**GAME DESIGN DOCUMENT**



THE BINDING OF ISAAC

**Last Updated:**

1.4.2021.

**Prepared By:**

Karlo Perić

**TABLE OF CONTENTS**

Game Analysis 3

Mission Statement 3

Genre 3

Platforms 4

Target Audience 4

Storyline & Characters 5

Monsters 8

Bosses 17

Gameplay 22

Overview of Gameplay 22

Player Experience 22

Gameplay Mechanics 23

Game Objectives & Rewards 59

Level Design 61

Items 63

Control Scheme 85

Game Aesthetics & User Interface 85

Schedule & Tasks 87

# Game Analysis

The Binding of Isaac is a two-dimensional action-adventure indie game created by Edmund McMillen and Florian Himsl. The player controls a nude crying child named Isaac or one of five other unlockable characters. When Isaac’s mother starts hearing the voice of God demanding a sacrifice be made to prove her faith, Isaac escapes into the basement facing droves of deranged enemies, lost brothers and sisters, his fears, and eventually his mother. The game's name and storyline reference the Biblical story known as the Binding of Isaac.

The game's mechanics and presentation incorporates random, procedurally-generated levels in the manner of a rogue-like game. On each floor of the basement dungeon, the player must fight monsters in a room before continuing onto the next room. This is most commonly done by the character's tears as bullets in the style of a twin-stick shooter, but the player can also use other methods of defeating enemies as the character gains power-ups.

# Mission Statement

The Binding of Isaac is a randomly generated action-adventure RPG shooter with heavy rogue-like elements. Following Isaac on his journey players will find bizarre treasures that change Isaac’s form giving him super human abilities and enabling him to fight off droves of mysterious creatures, discover secrets and fight his way to safety.

# Genre

* Indie
* Roguelike
* Singleplayer
* Action
* Adventure
* Survival
* RPG
* Replay Value
* Difficult
* Dark
* Top Down
* Dungeon Crawler

# Platforms

* Microsoft Windows
* Linux
* OS X

# Target Audience

Statistics show that officially, traditional rogue-like action games are aimed at both men and women over the age of 12. Unofficially , the same games are played by younger people as well. By observing communities of famous rogue-like games, it is notable that percentage of male players is by a small amount higher when compared with percentage of female players.

With all that said, since “The Binding of Isaac” has a lot of gore and disturbing imagery, and due to its violent nature and biblical references , it is aimed for everyone over the age of 16.

Also, since rogue-like games have a vast community of gamers that like them, this game will be strongly aimed at those groups of people.

# Storyline & Characters

The Binding of Isaac's storyline is based off the eponymous Bible story. Isaac (a kid) and his mother live in a small home situated on a hill, both peacefully keeping to themselves, with Isaac drawing doodles and playing with his toys while his mother watches Christian broadcasts on the television. Isaac's mother then hears "a voice from above", stating her son is corrupted with sin and must be saved. It asks her to remove all sin from Isaac to save him. She obliges, taking away his toys, pictures, his handheld video game console and even the clothes on his back.

The voice again calls out to Isaac's mother, stating Isaac must be isolated from all the evil in the world. Once again, she follows its command and locks Isaac in his room. Finally, the voice speaks to her again. It states she has done well but says it still questions her faith and commands she must sacrifice Isaac. She obliges, grabbing a kitchen knife and goes to Isaac's room. Isaac is watching through a sizable crack in his door and starts to panic. He finds a trapdoor under the rug, and just as his mother bursts in, he opens the trapdoor and jumps down it. Isaac then puts the paper he was drawing onto his wall, which transitions into the game's title screen.

Shown throughout the game at loading points between floors is Isaac recollecting about his childhood while curled up in a fetal position and crying. These purportedly show parts of his life, showing Isaac had a difficult childhood ranging from rejection from his mother to bullying from his classmates. However, some images show impossible scenes that cannot have happened but are rather Isaac's own fears. Along with that, the game resumes with Isaac waking up on the next floor making it possible that the memories are merely made up dreams.

The game has multiple ending scenes, making the storyline distorted and non-linear as the game continues.

|  |
| --- |
| **Playable characters** |
| **Character** | **Health**  **[Health stat.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/2c/Health_stat.png/revision/latest?cb=20120815212441)** | **Speed**  **[Speed stat.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/fe/Speed_stat.png/revision/latest?cb=20120815212512)** | **Tears**  **[Tears stat.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/2b/Tears_stat.png/revision/latest?cb=20120815212536)** | **Attack**  **[Attack stat.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/09/Attack_stat.png/revision/latest?cb=20120815212550)** | **Range**  **[Range stat.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9f/Range_stat.png/revision/latest?cb=20120815212614)** | **Starting Items**  **[Start item stat.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a9/Start_item_stat.png/revision/latest?cb=20120815212701)** | **Info** | **Biblical reference** |
| **[IsaacHD.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a0/IsaacHD.png/revision/latest?cb=20120617101324)** [**Isaac**](https://bindingofisaac.fandom.com/wiki/Isaac) | 3 | 2 | 2 | 2 | 2 | *x1 Bomb*  [Bomb.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3b/Bomb.png/revision/latest?cb=20110929211507)  [The Dice](https://bindingofisaac.fandom.com/wiki/The_Dice) (unlocked after beating [The Womb](https://bindingofisaac.fandom.com/wiki/The_Womb) with ???)  [The Dice Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ef/The_Dice_Icon.png/revision/latest?cb=20120707153906) | Default, first character.  Base speed of 100% | The son of Abraham whom God asked to sacrifice in *Binding of Isaac*. |
| **[Maggy.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/87/Maggy.png/revision/latest?cb=20120617101436)** [**Magdalene**](https://bindingofisaac.fandom.com/wiki/Magdalene) | 4 | 1 | 2 | 2 | 2 | [Yum Heart](https://bindingofisaac.fandom.com/wiki/Yum_Heart)  [Yum Heart Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e0/Yum_Heart_Icon.png/revision/latest?cb=20120707144931) | Unlocked by having seven or more [Heart Containers](https://bindingofisaac.fandom.com/wiki/Hearts) in one playthrough ([Soul Hearts](https://bindingofisaac.fandom.com/wiki/Hearts#Soul_Hearts) do not count).  Base speed of 85% | One of Jesus' friends. Also known as Mary. |
| **[CainHD.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c5/CainHD.png/revision/latest?cb=20120617101745)** [**Cain**](https://bindingofisaac.fandom.com/wiki/Cain) | 2 | 3 | 2 | 3 | 1 | *x1 Key*  [Key.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/52/Key.png/revision/latest?cb=20130208204705)  [Lucky Foot](https://bindingofisaac.fandom.com/wiki/Lucky_Foot)  [Lucky Foot Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/8e/Lucky_Foot_Icon.png/revision/latest?cb=20120707145002) | Unlocked by having 55 or more [coins](https://bindingofisaac.fandom.com/wiki/Coins) at any one time in one playthrough.  Base speed of 130% | Son of Adam and Eve, brother of Abel. Was the first murderer and murdered Abel. |
| **[JudasHD.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/66/JudasHD.png/revision/latest?cb=20120617105157)** [**Judas**](https://bindingofisaac.fandom.com/wiki/Judas) | 1 | 2 | 2 | 4 | 2 | *x3 Penny*  [Penny.pngPenny.pngPenny.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/ab/Penny.png/revision/latest?cb=20110929211349)  [The Book Of Belial](https://bindingofisaac.fandom.com/wiki/The_Book_Of_Belial)  [The Book Of Belial Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/07/The_Book_Of_Belial_Icon.png/revision/latest?cb=20121016145408) | Unlocked after defeating [Mom's Heart](https://bindingofisaac.fandom.com/wiki/Mom%27s_Heart) for the first time.  Base speed of 100% | Judas Iscariot, the one who betrayed Jesus Christ. |
| **[EveHD.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/5e/EveHD.png/revision/latest?cb=20120617110400)** [**Eve**](https://bindingofisaac.fandom.com/wiki/Eve) | 2 | 3 | 2 | 1 | 2 | [Dead Bird](https://bindingofisaac.fandom.com/wiki/Dead_Bird)  [Dead Bird Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/13/Dead_Bird_Icon.png/revision/latest?cb=20120707154547)  [Whore Of Babylon](https://bindingofisaac.fandom.com/wiki/Whore_Of_Babylon)  [Whore Of Babylon Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/78/Whore_Of_Babylon_Icon.png/revision/latest?cb=20120707154810) | Unlocked by making two or more [deals with the devil](https://bindingofisaac.fandom.com/wiki/Devil_Room) in one playthrough, even if it kills you.  Base speed of 123% | First female created by God and the first sinner. |
| **[Dead Baby.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/5b/Dead_Baby.png/revision/latest?cb=20120617105352)** [**???**](https://bindingofisaac.fandom.com/wiki/%3F%3F%3F) | N/A | 2 | 2 | 2 | 2 | *x3 Soul Hearts*  [Soul heart.pngSoul heart.pngSoul heart.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/da/Soul_heart.png/revision/latest?cb=20130208204952)  [The Poop](https://bindingofisaac.fandom.com/wiki/The_Poop)  [The Poop Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/72/The_Poop_Icon.png/revision/latest?cb=20120707144028) | Unlocked after defeating [It Lives](https://bindingofisaac.fandom.com/wiki/It_Lives).  Can not have hearts. Items that would normally increase max health add Soul Hearts instead. Normal heart pickups and healing has no effect.  Base speed of 110% | None (Reference to Edmund McMillen). |

|  |
| --- |
| **Monsters** |
| **Monster** | **Description** | **Eternal Variant (Hard Mode only)** |
| [**Black Fly**](https://bindingofisaac.fandom.com/wiki/Fly#Black_Fly) **[Fly.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/0c/Fly.png/revision/latest?cb=20130826142955)** | Tiny black flies that do not hurt Isaac upon touch. |  |
| [**Attack Fly**](https://bindingofisaac.fandom.com/wiki/Fly#Attack_Fly) **[CUSTOMredfly.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/87/CUSTOMredfly.png/revision/latest?cb=20130826142957)** | Red Flies that follow Isaac and deal touch damage. |  |
| [**Moter**](https://bindingofisaac.fandom.com/wiki/Fly#Moter) **[Moters.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3e/Moters.png/revision/latest?cb=20120702115254)** | Follows Isaac, similar to Attack Flies. Will split into 2 Attack Flies[CUSTOMredfly.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/87/CUSTOMredfly.png/revision/latest?cb=20130826142957) upon death. | Splits into 4 Attack Flies instead of 2. |
| [**Eternal Fly**](https://bindingofisaac.fandom.com/wiki/Fly#Eternal) **[White fly.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e0/White_fly.png/revision/latest?cb=20120701173711)** | Invulnerable Fly that circles Corny Poop[Nuttypoop.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/8c/Nuttypoop.png/revision/latest?cb=20120713214925), Holy Leeches[Holy leech.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/58/Holy_leech.png/revision/latest?cb=20120701172618) or Hangers[Hang man.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c4/Hang_man.png/revision/latest?cb=20130831150349). |  |
| [**Pooter**](https://bindingofisaac.fandom.com/wiki/Pooter) **[Pouter.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/ae/Pouter.png/revision/latest?cb=20120702115005)** | Slow-moving flies that fire single blood shots at Isaac. Pooters do not deal touch damage. |  |
| [**Fat Fly**](https://bindingofisaac.fandom.com/wiki/Pooter#Fat_Fly) **[Superpooter.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e8/Superpooter.png/revision/latest?cb=20120702115044)** | Alternate version of Pooters[Pouter.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/ae/Pouter.png/revision/latest?cb=20120702115005). Fires 2 shots in a V-formation and does not deal touch damage. | Fires 3 sets of 2 shots in a V-formation. |
| [**Boom Fly**](https://bindingofisaac.fandom.com/wiki/Boom_Fly) **[Boomfly.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/92/Boomfly.png/revision/latest?cb=20120702114559)** | Flies around the room diagonally, dealing touch damage and exploding with a large blast radius upon death. | Explodes with very large blast radius upon death. |
| [**Red Boom Fly**](https://bindingofisaac.fandom.com/wiki/Boom_Fly#Red_Boom_Fly) **[Spitfly.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ec/Spitfly.png/revision/latest?cb=20120702114730)** | Flies around the room diagonally, dealing touch damage and exploding into 6 directional blood shots upon death. | Explodes into a dense ring of blood shots upon death. |
| [**Sucker**](https://bindingofisaac.fandom.com/wiki/Sucker) **[Sucker.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/66/Sucker.png/revision/latest?cb=20120701172347)** | Flies slowly towards Isaac, exploding into 4 projectiles in a + formation upon death. | Flies slowly towards Isaac, shooting 4 projectiles in a + formation, and exploding into 8 blood shots upon death. |
| [**Spit**](https://bindingofisaac.fandom.com/wiki/Sucker#Puffer) **[Puffer.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/25/Puffer.png/revision/latest?cb=20120701172330)** | Flies slowly towards Isaac, exploding into an [IPECAC](https://bindingofisaac.fandom.com/wiki/IPECAC) shot upon death which targets other Spits in the room, or Isaac. | Flies towards Isaac, shooting 4 projectiles diagonally, exploding into 3 IPECAC shots upon death. |
| [**Spider**](https://bindingofisaac.fandom.com/wiki/Spider) **[Black spider.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/8a/Black_spider.png/revision/latest?cb=20120701174425)** | Moves erratically around the room, damaging Isaac by touch. |  |
| [**Big Spider**](https://bindingofisaac.fandom.com/wiki/Spider#Big_Spider) **[Big spider.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/27/Big_spider.png/revision/latest?cb=20120701175050)** | Moves erratically around the room, splitting into two Spiders[Black spider.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/8a/Black_spider.png/revision/latest?cb=20120701174425) upon death. | Moves erratically around the room, exploding into many spiders upon death. |

