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## Gungeon item ids

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Yo i know gungeon mods and in-game cheat menus are all the rage right now but i'm bad at coding so stick with ASM CE.Enter the Gungeon: Cheat Engine Table [2.1.9+](doodoovan) Free DownloadOptions:A pointer to the GameManager and other things so you can look at the structure of the player and stuff. Here you can edit things like:Player health and invulnerabilityConsumables such as currency and keysPlayer statistics (with custom script to add multiplicative or additive modifiers to them)Checking the synergy database (just for display, not changing anything)Hunting progressRewards manager, where you can change many things in the loot system like the chest's chances per floor, money drop, ammo drop chance, etc..Various scripts:Unlimited formsUnlimited AmmoNo rechargeInstant charge (for charging weapons)No cooldownDPS limiter on bossesGuaranteed token after the boss fightNo hit penalties (e.g. less drop chances, less money, etc.)Guaranteed reward after every room is clearedAlways spawns a chest after a room is clearedAll the chests are rainbow chestsVarious scripts that emulate / modify element functions:Shows the entire map (secret rooms are also shown)The seven leaf clover effectTrade more than 1 item per floor with the Rat, or even trade without the reservoir rat's ringAlways Understand Professor Gupton (Just For Fun)Change the chance for the huntress dog to find items Then there are several different scripts for edge cases:Change the possibility of the bulletproof cap spawning on the next floor (to help unlock the bullet) On Rainbow Run, get all the items from the chest, not just oneDisable ripper curses at curve levels 10+Disable Thief Rat!nvert the rarity of the chest for level / room generation rewards (so instead of 90% brown, you have 90% black, and so on)Change the paradox: start with fixed seeds, or change the random odds, or just define your own starting elements! Up to 10 guns / passives and 1 active item.run script to get any item you want directly into Player 1's hands. Has a list that is sorted both by category and alphabetically, as well as a list by internal ID. Can be used inside the game using hotkeysVarious clever scripts to get information when you want to dig into game data:Script for getting item statistics / information on any item in the game (you don't need this)A script for a pointer to the current pistol where you can also change some things like shot spread or clip size or infinite ammo and all thatA pointer to the currently selected chest, which allows you to quickly see if it is a fake □ □ p and even allows you to predict the contents of the chest! Now you can see what is in the chest and whether it is worth your key!Unfinished script for Punctoh, but you can still change player / rat health values or freeze timer. There is also an extensive list of out-of-the-box structures that can be used in memory representation for all pointers offered by this table, so you can change many more values in the player structure than shown in the list of tables. With an AOB scan, the table should work on almost any machine and be decently patch-proof, but it only works on 64-bit ETG. If you still play 32 bit then what are you doing my friend??Pay attention to the colors:Deep Blue: some kind of script that contains configurations. Activate to open and view the options. In addition, category titles with different things in them are dark blue and prefixed with an arrow [->].Brown: the address of the pointer that serves as the title / location for all entries below it. (Don't swap / freeze them) For convenience, some of them are prefixed with a sign, which means you can use the left / right arrow keys on these entries to collapse them.Green: These are movable elements of the structure. Drag them to the brown pointer entry to see the values behind it (e.g. in loot odds for floors 1-5)Teal: These are simple scripts, just activate / freeze them to get the effect.Red: These are optional options for certain scenarios that require your input to work. For example, entries in the "Get Any Item" script require you to enter an item ID and set the "Try to add item" entry to Yes. Repentance Items (168) Clear Rune ItemID: 263 "Rune mimic" Quality: 2 When used, copies the effect of the Rune or Soul stone you are holding (like the Blank Card) Drops a random rune on the floor when picked up The recharge time of this item depends on the Rune/Soul Stone held: 1 room: Soul of Lazarus 2 rooms: Rune of Anszu, Rune of Berkanu, Rune of Hagalaz, Soul of Cain 3 rooms: Rune of Algiz, Blank Rune, Soul of Magdalene, Soul of Judas, Soul of ???, Soul of the Lost 4 rooms: Rune of Ehwaz, Rune of Perthro, Black Rune, Soul of Isaac, Soul of Eve, Soul of Eden, Soul of the Forgotten, Soul of Jacob and Esau 6 rooms: Rune of Dagaz, Soul of Samson, Soul of Azazel, Soul of Apollyon, Soul of Bethany 12 rooms: Rune of Jera, Soul of Lilith, Soul of the Keeper Type: Active Recharge time: Varies Item Pool: Secret Room, Crane Game \* Secret Room Mucormycosis ItemID: 553 "Spore shor" Quality: 3 Tears have a chance to fire a fungus tear that sticks to enemies. It grows rapidly in size then explodes into a gas cloud that damages nearby enemies When the explosion happens, more homing fungus tears fire out in random directions. Those tears will cause the same effect if they happen to hit other enemies Effects that replace your tears such as Brimstone simply have a chance to apply this effect Type: Passive Item Pool: Item Room \*, 2Spooky ItemID: 554 "4me" Quality: 2 Any enemies that come within close range of Isaac will become feared, which causes them to flee Type: Passive Item Pool: Devil Room \*, Golden Razor ItemID: 555 "Pain from gain" Quality: 2 +5 coins when picked up When used, this item takes away 5 of your coins and gives a +1.2 Damage Up that lasts for the current room Can stack as many times as you want. Using it with less than 5 coins does nothing UNLOCK: Unlock this item by collecting 99 coins then spending all of them in the same run Type: Active Recharge time: Instant Item Pool: Item Room, Greed Mode Item Room \*, Sulfur ItemID: 556 "Temporary demon form" Quality: 2 Upon use, grants use of Brimstone for the current room If used twice in the same room, the brimstone laser becomes massive and deals +1.8 more damage Using it more than twice in the same room will give a damage increase each time Counts as 1 of 3 evil items needed towards the Leviathan transformation. Type: Active Recharge time: 3 rooms Item Pool: Devil Room \*, Fortune Cookie ItemID: 557 "Reusable fortunes" Quality: 2 Upon use, displays a random fortune and has a chance to drop either a soul heart, a card (including dice shards), rune/soul stone or a trinket Soul hearts and tarot cards are much more common than trinkets Type: Active Recharge time: 2 rooms Item Pool: Item Room \*, Eye Sore ItemID: 558 "More eyes" Quality: 2 With each tear fired, you have a chance to fire 1-3 extra tears in random directions The extra tears scale with your other damage increasing items Synergises with other items that replace your tears, like Brimstone or Technology The chance to fire extra tears is not affected by luck Type: Passive Item Pool: Item Room \*, 120 Volt ItemID: 559 "Zap!" Quality: 3 This item will fire electricity at nearby enemies, dealing roughly x0.75 of your tear damage rapidly The electricity can chain up to 4 enemies if they are close enough On floors with water on the ground (Downpour, Flooded Caves, Dross) this effect chain onto enemies further away than it normally would Type: Passive Item Pool: Item Room \*, It Hurts ItemID: 560 "No it doesn't..." Quality: 1 Taking damage causes Isaac to fire a circle of 10 tears around him, each dealing 10 damage After taking damage, you also gain a +1.2 Tears Up for the rest of the current room. Any subsequent hits give +0.4 Tears Up and will ignore the normal fire rate cap Type: Passive Item Pool: Item Room \*, Almond Milk ItemID: 561 "DMG down + tears up + you feel nutty" Quality: 1 Greatly increases tears (x4 fire rate) Greatly decreases damage (x0.33 damage multiplier) Individual tears gain random worm effects (e.g. Hook Worm, Wiggle Worm etc.) Type: Passive, Tear Modifier Item Pool: Item Room \*, Rock Bottom ItemID: 562 "It's only up from there" Quality: 2 Prevents your stats from being reduced any more for the rest of the run e.g. Stat Down pills do nothing, and items like Experimental Treatment increase stats but don't reduce any This effect works on items that apply negative stat modifiers, such as Soy Milk This effect works for anything that gives temporary buffs, like Devil/Strength cards, or kill bonuses like Bloody Lust If you somehow lose Rock Bottom, your stats will go back to normal UNLOCK: Unlock this item by defeating the Boss Rush as Jacob & Esau Type: Passive Item Pool: Secret Room \*, Nancy Bombs ItemID: 563 "Random blast +5 bombs" Quality: 1 +5 Bombs Bombs now explode with a random effect (e.g. Poison, Homing, Prize Bombs) In Antirbirth this was called Enigma Bombs Type: Passive Item Pool: Item Room \*, Blood Puppy ItemID: 565 "What a cute little thing!" Quality: 2 Spawns a red worm familiar that chases enemies nearby around the room and deals 2 contact damage per tick After killing a 15 enemies, Blood Puppy transforms into an aggressive version that will also attack Isaac by charging at him. Damaging the aggressive Blood Puppy will eventually return it to its normal state. While aggressive, Blood Puppy deals 7.5 damage and drops half a red heart for every 10 enemies it kills. After killing a 25 more enemies, it transforms again dealing 15 damage and destroying obstacles it charges into. Isaac takes a full heart if hurt by Blood Puppy and it drops a full red heart for every 10 enemies it kills. UNLOCK: Unlock this item by defeating Mother in the Corpse II as Lilith Type: Passive, Familiar Item Pool: Item Room, Red Chest, Curse Room \*, Dream Catcher ItemID: 566 "Sweet dreams" Quality: 2 During the transition between floors, this item shows you a preview of the item that will spawn in the item room, and the boss that will appear This effect will work even if you have Curse of the Blind, but the item will still appear as a ? when entering the item room Gives +1 Soul Heart when starting each new floor after picking this up On XL floors both items are shown Currently this effect doesn't work in Greed Mode - It will show 2 items but the item rooms will have different items in them Type: Passive Item Pool: Shop \*, Paschal Candle ItemID: 567 "Keep the flame burning!" Quality: 3 Gives +0.4 Tears Up for each room completed without taking damage, up to a maximum of +2.0 Tears Up When you take damage, the tears bonus is reset Picking this item up counts and gives you a temporary +0.4 Tears Up as well Type: Passive Item Pool: Angel Room \*, Divine Intervention ItemID: 568 "Double tap shield!" Quality: 2 Allows you to double-tap the shoot button to create a holy shield for 1 second that pushes enemies back and deals 10 damage to them if they touch it The shield also reflects enemy shots and beams back at them for some extra damage Can only be activated every 3 seconds (Shown by a white glow and a ticking noise) Counts as 1 of 3 angel items needed towards the Seraphim transformation. UNLOCK: Unlock this item by defeating Hush as Bethany Type: Passive Item Pool: Angel Room \*, Blood Oath ItemID: 569 "Bleed me dry" Quality: 2 At the beginning of each new floor, this item will stab Isaac and reduce your red health down as much as it can without killing you. In exchange it gives you +0.05 Speed Up and Damage Up for every half a heart this item removes The amount of Damage Up is (0.15 \* FullHearts/Removed ^ 2) If Isaac is already at half a red heart when stabbed, no damage or speed increases are given The damage from being stabbed can be avoided with invincibility, however no damage or speed stat increases are gained if you do Type: Passive Item Pool: Devil Room, Curse Room \*, Playdough Cookie ItemID: 570 "Tasty rainbow" Quality: 3 Your individual tears each gain a random effect from either: Poison, Fear, Slow, Freeze, Charm, Burning, Homing, Bleeding, x2 Damage or Reduced damage Type: Passive, Tear Modifier Item Pool: Item Room \*, Orphan Souls ItemID: 571 "Speed up + your feet feel stronger" Quality: 1 +2 Soul Hearts +0.3 Speed Up Allows you to walk on harmful floor effects without taking damage (e.g. spikes, creep). Doesn't include Curse Room doors or spiked rocks Type: Passive Item Pool: Secret Room \*, Eye of the Occult ItemID: 572 "DMG up + range up + controlled tears" Quality: 3 Tears can be controlled mid-flight using the directional keys +1 Damage Up +2.0 Range Up -0.16 Speed Down Counts as 1 of 3 evil items needed towards the Leviathan transformation. Type: Passive Item Pool: Devil Room \*, Immaculate Heart ItemID: 573 "Halo of tears" Quality: 3 In addition to regular tears, Isaac will sometimes fire extra spectral tears that orbit around him +1 HP Up +20% damage multiplier (x1.2) Fully heals all your red heart containers Counts as 1 of 3 angel items needed towards the Seraphim transformation. Type: Passive Item Pool: Angel Room \*, Monstrance ItemID: 574 "Purifying light" Quality: 2 Isaac now emits a large light aura that damages nearby enemies 5 times per second while touching it The visual effect is similar to the effect given to tears by the GodHead item The aura deals more damage towards the center, ranging from 0.75 at max range to 4 damage when touching Isaac Type: Passive Item Pool: Angel Room \*, The Intruder ItemID: 575 "Invasive friend" Quality: 3 In addition to normal tears, Isaac now also fires a set of 4 quadshot tears with a slowing effect The quadshot tears deal 1.5 damage each and do not scale with your damage upgrades Upon taking damage, you have a chance to dislodge the spider from your face. It leaps at enemies, dealing contact damage and firing quad shots at them for the rest of the room Counts as 1 of 3 spider items needed towards the Spider Baby transformation. Type: Passive Item Pool: Item Room \*, ew gross face spider in face Dirty Mind ItemID: 576 "Filthy friends" Quality: 2 Each time you destroy a poop, this item will spawn 1-4 friendly Dip familiars that follow you, block shots and attack nearby enemies Different poop types will spawn different types of Dip, each with their own effect Golden poop can petrify enemies, turning them to gold for a few seconds. If the enemy dies while in this state they will drop 1-4 coins Corn poop dips spawn 1 blue fly on death Rainbow poop Dips charm enemies and have a chance to spawn 1/2 a red heart on death Black poop Dips leave a trail of creep White poop Dips have a small Hallowed Ground aura effect, increasing your damage and fire rate while standing in it. PooPs spawned by Tainted ??? and IBS also have special effects: Stone Dips deal 3.5 more damage and can take 6 hits before they die. Toxic Dips release a poison cloud when they move/die. Fire Dips burn enemies and leave a fire behind on death All enemy dips become friendly. Counts as 1 of 3 poop items needed towards the Oh Crap transformation. UNLOCK: Unlock this item by defeating challenge #36 (Scat Man) Type: Passive Item Pool: Item Room \*, Damocles ItemID: 577 "A king's fortune... but at what cost?" Quality: 2 When used, places a sword directly above Isaac's head and while active, will spawn an extra item for every item pedestal spawned After getting hit once with the item activated, at any time without warning, the sword may fall, instantly killing Isaac regardless of his health After being hit the sword has a 1/10000 chance every 4 frames to fall. This chance doesn't change if you take further damage You effectively have a 4.4% chance for every minute that passes after taking damage to die Self-inflicted damage i.e. Curse Rooms and Blood Donation Machines don't trigger this effect Items with a price will spawn the extra item free of charge (i.e. in shops or devil rooms) The only way to survive the falling sword is either through extra lives, by using items that would make you invincible, such as Gnawed Leaf or playing as The Lost. After the sword falls, extra items will no longer spawn UNLOCK: Unlock this item by defeating The Lamb as Jacob & Esau Type: Active Recharge time: One time use Item Pool: Devil Room \*, Free Lemonade ItemID: 578 "Party time!" Quality: 2 Upon use, spawns a giant puddle of lemonade that deals 6 damage per tick to any enemies which come in contact with it A similar effect to the Lemon Party pill Type: Active Recharge time: 4 rooms Item Pool: Item Room \*, Spirit Sword ItemID: 579 "Divine blade" Quality: 3 Your tears are replaced with a sword which can be swung to deal damage (Damage \* 3 + Base Damage) Holding the fire button charges a spin attack (Damage \* 8 + 10). The charge time is based on your tears stat. While at full red health you also shoot a projectile across the room with each swing, dealing your current Damage + 2 (similar to the Master Sword in Zelda) UNLOCK: Unlock this item by defeating challenge #39 (Isaac's Awakening) Type: Passive, Tear Modifier Item Pool: Angel Room \*, Red Key ItemID: 580 "Explore the other side!" Quality: 3 While held, a red outline of a door will appear on certain walls. Using the Red Key near it will spawn a red room This room will randomly choose from many types, including (but not limited to) any regular room from that floor, treasure rooms, curse rooms, devil rooms, angel rooms, I AM ERROR rooms and more In rooms with multiple door outlines, the closest one will be opened Attempting to create a room outside the maximum boundary (13 x 13 rooms) of the map will take you to an I AM ERROR room. You can use the Red Key to leave this room The Red Key can be used to open the secret room in the Home floor, which is the method for unlocking alternative 'Tainted' characters UNLOCK: Unlock this item by opening Mom's Box in the Home floor Type: Active Recharge time: 4 rooms Item Pool: Secret Room, Red Chest, Curse Room, Key Beggar, Mom's Chest \*, Psy Fly ItemID: 581 "Flamboyant protector" Quality: 3 Gives Isaac an orbital fly, that will rapidly charge around and deflect any incoming tears that would hit Isaac. It isn't 100% effective but the effect is very strong and will deflect most shots under a bullet hell situation. Deflected tears turn into homing tears and fire back at enemies, dealing 2 damage. Counts as 1 of 3 fly items needed towards the Beezelzub transformation. Type: Passive, Familiar Item Pool: Item Room, Key Beggar \*, Wavy Cap ItemID: 582 "Tears up. A mind changing experience!" Quality: 1 Every time you use Wavy Cap, it gives +0.75 Tears Up and -0.03 Speed Down Also when used, this item will distort the screen and sound slightly, stacking every time you use it All of these effects stack for the rest of the floor, meaning if used too many times the screen will be distorted so much it becomes unplayable Each room you clear removes one use worth of effect - reducing the screen distortion slightly and giving +0.06 Speed Up and -0.3 Tears Down This item was called Black Mushroom in Antirbirth Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation. Type: Active Recharge time: Starts at 1 second, increasing by every time you use it. After 10 uses it stops auto recharging. Item Pool: Secret Room \*, Rocket in a Jar ItemID: 583 "Rocket propulsion +5 bombs" Quality: 2 +5 Bombs Placing a bomb while pressing a directional button (either moving or firing) will fire an explosive rocket in that direction. Placing a bomb while standing still will place a regular bomb. Type: Passive Item Pool: Item Room, Bomb Beggar \*, Book of Virtues ItemID: 584 "Spiritual companionship" Quality: 3 Upon use, spawns a flame familiar that fires spectral tears and deals contact damage to enemies. After taking two hits, the fire will be extinguished The Book can be held at the same time as another active item. When used, this will combine with your other active item, creating a unique flame and possibly giving special effects The recharge time of this item is based on your 2nd active item, otherwise it's 4 rooms While held, guarantees the first Devil/Angel Room encountered to be an Angel Room, and increases the overall chance of getting one A maximum of 16 flames can be active at one time around Isaac Counts as 1 of 3 book items needed towards the Bookworm transformation UNLOCK: Unlock this item by defeating Isaac as Bethany Type: Active/Passive Item Recharge time: Varies Item Pool: Angel Room, Library \*, Alabaster Box ItemID: 585 "A sacred offering" Quality: 2 A single use active item that will spawn 3 soul hearts and 2 items from the Angel Room pool Starts fully uncharged and gains charges only through picking up soul and black. (6 full hearts to fully charge) Unless fully charged, hearts picked up are consumed by the Alabaster Box, instead of being added to your life total If a devil deal was already taken this run, it spawns 2 soul hearts and 1 Angel Room item instead. UNLOCK: Unlock this item by defeating The Lamb as Bethany Type: Active Recharge time: 12 charges (one time use) Item Pool: Shop \*, The Stairway ItemID: 586 "Stairway to heaven" Quality: 3 Spawns a ladder in the starting room of all future floors, which leads to an Angel Room Angel rooms accessed by The Stairway are different - They sell angel room items and soul hearts for money, similar to the Shop Pedestal items cost 15c, all other items (eternal/soul hearts, keys and holy cards) cost 5c. Sales can be randomly applied just like regular shops The ladder disappears after leaving the starting room, even if you haven't used it yet In Antirbirth this was called Jacob's Ladder, which had to be renamed as Afterbirth+ already had an item with this name UNLOCK: Unlock this item by defeating Isaac as Jacob & Esau Type: Passive Item Pool: Angel Room \*, Sol ItemID: 588 "Radiant victory" Quality: 2 Permanently shows the location of the boss room on the map After defeating the shown boss fight, this item will activate a use of the Sun card (full heal and map reveal), fully recharge your active item, remove curses from the floor, gives +3 Damage Up and +1 Luck up for the rest of the floor Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped) In The Void floor it shows a random boss room, which isn't necessarily Delirium's room Type: Passive Item Pool: Planetarium \*, Luna ItemID: 589 "More secrets" Quality: 2 Adds one extra secret room and one extra super secret room to each floor Each secret room contains a beam of light, that gives half a soul heart, and a Tears Up for the rest of the floor. These stack with multiple secret rooms - The first one gives +1.00 Tears Up, then all future ones give +0.5. Reveals the location of one secret room on the minimap. Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped) Type: Passive Item Pool: Planetarium \*, moon, loona, lunar, Mercurius ItemID: 590 "Speed up + you feel elusive" Quality: 3 +0.40 Speed Up Doors remain open when entering a room with enemies in it. This means you can leave rooms before defeating the enemies inside Doesn't open locked doors, or the door that leads to the Boss Room Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped) Type: Passive Item Pool: Planetarium \*, Venus ItemID: 591 "HP up + you feel pretty" Quality: 1 +1 HP Up Heals one red heart container when picked up This item causes nearby enemies to be affected by the charm effect, causing them to attack other nearby enemies The charm effect will wear off very quickly when enemies move away from Isaac Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped) Type: Passive Item Pool: Planetarium \*, Terra ItemID: 592 "Born to rock" Quality: 3 This item causes your tears to become rocks, which have increased knockback and can break other rocks and objects. This includes key blocks and secret room doors +1.0 Damage Up, but each rock tear has a random damage modifier that can go up or down (x0.5 to x2) Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped) Type: Passive, Tear Modifier Item Pool: Planetarium \*, Mars ItemID: 593 "Double tap dash" Quality: 2 Allows Isaac to charge by double tapping the same direction, dealing damage to any enemies caught You are invincible while charging (doesn't include self-damage like Blood Donation machines) Can be used multiple times per room The dash deals x4 your current tear damage + 8 Doesn't have to be in a straight line, you can hold another button to curve it Has a 3 second cooldown before it can be used again Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped) Type: Passive Item Pool: Planetarium \*, Jupiter ItemID: 594 "You're a gas giant!" Quality: 3 +2 HP Up (only half a heart is filled) -0.3 Speed Down While not moving your speed rapidly increases up to a bonus of +0.5 While you have this +0.5 bonus, moving will cause Isaac to fart around the room, spawning poison gas clouds The farts stop spawning once you reach your regular movement speed Poison deals damage equal to half your tears per tick Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped) Type: Passive Item Pool: Planetarium \*, Saturnus ItemID: 595 "Ring of tears" Quality: 1 Gives you a wide circle halo which grants 7 orbital tears upon entering a new room The tears orbit for 13 seconds before dropping off Has a chance to absorb any enemy tears and add them to the orbiting tears. They can be used to damage enemies Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped) Type: Passive Item Pool: Planetarium \*, Uranus ItemID: 596 "Ice tears" Quality: 3 Isaac now shoots ice tears that slow enemies. Enemies that are killed by the ice tears will become frozen Frozen enemies never unfreeze and are considered dead by the game. Kicking a frozen enemy will push it into the wall, where it shatters and fires ice shards everywhere (these can then freeze other enemies) Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped) Type: Passive Item Pool: Planetarium \*, Neptunus ItemID: 597 "Open the floodgates" Quality: 3 Isaac will now automatically charge up tears, allowing you to store them up and fire them rapidly for a short time Any time you aren't firing tears, the charge bar will start filling up, for up to 3 seconds. Holding down the fire button again will quickly release all stored tear The charge time and max tears stored scales with your current tears stat Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped) Type: Passive, Tear Modifier Item Pool: Planetarium \*, Pluto ItemID: 598 "Size down" Quality: 3 +0.7 Tears Up Greatly reduce Isaac's size, to an extent where some enemy tears will now travel straight over him without dealing damage if they are high off the ground. Tears can still hit Isaac if gravity applies for too long Allows Isaac to squeeze between some objects Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped) Type: Passive Item Pool: Planetarium \*, Voodoo Head ItemID: 599 "Extra curse rooms" Quality: 1 This item has a chance to spawn an additional curse room on each future floor Type: Passive Item Pool: Shop, Crane Game \*, Eye Drops ItemID: 600 "Tears up" Quality: 3 Tears fired from your left eye gain roughly +28% fire rate increase Causes your tears to be fired at staggered rates Type: Passive Item Pool: Boss Room \*, bottle container dropper medicine Act of Contrition ItemID: 601 "Tears up, you feel forgiven" Quality: 3 +1 Eternal Heart +0.7 Tears Up Allows Angel Rooms to appears even if a Devil deal has been taken before Type: Passive Item Pool: Angel Room \*, Member Card ItemID: 602 "Exclusive access!" Quality: 1 All shops now contain a trapdoor with a ladder, which leads down to a special shop The special shop contains various consumables and items at a higher price from the Devil/Angel room, Boss room and Secret room pools. Items cost 15-30c, trinkets cost 15c, cards/runes cost 15c-8c, black/bone hearts 8c, eternal hearts 15c, rotten hearts 5c UNLOCK: Unlock this item by spending 40+ coins in the same shop Type: Passive Item Pool: Shop \*, gold Battery Pack ItemID: 603 "Instant energy!" Quality: 1 When picked up, this item fully recharges your currently held active item and drops between 