**Crafting Process 100% Elemental:**

Step 1) **Create** (exceptional - non magical) Many Weapons

Step 2) **Runic Reforge** must have imbuing and be next to a soul forge: Use shadow iron runic hammer or dull copper for Fire. When reforging discard weapons which have extra traits besides the amount of elemental damage you want as they take imbuing slots away.

This will give you the base elemental damage (takes several tries to get clean elemental damage at the proper level)

1. To reforge you want to Set the runic hammer gump to Powerful|Grand|Inspired|Exquisite / of Quality

Step 3) **Powder of Fortification (PoF)** to durability 255

Step 4) **Whetstone** to remove damage increase if desired. This gives you more imbuing weight and slots.

Step 5) **Imbue**

Step 6) **Enhance** Use **FORGED METAL OF ARTIFACTS TOOL** purchased from the UO Store to enhance your items. This gives your enhancement 100% chance of success without it most likely it will fail destroying the item you worked so hard to craft.

Enhancing to get 100% Elemental damage always takes the remaining damage% from physical

Order of % damage addition: Cold, Energy, Fire, Poison

**Material Bonuses Applied to Weapons Enhancing with:**

Dull Copper = 100 Durability + 50% Lower Requirements

Shadow = 20% Cold + 50 Durability

Copper = 10% Poison +20% Energy

Bronze = 40% Fire

Golden = 40 Luck + 50 Lower Requirements

Agapite = 30% Cold + 20% Energy

Verite = 40% Poison + 20% Energy

Valorite = 10% Fire + 20% Cold + 10% Poison +20% Energy

**Slayer Type with Matching Elemental Damage**

Dragon Slayer - 100% Cold

Spider Slayer - 100% Fire

Repond Slayer - 100% Cold 0r Fire depending on target Physical for Piper

Demon Slayer - 100% Cold or Energy

Undead Slayer - 100% Fire

Elemental Slayer - 100% Fire

Arachnid Slayer - 100% Fire

Reptile Slayer - 100% Cold

**How to Craft a Max Luck Suit**

Step 1) **Determine what the current resists** **are** from items not being crafted.

Step 2) **Determine the resists needed** from the suit to achieve max resists

 Somethings to consider when determining suit resists:

Some spells lower resists:

 Protection spell lowers physical resistance by 15

 Vampiric Embrace lowers lower fire resistance by 25

Elves have 75 Energy Resist max

For example, you need to get 85\70\70\70\75 for an elf mage to have max resists

Step 3) **Subtract your current resists from what you need**:

 For example:

The outfit currently has a Leurocian’s Mempo of Fortune Physical 15 Fire 10 Cold 10 Poison 10 Energy 15 and Mark of Wildfire Physical 15 Fire 15 Cold 15 Poison 15 Energy 15

For total of Physical 30 Fire 25 Cold 25 Poison 25 Energy 25

Elf Mage needs Physical 85 Fire 70 Cold 70 Poison 70 Energy 75

This means you need the following resists are needed from crafted pieces:

Physical 55 Fire 45 Cold 45 Poison 45 Energy 50

Step 4) **Determine If you can simply craft or need to imbue items**:

Each material and armor type gives base resists which you will get on all pieces of that type of armor crafted in normal material. This is the minimum a crafted piece will have.

You can find the base resists here for various armor types:

 [Base Properties – Ultima Online (uo.com)](https://uo.com/wiki/ultima-online-wiki/items/base-properties/)

In this example the mage armor is going to be plain leather armor so the base resist from each piece is: Physical 2 Fire 4 Cold 3 Poison 3 Energy 3

The total minimum base resists would be:
Physical 8 Fire 16 Cold 12 Poison 12 Energy 12

Enhancement for luck will give you guaranteed added resists.

You can find enhancement resists here:

 [Material Bonuses – Ultima Online (uo.com)](https://uo.com/wiki/ultima-online-wiki/items/material-bonuses/)

Example:

Gained from Armor Enhancement with spined leather Physical 36 (4 pieces X 9 physical)

The remaining resists needed from crafting then is:

Physical 11 Fire 29 Cold 33 Poison 33 Energy 38

For a total of 144 resist points needed.