|  |  |  |
| --- | --- | --- |
| [**Trite**](https://bindingofisaac.fandom.com/wiki/Spider#Trite) **[Spider hopper.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/76/Spider_hopper.png/revision/latest?cb=20120701175132)** | Quickly jumps towards Isaac with high distance. If Isaac is too far away it will jump around randomly. | Quickly jumps towards Isaac with high distance, leaving behind slowing creep and shooting 4 projectiles in a + formation wherever it lands. |
| [**Boil**](https://bindingofisaac.fandom.com/wiki/Boil) **[Boil.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b7/Boil.png/revision/latest?cb=20120701220042)** | Stationary enemy that shrinks upon being hit. Will quickly swell up if not killed in time. Fires multiple short-ranged blood projectiles when fully swollen. | Stationary enemy that shrinks upon being hit. Will regenerate health over time if damaged. When fully swollen, fires a larger volley of blood projectiles. |
| [**Gut**](https://bindingofisaac.fandom.com/wiki/Boil#Gut) **[Green boil.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ec/Green_boil.png/revision/latest?cb=20120701220128)** | Stationary enemy that shrinks upon being hit. Will quickly swell up if not killed in time. Fires an [IPECAC](https://bindingofisaac.fandom.com/wiki/IPECAC) shot at Isaac when fully swollen. |  |
| [**Sack**](https://bindingofisaac.fandom.com/wiki/Boil#Sack) **[White boil.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/80/White_boil.png/revision/latest?cb=20120701220200)** | Stationary enemy that shrinks upon being hit. Swells up slower than Guts and Boils. Spawns a Spider[Black spider.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/8a/Black_spider.png/revision/latest?cb=20120701174425) when fully swollen. | Spawns two spiders instead of one. |
| [**Walking Boil**](https://bindingofisaac.fandom.com/wiki/Boil#Walking_Variants) **[Walking boil.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/96/Walking_boil.png/revision/latest?cb=20120701221405)** | Mobile Boil that cannot shrink, but has a finite amount of health. Fires short-ranged blood shots with varying sizes at a reduced fire rate. |  |
| [**Walking Gut**](https://bindingofisaac.fandom.com/wiki/Boil#Walking_Variants) **[Walking green boil .png](https://static.wikia.nocookie.net/bindingofisaac/images/3/34/Walking_green_boil_.png/revision/latest?cb=20120701221338)** | Mobile Gut that cannot shrink, but has a finite amount of health. Fires [IPECAC](https://bindingofisaac.fandom.com/wiki/IPECAC) shots at a reduced fire rate. | Mobile Eternal Gut that cannot shrink, but has a finite amount of health. Fires 3 IPECAC shots. |
| [**Walking Sack**](https://bindingofisaac.fandom.com/wiki/Boil#Walking_Variants) **[Walking cocoon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d5/Walking_cocoon.png/revision/latest?cb=20120701221350)** | Mobile Sack that cannot shrink, but has a finite amount of health. Spawns [Spiders](https://bindingofisaac.fandom.com/wiki/Spider)[Black spider.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/8a/Black_spider.png/revision/latest?cb=20120701174425). |  |
| [**Mulligan**](https://bindingofisaac.fandom.com/wiki/Mulligan) **[Mulligan.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/75/Mulligan.png/revision/latest?cb=20121022132357)** | Harmless enemy that walks around the room, avoiding Isaac. Will spawn multiple flies[Fly.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/0c/Fly.png/revision/latest?cb=20130826142955) upon death. |  |
| [**Mulligoon**](https://bindingofisaac.fandom.com/wiki/Mulligan#Mulligoon) **[Mulligoon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/5f/Mulligoon.png/revision/latest?cb=20121022132450)** | Harmless enemy that walks around the room, avoiding Isaac. Will drop a [Troll Bomb](https://bindingofisaac.fandom.com/wiki/Troll_Bomb)[Troll bomb.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a4/Troll_bomb.png/revision/latest?cb=20110929211745) upon death. |  |

|  |  |  |
| --- | --- | --- |
| [**Mulliboom**](https://bindingofisaac.fandom.com/wiki/Mulligan#Mulliboom) **[Mulliboom.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c9/Mulliboom.png/revision/latest?cb=20121022132554)** | Walks towards Isaac, exploding with a large blast radius upon death or upon touching Isaac. The explosion does a half-heart of damage instead of the regular full heart. | Continuously fires two IPECAC shots while walking. |
| [**Hive**](https://bindingofisaac.fandom.com/wiki/Hive) **[Hive.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c2/Hive.png/revision/latest?cb=20120702180834)** | Walks around the room, avoiding Isaac while spawning [Attack Flies](https://bindingofisaac.fandom.com/wiki/Attack_Fly)[CUSTOMredfly.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/87/CUSTOMredfly.png/revision/latest?cb=20130826142957). Spawns a large number of Flies[Fly.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/0c/Fly.png/revision/latest?cb=20130826142955) upon death. | Spawns two flies instead of one each time, and spawns more flies upon death. Can sometimes be a mini-boss with health bar and larger body, spitting eternal flies and has orbital eternal flies. |
| [**Swarmer**](https://bindingofisaac.fandom.com/wiki/Swarmer) **[Swarmhead.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e6/Swarmhead.png/revision/latest?cb=20120702014112)** | Slowly floats around the room, spawning a [Pooter](https://bindingofisaac.fandom.com/wiki/Pooter) upon taking damage. Spawns a large number of Flies upon death. |  |
| [**Hopper**](https://bindingofisaac.fandom.com/wiki/Hopper) **[Hopper.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/81/Hopper.png/revision/latest?cb=20120702115912)** | Jumps around the room slowly, damaging Isaac by touch. | Jumps around the room quickly, firing 4 blood projectiles in a + formation after it lands, and damaging Isaac by touch. |
| [**Flaming Hopper**](https://bindingofisaac.fandom.com/wiki/Hopper#F.Hopper) **[FHopper.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ef/FHopper.png/revision/latest?cb=20120815125335)** | Jumps around the room quickly, covering a large distance, similar to [Trites](https://bindingofisaac.fandom.com/wiki/Trite).[Spider hopper.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/76/Spider_hopper.png/revision/latest?cb=20120701175132) |  |
| [**Leaper**](https://bindingofisaac.fandom.com/wiki/Hopper#Leaper) **[Leaper.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/54/Leaper.png/revision/latest?cb=20120702115737)** | Jumps around the room quickly, but not as fast as F. Hoppers. Occasionally jumps high into the air, dropping down elsewhere while firing 4 blood shots in a plus pattern. |  |
| [**Pacer**](https://bindingofisaac.fandom.com/wiki/Pacer) **[Pacer.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/0c/Pacer.png/revision/latest?cb=20120702013135)** | Walks aimlessly around the room. Usually spawned after killing a Gaper/Frowning Gaper.[Gaper.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3b/Gaper.png/revision/latest?cb=20120702013410) |  |
| [**Gusher**](https://bindingofisaac.fandom.com/wiki/Pacer#Gusher) **[Gusher.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/bf/Gusher.png/revision/latest?cb=20120702013839)** | Walks aimlessly around the room, firing extremely short-ranged blood projectiles from its head. Usually spawned after killing a Gaper/Frowning Gaper.[Gaper.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3b/Gaper.png/revision/latest?cb=20120702013410) | Walks towards isaac, firing fast projectiles in Isaac's general direction. |
| [**Gaper**](https://bindingofisaac.fandom.com/wiki/Gaper) **[Gaper.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3b/Gaper.png/revision/latest?cb=20120702013410)** | Walks towards Isaac, dealing contact damage. Usually turns into a Pacer[Pacer.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/0c/Pacer.png/revision/latest?cb=20120702013135) or Gusher[Gusher.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/bf/Gusher.png/revision/latest?cb=20120702013839) upon death. | Walks towards Isaac, dealing contact damage. Turns into an Eternal Gusher upon death. |
| [**Frowning Gaper**](https://bindingofisaac.fandom.com/wiki/Gaper#Frowning_Gaper) **[Frowninggaper.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/4e/Frowninggaper.png/revision/latest?cb=20120702184428)** | Walks towards Isaac, dealing contact damage. If Isaac is in sight, its eyes will open and it will walk faster. Usually turns into a Pacer[Pacer.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/0c/Pacer.png/revision/latest?cb=20120702013135) or Gusher[Gusher.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/bf/Gusher.png/revision/latest?cb=20120702013839) upon death. | Walks towards Isaac, dealing contact damage. If Isaac is in sight, its eyes will open and it will walk faster. Turns into an Eternal Gusher upon death. |
| [**Gurgle**](https://bindingofisaac.fandom.com/wiki/Gaper#Gurgle) **[Gurgle.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d2/Gurgle.png/revision/latest?cb=20120702013356)** | Slowly walks towards Isaac, firing short-ranged [IPECAC](https://bindingofisaac.fandom.com/wiki/IPECAC) shots at him. Has much more health than regular Gapers. | Slowly walks towards Isaac, leaving behind a trail of damaging creep. Fires long-ranged homing IPECAC shots at Isaac. |
| [**Mr. Maw**](https://bindingofisaac.fandom.com/wiki/Mr._Maw) **[Shape4336.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/31/Shape4336.png/revision/latest?cb=20120702023727)** | Walks towards Isaac, quickly launching its head, still attached to its body by a cord. Turns into a [Maw](https://bindingofisaac.fandom.com/wiki/Maw)[Maws.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ec/Maws.png/revision/latest?cb=20130826142832) or Pacer[Pacer.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/0c/Pacer.png/revision/latest?cb=20120702013135) upon death. |  |
| [**Horf**](https://bindingofisaac.fandom.com/wiki/Horf) **[Horfs.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a4/Horfs.png/revision/latest?cb=20120702013011)** | Stationary enemy that fires medium ranged blood shots at Isaac. |  |
| [**Maw**](https://bindingofisaac.fandom.com/wiki/Maw) **[Maws.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ec/Maws.png/revision/latest?cb=20130826142832)** | Floats towards Isaac, firing fast-moving blood shots. | Floats towards Isaac, firing spread volleys of 9 blood projectiles. |
| [**Red Maw**](https://bindingofisaac.fandom.com/wiki/Maw#Red_Maw) **[Redmaw.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9f/Redmaw.png/revision/latest?cb=20120702184023)** | Floats towards Isaac faster than regular Maws, exploding into 4 blood shots in a plus pattern upon death. Does not fire any shots. |  |
| [**Psychic Maw**](https://bindingofisaac.fandom.com/wiki/Maw#Psychic_Maw) **[Psychicmaw.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/24/Psychicmaw.png/revision/latest?cb=20120815125011)** | Alternate version of a Maw, has an Eternal Fly[White fly.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e0/White_fly.png/revision/latest?cb=20120701173711) circling it. Fires large, purple homing shots at Isaac. |  |
| [**Globin**](https://bindingofisaac.fandom.com/wiki/Globin) **[Globin.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b1/Globin.png/revision/latest?cb=20120702020911)** | Walks towards Isaac, dealing one heart of contact damage. Turns into a pile of goo after taking enough damage, where it can be killed. Will regenerate after a short amount of time if not killed quickly. | Walks towards Isaac, dealing one heart of contact damage. Turns into a pile of goo and fires a ring of 8 blood projectiles after taking enough damage, where it can be killed. Will regenerate after a short amount of time if not killed quickly. |

|  |  |  |
| --- | --- | --- |
| [**Gazing Globin**](https://bindingofisaac.fandom.com/wiki/Globin#Gazing_Globin) **[Globin 2.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a4/Globin_2.png/revision/latest?cb=20120702021033)** | Quickly walks towards Isaac, dealing one heart of contact damage. Turns into a pile of goo and slides away after taking enough damage, where it can be killed. Will regenerate after a short amount of time if not killed quickly. |  |
| [**Knight**](https://bindingofisaac.fandom.com/wiki/Knight) **[Knights.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/dc/Knights.png/revision/latest?cb=20120702022631)** | Moves erratically around the room. Can only be damaged from behind. |  |
| [**Selfless Knight**](https://bindingofisaac.fandom.com/wiki/Knight#Selfless_Knight) **[Alternative knight.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/4a/Alternative_knight.png/revision/latest?cb=20120702022652)** | Moves erratically around the room, charging at Isaac at very high speed. Can only be damaged from behind. |  |
| [**Mask + Heart**](https://bindingofisaac.fandom.com/wiki/Mask_%2B_Heart)  **[Mask Heart.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/ca/Mask_Heart.png/revision/latest?cb=20130831151110)** | Invulnerable mask with a slow-moving Heart. Functions similarly to a Knight. The Heart fires 4 blood shots in a plus pattern when Isaac gets near. Killing the Heart will automatically kill the Mask. |  |
| [**Clotty**](https://bindingofisaac.fandom.com/wiki/Clotty) **[Clotty.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e7/Clotty.png/revision/latest?cb=20120702183834)** | Moves around the room, firing 4 blood shots in a + pattern. | Moves around the room, firing 3 sets of 4 blood projectiles in a + pattern as well as multiple various-sized blood projectiles in random directions. |
| [**Clot**](https://bindingofisaac.fandom.com/wiki/Clotty#Cloth) **[Clot2.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/2c/Clot2.png/revision/latest?cb=20121012231136)** | Moves around the room, firing 4 tar shots in an X pattern. | Moves around the room, firing 3 sets of 4 blood projectiles in an X pattern as well as multiple various-sized blood projectiles in random directions. |
| [**I. Blob**](https://bindingofisaac.fandom.com/wiki/Clotty#I.Blob) **[Blockade.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/ad/Blockade.png/revision/latest?cb=20120701173027)** | Moves around the room, firing 8 shots in all directions. |  |
| [**Maggot**](https://bindingofisaac.fandom.com/wiki/Maggot) **[Maggot.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/08/Maggot.png/revision/latest?cb=20120702182141)** | Aimlessly moves around the room, damaging Isaac by contact. | Aimlessly moves around the room, leaving damaging [creep](https://bindingofisaac.fandom.com/wiki/Creep) in its path. After a few seconds, it will transform into an Eternal Sack, which will in turn after a few seconds transform into an Eternal Fat Fly. |

|  |  |  |
| --- | --- | --- |
| [**Charger**](https://bindingofisaac.fandom.com/wiki/Maggot#Charger) **[Charger.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e8/Charger.png/revision/latest?cb=20120702182158)** | Slowly moves around the room, charging at Isaac when he gets in its line of sight. | Slowly moves around the room, leaving damaging creep in its path and charging Isaac if he is in its line of sight.. After a few seconds, it will transform into an Eternal Sack, which will in turn after a few seconds transform into an Eternal Fat Fly. |
| [**Spitty**](https://bindingofisaac.fandom.com/wiki/Maggot#Spitty) **[Spity.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e2/Spity.png/revision/latest?cb=20120702182249)** | Slowly moves around the room, firing a single long-ranged blood shot when Isaac gets in its line of sight. | Slowly moves arounf the room, firing 3 projectiles (one in the center and two in a V-formation) when Isaac gets in its line of sight. |
| [**Brain**](https://bindingofisaac.fandom.com/wiki/Brain) **[Brain.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3f/Brain.png/revision/latest?cb=20120701182133)** | Crawls around the room, leaving a trail of red [Creep](https://bindingofisaac.fandom.com/wiki/Creep) that does one heart of damage. |  |
| [**MemBrain**](https://bindingofisaac.fandom.com/wiki/Brain#MemBrain) **[Membrain.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/6e/Membrain.png/revision/latest?cb=20120701181541)** | Slowly moves around the room, occasionally hopping and firing 8 large blood shots in all directions. Will split into 2 Brains[Brain.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3f/Brain.png/revision/latest?cb=20120701182133) upon death. |  |
| [**Guts**](https://bindingofisaac.fandom.com/wiki/Guts) **[GutsMonster.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9e/GutsMonster.png/revision/latest?cb=20130910153724)** | Attaches itself to a wall or obstacle, such as a [Rock](https://bindingofisaac.fandom.com/wiki/Rock), rolling around the room. |  |
| [**Mama Guts**](https://bindingofisaac.fandom.com/wiki/Guts#Mama_Guts) **[Big guts.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/f0/Big_guts.png/revision/latest?cb=20120701180217)** | Slowly moves around the room, occasionally hopping and firing 8 large blood shots in all directions. Will split into 2 Guts[GutsMonster.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9e/GutsMonster.png/revision/latest?cb=20130910153724) upon death. |  |
| [**B. Licker**](https://bindingofisaac.fandom.com/wiki/B._Licker) **[Centipede.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/43/Centipede.png/revision/latest?cb=20120702022913)** | Attaches itself to other B. Lickers, erratically moving around the room, similar to [Larry Jr.](https://bindingofisaac.fandom.com/wiki/Larry_Jr.) |  |
| [**Para-Bite**](https://bindingofisaac.fandom.com/wiki/Para-Bite) **[Parabite.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/84/Parabite.png/revision/latest?cb=20120701175300)** | Moves towards Isaac. Can burrow underground and reappear elsewhere. |  |
| [**Fred**](https://bindingofisaac.fandom.com/wiki/Fred) **[Fred.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d7/Fred.png/revision/latest?cb=20120702023117)** | Fires an [IPECAC](https://bindingofisaac.fandom.com/wiki/IPECAC) shot at Isaac. Will hop out of the ground and burrow elsewhere, firing 4 blood shots in an X pattern while doing so. |  |

