**Item Rulings**

**Normal Monsters**

**Fire** Monsters are capable of dropping the following:

* Bronze Sword
* Bronze Shield
* Iron sword(rare if that’s possible for you to code)
* Iron Shield(rare if that’s possible for you to code)
* Fire Potion
* Small Health Pack(25% drop rate according to reqs)

**Water** Monsters are capable of dropping the following:

* Bronze Sword
* Bronze Shield
* Iron sword(rare if that’s possible for you to code)
* Iron Shield(rare if that’s possible for you to code)
* Water Potion
* Small Health Pack(25% drop rate according to reqs)

Earth Monsters are capable of dropping the following:

* Iron Sword
* Iron Shield
* Steel sword(rare if that’s possible for you to code)
* Steel Shield(rare if that’s possible for you to code)
* Earth Potion
* Small Health Pack(25% drop rate according to reqs)

Wind Monsters are capable of dropping the following:

* Iron Sword
* Iron Shield
* Steel sword(rare if that’s possible for you to code)
* Steel Shield(rare if that’s possible for you to code)
* Wind Potion
* Small Health Pack(25% drop rate according to reqs)

**Boss Monsters**

**Fire** Boss is capable of dropping the following:

* Iron sword(semi-rare)
* Iron Shield(semi-rare)
* Fire Potion
* Tome of Fire
* Small Health Pack
* Large Health Pack(50% chance???)

**Water** Boss is capable of dropping the following:

* Iron sword
* Iron Shield
* Water Potion
* Tome of Water
* Small Health Pack
* Large Health Pack(50% chance???)

Earth Boss is capable of dropping the following:

* Steel sword(semi-rare)
* Steel Shield(semi-rare)
* Earth Potion
* Tome of Earth
* Small Health Pack
* Large Health Pack(50% chance???)

Wind Boss is capable of dropping the following:

* Steel Sword
* Steel Shield
* Wind Potion
* Tome of Wind
* Small Health Pack
* Large Health Pack(50% chance???)

**Chest Items**

The **Chest** is capable of spawning any **two** of the following items (**Yes**… any two on any floor):

* 100% Chance of Receiving Large Health Packet
* Bronze Sword
* Bronze Shield
* Iron Sword
* Iron Shield
* Steel Sword
* Steel Shield
* Fire Potion
* Water Potion
* Earth Potion
* Wind Potion
* Tome of Fire
* Tome of Water
* Tome of Earth
* Tome of Wind

**Room Items**

A **room** is capable of spawning **one** of the following items:

**1st Floor** (Fire)

* Small Health Pack
* Bronze Sword
* Bronze Shield
* Fire Potion

**2nd Floor** (Water)

* Small Health Pack
* Bronze Sword
* Bronze Shield
* Water Potion

**3rd Floor** (Earth)

* Small Health Pack
* Iron Sword
* Iron Shield
* Earth Potion

**4th Floor** (Wind)

* Small Health Pack
* Iron Sword
* Iron Shield
* Wind Potion

**5th Floor** (All Elements)

* Small Health Pack
* Iron Sword
* Iron Shield
* Steel Sword
* Steel Shield
* Fire Potion
* Water Potion
* Earth Potion
* Wind Potion