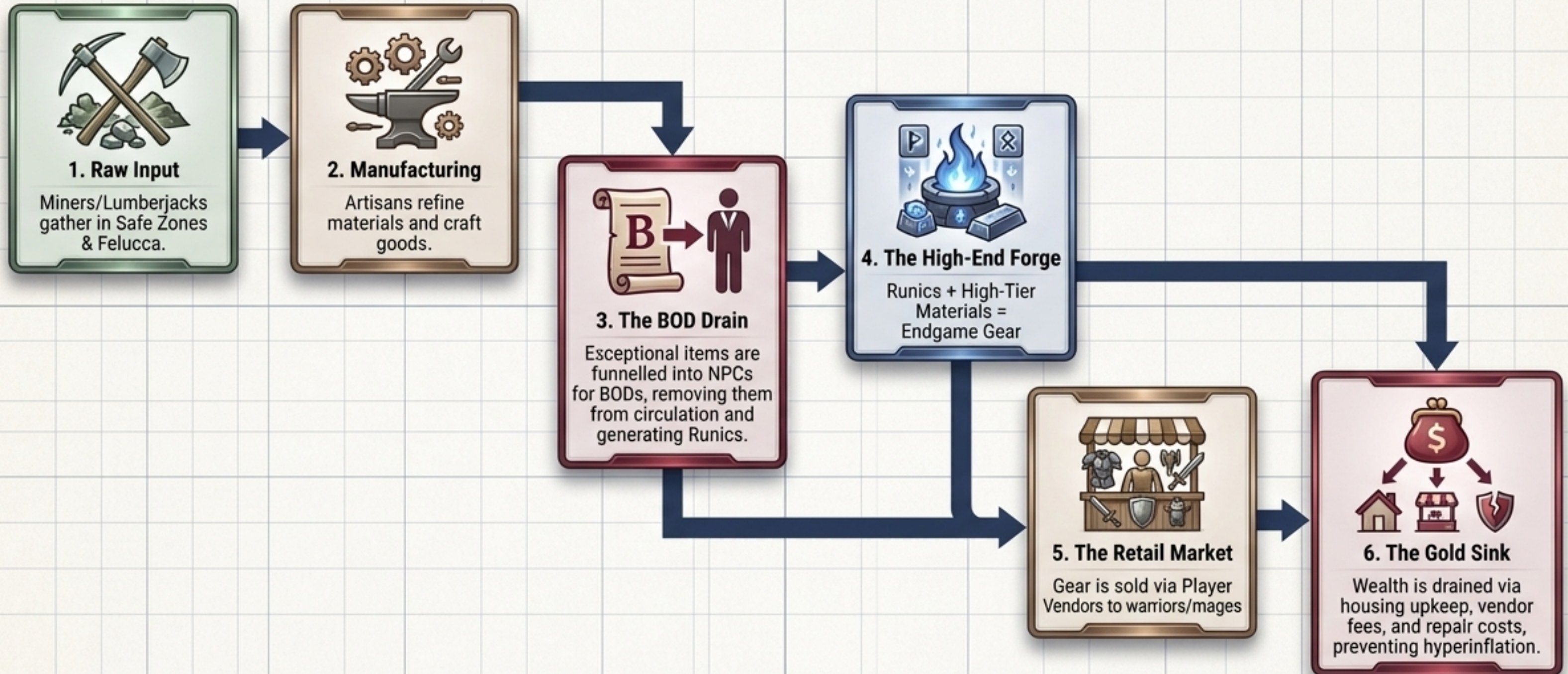
Successful vendors stock high-volume mid-tier gear for steady income, while taking direct commissions for high-end runic pieces.

4. The Digital Market

Modern shards feature web-based market browsers, allowing buyers to search global vendor inventories remotely.