|  |  |  |
| --- | --- | --- |
| [**Lump**](https://bindingofisaac.fandom.com/wiki/Lump) **[Lump.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/fc/Lump.png/revision/latest?cb=20120701181554)** | Fires 3 fast-moving blood shots at Isaac when he gets in its line of sight. Will burrow underground and reappear elsewhere after firing its shots. |  |
| [**Leech**](https://bindingofisaac.fandom.com/wiki/Leech) **[Leech.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/32/Leech.png/revision/latest?cb=20120701172514)** | Quickly charges towards Isaac when he gets in its line of sight. |  |
| [**Kamikaze Leech**](https://bindingofisaac.fandom.com/wiki/Leech#Kamikaze_Leech) **[Leech2.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ef/Leech2.png/revision/latest?cb=20120701172550)** | Quickly charges towards Isaac when he gets in its line of sight. Explodes with a large blast radius upon death. |  |
| [**Holy Leech**](https://bindingofisaac.fandom.com/wiki/Leech#Holy_Leech) **[Holy leech.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/58/Holy_leech.png/revision/latest?cb=20120701172618)** | Quickly charges towards Isaac when he gets in its line of sight. Explodes with a large blast radius upon death. Has an Eternal Fly[White fly.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e0/White_fly.png/revision/latest?cb=20120701173711) circling it. |  |
| [**Host**](https://bindingofisaac.fandom.com/wiki/Host) **[Host1.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/77/Host1.png/revision/latest?cb=20120702024514)** | Invulnerable stationary enemy. Raises its head up when Isaac gets close, revealing a fleshy stem that can be damaged. Upon raising its head, it will fire 3 blood shots and lower its head again. | Invulernable stationary enemy that reflects Isaac's tears. Raises its head up when Isaac gets close, revealing a fleshy stem that can be damaged. Upon raising its head, it will either fire 5 blood shots in a V formation and lower its head again, or quickly lower its head and fire 8 shots around it. |
| [**Red Host**](https://bindingofisaac.fandom.com/wiki/Host#Red_Hose) **[Host2.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/66/Host2.png/revision/latest?cb=20120702024541)** | Stationary enemy that can be damaged even when its head is lowered. Fires 5 blood shots instead of 3 when rising, and fires more frequently. |  |
| [**Vis**](https://bindingofisaac.fandom.com/wiki/Vis) **[Vis.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/8b/Vis.png/revision/latest?cb=20120701180417)** | Charges up a [Brimstone](https://bindingofisaac.fandom.com/wiki/Brimstone) laser when Isaac gets in its line of sight. |  |
| [**Double Vis**](https://bindingofisaac.fandom.com/wiki/Vis#Double_Vis) **[Vis Fio.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b6/Vis_Fio.png/revision/latest?cb=20120701180826)** | Charges up a [Brimstone](https://bindingofisaac.fandom.com/wiki/Brimstone) laser which fires from both sides when Isaac gets in its line of sight. |  |
| [**Chubber**](https://bindingofisaac.fandom.com/wiki/Vis#Chubber) **[Chubby Vis.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/f1/Chubby_Vis.png/revision/latest?cb=20120701181136)** | Fires a [Little Chubby](https://bindingofisaac.fandom.com/wiki/Little_Chubby)-like familiar that deals one heart of damage when Isaac gets in its line of sight. |  |

|  |  |  |
| --- | --- | --- |
| [**Poky**](https://bindingofisaac.fandom.com/wiki/Poky) **[Poky.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/1a/Poky.png/revision/latest?cb=20120701181301)** | Moves around the room, damaging Isaac by contact. |  |
| [**Slide**](https://bindingofisaac.fandom.com/wiki/Poky#Slide) **[Slide.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/95/Slide.png/revision/latest?cb=20120701181325)** | Quickly slides towards Isaac when he gets in front of it. |  |
| [**Eye**](https://bindingofisaac.fandom.com/wiki/Eye) **[Eye.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c3/Eye.png/revision/latest?cb=20120701181816)** | Quickly fires a [Technology](https://bindingofisaac.fandom.com/wiki/Technology)-like laser at Isaac. |  |
| [**Bloodshot Eye**](https://bindingofisaac.fandom.com/wiki/Eye#Bloodshot_Eye) **[BloodshotEye.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/72/BloodshotEye.png/revision/latest?cb=20120701181922)** | Quickly fires a [Brimstone](https://bindingofisaac.fandom.com/wiki/Brimstone)-like laser at Isaac. |  |
| [**Dople**](https://bindingofisaac.fandom.com/wiki/Dople) **[Dople1.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/f8/Dople1.png/revision/latest?cb=20120702022017)** | Copies Isaac's movements, and fires tears at the same time as him. |  |
| [**Evil Twin**](https://bindingofisaac.fandom.com/wiki/Dople#Evil_Twin) **[Dople 2.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b6/Dople_2.png/revision/latest?cb=20120702022118)** | Copies Isaac's movements, and fires tears at the same time as him. |  |
| [**Embryo**](https://bindingofisaac.fandom.com/wiki/Blastocyst#Embryo) **[Embryo.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/7b/Embryo.png/revision/latest?cb=20120702181242)** | Aimlessly hops around the room, damaging Isaac by contact damage. |  |
| [**Baby**](https://bindingofisaac.fandom.com/wiki/Baby) **[Boby.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/6e/Boby.png/revision/latest?cb=20120701173252)** |  |  |
| [**Angelic Baby**](https://bindingofisaac.fandom.com/wiki/Baby#Angelic_Baby) **[Angel baby.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/82/Angel_baby.png/revision/latest?cb=20120701173139)** | Fires 3 blood shots at once at Isaac, has much more health than regular Babies. |  |
| [**Keeper**](https://bindingofisaac.fandom.com/wiki/Keeper) **[Keeper.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/67/Keeper.png/revision/latest?cb=20120702114842)** | Hops around the room, firing 2 blood shots in a V formation at Isaac. |  |

|  |  |  |
| --- | --- | --- |
| [**Hanger**](https://bindingofisaac.fandom.com/wiki/Hanger) **[Hang man.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c4/Hang_man.png/revision/latest?cb=20130831150349)** | Floats around the room, firing 3 blood shots at Isaac. Has an Eternal Fly[White fly.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e0/White_fly.png/revision/latest?cb=20120701173711) circling it. |  |
| [**Stone Grimace**](https://bindingofisaac.fandom.com/wiki/Stone_Grimace) **[Turret.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/32/Turret.png/revision/latest?cb=20120701214157)** | Stationary and invulnerable monster that fires a fast-moving blood shot at Isaac. Stops firing when room is cleared. |  |
| [**Vomit Grimace**](https://bindingofisaac.fandom.com/wiki/Stone_Grimace#Vomit_Grimace) **[VomitTurret.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e0/VomitTurret.png/revision/latest?cb=20120701214445)** | Stationary and invulnerable monster that fires an [IPECAC](https://bindingofisaac.fandom.com/wiki/IPECAC) shot at Isaac. Stops firing when room is cleared. |  |

|  |
| --- |
| **Bosses** |
| **Monster** | **Description** |
| [**Blastocyst**](https://bindingofisaac.fandom.com/wiki/Blastocyst) **[Blastocyst full.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/63/Blastocyst_full.png/revision/latest?cb=20111021155105)** | Hops around the room, firing 4 large blood shots in a + pattern. Splits into two smaller parts upon taking enough damage, and into an Embyro at the end. |
| [**Larry Jr.**](https://bindingofisaac.fandom.com/wiki/Larry_Jr.) **[Larryjr full.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/0a/Larryjr_full.png/revision/latest?cb=20111020102413)** | Multi-segmented enemy that quickly crawls around the room, not targeting Isaac. Constantly leaves trails of [Poop](https://bindingofisaac.fandom.com/wiki/Poop). |
| [**Monstro**](https://bindingofisaac.fandom.com/wiki/Monstro) **[260x185-400px-Monstro.svg.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/bf/260x185-400px-Monstro.svg.png/revision/latest?cb=20201021191335)** | Hops towards Isaac. Fires a large volley of blood shots when near Isaac. Can jump high into the ceiling and land somewhere else. |
| [**Duke of Flies**](https://bindingofisaac.fandom.com/wiki/Duke_of_Flies) **[Dukeofflies full.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/54/Dukeofflies_full.png/revision/latest?cb=20111019121203)** | Floats around the room, spawning [Flies](https://bindingofisaac.fandom.com/wiki/Fly). Spawns multiple Attack Flies and [Pooters](https://bindingofisaac.fandom.com/wiki/Pooter) upon death. |
| [**Gemini**](https://bindingofisaac.fandom.com/wiki/Gemini) **[Gemini full.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/93/Gemini_full.png/revision/latest?cb=20111020164537)** | Two joined twins that compose 50% of the health bar each. The large twin runs towards Isaac, while the smaller twin fires fast-moving blood shots. The smaller twin will stop firing blood shots upon the larger twin's death, and instead start chasing Isaac. |
| [**Fistula**](https://bindingofisaac.fandom.com/wiki/Fistula) **[Fistula.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/29/Fistula.png/revision/latest?cb=20120610164903)** | Floats around the room diagonally, splitting into smaller, faster versions every time it takes damage. Smallest versions spawn a [Charger](https://bindingofisaac.fandom.com/wiki/Charger)[Charger.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e8/Charger.png/revision/latest?cb=20120702182158) when killed. |
| [**Chub**](https://bindingofisaac.fandom.com/wiki/Chub) **[Chub Full3.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/89/Chub_Full3.png/revision/latest?cb=20111018185303)** | Moves around the room randomly, charging at Isaac if he gets in her line of sight. Constantly spawns [Chargers](https://bindingofisaac.fandom.com/wiki/Charger)[Charger.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e8/Charger.png/revision/latest?cb=20120702182158). |

|  |  |
| --- | --- |
| [**Loki**](https://bindingofisaac.fandom.com/wiki/Loki) **[Loki full.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/40/Loki_full.png/revision/latest?cb=20111020105612)** | Constantly fires 4 blood shots in a plus or cross pattern, and sometimes in all 8 directions at once. Occasionally teleports around the room. Can spawn [Boom Flies](https://bindingofisaac.fandom.com/wiki/Boom_Fly)[Boomfly.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/92/Boomfly.png/revision/latest?cb=20120702114559). |
| [**Peep**](https://bindingofisaac.fandom.com/wiki/Peep) **[Peep Full.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/00/Peep_Full.png/revision/latest?cb=20111018193011)** | Slowly moves around the room, firing 6 urine shots in all directions. Can jump towards the ceiling and drop down elsewhere, like [Monstro](https://bindingofisaac.fandom.com/wiki/Monstro). Can release yellow [Creep](https://bindingofisaac.fandom.com/wiki/Creep) occasionally. Upon reaching 66% and 33% health respectively, an invulnerable eye will pop out that flies around the room diagonally like Boom Flies. |
| [**Monstro II**](https://bindingofisaac.fandom.com/wiki/Monstro_II) **[285x230-MonstroII full.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b2/285x230-MonstroII_full.png/revision/latest?cb=20120610140758)** | Functions similarly to [Monstro](https://bindingofisaac.fandom.com/wiki/Monstro), but fires a [Brimstone](https://bindingofisaac.fandom.com/wiki/Brimstone) laser instead of multiple blood shots. Can spawn [Suckers](https://bindingofisaac.fandom.com/wiki/Sucker)[Sucker.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/66/Sucker.png/revision/latest?cb=20120701172347) |
| [**The Fallen**](https://bindingofisaac.fandom.com/wiki/The_Fallen) **[TheFallen Full.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/2c/TheFallen_Full.png/revision/latest?cb=20111108121359)** | Chases Isaac at high speeds, firing a Brimstone laser in a plus pattern at the end. Fires 3 and 4 blood shots at once regularly. Splits into two smaller versions of itself upon reaching 50% health. |
| [**Famine**](https://bindingofisaac.fandom.com/wiki/Famine) **[Famine.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ef/Famine.png/revision/latest?cb=20120716115631)** | Charges out of the room, returning to his previous spot where he started the charge. Spawns [Pooters](https://bindingofisaac.fandom.com/wiki/Pooter)[Pouter.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/ae/Pouter.png/revision/latest?cb=20120702115005) when Isaac is not in his line of sight, up to a maximum of 2. Upon reaching 33% of his health, he will lose his lower body and no longer charge at Isaac. Instead, he fires 3 fast-moving blood shots at Isaac in a single spot, with a small delay. |
| [**Pestilence**](https://bindingofisaac.fandom.com/wiki/Pestilence) **[Pestilence.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/5c/Pestilence.png/revision/latest?cb=20120716115719)** | Fires [IPECAC](https://bindingofisaac.fandom.com/wiki/IPECAC) shots at Isaac, which leave a trail of green [Creep](https://bindingofisaac.fandom.com/wiki/Creep). Constantly spawns [Chargers](https://bindingofisaac.fandom.com/wiki/Charger)[Charger.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e8/Charger.png/revision/latest?cb=20120702182158) and [Spities](https://bindingofisaac.fandom.com/wiki/Spity)[Spity.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e2/Spity.png/revision/latest?cb=20120702182249)  Upon reaching 50% of his health, he will lose his head and start spawning [Attack Flies](https://bindingofisaac.fandom.com/wiki/Fly)[CUSTOMredfly.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/87/CUSTOMredfly.png/revision/latest?cb=20130826142957) instead of Chargers/Spities. |
| [**War**](https://bindingofisaac.fandom.com/wiki/War) **[War.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a7/War.png/revision/latest?cb=20120716115656)** | Charges to the left or right of the room, returning close to his previous spot upon charging 3 times. Fires 8 fast-moving blood shots in all directions. Occasionally goes to the top of the room, becoming invulnerable and spawning multiple [Troll Bombs](https://bindingofisaac.fandom.com/wiki/Troll_Bomb)[Troll bomb.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a4/Troll_bomb.png/revision/latest?cb=20110929211745)  Upon reaching 50% of his health, he will lose his horse and instead start walking towards Isaac at high speeds, dealing contact damage. During this phase, he can sometimes stop and drop to the ground, making him more vulnerable to damage. |
| [**Death**](https://bindingofisaac.fandom.com/wiki/Death) **[Death.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c3/Death.png/revision/latest?cb=20120716115737)** | Spawns four scythes in random areas of the room, making them whirl towards Isaac.  Upon reaching 50% of his health, he dismounts his horse, which starts charging around the room in a pattern similar to [War](https://bindingofisaac.fandom.com/wiki/War). The horse can now be destroyed, but it will not damage Death's health bar. Death himself will start spawning [Knights](https://bindingofisaac.fandom.com/wiki/Knight)[Knights.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/dc/Knights.png/revision/latest?cb=20120702022631) |

