
Mechanisms reference

The Binding of Isaac — Wrath of the Lamb



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SECTION 1

Red Chests

When opening a red chest, here are the odds of what will happen¹:

- 5% chance to teleport to the Devil room / Angel room;
- 7.25% chance it spawns a soul heart;
- 7.25% chance it spawns two soul hearts;
- 10% chance it spawns a Guppy Item (see details and bugs in part [1.1.1](#));
- 10.88% chance it spawns 3 blue flies;
- 13.6% chance it spawns two super troll bombs;
- 14.51% chance it spawns two troll bombs;
- 14.51% chance it spawns two pills;
- 17% chance it spawns two spiders;



1.1 Notes

1.1.1 About Guppy Items

If Guppy's tail isn't unlocked, 25% chance it will be either the Dead Cat, Guppy's tail, Guppy's head or Guppy's paw.

If Guppy's tail is unlocked, 20% chance it will be either the Dead Cat, Guppy's head or Guppy's paw and 40% chance it's Guppy's tail.

Yes, it is a bug. There's the source, where `f1` is the item:

```
f1 = [81, 134, 133, 145]; // Guppy's tail is 134
if (_root.SecretUnlocked[79]) { // If Guppy's tail is unlocked
    f1.push(134); // Pushing another Guppy's tail in the random pool.
}
f1 = f1[random(f1.length)];
```

1.1.2 About teleportation

The mechanics are those applying when calling `teleport()` to room 166. Still have to figure out if it's possible to get to the error room from there.

¹Rounded at 0.01%.

1.2 Code where it happens

See lines 30271 to 30318 from the source code.

SECTION 2

Fortune Telling Machines

When playing a Fortune Telling Machine without the Lucky Foot, here is what happens:

- 1.10% chance to spawn the Crystal Ball;
- 1.75% chance to explode;
- 7.15% chance to spawn a Spirit Heart;
- 10.7% chance to spawn a Tarot Card;
- 14.3% change to spawn a Trinket;
- 65% chance to tell a useless fortune;



With the Lucky Foot:

- 5% chance to explode;
- 3.2% chance to spawn the Crystal Ball;
- 30.6% chance to spawn a Tarot Card;
- 20.4% to spawn a Spirit Heart;
- 40.8% to spawn a Trinket;

2.1 Code where it happens

See lines 19577 to 19604 from the source code for general probabilistic mechanics and lines 19717 to 19720 for the Crystal Ball's spawning.