2-4 battery packs. These can be smaller or big batteries Type: Passive Item Pool: Shop, Battery Beggar \*, Mom's Bracelet ItemID: 604 "Mother's strength" Quality: 2 Upon use, Mom's Bracelet allows you to grab objects in the room and throw them, damaging any enemies which are hit for 40 damage Most objects can be thrown including pots, rocks, poops, tnt etc Pressing the activate button again will drop the object where you stand, which doesn't consume a charge of use Allows you to remove the skull on top of Host enemies, turning them into the red version Counts as 1 of 3 mom items needed towards the Mom transformation Type: Active Recharge time: 1 second Item Pool: Shop, Crane Game, Mom's Chest \*, arm, moms, ring, bracelets, zelda, gold band, golden band, power bracelet The Scooper ItemID: 605 "Plop!" Quality: 0 When used, this item spawns a Peeper familiar for the current room, which deals 12 contact damage per tick to enemies and leaves red creep in its path Using this item removes Isaac's right eye, causing tears from this eye to deal x1.5 your normal tear damage Using it more than once in the same room will spawn multiple Peeper familiars Type: Active Recharge time: 3 rooms Item Pool: Item Room \*, Ocular Rift ItemID: 606 "Stare into the abyss" Quality: 3 Fired tears now have a chance to summon a rift when they land on the ground The spawned rift sucks in enemies, projectiles and pickups and deals damage to enemies caught inside for 2 seconds The chance to fire the rift tear can improve based on your luck stat. At +0 Luck theres a -2.5% chance for this effect to activate The size of the rift scales with your tear damage Rifts deal half your damage per tick in Antirbirth this item was called Oculus Rift Type: Passive Item Pool: Devil Room \*, Boiled Baby ItemID: 607 "Messy friend" Quality: 1 A familiar boil that randomly fires bursts of tears, similar to the Boil enemy Tears either deal 5.3 or 3.5 damage Counts as 1 of 3 familiar items needed towards the Conjoined transformation. Type: Passive, Familiar Item Pool: Item Room/p> \*, Freezer Baby ItemID: 608 "Iced iced baby" Quality: 2 A familiar baby that fires tears which have a chance to freeze or petrify enemies Frozen enemies never unfreeze and are considered dead by the game. Kicking a frozen enemy will push it into the wall, where it shatters and fires ice shards everywhere (these can then freeze other enemies) Counts as 1 of 3 familiar items needed towards the Conjoined transformation Type: Passive, Familiar Item Pool: Item Room \*, Eternal Dice ItemID: 609 "???" Quality: 2 When used, rerolls all items in the room into another random item from the current room's item pool, however the item also has a 30% chance to disappear The chance associated with this item does NOT scale with your Luck stat - it's always 30% In the game files this item is called "Florians Dice", which is a reference to the Eternal update for the original Binding of Isaac game, which changed the D6 to act as this item does UNLOCK: Unlock this item by defeating Mother in the Corpse II as ??? Type: Active Recharge time: 2 rooms Item Pool: Item Room, Secret Room, Crane Game \*, Bird Cage ItemID: 610 "Fat buddy" Quality: 1 Taking damage for the first time in a room spawns a familiar which targets an enemy and jumps on them, releasing a rock wave outwards For the remainder of the room the familiar then continues to attack enemies similar to the Dead Bird item dealing 3 contact damage per tick Deals 45 damage to enemies it lands on. The rock wave deals 10 damage. UNLOCK: Unlock this item by defeating Mother in the Corpse II as Eve Type: Passive Item Pool: Item Room \*, Larynx ItemID: 611 "Hear my pain!" Quality: 2 When used, this item does a shout-type attack, with its effect increasing in damage and size the more charges you have Larynx can be used with any number of charges. At 1 charge it deals 48 damage to any enemies close to Isaac. At the full 12 charges Isaac does a massive shout, dealing 356 damage to all enemies on the screen Larynx gains 1 charge every time you take damage (also charges as normal) UNLOCK: Unlock this item by defeating The Beast as Tainted Samson Type: Active Recharge time: 12 rooms (Can be used with partial charges) Item Pool: Item Room, Greed Mode Item Room \*, Lost Soul ItemID: 612 "Protect him" Quality: 2 This item gives you a familiar version of The Lost character which dies instantly upon hit If the familiar survives an entire floor you get one of: 3 soul hearts, 2 eternal hearts or a random item/angel room item Regenerates at the start of each floor if dead UNLOCK: Unlock this item by defeating Mother in the Corpse II as The Lost Type: Passive, Familiar Item Pool: Item Room, Secret Room \*, Blood Bombs ItemID: 614 "Bloody blast + HP up" Quality: 1 +1 HP Up Restores 5 empty red heart containers Bombs now spawn a puddle of red creep upon explosion, dealing 2 damage per tick to enemies touching it While at 0 bombs, you can also place further bombs now at the cost of 1/2 of a heart (kills The Lost if used like this). Placing a bomb this way will not affect your devil/angel room chances Type: Passive Item Pool: Item Room \*, Lil DumPy ItemID: 615 "Puffy buddy" Quality: 0 Lil DumPy floats around and farts when it gets hit or touched by enemies Random farts are chosen from the 3 below: A fart that pushes away enemies and enemy projectiles but deals no damage A fart that deals 3 damage and stuns enemies A fart that deals 5 damage and poisons enemies Type: Passive Item Pool: Item Room \*, round, ball, eyes Bird's Eye ItemID: 616 "It burns" Quality: 2 You have a chance alongside each tear to shoot a red flame, which deals damage to enemies that come in contact with it Damage starts at x4 your current tear damage, and scales down each time an enemy touches the fire The chance to create a fire scales with your Luck stat, at +11 Luck you shoot one with every tear The flames from this item can destroy shopkeepers, which is handy since doing this once per floor increases your devil/angel room chances slightly Type: Passive Item Pool: Item Room \*, pepper, chill, face, birds Lodestone ItemID: 617 "Magnetizing tears" Quality: 3 Tears now have a chance to cause enemies to be magnetized, Magnetized enemies attract other enemies, tears (including Isaac's) and enemy projectiles, causing them to be pulled in towards them Enemy tears that get pulled into other enemies will hurt them Type: Passive Item Pool: Item Room, Crane Game \*, Rotten Tomato ItemID: 618 "Delicious!" Quality: 1 You have a chance to fire a tear that marks enemies red and slow them Marked enemies will be attacked by other enemies either until it is killed or it kills all the other enemies attacking it Chance to fire a marking tear scales with your luck stat Type: Passive Item Pool: Item Room, Rotten Beggar \*, Brightnight ItemID: 619 "???" Quality: 2 This item has a different effect for each character. See next icon for Tainted character effects Isaac - All new pedestal items cycle through two options Maggy - Not yet implemented Cain - Not yet implemented Judas - Not yet implemented ??? - Every HP upgrade is now worth 2 soul hearts. Health down pills remove 2 soul hearts though Eve - Where of Babylon and Dead Bird effects are always active Samson - Bloody Lust can gain 4 more damage boosts, for a new max total of +14 Damage Anzot - His beam becomes much wider, no effect on damage Lazarus - When Lazarus dies for the first time, gives +21.6 Damage Up, slowly fading over time. Eden - Spawns 3 items from any pools, you can only take 1 The Lost - Useless items like HP upgrades, spectral tears or light are removed from the item pools Lilith - Not yet implemented Keeper - Not yet implemented Apollyon - Not yet implemented The Forgotten - Your Soul is now uncharged and free to move. Bethany - Activating an item using soul charges is sometimes free Jacob & Esau - The character who picks up the item gains copies of three of the other charcter's passive items UNLOCK: Unlock this item by defeating ??? as Jacob & Esau Type: Passive Item Pool: Shop \*, Birthing (Tainted) ItemID: 619 "???" Quality: 2 This item has a different effect for each character. See previous icon for normal character effects Tainted Isaac - Adds 4 more spaces for passive items Tainted Maggy - Adds 1 extra real heart container that doesn't deplete Tainted Cain - Doubles picks dropped when touching an item Tainted Judas - Not yet implemented Tainted ??? - Allows you to hold up to 29 poops Tainted Eve - Not yet implemented Tainted Samson - Chaining kills adds 3 seconds to the Berserk timer instead of 1 Tainted Anzot - Doubles his sneeze size Tainted Lazarus - Not yet implemented Tainted Eden - Items taken before Birthing no longer get rerolled when taking damage Tainted Lost - Grants an extra life. Deals 200 damage to nearby enemies when reviving Tainted Lilith - Not yet implemented Tainted Keeper - Nearby coins dropped by enemies move towards you quickly Tainted Apollyon - Not yet implemented Tainted Forgotten - Grants the Recall ability. When used, it retrieves the Forgotten skull, causing it to shoot back into your arms Tainted Bethany - Not yet implemented Tainted Jacob - Not yet implemented UNLOCK: Unlock this item by defeating ??? as Jacob & Esau Type: Passive Item Pool: Shop \*, Red Stew ItemID: 621 "Full HP + temporary DMG up" Quality: 0 Fully heals all red heart containers Significantly increases damage by +21.6, however the damage boost wears off slowly over time at a rate of roughly -0.04 per second Every enemy you kill adds +0.02 Damage to the timed effect of Red Stew UNLOCK: Unlock this item by defeating Satan as Jacob & Esau Type: Passive Item Pool: Shop \*, bowl, soup, broth, Genesis ItemID: 622 "In the beginning" Quality: 2 When used, removes all your passive items and teleports you to Isaac's Bedroom For every passive item removed, you are given a choice of 3 random pedestal items from any item pool. Essentially you are rerolling all your items, but each new item you get to choose between 3 random options The bedroom also contains a random trinket, 2 chests, 2 sacks and Isaac's bed, which can be used to full heal your red heart health The only way to exit Isaac's bedroom is teleporting out or via the trapdoor, which takes you to the next floor. This will deviate you from the alt path if you are currently on it Since this item resets your stats, this item can remove Broken Hearts UNLOCK: Unlock this item by defeating Greedier Mode as Jacob & Esau Type: Active Recharge time: One time use Item Pool: Angel Room, Greed Mode Angel Room \*, Sharp Key ItemID: 623 "Open your enemies" Quality: 1 +5 Keys Upon use, allows you to consume 1 key and fire it at an enemy, piercing enemies and dealing significant damage The damage done by the key projectile pierces through enemies and scales with your damage upgrades (x5 damage + 30) Keys fired by this item can open locked doors/chests, secret rooms and destroy objects in the room, such as rocks Cannot be used if you don't have any keys Type: Active Recharge time: Instant Item Pool: Shop \*, Mega MUSH ItemID: 625 "I'm a big boy now!" Quality: 4 When used, this item causes Isaac to become homungous for 30 seconds While huge, Isaac is invincible and can crush objects, doors and enemies For the duration of the effect this gives you a x4 Damage Multiplier and +2.0 Range Up, but your rate of fire goes way down Deals significant contact damage to enemies while active (1600 dps). Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation. UNLOCK: Unlock this item by getting all hard mode completion marks for the 17 non-tainted characters Type: Active Recharge time: 12 rooms Item Pool: Item Room \*, Knife Piece 1 ItemID: 626 "???" Quality: 0 Combine with Knife Piece 2 to create a Knife which can be fired across the room, dealing 25 damage to any enemies it comes into contact with in the Downpour/Dross II, you will find a white flame somewhere, and a room with a mirror in it. Touching the white flame temporarily turns you into The Lost, but allows you to walk through the mirror into a mirrored version of this floor. You have the Holy Mantle effect to prevent one hit per room, but taking another hit will kill you. The Knife Piece 1 is located in the Item Room in the mirrored area. Returning back through the mirror door returns you back to normal again If you haven't unlocked Holy Mantle for The Lost yet, you won't gain the effect after touching a white fire so be careful! The mirrored floor rooms have respawned enemies, and allows you to optionally fight the Boss a second time for an extra item When combined with Knife Piece 2, can be used to stab the fleshy door in the Mausoleum II, which then leads to the Corpse floor and the Mother boss Type: Passive Item Pool: None (see above) \*, Knife Piece 2 ItemID: 627 "???" Quality: 0 Combine with Knife Piece 1 to create a Knife which can be fired across the room, dealing 25 damage to any enemies it comes into contact with in the Mines/Ashtip II, there's a room with a minecart and a broken track. Pressing 3 yellow buttons on the floor causes the minecart to be rideable. Following the path takes you to an abandoned mineshaft, which leads you to a pedestal with the Knife Piece. Taking it will cause Mom's Shadow to spawn and chase you. You must make it back through the path solving a few bomb puzzles while avoiding her, to get back to the regular floor. All your items and consumables are temporarily removed while in the abandoned mine The room to access Knife Piece 2 only appears if you have Knife Piece 1 already You can skip pressing the 3 yellow buttons if you have the ability to fly and have 2 bombs to force open the door When combined with Knife Piece 1, can be used to stab the fleshy door in the Mausoleum II, which then leads to the Corpse floor and the Mother boss Type: Passive Item Pool: None (see above) \*, Death Certificate ItemID: 628 "Where am I?" Quality: 4 This is a one time use item that teleports you to an alternate floor, which contains every single item in the game The items are spread between several different rooms all on pedestals. You may take