|  |  |
| --- | --- |
| [**Headless Horseman**](https://bindingofisaac.fandom.com/wiki/Headless_Horseman) **[230x200-Headless Horseman.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/cf/230x200-Headless_Horseman.png/revision/latest?cb=20120613124642)** | Two separate enemies, each consisting of 50% of the health bar. The head can charge around the room 3 times, in a pattern similar to [War](https://bindingofisaac.fandom.com/wiki/War), and will occasionally fires 3 blood shots at Isaac at once. The body will move around the room relatively slowly, and will behave like [Sloth's](https://bindingofisaac.fandom.com/wiki/Sloth) second phase, firing [IPECAC](https://bindingofisaac.fandom.com/wiki/IPECAC)-like blood shots at Isaac. |
| [**Daddy Long Legs**](https://bindingofisaac.fandom.com/wiki/Daddy_Long_Legs) **[VS DaddyLonglegs.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/03/VS_DaddyLonglegs.png/revision/latest?cb=20120611092922)** | Floating enemy that can stomp his feet down on the room. When he goes up to the ceiling, he will start stomping one foot at a time, each one tracking Isaac, similar to the [Satan](https://bindingofisaac.fandom.com/wiki/Satan) fight. When coming down from the ceiling, he will stomp his head down, firing 8 blood shots in all directions. Can spawn two [Spiders](https://bindingofisaac.fandom.com/wiki/Spider) at once. |
| [**Gurdy**](https://bindingofisaac.fandom.com/wiki/Gurdy) **[Gurdy full.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/50/Gurdy_full.png/revision/latest?cb=20111019195307)** | Stationary enemy that can spawn [Pooters](https://bindingofisaac.fandom.com/wiki/Pooter) and [Attack Flies](https://bindingofisaac.fandom.com/wiki/Fly#Attack_Fly). Can fire 5 blood shots at once in 3 different directions. |
| [**The Bloat**](https://bindingofisaac.fandom.com/wiki/The_Bloat) **[Bc Bloat.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3c/Bc_Bloat.png/revision/latest?cb=20120701154210)** | Functions similarly to [Peep](https://bindingofisaac.fandom.com/wiki/Peep), but has both of his eyes popped out from the start. He can quickly fire two [Brimstone](https://bindingofisaac.fandom.com/wiki/Brimstone) beams vertically or horizontally when Isaac gets in his line of sight. |
| [**The Carrion Queen**](https://bindingofisaac.fandom.com/wiki/The_Carrion_Queen) **[Carrionqueen.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/03/Carrionqueen.png/revision/latest?cb=20120610110212)** | Always paired with another Carrion Queen.  Moves around the room, leaving [Red Poop](https://bindingofisaac.fandom.com/wiki/Poop#Red_Poop) behind. Charges at Isaac when he gets in her line of sight. Can only be damaged from behind.  Upon reaching 33% of her health, she will start moving in diagonal directions. |

**Satan (End Game Boss)**

[](https://static.wikia.nocookie.net/bindingofisaac/images/c/cf/Satan_Full.png/revision/latest?cb=20111101100452)

**Statistics**

**Health**

600 (both forms)

**Attack Methods**

Contacts Yes (both forms)

Follows No (1st form), Yes (2nd form)

Creep Type No

Projectile Type Bullet, Brimstone

Enemy Spawns No (1st form), Yes (2nd form)

**Locations**

Floor Sheol

**Satan** is the two-stage boss of [Sheol](https://bindingofisaac.fandom.com/wiki/Sheol), and is the final boss of the game.

**Description**

Satan is a large, muscular goat-like demon with few types of grey shading colors. He sports with such demonic features; including a pair of large, feathered wings, pupiless red eyes, long horns, a cross-shaped mark on the forehead, cloven hooves, and large fangs. He also wears a pair of torn brown pants.

In his second form, he seems to be incredibly huge with his bare legs only visible while stomping to attack Isaac. As a statue, Satan look far less intimidating, sporting with short horns, black eyes, and his baggy brown pants looks perfectly not torn at all. His statue artwork from both games, however, his eyes are red.

**The Fallen**

Upon entering the Boss Room, Satan will summon [The Fallen](https://bindingofisaac.fandom.com/wiki/The_Fallen) to fight the player. He behaves exactly like The Fallen anywhere else. However, a pair of [Kamikaze Leeches](https://bindingofisaac.fandom.com/wiki/Leech#Kamikaze_Leech) also appear with him in the beginning of the fight.

This phase ends when the Fallen is killed, and will proceed to Satan's 1st form even if the leeches have not been destroyed.

**1st Phase**

[](https://static.wikia.nocookie.net/bindingofisaac/images/6/6f/Satan1_resize.png/revision/latest?cb=20130702173006)

1st form:

After defeating The Fallen, Satan comes out of the statue in the middle of the room and attacks the player. He has three attacks: firing two salvos of blood (first 5, then 4), firing a blood beam from his mouth (if his eyes are open before the attack), and firing a blood beam from each hand (if his eyes are closed before the attack). He only performs the latter two attacks if Isaac is standing directly in front of him

**2nd phase**

[](https://static.wikia.nocookie.net/bindingofisaac/images/c/c4/Satanhoof.png/revision/latest?cb=20120617132857)

2nd form:

After draining the health of his first form, Satan will fly off screen. He attacks solely by stomping the ground in the same fashion as [Mom](https://bindingofisaac.fandom.com/wiki/Mom). He will stomp continuously with two legs faster than Mom's foot. In addition, he respawns 2 [Kamikaze Leeches](https://bindingofisaac.fandom.com/wiki/Leech#Kamikaze_Leech). By dropping any extra bombs you have while he is stomping, you can do decent damage to him and possibly chain react with the Kamikaze Leeches.

# Gameplay

## Overview of Gameplay

The player controls Isaac or five of the unlockable characters as he traverses through the dungeons located underneath his mother's basement. The video game's gameplay and style are inspired by the dungeons of The Legend of Zelda series, while mixing in randomly procedurally generated floors akin to rogue-likes (like traditional rogue-likes, death is permanent and the player is forced to restart with nothing if they die) while doing this in a simple Legend of Zelda like formula. On each floor of the basement below, the player must fight off monsters before he can go into other rooms. Along the way, the player can collect currency to buy items from shops, keys to gain entry into special treasure rooms (as well as special golden chests, libraries that contain book items, and shops), and new weapons and power-ups to increase his chance of surviving. Each floor of the dungeon ends in a boss room, where the player must defeat the boss before being able to go down to the next floor. Game will be released for Microsoft Windows, Linux and OS X.

## Player Experience

“The Binding of Isaac” is a top-down 2D game where you control the character Isaac, alongside five other unlockable characters, as he traverses his mother's basement, fighting off monsters and collecting items. The gameplay is presented in a rogue-like style; the dungeon levels are procedurally generated through a randomly generated seed into a number of self-contained rooms, including at least one boss battle. Like most rogue-like games, it has permadeath; when the chosen character dies from too much damage, the game is over. You use character’s tears to fight off enemies and destroy obstacles such as fire and poop. Character’s tears change throughout the game depending on what items you get in the game, so for example, you can get an item called Brimstone which changes tears from a simple projectile to a laser beam or you can get simpler pickups such as tiny planet which just shoots tears around character in an orbiting fashion (and much more). The more items you get the more disfigured your character ends up looking, so by the end of the game character may be a black flying demon with a disfigured face or still look like Isaac with some other changes.

The game is controlled similarly to a multidirectional shooter. You move your character around the screen, shooting your tears in other directions. Your character's health is tracked by a number of hearts. You can find items which replenish hearts; other items give the character additional hearts, extending character’s health. Throughout the dungeons, you will find bombs to damage foes and destroy obstacles, keys to open doors and treasure chests and coins to buy items. Many items impact the character's attributes (such as speed and the damage and range of their tears) and other gameplay effects, including a character who floats behind the player-character and aids in combat. Some items are passive; some are active and reusable (requiring you to wait a number of rooms before you can reuse them), and others are single-use items which then disappear. You can collect any number of passive items, whose effects build on previous ones (creating potentially powerful combinations). You can only carry one reusable item or one single-use item, replacing it with another if found. Other rooms in the dungeons include special challenges and mini-boss fights.

## Gameplay Mechanics

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **[The Binding of Isaac: Rebirth](https://bindingofisaacrebirth.fandom.com/wiki/Binding_of_Isaac:_Rebirth_Wiki)**[***The Binding of Isaac***](https://bindingofisaacrebirth.fandom.com/wiki/Binding_of_Isaac:_Rebirth_Wiki)**[The Binding of Isaac: Rebirth](https://bindingofisaacrebirth.fandom.com/wiki/Binding_of_Isaac:_Rebirth_Wiki)** | | | | | |
| **[Achievements](https://bindingofisaacrebirth.fandom.com/wiki/Achievement)**[**Achievements**](https://bindingofisaacrebirth.fandom.com/wiki/Achievement) | **[Attributes](https://bindingofisaacrebirth.fandom.com/wiki/Attribute)**[**Attributes**](https://bindingofisaacrebirth.fandom.com/wiki/Attribute) | **[Bosses](https://bindingofisaacrebirth.fandom.com/wiki/Boss)**[**Bosses**](https://bindingofisaacrebirth.fandom.com/wiki/Boss) | **[TarotCard.png](https://bindingofisaacrebirth.fandom.com/wiki/Cards_and_Runes)**[**Cards and Runes**](https://bindingofisaacrebirth.fandom.com/wiki/Cards_and_Runes) | **[Challenges](https://bindingofisaacrebirth.fandom.com/wiki/Challenge)**[**Challenges**](https://bindingofisaacrebirth.fandom.com/wiki/Challenge) | **[Chapters](https://bindingofisaacrebirth.fandom.com/wiki/Chapter)**[**Chapters**](https://bindingofisaacrebirth.fandom.com/wiki/Chapter) |
| **[Characters](https://bindingofisaacrebirth.fandom.com/wiki/Character)**[**Characters**](https://bindingofisaacrebirth.fandom.com/wiki/Character) | **[MainPageBabies.png](https://bindingofisaacrebirth.fandom.com/wiki/Co-op)**[**Co-op**](https://bindingofisaacrebirth.fandom.com/wiki/Co-op) | **[Items](https://bindingofisaacrebirth.fandom.com/wiki/Item)**[**Items**](https://bindingofisaacrebirth.fandom.com/wiki/Item) | **[Item pools](https://bindingofisaacrebirth.fandom.com/wiki/Item_pool)**[**Item pools**](https://bindingofisaacrebirth.fandom.com/wiki/Item_pool) | **[Monsters](https://bindingofisaacrebirth.fandom.com/wiki/Monster)**[**Monsters**](https://bindingofisaacrebirth.fandom.com/wiki/Monster) | **[Objects](https://bindingofisaacrebirth.fandom.com/wiki/Category:Objects)**[**Objects**](https://bindingofisaacrebirth.fandom.com/wiki/Category:Objects) |
| **[Pickups](https://bindingofisaacrebirth.fandom.com/wiki/Pickup)**[**Pickups**](https://bindingofisaacrebirth.fandom.com/wiki/Pickup) | **[Pills](https://bindingofisaacrebirth.fandom.com/wiki/Pill)**[**Pills**](https://bindingofisaacrebirth.fandom.com/wiki/Pill) | **[Rooms](https://bindingofisaacrebirth.fandom.com/wiki/Room)**[**Rooms**](https://bindingofisaacrebirth.fandom.com/wiki/Room) | **[Seeds](https://bindingofisaacrebirth.fandom.com/wiki/Seed)**[**Seeds**](https://bindingofisaacrebirth.fandom.com/wiki/Seed) | **[Transformations](https://bindingofisaacrebirth.fandom.com/wiki/Transformation)**[**Transformations**](https://bindingofisaacrebirth.fandom.com/wiki/Transformation) | **[Trinkets](https://bindingofisaacrebirth.fandom.com/wiki/Trinket)**[**Trinkets**](https://bindingofisaacrebirth.fandom.com/wiki/Trinket) |

**The Binding of Isaac Mechanics**

**Stats**

**Health**

Each character starts with the following health

* Isaac: 3
* Magdalene: 4
* Cain: 2
* Judas: 1
* Eve: 3
* ???: 2

Additional heart containers can be obtained via the following items:

**+1 max heart**

* Lunch
* Dinner
* Dessert
* Breakfast
* Rotten Meat
* Magic Mushroom
* Odd Mushroom (Large)
* The Halo
* <3
* Stem Cells
* Holy Grail
* MEAT!
* SMB Super Fan!
* Stigmata
* Blood Bag

**+2 max hearts**

* Raw Liver
* Bucket of Lard

**Luck**

Luck is a bit of a mystery stat.

