Evil Bad

Treasure Chart

1. Step 1: Item Type
   1. 15%Weapon
   2. 15%Armor
   3. 20%Item
   4. 20% Gold
   5. 30% Nothing
2. Step 2
   1. Weapon Chance
      1. 10% Spear
      2. 10% Blade
      3. 10% Orb
      4. 10% Atom
      5. 10% Force
      6. 10% Saw
      7. 10% Axe
      8. 10% Wand
      9. 10% Tuba
      10. 10% Tome
   2. Armor Chance
   3. Item
   4. Gold
3. At this point, weapon, armor, item, etc should be complete and random.