only one of the items, before being teleported back to where you were It's literally every item, that includes items not in item pools like Knife Pieces UNLOCK: Unlock this item by completing every post-it note for every character, including the Tainted characters Type: Active Recharge time: 1 time use Item Pool: Secret Room \*, Bot Fly ItemID: 629 "Defense drone" Quality: 3 Gives you a robot fly familiar that orbits around Isaac and fires shielded tears at incoming projectiles Deals contact damage to enemies it touches Counts as 1 of 3 fly items needed towards the Beezelzub transformation Type: Passive, Familiar Item Pool: Item Room, Key Beggar, Crane Game \*, Meat Cleaver ItemID: 631 "Slicic but no dice" Quality: 1 When used, the Meat Cleaver will split all enemies in the room into 2 smaller versions with ~40% health each For enemies that have multiple parts to them (e.g. Larry Jr.) it will split them into 2 smaller enemies with half the number of sections they used to have If the enemy normally has a mechanic that splits it (e.g. Teratoma, Envj) then Meat Cleaver will deal a lot of damage and trigger the splitting effect If the split enemy has low enough health, it will just die instead of splitting Doesn't work on end-game bosses except Delirium, where it will deal a chunk of damage and spawn a 2nd Delirium to deal with UNLOCK: Unlock this item by defeating Mother in the Corpse II as Isaac Type: Active Recharge time: 2 rooms Item Pool: Item Room \*, Evil Charm ItemID: 632 "Luck up + you feel protected" Quality: 1 +2 Luck Up you no longer take damage from poison/toxic gas/burn effects, and become immune to fear/confusion Type: Passive Item Pool: Secret Room \*, Dogma ItemID: 633 "Ascended" Quality: 0 This item isn't available in any item pools - you are automatically given it after defeating Dogma, just before The Beast sequence +0.1 Speed Up +2.0 Damage Up Grants you the ability to fly Grans a one-time use of the Holy Mantle effect On normal mode this grants The Wafer effect, causing all damage to do a maximum of half a heart each time Sets your health to 6 hearts if you have fewer than 6. This will heal red hearts and then give soul hearts up to a total of 6. This doesn't work with The Lost characters Type: Passive Item Pool: None \*, godma Purgatory ItemID: 634 "Help from beyond" Quality: 2 While in a room with enemies, red cracks will appear on the floor in random locations Walking over the crack spawns a white soul familiar, that launches itself into the nearest enemy, exploding and dealing double your tear damage to everything near it Cracks will keep appearing but only one can exist in the room at a time UNLOCK: Unlock this item by defeating challenge #38 (Baptism by Fire) Type: Passive Item Pool: Devil Room, Angel Room \*, ghost Stitches ItemID: 635 "Bait and switch" Quality: 1 While held, this item spawns a familiar that can be moved around using the arrow keys and deals 1.5 damage per tick to any enemies it touches When activated, you teleport, swapping places with whatever Stitches was positioned Teleporting into to fires will extinguish them (including blue fires) and on top of shopkeepers will destroy them (gives +10% devil/angel room chance as normal) If used while stitches is on top of an enemy, it an be used to telefrag enemies, dealing x3.5 your damage + 40 Can be used to enter/exit Curse Rooms for free by teleporting infront of the door while holding the direction key to move in immediately. Also works for opening Spiked Chests and Mimic Chests without taking damage Type: Active, Familiar Recharge time: 3 seconds Item Pool: Item Room \*, R Key ItemID: 636 "Time to start over" Quality: 4 When used, this item restarts the game and places you back on the first floor with all your currently collected items, similar to doing a Victory Lap The game timer does not reset Allows angel rooms to be found in the new run if a devil deal was taken in the first run In Greed Mode and while playing as Tainted Keeper, this item costs 99 coins instead of 15 When used in the backwards path after picking up Dad's Note, R key will skip you to the Basement 1 version of this path, which leads directly to the Home floor. This may cause you to skip floors where you left a trinket to spawn a Cracked Key. Donation machines become fixed if they were jammed before using the R Key Type: Active Recharge time: Single use Item Pool: Secret Room \*, Knockout Drops ItemID: 637 "They pack a punch!" Quality: 3 Isaac now has a chance to fire a fist instead of normal tears, which have a much higher knockback effect and confuse enemies for a few seconds Enemies that are knocked back will take 10 damage and knock back any enemy they are knocked into, dealing damage to them as well Type: Passive Item Pool: Item Room \*, Eraser ItemID: 638 "Erase thy enemy" Quality: 2 An active item that allows you to throw an eraser at any enemy, which will kill it and prevent it from appearing for the rest of the run Enemies that are erased create a puff of smoke instead of spawning Works on bosses, except it doesn't kill them it just deals 15 damage Can only be used once per floor - batteries also cannot be used to recharge it to bypass this restriction The first use will raise it above your head, then by pressing the fire button it will be thrown in that direction Type: Active Recharge time: 1 room (Can only be used once per floor) Item Pool: Shop, Crane Game \*, Yuck Heart ItemID: 639 "Gross!" Quality: 3 When used, this item will give you +1 Rotten Heart Rotten Hearts act as red hearts and each one you currently have spawns 2 blue flies upon successfully clearing a room UNLOCK: Unlock this item by defeating Mother in the Corpse II as Maggy Type: Active Recharge time: 6 rooms Item Pool: Item Room, Rotten Beggar \*, Urn of Souls ItemID: 640 "Unleash their sorrow" Quality: 3 Enemies now create a soul upon death, which is automatically sucked into the Urn giving it +1 charge. Mini-bosses and bosses create 2-3 souls When activated, the urn can be fired as a high damage flamethrower in any direction A charge is consumed roughly every 0.5 seconds of use Multi-part enemies such as Envj or Teratoma create a soul per each part killed A maximum of 20 souls can be held in the urn at one time UNLOCK: Unlock this item by beating Satan as Bethany Type: Active Recharge time: None (see above) Item Pool: Angel Room \*, Aeldama ItemID: 641 "Spill your guts" Quality: 2 With each shot fired, another bloody tear will spawn behind Isaac Spawning multiple tears will form a trail of tears that follow Isaac as he moves, bursting and dealing damage upon contact with enemies The effect from this item will only work while in a hostile room that contains at least 1 enemy UNLOCK: Unlock this

item by defeating Mother in the Corpse II as Judas Type: Passive Item Pool: Item Room \*, Magic Skin ItemID: 642 "All your desires fulfilled" Quality: 2 Upon use, this item consumes 1 heart container or 2 soul hearts and spawns one item pedestal from the current room's pool Every use gives a broken heart, meaning that slot is permanently broken and the maximum health limit is reduced by 1 for the rest of the run After 12 uses, Isaac dies instantly (this also applies to The Lost despite having no health) Magic Skin will continue to appear after finding it once if you are not still holding it - the chance for it to replace an item is 1 + (12 - number of times used) up to a maximum of 50% Broken hearts are empty heart containers that cannot be removed or refilled and will override other types of hearts when you reach 12 total. Replacing all 12 containers with broken hearts will kill you instantly. The only way to remove broken hearts will be by donating to a Confessional Machine UNLOCK: Unlock this item by defeating Mother in the Corpse II as Jacob & Esau Type: Active Recharge time: 6 rooms Item Pool: Shop, Red Chest, Curse Room \*, blood Revelation ItemID: 643 "Awaken your faith" Quality: 4 +2 Soul Hearts Grants you the ability to fly Holding the fire button charges up a light beam attack similar to Brimstone The light beam deals damage equal to your current tear damage per tick to any enemies touching it Counts as 1 of 3 angel items needed towards the Seraphim transformation. UNLOCK: Unlock this item by defeating Mother in the Corpse II as Bethany Type: Passive Item Pool: Angel Room \*, Consolation Prize ItemID: 644 "+1 to lowest stat" Quality: 1 When picked up, this item gives you a stat increase, based on which is currently the lowest. Stat options are: +1.0 Damage, +0.6 Tears, +0.2 Speed, +5.25 Range Also drops either a bomb, a key or 3 coins on the ground. This is decided by whatever you have the least of. Keys and bombs are equal to 3 coins for deciding which to give Type: Passive Item Pool: Boss Room, Golden Chest, Crane Game \*, Tinytoma ItemID: 645 "Litching for revenge" Quality: 1 Grants a large orbital that rotates around Isaac When the orbital takes a few hits, they split into two smaller ones After the smaller orbitals take another hit, they explode into 2 blue spiders This item will respawn after a period of time UNLOCK: Unlock this item by defeating Mother in the Corpse II as Lazarus Type: Passive, Familiar Item Pool: Item Room \*, Brimstone Bombs ItemID: 646 "Bomb blast +5 bombs" Quality: 3 +5 Bombs Your bombs now explode and fire 4 Brimstone lasers in all cardinal directions Each brimstone laser deals 8 damage per tick for 13 total hits UNLOCK: Unlock this item by killing Hornfel before he can escape after breaking his minecart Type: Passive Item Pool: Devil Room, Bomb Beggar, Greed Mode Devil Room \*, 4.5 Volt ItemID: 647 "Beat the juice out of them!" Quality: 2 Active items no longer charge up as normal from clearing rooms Enemies taking damage now charges your item instead. This includes damage you deal, and environmental damage they take e.g. from Fireplaces 60 damage dealt = 1 charge Type: Passive Item Pool: Shop, Battery Beggar \*, Fruity Plum ItemID: 649 "Bouncy friend" Quality: 1 Gives you a familiar which is a smaller version of the Plum boss, which sprays tears and propels itself around the room Deals 2 contact damage per tick to enemies, and the tears deal 3 damage each Deals contact damage to any enemies it runs into Counts as 1 of 3 fly items needed towards the Beelzebub transformation. UNLOCK: Unlock this item by beating Baby Plum 10 times Type: Passive, Familiar Item Pool: Item Room, Key Beggar \*, extremely cute omg: plumslug: Plum Flute ItemID: 650 "Play time!" Quality: 2 When used, this item calls a friendly version of the Plum boss to fight for you for 10 seconds It will jump to the nearest enemy, slam on the ground and fire tears around it, then propel itself around the room, dealing contact damage to any enemies it touches before disappearing It's possible to get a guaranteed spawn of this item by encountering the Baby Plum boss and not damaging her. After a minute or so of not hurting her she will fly away and spawn Plum Flute Counts as 1 of 3 fly items needed towards the Beelzebub transformation. UNLOCK: Unlock this item by allowing Baby Plum to escape instead of killing her Type: Active Recharge time: 4 rooms Item Pool: Item Room \*, extremely cute omg: plumsnug: Star of Bethlehem ItemID: 651 "Follow the light" Quality: 2 Spawns a star with a white aura around it, that floats very slowly through each room on the floor, making its way towards the boss room While standing inside the aura, you gain a big Tears Up (x2.5 fire rate), Damage Up (damage \* 1.2 + 1) and homing tears The star continues to make its way through the floor, even if you aren't in the same room as it On The Void floor, it will move towards the boss room containing Delirium Doesn't travel into the Hush or Mega Satan boss room It may travel through secret/course rooms on its route to the boss room Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums UNLOCK: Unlock this item by defeating Delirium as Bethany Type: Passive, Familiar Item Pool: Angel Room \*, Cube Baby ItemID: 652 "Kick it!" Quality: 1 Gives you a baby in an ice cube, which can be kicked around the room by walking into it Enemies take damage from Cube Baby depending on how fast it was travelling when it hit them. Having a higher movement speed allows you to kick it harder Enemies hit by the cube while moving have a high chance to become frozen. Frozen enemies never unfreeze and are considered dead by the game. Kicking a frozen enemy will push it into the wall, where it shatters and fires ice shards everywhere (these can then freeze other enemies) Enemies touching the cube while it's not moving or moving slowly will become slowed for a few seconds, and take a small amount of damage Cube Baby and enemies frozen will block enemy shots Counts as 1 of 3 familiar items needed towards the Conjoined transformation. Type: Passive, Familiar Item Pool: Item Room \*, Vade Retro ItemID: 653 "Begone!" Quality: 3 Enemies that die now spawn a red ghost, that floats in place of where the enemy died Activating the item causes all red ghosts in the room to explode, dealing damage to any enemies near them The explosion doesn't deal damage to Isaac Damage dealt by each ghost is 3 + 0.04x the HP of the enemy it spawned from Larger enemies such as minibosses will spawn a larger red ghost that causes 3 explosions The red ghosts can be moved around slightly by firing tears through them UNLOCK: Unlock this item by defeating Greedier mode as Bethany Type: Active Recharge time: Instant Item Pool: Angel Room \*, False PHD ItemID: 654 "Worse pills + evil up" Quality: 2 Identified all pills on pickup, and converts them to their worse counterparts (e.g. Stat Up becomes Stat Down) Any 'Stat down' pills you take give you a permanent +0.6 Damage Up (Horse pills +1.2) Most other pills spawn a black heart when used, including R U A Wizard?, Amnesia, Bad Trip, ???, Paralysis, Retro Vision, I'm Excited +1 Black Heart when picked up Type: Passive Item Pool: Devil Room \*, p.h.d ph.d p.h.d paper blood Spin to Win ItemID: 655 "Let it rip!" Quality: 1 While held, gives you an orbital that blocks enemy shots and deals contact damage equal to 3.5 