* Luck starts at 0
* If you're doing the "7 Years Bad Luck" challenge, you start with -2 luck
* You can increase/decrease your luck by 1 with a "Luck Up/Down" pill
* If you have Tough Love, a tooth will fire off with a probability of 1/(10 - luck). This means that a luck of 10 will guarantee a tooth, while a base luck of 0 gives you a tooth with 1/10 chance. I am not sure what will happen with more than 10 luck (random(-1) in ActionScript 2)
* Luck affects the chance that you get an item after a room (see "Clearing a Room" section)

**Movement Speed**

* Base speed: 1
* Modifiers (upper bound 1):
  + Blood Bag: 0.3
  + Wooden Spoon: 0.3
  + Belt: 0.3
  + Mini Mush: 0.3
  + Halo: 0.3
  + Whore of Babylon: 0.3
  + Odd Mushroom (Small): 0.3
  + Roid Rage: 0.6 (upper bounded at 1)
  + The Virus: -0.1 (lower bounded at -1 with Odd Mushroom (Large))
  + Odd Mushroom (Large): -0.1
  + Character bonus
    - Isaac: 0
    - Maggy: -0.15
    - Cain: 0.3
    - Judas: 0
    - ???: 0.1
    - Eve: 0.23
    - Sam: 0.1
  + Growth hormones: 0.4
  + The Mark: 0.2
  + Lord of the Pit: 0.3
* Small Rock: -0.2
* Bucket of Lard: -0.2
* SMB Super Fan: -0.2
* Chariot card, My Little Unicon, The Gamekid activated: 0.28
* Goat Hoof: 0.15
* The Nail activated: 0.18
* Holding A Pony or White Pony: speed lower bounded at 1.5

**Projectile Speed**

* Base: 1
* Modifiers (upper bound 0.4):
  + Speed Ball: +0.2
  + Cat-o-nine-tails: +0.23
  + Stem Cells: +0.16
  + Tooth Picks: +0.16
  + Magic 8: +0.16
  + Sacred Heart: -0.25
  + Samson: +0.31

**Fire Rate**

* Rate modifiers
  + Number One: 1.5
  + Wire Coat: 0.7
  + Pact: 0.7
  + Sad Onion: 0.7
  + Odd Mushroom (Small): 1.7
  + Squeezy: 0.4
  + Wiggle: 0.4
  + Sacred Heart: -0.4
  + Halo: 0.2
  + Small Rock: 0.2
  + SMB Super Fan!: 0.2
  + Samson: -0.25
* Calculation:

base = 16

* If positive modifiers:

delay = 16 - sqrt(1 + modifiers \* 1.3) \* 6

* If negative modifiers:

delay = 16 - modifiers \* 6 (double negative means higher delay)

* Post-calculation Multipliers
  + Chocolate Milk: delay = delay \* 0.8
  + Inner Eye, Ipecac, Polyphemus, or Mutant Spider: delay = delay \* 2.1 + 3
  + Cancer: delay = delay – 2

**Damage**

**Damage Sources**

* Devil Card or Book of Belial: 2
* Blood of the Martyr: 1
* Small Rock: 1
* Money=Power: coins \* 0.04
* Whore of Babylon: 1.5 \* val^2
  + val = 1.5 if triggered via Empress Card
  + val = 1.2 if triggered by falling below 1 heart
  + val = 1.0 if triggered in a different room and has not left
* Steven: 1
* Pentagram: 1
* Growth Hormones: 1
* The Mark: 1
* The Pact: 0.5
* Max's Head: 0.5
* Jesus Juice: 0.5
* Magic Mushroom: 0.3
* The Halo: 0.3
* Odd Mushroom (large): 0.3
* Stigmata: 0.3
* MEAT!: 0.3
* SMB Super Fan!: 0.3
* The Nail (used): 0.7
* Rage Effect (+1 damage per point)
  + Starts at +0
  + Bloody Lust
    - When you kill a creature, you get +0.28 up to a cap of 3.3
  + Samson's Lock
    - When you kill a creature, you get +0.50 up to a cap of 3.3
* Razor Effect (+0.6 damage per point, applied after Odd Mushroom (small) below)
  + Starts at +0
  + Red Patch
    - When you take damage, 1/5 chance to get +3 razor
  + Razor Blade (use)
    - When you use razor blade, add +2 razor

**Other Interactions**

* Chemical Peel +2 damage if:
  + Every other tear
  + As Cain, 50% chance
* Odd Mushroom (small): damage = damage \* 0.9 - 0.4
* Chocolate Milk without Brimstone
  + Charge power starts at 1
  + Gain 1/10 charge power every frame (equates to 3 charge power per second)
  + Charge power caps at 5 (4/3 seconds charge length)
  + Damage bonus = (Charge power \* 1.8 - 3) \* 1.3
  + Damage bonus cannot go below 0
  + Full charge equivalent to +7.8 damage

**Main Calculations**

* Sum all the above effects
* damage = 3.5 \* sqrt(1 + damage \* 1.2)
* If polyphemus:
  + If inner eye or mutant spider:
    - damage += 5
  + Else
    - damage = 2 \* (damage + 4)
* damage = character\_mod \* damage
  + Isaac: 1.00
  + Maggy: 1.00
  + Cain: 1.20
  + Judas: 1.35
  + ???: 1.05
  + Eve: 0.75
  + Sam: 1.00
* More damage applications
  + Curved Horn: damage = damage + 2
  + Sacred Heart: damage = damage \* 2.3 + 1
  + Technology 2: damage = damage \* 0.65
  + Tears only:
    - Tough love: 1/(10 - luck) chance: damage = damage \* 3.2
    - Lump of Coal: +0.14 damage every frame up to a maximum of 150 frames (5 seconds) for a maximum total of +21 damage
    - damage = damage \* 1.5 if at least one of the following three:
      * Max's Head
      * The Devil Card/Book of Belial *with* Blood of the Martyr
      * Magic Mushroom

**Damage benchmarks**

To express the amount of basic +damage items you need using the above values to increase your damage:

* x2 damage: 2.5
* x3 damage: 6.67
* x4 damage: 12.5
* x5 damage: 20.0

**Non-basic damage**

* Lasers
  + Technology, Brimstone
    - If you have Ipecac, The Inner Eye, Mutant Spider, or Polyphemus: damage = damage \* 3
    - If you have A Lump of Coal: damage = damage + 2
    - If Brimstone, damage = damage \* 3
      * If also Chocolate Milk, damage scales linearly to 100% at 60 frames (2 seconds) of charge
  + Technology 2
    - Damage every 3 frames (10 times per second)
    - Damage = damage \* secol \* 0.2
      * Every time you fire a tear, secol = secol + 1
      * Every time the lazer does damage, secol = ?secol \* 0.8 + 0.2
* Mom's Knife
  + Base: damage \* (2 + knill)
  + ?knill is bounded to the range [0,4]
  + This is the most confusing clusterfuck of variable manipulation I have ever seen. I have no idea what is going on.
* Blue Flies
  + Each fly does 2x base damage (before tear calculations)
  + A blue fly will spawn with a projectile or laser hit if one of the following is true:
    - Non-familiar projectile and 1/6 chance
    - Transformed into Guppy, queued blue flies < 1, objects < 30, and 1/3 chance if you have Technology 2
      * Queued blue flies is drained by one every frame, so this mostly prevents things like Mutant Spider from granting 4 flies per shot
      * Objects refers to pretty much anything on the screen - pickups, enemies, projectiles, and possibly rocks.
  + The way this was written is likely buggy, as this means that familiars can spawn flies if you are Guppy, and extra blue flies can spawn (i.e., from Mutant Spider) with 1/6 chance after the first.

**Red Tears**

Though cosmetic, the tear color changes to red under the following conditions

* You do not have Ipecac
* You have one of the following items:
  + SMB Super Fan!
  + Blood of the Martyr
  + Tooth Picks
* You have a Devil Card, Book of Belial, Whore of Babylon, or The Nail activated
* Your final damage is over 5.5 (without Polyphemus)
* Your final damage is over 15 (with Polyphemus)
* If you have Chocolate Milk, the damage conditions above are not applicable
* You are shooting from your empty eye socket with Peeper

**Item Mechanics**

**Temporary Effects**

* ceye: Compass
* world: Treasure Map + Compass
* 3 dollar bill: Random tear
* Whore of Babylon: on if player hearts < 1
* Liberty Cap + 1/4 chance:
  + Compass
  + Mini Mush
  + Odd Mushroom (small)
  + Odd Mushroom (large)

**Cancelled Effects**

* Dr. Fetus cancels...
  + Chocolate Milk
* Epic Fetus cancels...
  + Chocolate Milk
  + Brimstone
  + Mom's Knife
* Mom's Knife cancels...
  + Brimstone

**Health Restoration**

+0.5 hearts

* Bucket of Lard

+1 heart

* Lunch
* Dinner
* Dessert
* Breakfast
* Rotten Meat
* MEAT!
* Stigmata
* SMB Super Fan!
* The Halo
* Super Bandage
* Fate (if you complete an eternal heart)

+1.5 hearts

* Stem cells

+2 hearts

* PHD

+5 hearts

* Blood bag

Full restoration

* Sacred Heart
* Magic Mushroom
* <3
* Raw Liver

**Spirit Hearts**

From item pickups

* Super Bandage: 2
* Sacred Heart: 1
* Rosary: 3
* The Mark: 1
* The Pact: 2

**Eternal Hearts**

* Fate: 1/2 heart

**Gives Stuff**

* Bombs
  + Pyro: 99
  + Remote Detonator: 5 (first time only)
  + Bobs Curse: 5
  + Bobby - Bomb: 5
  + Mr. Mega: 5
  + Boom!: 10
* Keys
  + Skeleton Key: 99
* Coins
  + A dollar!: 99
  + A Quarter: 25

**Familiars**

* Projectile
  + Brother bobby
  + Sister Maggy
  + The Robo-Baby
  + Little Gish
  + Little Steve
  + Demon Baby
  + Ghost Baby
  + Harlequin Baby
  + Rainbow Baby
  + Abel
  + Isaac's Head
* Other combat
  + Mom's Knife
  + Cube of Meat: 7
  + Meatboy: 3.5
  + Full Meatboy: 5.5
  + Guardian Angel: 7
  + The Peeper: 8
  + Guppy's Hairball: 3 + size \* 2
  + Sacrificial Dagger: 15
  + Dead Bird: 2
  + Daddy Longlegs: 20
  + The Pinking Shears: 7
  + Halo of Flies: 2
  + Distant Admiration: 5
  + Forever Alone: 2
  + Lil Chubby: ?killshit()
  + Blue Flies: 2 \* damage
* Non-combat
  + Bum Friend
  + Dead Cat
  + 1up!
  + Sack of Pennies
  + Little Chad
  + The Relic
  + Bomb Bag
  + Holy Water
  + ???'s Soul

**Pills**

* PHD has a 1/150 chance of identifying a pill every frame (30 times/s).
* If you find a negative pill and then acquire PHD or Lucky Foot, it will become its positive counter-part (Full Health being Bad Trip's).
* Range Down pills will become Range Up if you have Number One and ?chaps < 8.
* When using or identifying a pill, the following sequence is executed, stopping whenever the pill has been decided. If another pill has this same effect, then the process starts over.
  1. If you have less than max hearts (or are playing ??? and have less than 3 spirit hearts), 1/10 chance to get Full Health
  2. 1/13 chance to get Bad Gas
  3. 1/17 chance to get Friends til the end!
  4. 1/17 chance to get Luck Up/Down
  5. If you don't have PHD, 1/15 chance to get I Found Pills
  6. 1/10 chance to get Explosive Diarrhea (always fails by bug in code)
  7. 1/10 chance to get Balls of Steel
  8. 1/20 chance to get Pretty Fly
  9. If current hearts + spirit hearts > 1 and you don't have PHD or Lucky Foot, 1/9 chance to get Bad Trip!
  10. 1/7 chance to get Health Up/Down
  11. If either bombs or keys are over 0, 1/6 chance to get Bombs are Key
  12. 1/5 chance or 1/4 chance to get Tears Up/Down (equivalent to 4/10 chance)
  13. 1/3 chance to get Range Up/Down
  14. 1/3 chance to get Speed Up/Down (guaranteed if you have PHD)
  15. If nothing else, Telepills (obviously impossible with PHD)
* All above Up/Down pills have an equal chance of spawning the Up or Down version
* Pills effects
  1. Tears Up: Adds Wire Coat hanger! +0.5
  2. Tears Down: Adds Wire Coat hanger! -0.4
  3. Range Up: Adds Moms Lipstick +0.5
  4. Range Down: Adds Moms Lipstick -0.4
  5. Speed Up: Adds Wooden Spoon +1
  6. Speed Down: Adds Wooden Spoon -0.8

**Cards tater**

* 4/5 chance to get random Tarot Card (22 total)
* Otherwise random Deck Card (5 total)
* Card effects
  + Strength: Magic Mushroom
  + Death: 60 damage to all enemies
  + The Devil: Book of Belial use effect

**Trinkets**

**Trinket Pool**

* poli -> Guaranteed Polaroid
* Counterfeit Penny is not in the pool, but has a 1/3 chance to spawn from golden poop
* Else -> Random trinket removed from the pool immediately
* No trinkets left? Random card as above

**Fish Head**

Every time you get hit, you spawn one blue fly

**Pinky Eye**

* 1/10 chance to make a poison tear
* If you have Technology, has a 1/10 chance of temporaraily disabling The common cold if you have it (possibly just for the color change)

**Push Pin**

1/10 chance to make a spectral tear

**Liberty Cap**

1/4 chance to give one of the following effects: \* Compass \* Mini Mush \* Odd Mushroom (small) \* Odd Mushroom (large)

**Umbilical Cord**

If you take damage have less than 1/2 heart (including spirit hearts), you gain Little Steve for the remainder of the room.

**Pickup-boosting trinkets**

* 1/10 chance to give you an item at the end of a room
* 2/3 chance to give you an item when opening a chest
* Types
  + Child's Heart: Heart
  + Rusted Key: Key
  + Match Stick: Bomb
  + Safety Cap: Pill
  + Ace of Spades: Card

**Curved Horn**

+2 damage (See damage calculation for exact step)

**Goat Hoof**

+0.15 movement speed (See speed calculations)

**Mom's Pearl**

1/10 additional chance for any given heart drop to become a spirit heart

**Cancer**

Fire delay decreased by 2 (See fire rate calculations)

**Red Patch**

1/5 chance to get +3 razor points when taking damage (See damage calculations for bonus damage)

**Lucky Toe**

Increases chance to drop an item at the end of the room...

* by ~2% with Lucky Foot
* by ~10% otherwise

**Cursed Skull**

Returns you to the previous room when you are hit with 1/2 heart remaining (not counting spirit hearts) after damage is calculated

**Isaac's Fork**

1/10 chance to gain a half heart after clearing a room if you have at least 1 heart container. Does nothing for ???.

