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 happen[1]:

- 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.

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[1]Rounded at 0.01%.

1.2   Code where it happens

See lines 30271 to 30318 from the source code.