per tick While the active key is held down, Isaac gains +0.5 Speed and all of your orbitals spin faster and deal more damage Orbital damage is equal to 1.5 x OrbitalDamage + 6 while this effect is active Type: Active & Passive, Familiar Item Pool: Item Room \*, Vasculitis ItemID: 657 "Clogged enemies" Quality: 2 On death enemies now fire tears in random directions, which can damage other enemies The amount of tears created by this effect depends on the total health of the enemy killed. Smaller enemies spawn 2-3 tears, and bosses spawn a maximum of 16 Tears from this effect maintain tear modifiers and status effects that Isaac currently has Isaac doesn't take damage from the tears created by this item Type: Passive Item Pool: Item Room \*, Giant Cell ItemID: 658 "Micro friends" Quality: 1 Every time you take damage, a tiny Isaac familiar will spawn, which follows you and shoots tears at nearby enemies that deal 1.3 Damage The mini-Isaacs stay with you between floors, but can die if they take too much damage Maximum number of mini-Isaacs is 16 at one time Mini-Isaac's keep some of the abilities and appearance that Isaac has - e.g. the ability to fly. As Azazel they fire brimstone and as The Forgotten they use a bone club Type: Passive Item Pool: Item Room, Greed Mode Item Room \*, Card Reading ItemID: 660 "A link to your future" Quality: 3 At the beginning of all future floors, two portals will appear, that can take you to either the Boss room (Red portal), Item room (Yellow portal) or Secret room (Blue portal) After Chapter 3 (The Depths floors) only one portal will spawn Portals disappear if you leave the starting room Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums Type: Passive Item Pool: Shop \*, paper, tarot card Quints ItemID: 661 "They lurk inside" Quality: 1 Every time a enemy dies, a random familiar spawns where it was killed for the rest of the room The familiar cannot move, but continues to do its usual abilities Possible familiars include: Abel, Boiled Baby, Brother Bobby, Sister Maggy, Little Steven, Demon Baby, Multidimensional Baby, Freezer Baby, Rotten Baby, Harlequin Baby, Ghost Baby, Guardian Angel, Lil Brimstone, Robo-Baby and Seraphim Counts as 1 of 3 familiar items needed towards the Conjoined transformation. Type: Passive Item Pool: Item Room, Greed Mode Item Room \*, Tooth and Nail ItemID: 663 "You feel prickly" Quality: 2 Every 5 seconds you become spiky for a second, becoming immune and dealing 40 contact damage to any enemies that touch you The effect is indicated by 4 white flashes, where the item activates on the 4th flash If timed well, can be used to enter curse rooms and open spiky chests without taking damage. You still take damage however when using Blood Donation machines and Devil Beggars Type: Passive Item Pool: Item Room \*, spikes, spiky, spike rock, greynost, grey host Binge Eater ItemID: 664 "All you can eat" Quality: 3 Causes all pedestal items to show up as rotating items, that swap every 1 second between the original spawned item and a HP up item. This allows you to choose between the item that originally spawned and a HP upgrade every time This effect applies to most items, including those in the shop and devil room. Doesn't apply to progress items like The Polaroid When you pick up an item that increases your maximum HP, you gain 2 permanent stat increases, and a temporary damage boost that slowly goes down over time. Starts at +3.6 damage and goes to 0 after 30 seconds While this temporary damage boost is active, each enemy you kill increases your damage slightly, allowing you to quickly kill multiple enemies and chain the effect for longer The 2 permanent stat increases depend on the item taken: A Snack = +0.2 shot speed, +1 Luck. Breakfast = +0.2 Speed, +1.5 Range. Dessert = +1 Flat Damage, +0.2 Speed. Dinner = +0.5 tears, +0.2 shot speed. Lunch = +0.5 tears, +1.5 range. Midnight Snack = +1 flat damage, +1 luck. Rotten Meat = +1 flat damage, +1.5 range. Supper = +0.5 tears, +1 luck. Type: Passive Item Pool: Secret Room \*, dog, food, Guppy's Eye ItemID: 665 "An eye for secrets" Quality: 2 Shows you to see the contents of chests, sacks and items that will drop from fires before you destroy them Doesn't work on tinted rocks and other obstacles (e.g. poop, pots) Counts as 1 of 3 cat items needed towards the Guppy transformation UNLOCK: Unlock this item by defeating Mother in the Corpse II as Cain Type: Passive Item Pool: Devil Room, Red Chest \*, guppys eye, guppy eye Strawman ItemID: 667 "A helping hand" Quality: 2 Spawns a Keeper familiar, that shoots tripe tears and follows your action movements as you walk The keeper has 3 health coins and can die if it takes enough damage. He can pick up coins to restore health Similar to other familiars of this kind, you can hold the drop key to cause him to stand still if he dies, his corpse turns into a few blue spiders. He won't respawn even if you move to a new floor UNLOCK: Unlock this item by defeating The Beast as Tainted Keeper Type: Passive, Familiar Item Pool: Secret Room \*, Dad's Note ItemID: 668 "...". Quality: 0 Only found in the Mausoleum/Gehenna II boss room The item itself has no effect, but triggers the ascent through the backwards path towards the Home floor Once you've beaten Mother once, a door will appear at the starting room in Depths II, which leads to the Mausoleum/Gehenna floors. The door can only be opened if you have The Polaroid. The Negative or Faded Polaroid (the item/trinket is taken away when it opens). This means you need a way to teleport out of the Mom's Foot boss fight. If you didn't find one before this point, there will be a tinted skull somewhere on Depths II, which contains a Fool card when blown up. Type: Passive Item Pool: None (see above) \*, dads note, dad note, paper, Sausage ItemID: 669 "All stars up" Quality: 3 +1 HP +0.2 Speed Up +0.5 Tears Up +0.5 Damage Up +1.5 Range Up +0.16 Shot Speed Up +1 Luck Up Type: Passive Item Pool: Secret Room \*, sosig, meat, food, Options? ItemID: 670 "There might be options" Quality: 2 Clearing a room will spawn an extra reward, however only one can be picked up - the other one will disappear UNLOCK: Unlock this item by defeating The Beast as Isaac Type: Passive Item Pool: Shop \*, Candy Heart ItemID: 671 "Power of love" Quality: 2 Every half red heart you pick up gives a small but permanent stat increase Randomly picks between +0.10 Damage Up, +0.05 Tears Up, +0.15 Range Up, +0.02 Speed Up, +0.1 Luck Up, +0.02 Shot Speed Up per half red heart Spawns 1 Red Heart when picked up UNLOCK: Unlock this item by defeating The Beast as Magdalene Type: Passive Item Pool: Item Room \*, A Pound of Flesh ItemID: 672 "Blood money" Quality: 1 This item causes Devil deals to cost money instead of hearts, and shop items to cost hearts instead of money Shop items cost heart containers, and pickups have spikes around them The Devil deal conversion rate is 1 heart container to 15 coins Devil deal items can be on discount similar to the shop, making it 1 heart container = 7 coins instead UNLOCK: Unlock this item by defeating The Beast as Cain Type: Passive Item Pool: Devil Room, Demon Beggar \*, Redemption ItemID: 673 "Deliver me from evil" Quality: 2 Every time you enter a devil room and choose not to take an item, you get +1 Damage Up upon entering the next floor The effect is shown via a cross above Isaac's head. Taking a Devil deal breaks the cross and prevents the damage up next floor Taking fire pickups such as Black hearts also count UNLOCK: Unlock this item by defeating The Beast as Judas Type: Passive Item Pool: None \*, Spirit Shackles ItemID: 674 "Unfinished business" Quality: 3 When you die, you turn into a ghost with 1/2 a red heart, flying and spectral tears, that is chained to your body for 10 seconds. This allows you to stay alive as long as you don't get hit during this 10 second period. The effect cannot activate again until you pick up a soul heart (won't be added to your health total when this happens). UNLOCK: Unlock this item by defeating The Beast as The Forgotten Type: Passive Item Pool: Secret Room \*, Cracked Orb ItemID: 675 "Shards of knowledge" Quality: 1 Taking damage reveals a random room on the minimap, and automatically opens certain doors in the current room. Possible doors include any needing a key to open (Item Room, Shop, Alt Path doors), secret rooms and crawl spaces Cracked Orb can also reveal the location of the red room that contains a pedestal item. The Red Key item is required to access it, but it shows the direction to get there UNLOCK: Unlock this item by defeating The Beast as Eve Type: Passive Item Pool: Item Room, Secret Room \*, Empty Heart ItemID: 676 "It multiplies" Quality: 2 Upon entering each new floor, if you have one red heart or less, another one is added This effect works while moving up floors in the backwards path This item has no effect for characters with non-red health i.e. ???, Keeper and The Forgotten UNLOCK: Unlock this item by defeating The Beast as Samson Type: Passive Item Pool: Item Room, Demon Beggar \*, blood Astral Projection ItemID: 677 "The true out-of-body experience!" Quality: 2 The first time you get hit in each room, instead of taking damage Isaac will now temporarily die and become The Lost During this effect, time stops for 3 seconds allowing you to escape and get a few extra shots in Isaac returns to his body if you either clear the room or take damage included as The Lost Only happens once per room - taking damage a second time removes hearts as normal UNLOCK: Unlock this item by defeating The Beast as Lazarus Type: Passive Item Pool: Item Room, Secret Room \*, C Section ItemID: 678 "Fetus shots" Quality: 4 This item is not properly implemented into the game yet, and simply gives an appearance similar to Tainted Lilith Collecting this item is still required for the 100% Dead God achievement, however it does not appear in any item pools. Ways to get this item include: Using Death Certificate, as one of Eden's random starting items, Eden's Birthright effect or using Spindown Dice on Lil Abaddon. UNLOCK: Unlock this item by defeating The Beast as Lilith Type: Passive Item Pool: None \*, Lil Abaddon ItemID: 679 "Abyssal friend" Quality: 3 Gives you a familiar that can be charged up to release a black ring, that damages any enemies that touch it with rapid hits (similar to Maw of the Void / Athame effects) The effect does a decent amount of damage, but doesn't scale with your damage upgrades Counts as 1 of 3 familiar items needed towards the Conjoined transformation. UNLOCK: Unlock this item by defeating The Beast as Azazel Type: Passive, Familiar Item Pool: Devil Room \*, Montezuma's Revenge ItemID: 680 "Oh no..." Quality: 3 While firing tears, you now charges up a poop attack for 3 seconds that when released, fires from Isaac's behind The poop attack deals your current tear damage to any enemies caught in the blast Counts as 1 of 3 poop items needed towards the Oh Crap transformation UNLOCK: Unlock this item by defeating The Beast as ??? Type: Passive Item Pool: Item Room \*, Montezumas revenge Lil Portal ItemID: 681 "It hungers" Quality: 1 Gives Isaac a little portal familiar, that moves across the screen as you're firing The portal will suck up any consumables and trinkets it travels over, causing it to become larger and deal more contact damage When the portal sucks up 4 pickups, it turns into a portal that can be used to teleport to unexplored rooms around the floor. It can take you to rooms that require bombs/keys, e.g. the Secret Room or the Shop Every time the portal sucks up an item, it spawns a blue attack fly for you Once every room has been explored, the portal does nothing Cannot take you to rooms that aren't a part of the floor structure e.g. Devil Rooms / I AM ERROR rooms UNLOCK: Unlock this item by defeating Mother as Apollyon Type: Passive, Familiar Item Pool: Item Room \*, Worm Friend ItemID: 682 "Clingy buddy" Quality: 2 You gain a familiar that lives under the floor. Every so often it will come up and attempt to grab onto a random enemy in the room, holding them in place and dealing damage The Worm Friend deals 4 damage for 8 ticks total if the enemy moves quickly enough it can miss its attack UNLOCK: Unlock this item by defeating The Beast as Apollyon Type: Passive, Familiar Item Pool: Item Room \*, Bone Spurs ItemID: 683 "Break your enemies" Quality: 2 Enemies that die will leave behind 1-2 floating bone shards where they die, until you leave the room Other enemies that touch the bone shards will take 3.5 damage, with a chance to either bounce off them or cause it to break and disappear UNLOCK: Unlock this item by defeating Mother as The Forgotten Type: Passive Item Pool: Item Room \*, Hungry Soul ItemID: 684 "Out for blood" Quality: 3 Each time an enemy dies, a friendly red soul appears. It will hunt down other enemies, dealing contact damage which scales with your tear damage After 5 seconds the red soul explodes (Isaac doesn't take damage from this effect) UNLOCK: Unlock this item by defeating The Beast as The Lost Type: Passive Item Pool: Devil Room \*, this item is irrelevant 99.94% of you wont kill the beast as the lost me included (Jar of Wisps ItemID: 685 "Your faith grows" Quality: 2 When used, gives you number of blue flame orbitals based on the number shown over this item it starts at 1, and increments each activation, giving you more familiars each time you use it The flames fire tears at the same time Isaac does, that deal a flat 3 damage If a flame touches an enemy, it deals contact damage equal to double your current tear damage and then disappears You can have a maximum of 24 flame orbitals at once Each flame has a chance to spawn as one of many variants, such as green flames that poison enemies, or a crucifix flame that spawns a random horseman familiar + Locusts when it is extinguished UNLOCK: Unlock this item by defeating The Beast as Bethany Type: Active Recharge time: 12 rooms Item Pool: Angel Room \*, Soul Locket ItemID: 686 "Power of faith" Quality: 2 +1 Soul Heart Soul hearts give you small permanent stat increases when