**The Polaroid**

* Grants 150 frames (5 seconds) of invulnerability when you are hit with 1/2 heart remaining (not counting spirit hearts) after damage is calculated
* Grants access to the Chest if equipped while fighting Isaac

**A Missing Page**

1/20 chance to deal 40 damage to all enemies in the room when taking damage

**Pennies**

* 1/2 chance to gain one of the following pickups when picking up any coin
  + Bloody Penny: Heart
  + Burnt Penny: Bomb
  + Flat Penny: Key
  + Counterfeit Penny: +1 coin (automatic)
* These items do not have a chance to be upgraded (see Pickups section)

**The Tick**

* When an enemy spawns, if it has over 60 hp, 15% of that is removed immediately
* When you enter a boss room and ?firsttime is not set, you recover 1 heart

**Isaac's Head**

Creates a familiar that fires projectiles (See Familiars section)

**Maggy's Faith**

Grants 1/2 eternal heart at the beginning of every level

**Judas's Tongue**

Items that cost 2 hearts in a deal with the Devil will be reduced to 1 heart instead

**???'s Soul**

Creates a familiar that moves around the room

**Pickups**

**Hearts**

* Chance for a normal heart to become a spirit heart when dropped
  + Base 1/10 chance
  + Additional 1/16 chance if you are Eve
  + Additional 1/10 chance if you have Mom's Pearl
  + Additional 1/2 chance if you have Mitre
* Chance for a normal heart to become an eternal heart when dropped: 1/50
* If you are in the super secret room that has an eternal heart in it, all hearts that spawn in that room will be eternal, i.e., through slot machines placed with Wheel of Fortune card.
* 1/2 chance to set col = 2 (full heart vs half?)

**Keys**

* 1/20 chance for golden key

**Bombs**

* 1/7 chance to set col = 2 (1+1 free?)
* 1/10 chance to set col = 3 (troll bomb?)
* 1/50 chance to set col = 5 (homing troll bomb?)
* Damage
  + Base: 10
  + Mr. Mega: +50

**Coins**

* 1/20 chance to be a nickel
* 1/100 chance to be a dime

**Items**

**How random items are selected**

* Just seeing an item on the screen means it was removed from that pool once\* and will not be picked again if there were no duplicate entries. Picking up the item guarantees that it will never show up on your screen ever again. You do *not* have to use activated items to guarantee this.
  + \*See note about depleting pools at the end of this section
* When does this happen?
  + When you use the D6, this happens once for each item in the room
  + When an item is created on the screen. This should mean that items generated by donating to beggars spawned with the Judgement card will reflect the room they are in (defaulting to Treasure Room).
* Try the following sequence 100 times. If you cannot find an item, default to using the first pool.
  + If you're in the library, try the 9th pool
    - When you choose an item, if ?lib is the item chosen, looks like it tries to discard it so you don't get double, but it has a bug and it keeps it anyway.
  + If you're in the normal Challenge Room, try the 8th pool.
  + If you're in the Devil Room or ?bummer == 2 or you're in the curse room:
    - Reset ?bummer to false
    - If you're in the Angel Room, use pool 10
    - Otherwise use pool 7
  + If you're opening a golden chest and you're not in the 11th chapter (The Chest), use the 6th pool
  + If you're in The Shop or ?bummer is set
    - Reset ?bummer to false
    - Use the 4th pool
  + If you're in ?boner or ?boner2 with 1/2 chance, try pool 5 (this doesn't even exist!)
  + If you're in the Secret Room, try pool 3
  + If you're in the Boss Challenge Room, use pool 2
  + If you're in a boss room
    - If you're fighting The Fallen, try to select an item from pool 7 that you do not have
    - If you're fighting Conquest and don't have White Pony, you get it
    - If you're fighting Headless Horseman and don't have A Pony, you get it
    - If you're fighting C.H.A.D and don't have, Little Chad, you get it
    - If you're fighting Gish and don't have Little Gish, you get it
    - If you're fighting Steven and don't have both Steven and Little Steve
      * 1/6 chance for Steven (or automatic if you have Little Steve)
      * otherwise Little Steve
    - If you're fighting Famine, Pestilence, War, or Death, you get Cube of Meat
    - Otherwise, try from pool 2
  + If none of these are true, try from pool 1
* When an item is selected from a pool and passes the itz test, it is removed from the pool *immediately*, with the exception of pools 9 (library) and 10 (angel room).
* What is the itz test?
  + This function is called on an item before it is shown to you. If it fails, then the item is re-rolled.
  + If you have more than 2 of these, any future picks will be re-rolled. Note that this does not prevent a boss from guaranteeing a drop, i.e., Gish will still drop Little Gish regardless of how many familiars you have.
    - Brother Bobby
    - Sister Maggy
    - Robo-Baby
    - Little Gish
    - Little Steve
    - Demon Baby
    - Ghost Baby
    - Harlequin baby
    - Rainbow Baby
    - Abel
  + If you have the upgrade, the item is re-rolled. You are considered having the item if you have picked it up at any time.
  + If you have picked up this item at some point in your save file, there is a 1/5 chance it will be re-rolled.
  + Check if it is a "special" item. I have made up this term, since I don't know what else to group these 57 items as. I believe they are all non-spacebar items, but there are still some other non-spacebar items not included in this list. Here are the "special" items:
    - The Sad Onion
    - The Inner Eye
    - Spoon Bender
    - Max's Head
    - My Reflection
    - Number one
    - Blood of the Martyr
    - Brother Bobby
    - Magic Mushroom
    - Raw Liver
    - Cupids arrow
    - Steven
    - Pentagram
    - Moms Eye
    - Distant Admiration
    - Dr Fetus
    - Wiggle Worm
    - Sister Maggy
    - Technology
    - Growth Hormones
    - Lokis Horns
    - Spider Bite
    - Lil Chubby
    - The Small Rock
    - Super Bandage
    - Robo-Baby
    - Little Gish
    - Little Steve
    - The Halo
    - The common cold
    - The Parasite
    - The Wafer
    - Money = Power
    - Moms Contacts
    - Ouija Board
    - Stigmata
    - Speed Ball
    - Prayer Card
    - Ipecac
    - Tough love
    - The Mulligan
    - Technology 2
    - Chemical peel
    - Bloody Lust
    - Epic Fetus
    - Daddy longlegs
    - Fate
    - The Black Bean
    - Sacred Heart
    - Tooth Picks
    - Holy Grail
    - Dead Dove
    - Guppys Hairball
    - SMB Super Fan!
    - Pyro
    - 3 Dollar bill
    - Jesus Juice
  + If it is *not* a special item, then you get that item
  + If it *is* a special item, there is a chance that it will be re-rolled, equal to 1 - 1/(1.2 + special \* 3)
    - special is a counter that starts at 0
    - Every time you pick up a special item above, if you did not get it from a deal with Satan, add 1 to special
    - For some reason, My Reflection only adds 0.2 to special instead of 1
  + So basically, these special items become more rare the more of them you pick up. Below represents the chance that an item in the above list is re-rolled, assuming that you already have n items from the list.
    - 0: 0.17
    - 1: 0.76
    - 2: 0.86
    - 3: 0.90
    - 4: 0.92
    - 5: 0.94
    - 6: 0.95
    - 7: 0.95
    - 8: 0.96
    - 9: 0.96
* Most pools can be exhausted. When this happens, either the first pool is used, or, in the case of the Boss/Boss Challenge Rooms pool, the Secret Room pool, and the general-purpose pool (for non-room re-rolled items and beggars) it bugs out and gives you undefined (flickers through every item).
  + The Library and the Angel Room never lose items from their pool.
  + If you deplete item pool 1 to less than 6 items remaining, all 10 pools will be refreshed to random initial states as they were when the game started. This does not change what you already picked up.

**Incidental item pool removal**

All items are stored as numbers, that is, you can have 0 of something, or 1, or -14, or 3.14, and those are all valid. However, when checking which items are available to you (i.e., those that you have not picked up yet), it simple checks to see if it is not 0. This means that some items will be automatically prevented from showing up through interaction with other items. The following lists these.

* Health Up/Down: <3
* Speed Up/Down: Wooden Spoon
* Tears Up/Down: Wire Coat hanger!
* Range Up/Down: Moms Lipstick
* Finishing an Eternal Heart: Lunch
* Dead Cat: Dinner
* Sacred Heart: Spoon Bender
* Ipecac: The Inner Eye
* Polyphemus: The Inner Eye
* Mutant Spider: The Inner Eye
* Spirit of the night: Ouija Board
* Dead Dove: Ouija Board
* Making a deal with Satan: Lunch
* Pretty Fly through slots or pill: Halo of Flies
* unknown: Bum friend

**Item Pools**

* Pool 1 (Item Room?)
  + The Sad Onion
  + The Inner Eye
  + Spoon Bender
  + Max's Head
  + My Reflection
  + Number one
  + Blood of the Martyr
  + Brother Bobby (x2)
  + Halo of Flies
  + Magic Mushroom
  + The Virus
  + Roid Rage
  + <3
  + Boom! (x2)
  + Wooden Spoon
  + The Belt
  + Moms Underwear
  + Moms Heels
  + Moms Lipstick
  + Mr. Boom!
  + Tammys Head
  + Moms Bra
  + kamikaze!
  + Moms Pad
  + Teleport!
  + Doctors Remote
  + Cupids arrow
  + Shoop da Whoop!
  + Magneto
  + Moms Eye
  + Lemon Mishap
  + Distant Admiration
  + Book of shadows
  + Wiggle Worm
  + Charm of the vampire
  + Anarchist Cookbook
  + The Hourglass
  + Sister Maggy
  + Chocolate Milk
  + Growth Hormones
  + Mini Mush
  + Rosary
  + PHD
  + Xray-Vision
  + My little Unicorn
  + Deck of Cards
  + Ouija Board
  + Odd Mushroom (Large)
  + Odd Mushroom (Small)
  + Dead Sea Scrolls
  + Bobby - Bomb
  + Forever alone
  + Bucket of Lard
  + Best Friend
  + Remote Detonator
  + Stigmata
  + Bobs Curse
  + Scapular
  + Speed Ball
  + Bum friend
  + Infestation
  + Ipecac
  + Tough love
  + The Mulligan
  + Technology 2
  + Mutant Spider
  + Chemical peel
  + The Peeper!
  + Bloody Lust
  + Crack the Sky
  + Ghost Baby
  + Harlequin baby
  + Polyphemus
  + Mitre
  + Portable Slot!
  + Holy Water
  + The Black Bean
  + Tooth Picks
  + 3 Dollar bill
  + Telepathy for Dummies
  + D20
  + Celtic cross
  + Abel
  + Sacrificial Dagger
  + Rainbow Baby
  + Blood Rights
  + SMB Super Fan!
  + Spider Butt
  + Daddy longlegs
  + Guppys Hairball
  + Skeleton Key (1/2 chance)
  + The Necronomicon (2/3 chance to be in either pool 7 (additional 1/3 chance), otherwise here)
  + Technology (4/5 chance)
  + The Book of Belial (1/3 chance and not Judas)
  + Yum Heart
  + Lucky Foot (2/3 chance)
  + A Quarter (2/3 chance)
  + Dr Fetus
  + The Poop!
  + Spelunker Hat
  + Monstros Tooth
  + Lokis Horns
  + Lil Chubby
  + The Relic
  + Sack of pennies
  + Robo-Baby
  + The Gamekid
  + The Book of Sin (2/3 chance)
  + Little Gish
  + Little Steve
  + Little Chad
  + The Halo
  + Moms Bottle of Pills
  + The common cold (2/3 chance)
  + The Parasite (2/3 chance)
  + The Dice
  + Mr. Mega
  + The Pinking Shears
  + The Wafer
  + Money = Power (2/3 chance)
  + Moms Contacts
  + The Bean
  + Dead Bird
  + Guardian Angel
  + Bomb Bag
  + Moms Knife (2/3 chance)
  + Whore of Babylon (2/3 chance)
  + Razor Blade (2/3 chance)
  + Demon Baby (2/3 chance)
  + Forget Me Now (2/3 chance)
  + Monster Manuel (2/3 chance)
  + NOTE: If under 5 items remain in pool 1, all pools are refreshed as they were in the beginning
* Pool 2 (Boss Room?)
  + Lunch
  + Dinner
  + Dessert
  + Breakfast
  + Rotten Meat
  + One of:
    - Wooden Spoon
    - The Belt
  + Two of: (could be duplicates)
    - Moms Underwear
    - Moms Heels
    - Moms Lipstick
  + Wire Coat hanger!
  + Pentagram
  + Pageant Boy
  + Cat-o-nine-tails
  + Stem cells
  + MEAT!
  + Magic 8 ball
  + Moms coin purse
  + Squeezy
  + Jesus Juice
  + BOX
  + Super Bandage (2/3 chance)
  + NOTE: Remove the first occurance of all of the above from Pool 1
* Pool 3 (Secret Room?)
  + 1up! (1/2 chance for x2)
  + Raw Liver
  + Bobs Rotten Head
  + My Little Unicorn (1/2 chance for x2)
  + Ankh
  + Pyro (1/2 chance)
  + Dad's Key
  + Epic Fetus
  + We need to go deeper (1/3 chance to be in pool 7, otherwise 1/2 chance to be here)
  + Book of Belial (1/3 chance to be in pool 1, otherwise 1/2 chance to be here)
  + Transcendence (2/3 chance)
  + Spider Bite
* Pool 4 (Shop Room?)
  + Treasure Map (x2)
  + The Ladder (x2)
  + Steam Sale
  + The Compass (x2)
  + Mom's Purse
  + Habit
  + Notched Axe
  + Mom's Coin Purse
  + Bum Friend (1/2 chance)
  + Portable Slot! (if not Bum Friend)
  + The Candle
  + 9 Volt (1/2 chance)
  + The Battery (1/2 chance)
  + Book of Revelations
  + NOTE: Remove the first occurance of all of the above from Pool 1
* Pool 5
  + Nonexitent?
* Pool 6 (Golden Chest?)
  + Tammy's Head
  + One of:
    - Wooden Spoon
    - The Belt
  + One of:
    - Mom's Underwear
    - Mom's Heels
  + Rotten Meat
  + The Sad Onion
  + Steven
  + Fate (1/2 chance)
  + NOTE: Remove the first occurance of all of the above from Pool 1
* Pool 7 (Devil Room?)
  + Brother Bobby
  + Sister Maggy
  + The Mark
  + The Pact
  + Dead Cat
  + Ouija Board
  + Brimstone
  + Guppy's Paw
  + Guppy's Head
  + Guppy's Tail
  + Spirit of the Night
  + Bloody Lust
  + The Necronomicon (2/9 chance)
  + Technology (1/5 chance)
  + Lord of the Pit (1/3 chance)
  + We need to go deeper! (1/3 chance)
  + Book of Belial (1/3 to be in pool 1, otherwise 1/2 chance to be in pool 3, otherwise here)
  + Lucky Foot (2/3 chance to be in pool 1, otherwise here)
  + The Nail (2/3 chance)
  + A Quarter (2/3 chance to be in pool 1, otherwise here)
  + The Book of Sin (2/3 chance to be in pool 1, otherwise here)
  + The Common Cold (2/3 chance to be in pool 1, otherwise here)
  + The Parasite (2/3 chance to be in pool 1, otherwise here)
  + Money=Power (2/3 chance to be in pool 1, otherwise here)
  + Moms Knife (2/3 chance to be in pool 1, otherwise here)
  + Whore of Babylon (2/3 chance to be in pool 1, otherwise here)
  + Razor Blade (2/3 chance to be in pool 1, otherwise here)
  + Demon Baby (2/3 chance to be in pool 1, otherwise here)
  + Forget Me Now (2/3 chance to be in pool 1, otherwise here)
  + Monster Manuel (2/3 chance to be in pool 1, otherwise here)
* Pool 8 (Challenge Room?)
  + Rotten Meat
  + Skeleton Key
  + Boom!
  + The Compass
  + Teleport!
  + Growth Hormones
  + The Virus
  + Roid Rage
* Pool 9 (Library)
  + Book of Shadows
  + Anarchist Cookbook
  + Telepathy for Dummies
  + The Necronomicon (2/3 chance)
  + The Book of Belial (if not Judas)
  + Book of Revelations
  + The Book of Sin
  + Monster Manuel
  + Note: Items are *never* removed from this pool.
* Pool 10 (Angel Room?)
  + Blood of the Martyr
  + The Bible
  + The Halo
  + Prayer Card
  + Scapular
  + Mitre
  + Sacred Heart
  + Holy Grail (1/2 chance for x2)
  + Dead Dove
  + The Relic
  + Guardian Angel
  + Note: Items are *never* removed from this pool.

