

Money Cost & Rarity Pricing

Every material in a recipe has a money cost based on its rarity. The server multiplies the rarity price by the required amount for every ingredient, then sums the total:

Rarity	Cost per unit
Common	\$100
Uncommon	\$500
Rare	\$1,000
Epic	\$5,000

Money is taken from your wallet the moment you press **Craft**. If you cancel, or if the craft fails because you moved too far from the table, every dollar is automatically refunded. You need enough money in your wallet *before* pressing Craft — if you cannot afford it the server will reject the request.

Tip: The **Crafting Discount** skill can reduce the money cost by 20–40% depending on tier. See the [Skills page](#) for details.

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