picked up Possible stats include +0.3 Range Up, +0.2 Luck Up, +0.2 Damage Up, +0.1 Tears Up, +0.04 Speed Up UNLOCK: Unlock this item by defeating Greed Mode as Bethany Type: Passive Item Pool: Angel Room \*, Friend Finder ItemID: 687 "Best friends forever!" Quality: 3 Spawns a random charmed enemy which fights by your side and copies your exact movements, similar to how Jacob & Esau work The familiars fire tears at the same time as Isaac, and have a visible health bar showing how much damage they can take before dying UNLOCK: Unlock this item by defeating The Beast as Jacob & Esau Type: Active Recharge time: 4 rooms Item Pool: Item Room, Crane Game \*, Inner Child ItemID: 688 "Let him free" Quality: 3 Gives you an extra life You respawn as a tiny version of Isaac, with a greatly reduced hitbox and +0.2 Speed Up When the effect activates you deal 35 damage to nearby enemies Once unlocked, if you have already unlocked the tainted version of the character you're playing as, Inner Child is guaranteed to spawn in the hidden closet on the Home floor UNLOCK: Unlock this item by defeating Greed Mode as Jacob & Esau Type: Passive Item Pool: Secret Room \*, Glitched Crown ItemID: 689 "?????" Quality: 4 Item pedestals now cycle between 5 random items UNLOCK: Unlock this item by defeating The Beast as Tainted Isaac Type: Passive Item Pool: Secret Room \*, Belly Jelly ItemID: 690 "Bounce away!" Quality: 2 Enemies that touch Isaac will now bounce off him and fly off in the opposite direction Bounced enemies will take 10 damage if they slam into the wall This item also gives a random chance for enemy shots to bounce off you without taking damage UNLOCK: Unlock this item by defeating The Beast as Tainted Magdalene Type: Passive Item Pool: Item Room \*, Sacred Orb ItemID: 691 "Destined for greatness" Quality: 4 Increases the quality of generated items Rerolls items with a quality of 0 or 1 33% chance to reroll items with a quality of 2 Quality is a hidden mechanic in Repetance for all items and ranges from 0-4. Certain items consider Quality for picking what item to spawn, allowing better items to spawn under certain conditions Counts as 1 of 3 angel items needed towards the Seraphim transformation. UNLOCK: Unlock this item by defeating The Beast as Tainted Lost Type: Passive Item Pool: Angel Room, Secret Room \*, Sanguine Bond ItemID: 692 "He awaits your offering" Quality: 1 Spawns a special set of spikes in the Devil Room Taking damage from the spikes has a chance to spawn a reward 6 Pennies - 35% chance +0.5 Damage Up - 15% chance 2 Black Hearts - 5% chance Random Item - 2% chance Leviathan transformation - 1% chance Isaac UNLOCK: Unlock this item by defeating The Beast as Tainted Judas Type: Passive Item Pool: Devil Room, Curse Room \*, The Swamp ItemID: 693 "Infest" Quality: 2 When picked up, this gives you 9 orbital flies Each time a fly blocks an enemy shot, it will turn into a blue fly and attack nearby enemies, leaving you with one less orbital Every room clear gives you +1 orbital fly, up to a maximum of 9 Counts as 1 of 3 fly items needed towards the Beelzebub transformation. UNLOCK: Unlock this item by defeating The Beast as Tainted Blue Baby Type: Passive Item Pool: Item Room, Key Beggar \*, Heartbreak ItemID: 694 "Eternal sorrow" Quality: 3 Gives you +0.25 Damage Up for every broken heart you have Gives 3 broken hearts when picked up Every hit of damage that would kill you, instead adds 2 more broken hearts and deal 40 damage to all enemies in the room Broken hearts are empty heart containers that cannot be removed or refilled and will override other types of hearts when you reach 12 total. Replacing all 12 containers with broken hearts will kill you instantly. The only way to remove broken hearts is by donating to a Confessional Machine UNLOCK: Unlock this item by defeating The Beast as Tainted Eve Type: Passive Item Pool: Devil Room, Curse Room \*, Bloody Gust ItemID: 695 "May your rage bring haste" Quality: 3 Every time you take damage, you gain a Speed Up and a Tears Up The stat increases start small, and scale up each time you take damage (+0.25 Tears Up for the first hit, +0.75 Tears Up for the 6th hit) The effect maxes out at +3 Tears Up and +1 Speed Up after taking damage 6 times. This brings you to the maximum possible speed The effect lasts for the rest of the current floor UNLOCK: Unlock this item by defeating Mother as Samson Type: Passive Item Pool: Item Room, Devil Room \*, Salvation ItemID: 696 "Divine protection" Quality: 2 Isaac gains a halo of light around him. When an enemy touches the halo for couple of seconds, a beam of light will come down and deal a burst of damage to it The triggered beam also fires in all 4 cardinal directions, dealing damage to anything it touches Every time Isaac takes damage, the halo goes slightly bigger up to a maximum of 10 times. The size resets when leaving the floor Counts as 1 of 3 angel items needed towards the Seraphim transformation. UNLOCK: Unlock this item by defeating The Beast as Tainted Lazarus Type: Passive Item Pool: Angel Room \*, Vanishing Twin ItemID: 697 "He wants revenge" Quality: 3 A fetus familiar follows Isaac, and upon entering the Boss room on each floor, it will transform into a copy of the boss This makes bosses a lot harder, however you now get 2 boss item drops UNLOCK: Unlock this item by defeating Hush as Jacob & Esau Type: Passive, Familiar Item Pool: Secret Room, Curse Room \*, Twisted Pair ItemID: 698 "Double trouble!" Quality: 4 You gain two familiar demons, that stay by Isaac's side and fire shots in the same direction as you The Familiars deal roughly 40% of Isaac's damage, scaling with damage upgrades you get They sit near and rotate around Isaac depending on which way you're firing tears. They do not block enemy shots Counts as 1 of 3 familiar items needed towards the Conjoined transformation. UNLOCK: Unlock this item by defeating The Beast as Tainted Lilith Type: Passive, Familiar Item Pool: Devil Room \*, Azazel's Rage ItemID: 699 "Ancient power" Quality: 3 Isaac builds rage each time you clear a new room. This is shown by the Azazel skin spreading on Isaac's face After 4 rooms, Isaac's face will flash red. The next room you enter he will automatically fire a massive red brimstone laser for 4 seconds, dealing huge damage The rage resets back to zero, and the cycle continues every 5 rooms cleared UNLOCK: Unlock this item by defeating The Beast as Tainted Azazel Type: Passive Item Pool: Devil Room \*, azazels rage, azazel rage Echo Chamber ItemID: 700 "I can see the future future future" Quality: 2 When using a pill or card, Echo Chamber activates one of every pill type and card type that has been previously used since obtaining Echo Chamber Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums UNLOCK: Unlock this item by defeating The Beast as Tainted Apollyon Type: Passive Item Pool: Secret Room \*, Isaac's Tomb ItemID: 701 "Buried memories" Quality: 3 Spawns a wooden chest at the start of all future floors The wooden chest can contain: 3 trinkets, 1-3 soul hearts, a random item from the Wooden Chest pool UNLOCK: Unlock this item by defeating The Beast as Tainted Forgotten Type: Passive Item Pool: Secret Room \*, isaacs tomb, isaac tomb Vengeful Spirit ItemID: 702 "Hot blooded" Quality: 2 Each time you take damage, a red flame orbital will appear around Isaac for the remainder of the floor, up to a maximum of 6 The flames deal contact damage which scales with your tear damage Upon reaching 6 flames, they will also start to fire tears along with Isaac, dealing a flat 3.2 damage per tear When entering a new floor, all the flames disappear UNLOCK: Unlock this item by defeating The Beast as Tainted Bethany Type: Passive Item Pool: Devil Room, Curse Room \*, Esau Jr ItemID: 703 "Lost brother" Quality: 2 Using this item swaps you between the character you started as, and Esau, which has 3 black hearts, +2 base damage and the ability to fly This character keeps its own separate health and items. Items picked up are not shared between the two characters If either character dies its game over UNLOCK: Unlock this item by defeating The Beast as Tainted Jacob Type: Active Recharge time: 1 room Item Pool: Item Room, Secret Room \*, Berserk! ItemID: 704 "Rip and tear" Quality: 3 When activated, Isaac's tears are replaced by a bone sword and he goes on a killing rampage, gaining +0.4 Speed, +3 Flat Damage Up for 5 seconds The sword deals x3 damage if used at close range, or x1.5 damage if charged up and thrown Clearing rooms doesn't charge this item - charge is added equal to damage taken by enemies. This includes all sources of damage, including environmental damage to enemies Killing an enemy while berserk will increase the duration of the effect by 1 second You don't die while in Berserk mode, but taking lethal damage will kill you after the effect wears off The bone sword from this item is similar to Donkey Jawbone from Antirhith Tainted Samson starts with a passive version of this item UNLOCK: Unlock this item by defeating Delirium as Tainted Samson Type: Active Recharge time: Enemy damage taken = charge Item Pool: Devil Room \*, berzerk, bamson Dark Arts ItemID: 705 "One with the shadows" Quality: 2 When used, Isaac turns into a ghost for 1 second and his speed goes up to maximum (2.0). During this time he can walk over enemies to mark them for death. When the effect wears off, Isaac quickly runs between each marked enemy, dealing high damage to each one rapidly (roughly x2.5 your tear damage) The damage caused by this effect scales up with every target it hits in a row Tainted Judas starts with this item UNLOCK: Unlock this item by defeating Delirium as Tainted Judas Type: Active Recharge time: 7 seconds Item Pool: Devil Room \*, budas, judas, sword, blood, omae wa mou shindeiru Abyss ItemID: 706 "Come forth from the depths" Quality: 4 When used, Abyss consumes all pedestal items in the current room and converts them into Red attack flies Red attack flies will charge across the room in the same direction Isaac is shooting, dealing contact damage to enemies equal to Isaac's tear damage The flies don't block enemy shots, but this also means they never die and stay with Isaac forever Tainted Apollyon starts with this item UNLOCK: Unlock this item by defeating Delirium as Tainted Apollyon Type: Active Recharge time: 4 rooms Item Pool: Devil Room \*, Stapler ItemID: 708 "DMG up" Quality: 3 +1.0 Damage Up Staples one of Isaac's eyes shut, meaning he only shoots tears from one eye. This means some effects such as R U A WIZARD pills only fire tears in one direction Type: Passive Item Pool: Boss Room \*, Suplex! ItemID: 709 "Angel breaker" Quality: 3 When used, you charge forwards for a second. If you touch an enemy in that time, Isaac will pick it up and slam it on the ground, killing it and sending a shockwave around the impact In the brief period while holding the enemy you can move a target to decide where it lands Actually does work on bosses! However after the attack you end up near the boss, which puts you in danger of taking damage too UNLOCK: Unlock this item by defeating Delirium as Jacob & Esau Type: Active Recharge time: 8 seconds Item Pool: Item Room, Crane Game \*, Bag of Crafting ItemID: 710 "Make your destiny" Quality: 3 Can be used to store up to 8 consumables in, such as hearts, coins, keys, bombs, cards etc When the bag has 8 items you can hold down the activate button for 2 seconds to craft yourself a brand new item Each combination of pickups you hold in the bag will create a specific item. Check out the Mechanics > Bag of Crafting page to see combinations Has other uses - Will deal 3 damage to enemies it hits, and can be used to quickly push bombs and objects across rooms Tainted Cain starts with this item UNLOCK: Unlock this item by defeating Delirium as Tainted Cain Type: Active Recharge time: Instant Item Pool: None \*, Bain Flip ItemID: 711 "Life and death" Quality: 3 Tainted Lazarus starts with this item - it doesn't appear in any item pools When used, this allows you to switch characters between Lazarus and Dead Lazarus. Each character keeps its own items and health Tainted Lazarus automatically swaps between these characters after clearing each room, but this item allows you to choose to manually swap if needed UNLOCK: This item comes along with Tainted Lazarus. The achievement 'Flip' is unlocked by defeating Delirium as Tainted Lazarus Type: Active Recharge time: 6 rooms Item Pool: None \*, Bazarus Lemegeton ItemID: 712 "Item summoner" Quality: 3 When used, gives you an orbital flame which represents another random passive item in the game. While you have this flame you also have that item's effect The flame deals double your tear damage to any enemies that touch it, but if it takes too much damage the flame will disappear and you lose the item's effect Tainted Bethany starts with this item Counts as 1 of 3 book items needed towards the Bookworm transformation. UNLOCK: Unlock this item by defeating Delirium as Tainted Bethany Type: Active Recharge time: 6 rooms Item Pool: Devil Room, Library \*, Sumptorium ItemID: 713 "Return" Quality: 3 Tainted Eve will passively spawn blood clot familiars while shooting tears, which consume 1/2 a red heart each time one is spawned. This can only take you down to a minimum of 0.5 total red hearts Sumptorium allows you to suck up all the blood clot familiars and convert them all back into red health Tainted Eve starts with this item UNLOCK: This item comes along with Tainted Eve. The achievement 'Sumptorium' is unlocked by defeating Delirium as Tainted Eve Type: Active Recharge time: 3 seconds Item Pool: None (Tainted Eve only) \*, Recall ItemID: 714 "Come back" Quality: 0 When used, this will retrieve the Tainted Forgotten's skeleton back to its owner's hands from any distance Tainted Forgotten's Birthright effect. Cannot be obtained and has no use for any other character Birthright is a Shop item that has unique effects depending on what character you're playing as Type: Active Recharge time: 3 seconds Item Pool: None \*, Hold ItemID: 715 "Saved for later" Quality: 