**Specific Items**

**Dead Sea Scrolls**

* On use, uses one of the following items:
  + The Book of Belial
  + The Necronomicon
  + Mr. Boom!
  + Tammys Head
  + Moms Bra
  + kamikaze!
  + Moms Pad
  + Bobs Rotten Head
  + Teleport!
  + Yum Heart
  + Lemon Mishap
  + Shoop da Whoop!
  + Book of shadows
  + Wiggle Worm
  + Anarchist Cookbook
  + The Hourglass
  + My little Unicorn
  + Book of Revelations
  + the Nail
  + We need to go deeper!
  + Deck of Cards
  + Monstros Tooth
  + The Gamekid
  + The Book of Sin
  + Moms Bottle of Pills
  + The Pinking Shears

**The Bible**

* Using The Bible on the chapter 9 boss (Satan or Isaac) will deal 1000 damage to the player. According to player damage mechanics, if you have any spirit hearts or The Wafer, you can survive this.

**Dead Cat**

* If ???, your spirit hearts are set to 1
* Otherwise, you get negative Dinner items until you have 1 heart

**Ipecac**

* If you don't have Inner Eye, sets it to 0.5

**Polyphemus**

* If you don't have Inner Eye, sets it to 0.3

**Mutant Spider**

* If you don't have Inner Eye, sets it to 0.4

**Rosary**

* Augments the 4th (shop?) item pool with The Bible x 7

**9 Volt**

* Instantly recharges current item on pickup

**Spirit of the Night**

* Gives Ouija Board

**Dead Dove**

* Gives Ouija Board

**Guppy's Hairball**

Each floor, size = round(size \* 0.5 + 0.5), lower bounded at 1

**Dr. Fetus**

* Augments the item pool with
  + Bobby - Bomb x 6
  + Mr. Mega x 6

**Sacred Heart**

* Gives Spoon Bender

**Monster Maneul**

* Gives one of the following for the room (will not pick one that you already have):
  + Brother Bobby
  + Cube of Meat (Can pick either the 2nd or 3rd form)
  + Halo of Flies
  + Distant Admiration
  + Sister Maggy
  + Lil Chubby
  + Robo-Baby
  + Little Gish
  + Little Steve
  + Guardian Angel
  + Demon Baby
  + Forever alone

**3 Dollar Bill**

* One of the following random effects each room:
  + The Sad Onion
  + The Inner Eye
  + Spoon Bender
  + My Reflection
  + Number One
  + Lucky Foot
  + Magneto
  + Mom's Contact
  + Ouija Board
  + Speed Ball
  + Tough Love

**Slots**

Unfortunately a lot of this logic appears to be attached to the animation itself, which makes it impossible for me to see with the source I am currently using.

**Skull Game**

* 4 items (heart, coin, bomb, key) with equal chance
  + If coin, you get 2-4
  + Otherwise, you get 2
* If you do not have Skatole, 1/13 chance each time to see it
* 1/3 chance to win, plus extra 1/3 chance if you have Lucky Foot

**Slot Machine**

* Start with a random roll
  + With Lucky Foot: 3 - 17
  + Without: 3 - 23
* If roll >= 9 and 9/10 chance or ?sloto: roll++
* If roll == 7 and 1/3 chance: roll = 10
* Check your roll
  + 3:
    - 1/3 chance for Pretty Fly
    - Otherwise black fly
  + 4: Bomb
  + 5-6: 5
  + 7: Key
  + 8: Pill
  + 9: A dollar!
  + 10-12: Coins x(1-3)
  + Otherwise: fail

**Fortune Machine**

* Chance to get a random fortune
  + 0.65 chance normally
  + 0.00 with Lucky Foot
* Otherwise, 1/20 chance to explode
* Otherwise, 1/30 chance to get Crystal Ball
* Otherwise, 1/3 chance to get a card
* Otherwise, 1/3 chance to get a spirit heart
* Otherwise, you get a trinket

**Blood Donation Machine**

* 1/15 chance to break
* Otherwise you get 1-3 coins (+1 coin if you have PHD)
* When it breaks, you normally get the Blood Bag, but there is a 1/2 chance to get the IV Bag if you do not have it already.

**Beggars**

* devil beggar
  + 1/2 chance to...
    - 1/2 chance to get a pill
    - Otherwise you get a card
  + Otherwise...
    - 1/4 chance to get a trinket
    - Otherwise you get a random item
* Otherwise (normal beggar)
  + 1/2 chance to...
    - 1/3 chance to get a 5
    - Otherwise you get a key or bomb
  + Otherwise
    - 1/2 chance to...
      * 1/2 chance to get one of the following:
        + Lunch
        + Dinner
        + Dessert
        + Breakfast
        + Rotten Meat
      * Otherwise, you get a card
    - Otherwise, you get a random item

**Rooms and Floors**

**Spawning**

* Number of rooms: 5 + chapter \* 2.6 + random(0-1), upper bounded at 20
* Curse of the Labyrinth: x1.8 rooms
* Big floor: +4 rooms

Note: You have "full hearts" if your hearts plus spirit hearts equals more than your maximum hearts.

* Sacrifice Room: 1/7 chance, plus additional 1/4 chance if you have full hearts
* Library: 1/20 chance, plus additional 1/4 chance if ?bookster
* Curse Room: 1/2 chance, plus additional 1/4 chance if ?lastdev (you have visited the devil in this run?)
* Miniboss: 1/4 chance, plus additional 1/3 chance on the first chapter
* Challenge Room: Full hearts, not the first chapter, and 1/2 chance if it's the second chapter (automatic otherwise)
* Arcade: At least 5 coins, and an even chapter number (second floor)

**Clearing a Room**

* When determining the chance to get a drop after you clear a room, you start with a random floating point number between 0 and 1.
  + If you have the Lucky Foot item, chance = chance \* 0.9 + 0.1
  + If your luck is positive, chance = chance \* 0.9 + 0.1
  + If your luck is negative, chance = chance - luck \* 0.1
    - Woah, woah. Luck is negative, but you're subtracting it from chance. That means your chance goes **up** the more negative luck you have!
  + If you have Lucky Toe
    - ...and Lucky Foot and positive luck stat, chance = chance \* 0.98 + 0.02
    - but not both of the above, chance = chance \* 0.9 + 0.1
* Something something trinkets to determine drop trixies(false)
* If you have Guppys Tail
  + 1/3 chance to guarantee either a brown chest or gold chest with equal probability
  + Otherwise, 1/3 chance to guarantee you get nothing
* If you have Isaac's Fork, 1/10 chance to gain a half heart
* Item boosting trinkets (1/10 chance each):
  + Ace of Spades: random card
  + Safety Cap: random pill
  + Match Stick: bomb
  + Rusted Key:
    - 1/2 chance to get gold chest
    - Otherwise you get a key
  + Child's Heart: heart
* If you didn't get one of the above, check to see where your chance lies to see what you get
  + If it is below 0.22, you get nothing
    - YOU LOSE. GOOD DAY SIR.
  + If it is between 0.22 and 0.30
    - 1/3 chance to get a card
    - Otherwise 1/2 chance to get trinket
    - Otherwise you get a pill
  + If it is between 0.30 and 0.45, you get a coin
  + If it is between 0.45 and 0.60, you get a heart
  + If it is between 0.60 and 0.8 - chapter \* 0.01, you get a key
  + If it is between 0.8 - chapter \* 0.01 and 0.95, you get a bomb
  + If it is above 0.95, you get a brown chest
* So, to analyze the above...
  + Negative luck actually gives you a higher chance to receive an item, though I'm fairly sure it is a bug. More negative luck will, however, push your chances of getting a card/trinket/pill off the table.
  + As you continue through the chapters, the chance to see a key decreases, while the chance to see a bomb increases.

**Super Secret Rooms**

**Types**

1. Heart pickups
2. One half Eternal Heart
3. One Trinket
4. One Red Chest
5. Fortune Teller Machine

**Devil Rooms**

The following conditions are required to have a devil room "spawn" (unsure when spawn is determined, exactly)

* Chapter is between 2 and 8. The following cannot have devil rooms
  + Basement/Cellar 1
  + Cathedral
  + Sheol
  + Chest
* devil != 3 (This is set when the conditions fail, which probably means that you can't reroll a chance at the devil if you don't get it the first time. However, this is reset in multiple places, so TBD).
* 1/x chance or ?satan. Chance is determined as follows:
  + Base chance starts at 0.01
  + If you have the Pentagram item, add 0.20 chance
  + If you have a second Pentagram (somehow), add 0.10 chance
  + If you are holding Book of Belial, add 0.25 chance
  + If you are holding Book of Revelations, add 0.35 chance
  + If you killed a "bum" at all this game, add 0.35 chance
  + If ?bossdmg, add 0.35 chance
    - ?bossdmg is set true when you start the game
    - ?bossdmg is set false when you get hurt, if:
      * You have no spirit hearts
      * f2 <= 200 (Certain damage sources don't count?)
  + If devil, add 0.99 chance
  + If the last devil room you've seen was on the previous floor, multiply the chance by 0.25
  + If the last devil room you've seen was two floors ago, multiply the chance by 0.5

Additionally, Krampus will spawn in the devil room with a 1/10 chance, plus an additional 1/3 chance if you made a deal with the devil already. He will not spawn more than once.

**Angel Rooms**

The following 3 conditions must be true for a Devil Room to spawn as an Angel Room instead (note the spawn conditions still rely on the above Devil Room conditions)

* 1/2 chance
* You did not make any deals with the devil
* A devil room "spawned" at least once (Interesting note: This variable is not reset, so if you see a devil room in one game, you can start another game and see an angel room as early as your second floor.)

**Deals with the Devil**

* 1/5 chance that the item costs 3 spirit hearts
* Otherwise, the following items cost 2 heart containers and all others in item pool 7 cost only 1 heart container
  + The Mark
  + The Pact
  + Lord of the Pit
  + the Nail
  + Dead Cat
  + Demon Baby
  + Whore of Babylon
  + Brimstone
  + Bloody Lust
  + Spirit of the night
  + Guppys Head
* If you have Judas' Tongue, the above items cost 1 heart container, but those that cost 3 spirit hearts will still cost as much.
* If the item costs 3 spirit hearts and you do not have at least that many, you cannot take it.
* If the item costs heart containers
  + Your maximum hearts is reduced by the cost
  + You suffer damage equal to cost - max\_hearts\_before + current\_hearts
    - Because your spirit hearts are not removed but are restored, you will not suffer damage and thus cannot die if you have any spirit hearts
    - If you do not have spirit hearts and have heart containers equal to or less than the deal, you will die from damage. Two notes:
      * In the Womb and beyond, you always take 1 heart of damage, which may kill you.
      * If you have the Wafer, you will always take 0.5 hearts of damage. This item can actually get you killed when you otherwise would be safe.
  + If you have non-negative hearts, your spirit hearts will be restored to what they were before the deal
  + If you are negative on heart containers, your spirit hearts are stripped and you are dealt 10 damage. It almost seems like you shouldn't survive this, but fortunately they forgot to reset your grace period, so the damage you took before makes you invincible to this 10 damage, and you survive. At this point, you can still bring yourself out of negative hearts by picking up enough health up items.

**Mini-boss Rooms**

* Seven Sins
  + Drop rate on items:
    - If "super" version: 1/7
    - Otherwise: 1/28
  + Otherwise, you get the pickup listed first
  + Sloth
    - Card
    - Bobs Rotten Head
    - (Super) Bobs Curse
  + Lust
    - Pill
    - The Virus
    - (Super) Yum Heart
  + Wrath
    - Bomb
    - Mr. Boom!
    - (Super) Mr. Mega
  + Gluttony
    - Heart
    - <3
    - (Super) Bucket of Lard
  + Greed
    - Coins (x4-8)
    - Steam Sale
    - (Super) A Quarter
  + Envy
    - Troll Bomb
    - Shoop da Whoop!
    - (Super) Forever alone
  + Pride
    - Card
    - Anarchist Cookbook
    - (Ultra) Dead Cat (bugged to get Pill instead?)
* Greed has a chance to spawn in the...
  + secret room if:
    - You are in chapter 5 or greater
    - 1/3 chance
  + shop room if:
    - You are in chapter 4 or greater
    - 1/(6 - chapter) chance
      * Chapter 4: 1/2 chance
      * Chapter 5-6: 100% chance
  + Greed will not spawn in one of these rooms if
    - a mini-boss room is already picked
    - he spawned in one of these in the previous chapter **N.B.** XL floors, particularly Depths/Necropolis XL count as two chapters ahead, so this part will not apply
    - he spawned in the other of these two rooms

**Boss Rooms**

* The Fallen has 1/10th chance to spawn if a Devil Room has spawned before
* If you use Book of Revelations and you're on a non-XL floor in Womb or before, you will get one of the four horseman as your boss.
* Normal boss selection procedure:
  + 1/5 chance to get one of the four horseman respective to your level
  + If you got a horseman from random selection or Book of Revelations, 1/10 chance to get The Headless Horseman instead
  + Otherwise, if you're on Womb/Utero 1 with 1/3 chance:
    - 1/2 chance to get 38
    - Otherwise 41
  + Otherwise, if you've visited the devil at some point, 1/10 chance to get The Fallen
  + Otherwise, if you're on Womb/Utero 1 with 1/3 chance, you get either 30 or 33 with equal chance
  + Otherwise, if you're on the second floor of Cellar or Catacombs with 1/4 chance:
    - 1/2 chance to get
      * Cellar: 28
      * Catacombs: 36
    - Otherwise
      * Cellar: 32
      * Catacombs: 27
  + Otherwise, if you're on the first floor with 1/5 chance:
    - Basement/Cellar: 13
    - Caves, Catacombs: 14
    - Depths, Necropolis: 15
    - Womb, Utero: 16
  + Otherwise, if you are on the 3rd chapter or Cellar with 1/4 chance:
    - Cellar: 13
    - Caves, Catacombs: 14
  + Otherwise, for chapters 1-3 with 1/2 chance:
    - Basement 1: 2
    - Basement 2: 3
    - Caves 1: 4
    - Cellar 1: 37
    - Cellar 2: 29
    - Catacombs 1: 26
  + Otherwise
    - Basement 1: 1
    - Basement 2: 2
    - Caves 1: 3
    - Caves 2: 4
    - Depths 1: 5
    - Womb 1: 7
    - Cellar 1: 34
    - Cellar 2: 37
    - Catacombs 1: 29
    - Catacombs 2: 26
    - Necropolis 1: 30 or 35
    - Utero 1: 31

