



Pris på items

-Weapon:

rarityValue * weight

MIN - 1

MAX - 49

-Armor:

rarityValue * armorTypeValue

MIN - 6

MAX - 70

-Gems:

rarityValue * gemValue

MIN - 4

MAX - 84

-Consumables:

rarityValue * baseHP (10)

MIN (Common) - 10

Rare - 30

Epic - 50

MAX (Legendary - 70