 Exceptionally crafted leather armor has a total of 30 resist points between base and exceptional crafting bonus. Shields start with 1 resist point. So, from the start we know that the five pieces which will be crafted can’t supply us with the resists we need, and some resists will need to be imbued. (30 resists from armor x 4 = 120 + 1 resist from shield = 121 MAX resist points from crafting)

You can also consider adding other items with resists such as a despicable quiver with +10 resist or finding artifacts with some luck but much higher resists.

For this example, will assume only crafted pieces are being used.

Imbued resists on armor can go to Physical 17, Fire 19, Cold 18, Poison 18, and Energy 18. These resists do not stack but replace the items existing resists. These resists will be added during imbuing but should be counted in the calculations of resists. Shields and weapons can’t have resists imbued.

Step 5) **Crafting.** Once you know the number of total resists needed from the crafted pieces and if resists are to be imbued you can begin to craft.

1. Determine which piece you want to make first.
2. Craft exceptional pieces of that piece of armor.
3. Look for pieces which have lower resists in one or two areas. This will allow getting the maximum crafted resists, since the one or two low resists (as close to minimum as possible). These resists will later be imbued over.

Example Piece: Physical 2 Fire 11 Cold 7 Poison 6 Energy 4

1. Make many of these to reforge (typically I start with approximately 10 pieces with the resists I want)

Step 6) **Reforge** the items to get 150 luck. This is completely random which is why you need multiple pieces with the proper resists. In order to reforge you will need the imbuing skill and to be standing near a soul forge.

1. Select your tool, for leather you want a horned runic kit, for metal armor you will use a copper or bronze hammer, and for wood you want to use an ash dovetail saw.
2. Select Grand Artifice and Inspired Artifice this allows you to choose a name. Choose Auspicious /of Fortune. (On the reforging gump white items are not selected, red items can not be selected until another selection have been made, and green items are selected)
3. Reforge pieces until you get a piece with 150 luck.
4. Record the actual resists plus 9 Physical from enhancing, and what imbued resists you will be adding to the resists already on the item.

In the example the final piece which ended up with luck has

Physical 2 Fire 11 Cold 7 Poison 6 Energy 4

add 9 for enhancing and Poison 18 and Energy 18 from imbuing.

Final resists are:

Physical 11 Fire 11 Cold 7 Poison 18 Energy 18

1. Add this to the current resists

Example:

Starting resists:

Physical 30 Fire 25 Cold 25 Poison 25 Energy 25

New piece of armor’s final resists:

Physical 11 Fire 11 Cold 7 Poison 18 Energy 18

New total resists:

Physical 31 Fire 36 Cold 32 Poison 43 Energy 43

Minus Enhancement Armor enhancement:

Physical 27 (3 pieces x 9 physical)

Current Needed from remaining 3 pieces:

Physical 27 Fire 34 Cold 38 Poison 27 Energy 27

1. Determine what resists you would prefer to be lowest on next piece. This should be the resists you need the most of.

For this example, we would like Fire and Cold to be lowest on the next piece:

1. Repeat for next piece

Step 7) Use **Powder of Fortifying** (PoF) to reach 255 max durability

Step 8) **Imbue** resists for items which need it and add other imbues to fit your suit (lrc/lmc/mana etc)

 Good source to calculate imbues is:

 <https://www.knuckleheads.dk/imbuecalc.php>

Maximum weight of imbues is 500 for armor you will need to check the box on top which allows custom settings. Then set the first option to Luck 150. After that you should add the resists, you have planned for each piece to the calculator. Finally, input the other imbues you wan to add.

Step 9) Use **FORGED METAL OF ARTIFACTS TOOL** purchased from the UO Store to enhance your items. This gives your enhancement 100% chance of success without it most likely it will fail destroying the item you worked so hard to craft.

1. Open your crafting tool gump
2. Select the material you wish to enhance with

 For leather enhance with spined leather for an additional luck 40 and physical 9

 For metal enhance with gold which give an additional luck 40 for shields and 40 Luck plus Physical 3 Fire 3 Cold 0 Poison 2 Energy 3 resists for armor

For wood enhance shields with bloodwood which will give 40 luck and 3 Fire resist and 2 Hitpoint regeneration. Enhance armor and other wood items (fishing pole) with oak which will give 40 luck and on armor physical 3 Fire 3 Cold 0 Poison 2 Energy 3 and durability 50

1. Double click the Forged Metal of Artifacts Tool, click ok on the gump
2. Click enhance on the crafting tool gump and then click the item

**Congratulations you have just finished crafting a new luck suit!**