

A treemap visualization showing the distribution of items in a game's inventory. The total area represents the inventory, which is divided into two main categories: 'Equipment' (top) and 'CdC' (bottom right). The 'Equipment' category is further subdivided into 'Platinum Coins', 'Gold Coins', 'Silver Coins', 'Copper Coins', and 'Gems'. The 'CdC' category is subdivided into 'CdC' (a small area) and an unlabeled area (a larger area). The 'Platinum Coins' category is the largest, followed by 'Gold Coins', 'Silver Coins', 'Copper Coins', and 'Gems'. The 'CdC' category is the smallest.

Category	Subcategory	Value
Equipment	Platinum Coins	1000000
	Gold Coins	100000
	Silver Coins	10000
	Copper Coins	1000
	Gems	100
CdC	CdC	1000000
	Unlabeled	1000000

CdC

Symbol:			
Devout – Follower			
Manifestation			
Favorite Element			
Magic Points	Total	Actual	Spell Cost = Lev Spell

[illegible]

Category	Percentage
Other	10.0%

[illegible]