0 This is the item Tainted Blue Baby (???)'s uses as his main mechanic Killing or damaging enemies spawns various poops, which add to his collection. Pressing the bomb button will put the next poop into the 'Hold' jar. Pressing it again allows you to throw it at enemies. Each poop has random effects like Butt Bombs, Fire Poops etc Tainted Blue Baby starts with this item, and is the only one who can use it Type: Active Recharge time: Instant Item Pool: None \*, Keeper's Sack ItemID: 716 "Spending power" Quality: 3 Spawns 3 random coins and a key when picked up Buying items from the shop gives you random stat upgrades. The more you spend the higher the stat increase Possible stats include Speed, Damage and Range 15c items give all 3 stats: +1 Damage Up, +0.03 or +0.06 Speed Up, +0.25 or +0.5 Range Up 5c items give 1 or 2 stats: +0.5 Damage Up +0R+ +0.25 Range Up +0.03 Speed Up UNLOCK: Unlock this item by defeating Mother as The Keeper Type: Passive Item Pool: Shop, Secret Room \*, keepers sack, keeper sack Keeper's Kin ItemID: 717 "Under a rock" Quality: 2 While in a room with enemies, blue spiders will randomly spawn from objects in the room (e.g. rocks, pots, stone blocks) All rocks spawn 0-2 blue spiders when destroyed Counts as 1 of 3 spider items needed towards the Spider Baby transformation. UNLOCK: Unlock this item by defeating Delirium as Tainted Keeper Type: Passive Item Pool: Item Room, Secret Room \*, keepers kin, keeper kin Keeper's Box ItemID: 719 "Portable shop" Quality: 3 When used, spawns a random shop item or consumable, however you have to pay the relevant cost to pick it up Can include anything that would appear in the shop UNLOCK: Unlock this item by defeating The Beast as Keeper Type: Active Recharge time: 4 rooms Item Pool: Shop, Secret Room, Wooden Chest \*, keepers box, keeper box Everything Jar ItemID: 720 "Anything is possible" Quality: 2 With every bar of charge this item has, a different item is shown inside the Jar. Items start as poops/coins at low charge, moving up to cards, pills and golden At the full 12 charges, a completely random effect will happen. It can be anything including spawning a bunch of consumables, spawning a glitched pedestal item, creating a bunch of light beams, spawning troll bombs or nothing at all UNLOCK: Unlock this item by defeating The Beast as Eden Type: Active Recharge time: 12 rooms Item Pool: Item Room, Crane Game \*, TMTRAINER ItemID: 721 "Isaac and his mother lived alone in a small house on a hill" Quality: 2 When picked up, all future items become 'glitched', causing them to become random combinations of 2-3 effects based on other items Glitched items can be passive or active and are completely randomly generated with infinite possibilities (similar to other 'Randomizer' games) Random effects combine effects that exist on other items, and assign them to a random event (e.g. on enemy death, on room clear, on damage taken etc.) UNLOCK: Unlock this item by defeating The Beast as Tainted Eden Type: Passive Item Pool: Secret Room \*, tm trainer, glitched items, glitch item, tm trainer, tmelt, 1 melt Anima Sola ItemID: 722 "Repent" Quality: 2 When used, it puts the closes enemy in chains for 5 seconds, preventing it from moving Tainted Jacob starts with this item UNLOCK: Unlock this item by defeating Delirium as Tainted Jacob Type: Active Recharge time: 15 seconds Item Pool: Item Room \*, Bacob Spindown Dice ItemID: 723 "1" Quality: 4 Rerolls all pedestal items, lowering all their internal item IDs by 1 For example: Brimstone's ID = 118, so it would be rerolled into Dead Bird (ID = 117) Sad Onion (ID = 1) will reroll into nothing There are some gaps in item IDs which are skipped if no item exists, or will reroll into unexpected items if hidden items are present at that ID. For example rerolling Plan C (ID = 475) changes it into the Broken Glass Cannon, which is a hidden item with ID = 474 items that are yet to be unlocked will also be skipped over, preventing you from getting items you don't have access to yet UNLOCK: Unlock this item by defeating Delirium as Tainted Isaac Type: Active Recharge time: 6 rooms Item Pool: Item Room, Secret Room, Crane Game \*, Hypercoagulation ItemID: 724 "Thick blooded" Quality: 3 Upon taking damage you have a chance to drop the heart that you just lost. It gives you 2 seconds to pick it up again to re-heal, before it disappears UNLOCK: Unlock this item by defeating Delirium as Tainted Magdalene Type: Passive Item Pool: Item Room \*, IBS ItemID: 725 "Your stomach rumbles" Quality: 2 Causes Isaac to throw a random type of poop, at random intervals An additional chance for Explosive Diarrhea to happen, which spawns 5 troll bombs where Isaac is standing UNLOCK: Unlock this item by defeating Delirium as Tainted Blue Baby Type: Passive Item Pool: Item Room \*, Hemoptysis ItemID: 726 "Double tap sneeze" Quality: 3 Allows you to quickly double tap a shoot button to increase on nearby enemies, dealing x1.5 your tear damage and pushing them back slightly if an enemy is pushed into a wall or object it takes 10 damage UNLOCK: Unlock this item by defeating Delirium as Tainted Azazel Type: Passive Item Pool: Item Room \*, Ghost Bombs ItemID: 727 "Spooky blast +5 bombs" Quality: 2 +5 Bombs Bombs become spectral and can now pass through objects Bombs spawn a friendly white soul, which will hunt down other enemies, dealing contact damage which scales with your tear damage After 10 seconds the red soul explodes dealing 7 damage to nearby enemies. Isaac doesn't take damage from this effect UNLOCK: Unlock this item by defeating Delirium as Tainted Lost Type: Passive Item Pool: Item Room, Bomb Beggar \*, Gello ItemID: 728 "Demonic gestation" Quality: 2 Spawns a familiar that's attached via an Umbilical Cord, but will move and shoot in the same direction Isaac is shooting When activated your first need to throw the familiar, which deals x3 your tear damage to any enemies it touches Gello's tears deal x0.75 your tear damage (x1.0 if Lilith) Can be used multiple times per room to spawn more familiars, however they only last for the current room UNLOCK: Unlock this item by defeating Delirium as Tainted Lilith Type: Active Recharge time: 2 rooms Item Pool: Item Room, Devil Room \*, Decap Attack ItemID: 729 "Chuck away!" Quality: 2 When used, this item allows you to throw your head where it will sit as a stationary sentry firing bullets until you walk over and pick it up again Throwing Isaac's head deals 24 damage to anything it hits while being thrown Your hitbox remains with the body. Enemies touching the head don't hurt Isaac UNLOCK: Unlock this item by defeating Delirium as Tainted Forgotten Type: Active Recharge time: 4 seconds Item Pool: Item Room \*, Repentance Trinkets (61) Jawbreaker TrinketID: 129 "Don't chew on it" Tears have a chance to become a tooth, dealing x3.2 damage, similar to Tough Love The chance to fire a tooth with this trinket is affected by your Luck stat At +0 luck you have ~12% chance for this effect to activate At +9 luck every tear you fire will be a tooth \*. Blessed Penny TrinketID: 131 "Wealth of purity" Chance to spawn half a soul heart when picking up a coin The chance scales up based on the coin's worth: Penny = 16.66%, Double Penny = 30.5%, Nickel = 59.7%, Dime = 83.3% UNLOCK: Unlock this trinket by defeating ??? as Bethany \*, Broken Syringe TrinketID: 132 "Mystery medicine" Gives you a random syringe effect every room The effect can be The Virus,ROID Rage, Speed Ball, Experimental Treatment, Synthol, Euthanasia or Growth Hormones \*. A Lighter TrinketID: 135 "Watch the world burn" Chance for enemies to burn when entering a room The chance for this effect to activate is affected by your Luck stat \*, Myositis TrinketID: 137 "Forget me not..." Pickups left on current floor will appear in the starting room of the next floor, up to a maximum of 4 pickups \*, flower, blue, petal, leaf, myositis "M TrinketID: 138 "I's broken!Reroll your dest." Active items will be rerolled upon using them Using with Book of Virtues will only reroll the item the book is holding Has no effect with Notched Axe due to how its durability works UNLOCK: Unlock this trinket by defeating Mother as Eden \*, Teardrop Charm TrinketID: 139 "It feels lucky" Random luck-based tear effects have an extra chance of occurring The additional chance is effectively +3 Luck Up \*, Apple of Sodom TrinketID: 140 "It feels empty" Picking up red hearts now has a high chance to spawn 1-4 blue attack spiders, instead of giving you health back This effect also works while fully healed, giving a guaranteed chance of getting spiders While missing any red health the chance for spiders is less Works for characters that don't use red health, which always gives you spiders Hearts in Shops can be converted into spiders for free \*, Forgotten Lullaby TrinketID: 141 "Sing for your friends" Gives your familiars improved rate of fire while held In Antirhith this trinket was called Song of the Siren UNLOCK: Unlock this trinket by bombing the skull left by The Siren boss after her death \*, Beth's Faith TrinketID: 142 "My faith protects me" While held at the start of each floor, this trinket spawns four wisp familiar orbitals around Isaac These wisps are the same as the ones created by the Book of Virtues item UNLOCK: Unlock this trinket by beating the Boss Rush as Bethany \*, beths faith Old Capacitor TrinketID: 143 "Voltage starving" Your active item no longer gains charges, but battery drops become much more common UNLOCK: Unlock this trinket by blowing up 10 Battery Beggars \*, Brain Worm TrinketID: 144 "Ding!" Tears that miss enemies will redirect themselves and travel 90 degrees towards enemies Tears must be roughly 2 tiles or closer to activate this effect \*, Perfection TrinketID: 145 "Luck way up. Don't lose it!" +10 Luck while held, but the trinket is destroyed when damage is taken Blood donation machines, Curse Rooms and Sacrifice Rooms wont destroy it Taking a hit and activating Holy Mante wont destroy it Can be dropped in order to avoid breaking it This trinket is automatically given to you after clearing 3 bosses without taking damage \*. Devil's Crown TrinketID: 146 "His special customer" Treasure Rooms are replaced with Red Treasure Rooms, which contain a deal with the devil in place of a regular item pedestal If an item room has not yet been entered, it can be transformed to either a regular or Red Treasure Room by picking up or dropping this trinket before entering UNLOCK: Unlock this trinket by defeating Mother as Azazel \*, devils crown Charged Penny TrinketID: 147 "Wealth of power" Every time you pick up a coin, you have a small chance to gain 1 bar of charge on your active item In Antirhith this trinket was called Electric Penny UNLOCK: Unlock this trinket by donating to a battery beggar until he rewards 4.5 Volt \*, Friendship Necklace TrinketID: 148 "Gather round" While held, your familiars will now orbit around Isaac instead of following behind him \*, Panic Button TrinketID: 149 "Push in case of emergency" If your active item is fully charged, when you take damage it will automatically activate it doesn't activate for free - the charges are used up as normal if this effect activates \*, Blue Key TrinketID: 150 "Look between the rooms" Doors can be opened without using up a key However, when entering the door you are taken to a blue womb room with enemies to defeat. This room will always drop a reward at the end, then allow you to exit back to the real floor UNLOCK: Unlock this trinket by defeating The Beast as Tainted Cain \*, Flat File TrinketID: 151 "No more spikes" While held this trinket causes spikes to retract into the floor Works for curse rooms - you no longer take damage entering or leaving Allows you to open spiked chests without taking damage \*, Telescope Lens TrinketID: 152 "Seek the stars" +9% chance for a Planetarium to spawn Allows Planetariums to spawn in the Womb/Utero floors Planetarium have a base 1% chance to appear, which increases by +20% whenever you skip an Item Room (Must not enter to count as skipped) After entering a Planetarium the chance goes back to 1%. Holding this trinket increase that chance by +15% UNLOCK: Unlock this trinket by collecting three of the following in the same run: Magic 8 Ball, Tiny Planet, Crystal Ball, Star of Bethlehem or any of the Astrology-related items (e.g. Aries, Cancer, Capricorn, Leo etc.). The item called Zodiac does not count. \*, Mom's Lock TrinketID: 153 "A piece of her love" Has a high chance to give you the effect of a random Mom item every room UNLOCK: Unlock this trinket by defeating Isaac. ???, Satan and The Lamb as Tainted Isaac \*, moms lock Dice Bag TrinketID: 154 "Bonus roll" Every time you enter a brand new room, you have a chance to get a random one-use Dice (e.g. D6, D6, D20 etc.) UNLOCK: Unlock this trinket by defeating Mother as Tainted Isaac \*, Holy Crown TrinketID: 155 "Walk the path of the saint" Causes Item rooms and Shops to appear in the Cathedral UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Magdalene \*, Mother's Kiss TrinketID: 156 "HP up" While held you get +1 HP Up The first time you pick this trinket up, the heart container will be filled. This effect can't be abused - next time it will be empty if dropped UNLOCK: Unlock this trinket by defeating Mother as Tainted Magdalene \*, mothers kiss Torn Card TrinketID: 157 "Death awaits" Every 15 shots you will shoot an Ipecac + My Reflection shot The tear will fly in the air for about 3 seconds and follows Isaac until it falls and explodes. You need to move out of the way or it will hurt Isaac, but can be used to open anything requiring a bomb e.g. Secret Rooms UNLOCK: Unlock this trinket by defeating Mother as Tainted Lazarus \*, Torn Pocket TrinketID: 158 "A hole in your pocket" Every time you take damage, you drop up to 2 different types of consumables on the ground Dropped consumables can be any variant of its kind - e.g. a bomb can become a troll bomb, or a dropped coin can become a dime Does nothing if you have no consumables UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Lazarus \*, Gilded Key TrinketID: 159 "Less is more" All new chests become locked Golden chests UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Cain \*, Wicked Crown TrinketID: 161 "Walk the path of the wicked" Causes Item rooms to appear in Sheol UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Azazel \*, Azazel's Stump TrinketID: 162 "Unleash your inner demon" When entering a new room, gives a small chance to gain Azazel's short-range Brimstone laser for the current room and the ability to fly UNLOCK: Unlock this trinket by defeating Mother as Tainted Azazel \*, azazels stump Dingle Berry TrinketID: 163 "Oops!" Spawns 2 friendly Dips upon clearing a room Dips that spawn after killing a Squirt turn friendly UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Blue Baby \*, Ring Cap TrinketID: 164 "Twice the bang!" Drops 2 bombs at once (only