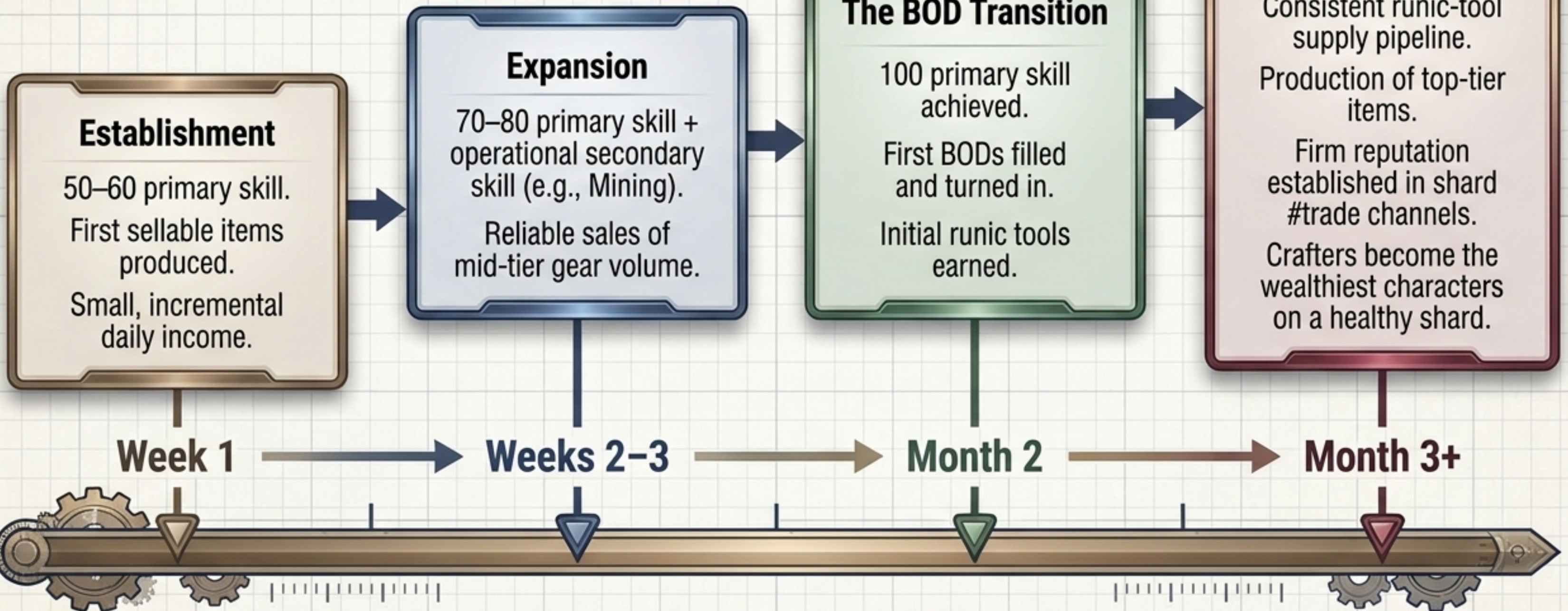


The Great UO Economic Engine










Crafters are the central processing unit of the shard's gold and material lifecycles.

The Artisan's Progression Track



The Artisan's Diagnostic Matrix: Common Pitfalls & Cures.

Symptom	Diagnosis	Cure
Hitting 100 skill but having no good gear to sell.	Skill-grinding without engaging the BOD system early (70-100 stretch).	Start filling Small BODs immediately to climb the reward ladder. 
Paying double for raw materials and running low on profit.	Ignoring secondary skills (e.g., a pure Blacksmith without Mining). 	Treat the secondary gathering skill as mandatory, not optional. 
Glacial movement and massive time wasted on logistics.	Skipping Magery (Recall). 	Train Magery to 50+ to instantly teleport between mines, smelters, vendors, and banks. 
Top-tier gear sits unsold on vendors forever.	Pricing based on intuition rather than market data. 	Use the market browser; price slightly below the top competition. (Also, don't hoard runics for 'later'—use them on high-tier BOD items). 

Digital Commerce

Web-Integrated Auction House & Market Browser

Crafters list and buyers search without physical travel friction.

High-Stakes Geography

Custom Fel-Exclusive Materials

Fel Iron, Blood Crystals, and Draconic Scales gate top-tier recipes, driving the PvP/Crafter trade bridge.

Immortal Realm Tuning

Social Infrastructure

Active #trade Discord Channel

The central hub for live crafter commissions and stock announcements.

Economic Gravity

Real Gold Sinks

Meaningful housing upkeep, vendor fees, and repair costs aggressively combat inflation, keeping crafted goods highly relevant.

Crafting here isn't a side hustle; it's a foundational pillar of the shard's architecture.
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