Red Room will spawn at one of the walls. The chance for a Red Room to unlock increases as you pick up more Crystal Keys. While in a regular room, the chances to spawn a Red Room are: 1 Key = 33.33% chance. 2 keys = 50% chance. 3 or more keys = 100% chance. While in a Red room, the chances to spawn a Red Room are: 1 Key = 12.5% chance. 2 keys = 16.6% chance. 3 keys = 25% chance. 4 keys = 50% chance. 5 keys = 100% chance. Passive rooms with no enemies don't have a chance to spawn Red Rooms. It's possible to hold more than one trinket by taking Mom's Purse, Belly Button or using the Smelter to convert them into passive items. Having a golden version of this trinket counts as 2 keys. UNLOCK: Unlock this trinket by defeating Mother as Tainted Lost \*, Keeper's Bargain TrinketID: 171 "Money talks" Has a decent chance for Devil Deals to cost money instead of Health The conversion rate is 1 heart container to 15 coins Items can be on discount similar to the shop, making it 1 heart container = 7 coins instead Can be dropped to disable this effect while in the room UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Keeper \*, keepers bargain, keeper bargain Cursed Penny TrinketID: 172 "Wealth of misery" While held, you will be teleported to a random room everytime you pick up a coin UNLOCK: Unlock this trinket by defeating Mother as Tainted Keeper \*, Your Soul TrinketID: 173 "Give it to me" Allows you to pay for a devil deal with this trinket UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Judas \*, Number Magnet TrinketID: 174 "6" +10% devil room chance while held Changes Devil Room layouts. The new rooms contain 0-3 Devil Deal Items, 1-3 Black Hearts and random enemies from the Sheol floor Prevents Krampus from appearing UNLOCK: Unlock this trinket by defeating Mother as Tainted Judas \*, Strange Key TrinketID: 175 "What could it open?" Opens the door to the Blue Womb, regardless of whether you meet the 30 minute speed timer Opening Pandora's Box while holding this item will ignore the normal effect and instead spawn 6 item pedestals from random item pools. Both the box and trinket are consumed when this happens UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Eve \*, Lil Clot TrinketID: 176 "Mini friend" A small clot friend will hug Isaac, following his exact movements (similar to how Jacob & Esau work) and shooting tears when he does The clot can be moved around by collision with an object/wall, allowing you to re-position it The clot's damage is roughly 1/3 of your tear damage If it takes a few hits it will die, and respawn in the next room UNLOCK: Unlock this trinket by defeating Mother as Tainted Eve \*, mini clot Temporary Tattoo TrinketID: 177 "You feel braver" Spawns a random chest after completing a regular Challenge Room Spawns a pedestal item after completing a boss Challenge Room UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Samson \*, Swallowed M80 TrinketID: 178 "Bang!" When taking damage you have a chance to explode and deal 185 damage to all enemies around you (Same damage as a Mr. Mega bomb) UNLOCK: Unlock this trinket by defeating Mother as Tainted Samson \*, RC Remote TrinketID: 179 "Controllable buddies!" Familiars follow Isaac's exact movements, (similar to how Jacob & Esau work) instead of following loosely like they usually do Holding the drop button (Ctrl on Steam version) causes them to stop moving Doesn't affect some familiars with specific movement patterns, e.g. Abel UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Jacob \*, Found Soul TrinketID: 180 "Finally!" Gives you a familiar that follows Isaac's exact movements (similar to how Jacob & Esau work) and shoots spectral tears Similar to Jacob and Esau, positions can be altered by running it into objects, or holding the drop button (Ctrl on Steam version) When you place a bomb, the Found Soul will drop one too If it takes any damage, it will die and not respawn until the next floor UNLOCK: Unlock this trinket by defeating Mother as Tainted Jacob \*, Expansion Pack TrinketID: 181 "Fun extras" Everytime you use your active item, you have a chance to activate another random active item UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Bethany \*, Beth's Essence TrinketID: 182 "Virtue's reward" Taking damage gives you a chance to spawn a flame orbital, similar to the ones created by Book of Virtues Entering an Angel Room gives you +5 flame orbitals. The angel room spawned by The Stainway item also counts Giving money to a beggar gives a flame orbital UNLOCK: Unlock this trinket by defeating Mother as Tainted Bethany \*, beths essence The Twins TrinketID: 183 "I'm seeing double..." Upon entering each new room, this trinket has a chance to copy one of your current familiars If you have no familiars instead it will spawn either Brother Bobby or Sister Maggy Only lasts for the current room UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Lilith \*, Adoption Papers TrinketID: 184 "Give them a home" All shops only sell familiars while holding this trinket If you enter a shop while holding this trinket, the effect won't undo by dropping it until you move to a new floor UNLOCK: Unlock this trinket by defeating Mother as Tainted Lilith \*, Cricket Leg TrinketID: 185 "Infested" Every time an enemy dies you have a chance to gain a random Locust Different color Locusts correspond to the horsemen. Each of them deal double your tear damage, similar to how standard blue flies work War (Red) - Explodes when touching the enemy. The actual explosion deals flat 60 damage Pestilence (Green) - Poisons the enemy it attacks Famine (Brown) - Applies a slowing effect Death (Black) - Deals x4 damage instead of x2 Conquest (White) - Spawns 2-5 at once UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Apollyon \*, Apollyon's Best Friend TrinketID: 186 "Attack buddy" Gives you a red attack fly, that will charge at enemies in the same direction you are shooting Deals damage equal to your current tear damage Stops charging once it hits an enemy and returns to Isaac's side UNLOCK: Unlock this trinket by defeating Mother as Tainted Apollyon \*, apollyons best friend Broken Glasses TrinketID: 187 "Double vision?" Gives a 33% chance to spawn an extra blind pedestal item in all future item rooms. This one will be a hidden question mark Allows you to see what both items are on alternative path floors (Downpour/Dross, Mines/Ashpit, Gehenna/Mausoleum) UNLOCK: Unlock this trinket by defeating challenge #40 (Seeing Double) \*, Ice Cube TrinketID: 188 "Stay frosty" Gives a small chance when entering a room for enemies to be petrified for 4 seconds. Killing a petrified enemy will freeze it. The chance for this effect to activate depends on your Luck stat. Frozen enemies can be pushed into obstacles where they shatter on contact and fire ice shards around them. Any other enemies hit by these shards will become frozen too Frozen enemies are considered dead by the game, and won't unfreeze or move again. The room doors will open if only frozen enemies remain UNLOCK: Unlock this trinket by defeating challenge #41 (Pica Run) \*, Sigil of Baphomet TrinketID: 189 "Revel in death" Every time you kill an enemy you get an invincibility shield for 1 second While shielded, each enemy killed adds +1 seconds to the duration UNLOCK: Unlock this trinket by defeating challenge #37 (Bloody Mary) \*, Rebirth Items (341) The Sad Onion ItemID: 1 "Tears up" Quality: 3 +0.7 Tears Up Type: Passive Item Pool: Item Room \* item room, treasure room, item room pool, green, cry, plant The Inner Eye ItemID: 2 "Triple shot" Quality: 2 Tears now shoot three at a time (Triple Shot) Tears Down significantly REPENTANCE - The Inner Eye now causes less of a decrease in rate of fire than previously, and now has a tighter spread. Type: Passive, Tear Modifier Item Pool: Item Room \* item room, treasure room, item room pool, round, circle, white Spoon Bender ItemID: 3 "Homing shots" Quality: 3 Gives Isaac's tears a homing effect REPENTANCE - Homing tears now target enemies much more reliably Type: Passive Item Pool: Item Room \* item room, treasure room, item room pool, grey, gray, bent Cricket's Head ItemID: 4 "DMG up" Quality: 4 +0.5 Damage Up x1.5 times Damage Multiplier (Does not stack with the Magic Mushroom multiplier) Can be found in golden chests Cricket's Head used to be known as Max's Head in the original game and was renamed for Rebirth Type: Passive Item Pool: Item Room \* crickets head, cricket head, item room, treasure room, item room pool, golden chest pool, gold chest pool, cat, dead, brown, pink My Reflection ItemID: 5 "Boomerang tears" Quality: 0 Gives tears a boomerang effect +5.4 Range Up +0.6 Shot Speed Up Type: Passive, Tear Modifier Item Pool: Item Room \* item room, treasure room, item room pool, broken, mirror, cracked, grey, gray, silver Number One ItemID: 6 "Tears up" Quality: 2 Gives you a very high tear rate in exchange for a big range down +1.5 Tears Up -2.5 Range Down Type: Passive Item Pool: Item Room \* item room, treasure room, item room pool, mm sweet lemonade, urine, yellow, tear, drop Blood of the Martyr ItemID: 7 "DMG up" Quality: 3 +1.0 Damage Up x1.5 times Damage Multiplier if you also have Book of Belial (Does not stack with Magic Mushroom or Cricket's Head multipliers) Type: Passive Item Pool: Item Room, Angel Room \* item room, treasure room, item room pool, crown, thorns, brown, hat Brother Bobby ItemID: 8 "Friends 'till the end" Quality: 0 A familiar which follows Isaac and shoots normal tears which do 3.5 damage Counts as 1 of 3 familiar items needed towards the Conjoined transformation REPENTANCE - Brother Bobby now has an increased rate of fire Type: Passive, Familiar Item Pool: Item Room, Devil Room \* item room, treasure room, item room pool, devil pool, devil room pool, devil deal, purple, blue, dead, baby Skatole ItemID: 9 "Fly love" Quality: 0 A lot of fly enemies are no longer aggressive towards Isaac Attack Fly, Dart Fly, Eternal Fly, and Ring Fly are transformed into a neutral black fly Boom Fly, Red Boom Fly, Drowned Boom Fly move slower, but still deal contact damage Moter, Level 2 Fly, Full Fly, Pooter, and Super Pooter move slower and deal no contact damage Can only be obtained from the shell game in the arcade Counts as 1 of 3 fly items needed towards the Beelzebub transformation Counts as 1 of 3 poop items needed towards the Oh Crap transformation. REPENTANCE - Skatole now prevents damage from eternal flies and Hush flies. Type: Passive Item Pool: None (Arcade shell game only) \* arcade, skull game, black, heart, pink, love Halo of Flies ItemID: 10 "Projectile protection" Quality: 3 Gives Isaac 2 orbital flies which block enemy shots Picking up this item as well as 2 other fly-type items will allow you to transform into Lord of the Flies Counts as 1 of 3 fly items needed towards the Beelzebub transformation Type: Passive, Orbital Item Pool: Item Room, Key Beggar \* item room, treasure room, item room pool, key master pool, key beggar pool, key judgement pool, two, flies, black 1UP ItemID: 11 "Extra life" Quality: 2 Gives the player an extra life When revived, the green mushroom that follows Isaac will disappear and he will respawn with the same amount of red heart containers at full health Resurrection takes place before all other items which give you an extra life Type: Passive Item Pool: Secret Room \* secret room pool, mario, green mushroom, extra life, spots, spotted Magic Mushroom ItemID: 12 "All stats up!" Quality: 4 +1 HP Up +0.3 Damage Up x1.5 times Damage Multiplier (Does not stack with the multipliers from Cricket's Head / Blood of The Martyr + Book of Belial) +1.5 Range Up +0.3 Speed Up Increases the size of your player sprite, but doesn't increase the hitbox Fully restores all red heart containers Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation Counts as 1 of 3 size-increasing items needed towards the Stompy transformation Type: Passive Item Pool: Item Room, Mushrooms \* boss room pool, boss room item, item room, treasure room, item room pool, red, spots, spotted, amanita muscaria The Virus ItemID: 13 "Poison touch" Quality: 0 Enemies touching you take 12 damage, then a poison effect is applied for 6-7 ticks, dealing damage equal to the amount of red hearts you have (up to 30.8 at 12 full red hearts) +0.2 Speed Up Has a chance to drop from the Lust miniboss fight Counts as 1 of 3 syringe items needed towards the Spun transformation REPENTANCE - +0.2 Speed Up (Used to be -0.1 Speed before Repentance). No longer drops black hearts like it used to. Damage scales with total heart containers. Type: Passive Item Pool: Item Room, Demon Beggar, Lust Miniboss \* demon beggar pool, demon judgement pool, devil beggar pool, item room, treasure room, item room pool, syringe, needle, injection, the lost item pool, red RoId Rage ItemID: 14 "Speed and range up" Quality: 2 +0.3 Speed Up +1.5 Range Up +0.5 Shot Height Counts as 1 of 3 syringe items needed towards the Spun transformation Type: Passive Item Pool: Item Room, Boss Room, Demon Beggar \* demon beggar pool, demon judgement pool, devil beggar pool, boss room pool, boss room item, item room, treasure room, item room pool, syringe, needle, injection, green

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