**Curses**

* You cannot get a curse on 11th chapter (chest)
* 1/x chance to get Curse of the Labyrinth if applicable (first floor of chapter)
* 1/2x chance to get Curse of the Lost
* 1/2x chance to get Curse of Darkness
* x =
  + 80 when you start playing
  + 30 after you kill Mom
  + 10 after you unlock Everything is Terrible
  + 5 after you complete Cathedral on one character
* So, a fully unlocked game has a
  + 1/5 chance to get Curse of the Labyrinth (when applicable)
  + ~1/10 chance to get Curse of the Lost
  + ~9/100 chance to get Curse of Darkness

**Objects**

**Red Chest**

* 1/10 chance to get one of the following items:
  + Dead Cat
  + Guppys Tail
  + Guppys Paw
  + Guppys Head
  + The Mark
* If you already have the item or did not get the roll, you have a 1/18 chance to be teleported to the Devil or Angel room
* Otherwise, you have a 1/5 chance to spawn 2 spiders
* Otherwise, you have a 1/5 chance to spawn a super troll bomb
* Otherwise, you have a 1/5 chance to get 3 blue flies
* Otherwise, you get a random choice of:
  + 2 pills
  + 2 troll bombs
  + 2 spirit hearts (1/2 chance to get only 1)

**Brown Chests, Gold Chests, and Tinted Rocks**

This is really confusing, sorry! A lot of these are unknown items, and the process is really random. I'm also not sure where spirit hearts come in with respect to tinted rocks, since they obviously drop a lot.

* First you roll how many pickups you will get
  + frame 8 and .col == 1: 1-2 pickups (brown chest?)
  + frame 6: 1-8 pickups (min 2) (gold chest?)
  + Otherwise: 1-4 pickups (min 2) (tinted rock?)
* 2/3 chance
  + Check trinkets to see if you will get a pickup (see "Clearing a Room" under "Item boosting trinkets")
  + If you have Lucky Toe or got an extra pickup above, add +1 to your pickups
* Starting at 0, loop until you pass your pickup number
  + If you had a trinket proc for an extra item, you get that immediately
  + Otherwise
    - You get treasure (an actual item) if
      * It is the first time in the loop (so that means using one of the bonus item trinkets prevents objects from yielding treasure!)
      * One of the following rolls:
        + 1/10 chance if it is a rock (?trg == 2?)
        + 1/5 chance if it is frame 6 (gold chest?)
    - If you didn't get treasure, 1/5 chance on a non-rock to...
      * frame 6: you get a card
      * Otherwise (brown chest only?) you get a pill
      * Another 1/2 chance to get a trinket in addition to either
    - If you got either of the two above treasures, you stop
    - Otherwise, roll a random floating point number from 0-1...
      * For chests
        + 0.00 to 0.35: 1-3 coins
        + 0.35 to 0.55: 5

Additional 1/2 chance to get -1 pickup

* + - * + 0.55 to 0.70: you get a key
        + 0.70 to 0.71: (first loop only) you get a brown chest and you stop
        + 0.71 to 0.72: (first loop only) you get a gold chest and you stop
        + 0.72 to 1.00: you get a bomb
      * For tinted rocks
        + 0.00 to 0.60: 5

Additional 1/2 chance to get -1 pickup

* + - * + 0.60 to 0.70: you get a key and you stop
        + 0.70 to 0.71: (first loop only) you get a brown chest and you stop
        + 0.71 to 0.90: (first loop only) you get a gold chest and you stop
        + 0.90 to 1.00: you get a bomb
  + If frame 8 and .col == 1 (brown chest bonus loot?)
    - 1/2 chance: 1-4 coins
    - Else, you get 5

**Tinted Rocks**

* Each room has a random number rolled from 65 to 180 (range of 115). This number corresponds to a specific tile, the top-left being 48 and the bottom-left being 191. If there is a rock on the randomed tile, then it becomes a tinted rock.
* You can assume that the chance that there is a tinted rock in any given room is number\_rocks / 115, excluding the rocks from the first and last row.

**Poop**

* Any given poop has a 1/40 chance to spawn as poop with flies
* Some rooms spawn poop with flies intentionally
* Any poop with flies has a 1/20 chance to spawn as golden poop
* Golden poop spawns
  + Counterfeit penny with 1/3 chance
  + Otherwise between 5-8 coins

**Misc**

**Challenge modes**

* Dark was the Night
  + 100% chance to get Curse of Darkness each floor
* 7 Years Bad Luck
  + Luck stat starts at -2
  + 1/3 chance for no treasure room each floor
* Large Marge
  + 100% chance to get Curse of the Labyrinth each floor
* 9 Deaths
  + Start with Dead Cat
* Lord of the Flies
  + Start with The Mulligan, Infestation
  + No treasure rooms
* The Doctor's Revenge
  + Start with Dr Fetus, Doctors Remote
  + No treasure rooms
* Meat 4 Evar!
  + Start with Cube of Meat (x4)
  + No treasure rooms
* Spider Boy!
  + Start with Mutant Spider, Spider Bite
  + No treasure rooms
* Isaac was Good Today
  + Start with The Halo, Holy Grail
  + No treasure rooms
* The Purist
  + No treasure rooms

**Player Damage Taken**

* **Everything** after chapter 6 (Womb+) does at least 1 heart
* If you are holding The Wafer, damage is always exactly 0.5 hearts. This also includes all deals with Satan(?!)
* If you are fighting Satan in Sheol, ?plh is set true (possibly just cosmetic)
* You can avoid damage if:
  + You are in your grace damage period
    - This is 30 frames per half heart of damage taken
      * A half heart of damage gives 1 second of invulnerability
      * A full heart of damage gives 2 seconds of invulnerability
    - You get 3 seconds of invulnerability if the hit activates Whore of Babylon.
  + You are literally not visible
  + You have an invulnerable effect
    - Celtic Cross has 1/5 chance to shield for 200 frames (~7 seconds)
    - The Polaroid shields for 150 frames (5 seconds) if your health is below one half when you take damage
    - Book of Shadows shields for 300 frames (10 seconds) on use
    - Chariot card and My Little Unicon last 180 frames (6 seconds)
    - The Gamekid lasts 200 frames (~7 seconds)
  + ?horse > 0 (Using either of the Pony items' activated abilities)
  + ?dec > 0 (Something about Best Friend?)
* You lose credit for the "no hits taken" achievement when
  + You take damage from an enemy
  + You make a deal with Satan
* You do **NOT** lose credit for the "no hits taken" achievement when
  + You use a blood donation machine
  + You help a devil beggar
  + You take a Bad Trip! pill
  + You use the Razor Blade item
  + You use the Blood Rights item
  + You use the IV Bag item
* If your normal and spirit hearts are 0, you are dead, unless
  + You do any of the above with spirit hearts remaining, with the exception of Razor Blade. That can and will kill you.
  + You took damage from a deal with the devil under certain conditions (TODO)
* If you have any spirit hearts remaining, you will not lose any actual hearts, even if you take 1 heart of damage with a half spirit heart left.
* If you take health damage and ?devil is not 2 or 3, it is set false (I believe this refers to if the state of the devil room has not been determined)
* If you have Infestation, 1-3 blue flies are spawned
* If you have Fish Head, 1 blue fly is spawned
* If you have a total of one half of either hearts or spirit hearts
  + With the Umbilical Cord trinket, you gain Little Steve for the remainder of the room
  + With Scapular, you gain one spirit heart and temporarily lose Scapular until the next room
* If you have Red Patch, 1/5 chance to get 3 razor points
* If you have A Missing Page, 1/20 chance to deal 40 damage to all enemies
* If you have Habit, you gain half of a charge
* If you have Celtic Cross, 1/5 chance to gain a shield for 200 frames (~7 seconds)
* If you have The Black Bean, you create a damaging fart
* If you are currently at one half heart
  + If you have Whore of Babylon and it was not activated yet, it is triggered
  + If you have The Polaroid, you gain a 150 frame shield (5 seconds)
  + If you have Cursed Skull, you are teleported to the last room

**Everything is Terrible**

* Increased chance to get a curse (see above)
* Chance changed from 1/10 to 1/5 (something during creation of something, setting its specoz to something. My guess would be the chance to get a special version of a creature or possibly boss)

## Game Objectives & Rewards

The goal of the game is to collect various items by defeating bosses or finding them in Treasure Rooms, going down each floor until you eventually meet and kill Mom. There are more floors and bosses beyond this. After defeating Mom player goes to The Womb floor, and there the main boss is It Lives. After defeating It Lives player goes to Sheol floor. Sheol floor is last floor in the game. Sheol contains Satan boss.

Throughout the game player unlocks various new bosses and endings to the game. There are also various achievements that player gets by beating the game.

**Unlock Tasks**

Unlock Boss

* A Radioactive Spider: Defeat Boss in Basement 2
* Spelunker: Defeat Boss in Caves 2
* The Womb: Defeat Boss in The Depths 2
* The Harbingers: Defeat Boss in The Depths 2
* A Cube of Meat Collectible: Defeat Boss in The Depths 2
* A Halo Collectible: Defeat Boss in The Depths 2 or The Womb 2 (use the Bible)
* Monstro’s Tooth: Defeat all the bosses in the Basement
* Lil Chubby: Defeat all the bosses in the Caves
* Loki’s Horns: Defeat all the bosses in The Depths
* The Book of Revelations: Defeat any Harbinger and or Horseman
* Little Steven: Defeat Steven
* Little C.H.A.D: Defeat C.H.A.D or the Headless Horseman
* Little Gish: Defeat Gish
* A Lump Of Coal: Defeat Krampus

Unlock Ending

* Judas: Defeat boss in The Womb 2 1st time
* The Book Of Belial: Defeat boss in The Womb 2 for the 1st time
* The Noose: Defeat boss in The Womb 2 2nd time
* The Nail: Defeat boss in The Womb 2 3rd time
* A Quarter: Defeat boss in The Womb 2 4th time
* A Fetus In A Jar: Defeat boss in The Womb 2 5th time
* Everything’s Terrible!: Defeat boss in The Womb 2 6th time
* The Wafer: Defeat boss in The Womb 2 7th time
* Money = Power: Defeat boss in The Womb 2 8th time
* It Lives: Defeat boss in The Womb 2 9th time
* ???: Defeat boss in The Womb 2 for the tenth time
* The Poop: Defeat boss in The Womb 2 10th time
* The Relic: Defeat boss in The Womb 2 using Magdalene
* Sack Of Pennies: Defeat boss in The Womb 2 using Cain
* Robo-Baby: Defeat boss in The Womb 2 using Judas
* D6: Defeat boss in The Womb 2 using ???
* Razor Blade: Defeat boss in The Womb 2 using Eve
* Mom’s Knife: Defeat boss in Sheol using Isaac
* Guardian Angel: Defeat boss in Sheol using Magdalene
* Bomb Bag: Defeat boss in Sheol using Cain
* Monster Manuel: Defeat boss in Sheol using Judas
* Forget Me Now: Defeat boss in Sheol using ???
* Demon Baby: Defeat boss in Sheol using Eve

**Achievements**

[](https://static.wikia.nocookie.net/bindingofisaac/images/5/5d/MomsKnife.jpg/revision/latest?cb=20111027225622) *"Moms Knife"*- Defeat Satan with Isaac  
[](https://static.wikia.nocookie.net/bindingofisaac/images/0/09/TheGuardianAngel.jpg/revision/latest?cb=20111027230001) *"The Guardian Angel"*- Defeat Satan with Maggdalene  
[](https://static.wikia.nocookie.net/bindingofisaac/images/a/a2/TheBombBag.jpg/revision/latest?cb=20111027225655) *"The Bomb Bag“* - Defeat Satan with Cain  
[](https://static.wikia.nocookie.net/bindingofisaac/images/5/5b/TheMonsterManual.jpg/revision/latest?cb=20111027225921) *"The Monster Manual"*- Defeat Satan with Judas  
[](https://static.wikia.nocookie.net/bindingofisaac/images/f/f2/TheDemonBaby.jpg/revision/latest?cb=20111027230018) *"The Demon Baby"* - Defeat Satan with Eve  
[](https://static.wikia.nocookie.net/bindingofisaac/images/8/8e/ForgetMeNow.jpg/revision/latest?cb=20111027225422) *"Forget Me Now"* - Defeat Satan with ???

## Level Design

Floors are the various levels/stages that Isaac must go through in “The Binding of Isaac” in order to complete the game. There are 5 different floors in the game. They are listed below in the progress and difficulty order.

**Levels**

**Basement**

**Unique Features:**

Jars are found in The Basement. They will either contain nothing, Spiders, Coins, The Swallowed Penny, or The Quarter upon being exploded, the chances of said items spawning being in order from greatest to least.

The Item Room on The Basement requires no key to open.

The Basement's Theme is Flies.

**Bosses:**

Dingle, The Duke of Flies, Famine, Gemini, Gurlings, Larry Jr., Monstro, Steven

****

**Caves**

**Unique Features**:

Mushrooms are found in The Caves. They will contain either nothing, Pills, Liberty Cap, or toxic gas.

**Bosses:**

C.H.A.D, Chub, Dark One, Gurdy, Gurdy Jr., Mega Fatty, Mega Maw, Pestilence



**The Depths**

**Unique Features:**

Skulls are found in The Depths. They will either contain nothing, a Host, a Card/Rune, a Black Heart, a Ghost Baby, or a Dry Baby.

The Depths II will always have Mom as the Boss in the Boss Room. The Boss Room cannot be exited through a door once entered.

**Bosses:**

Mom



**The Womb**

**Unique Features:**

Growths are found in The Womb. They will either contain nothing, shoot tears in an asterisk pattern, or contain a Red Heart/Soul Heart.

The Womb II will always have Mom's Heart (It Lives if unlocked) as the Boss in the Boss Room. The Boss Room cannot be exited through a door once entered.

**Bosses:**

Mom’s Heart (It Lives)



**Sheol**

**Unique Features:**

Skulls are found in Sheol. They will either contain nothing, a Host, a Black Heart, a Rune/Card, or a Dry Baby/Ghost Baby.

Sheol will always have Satan as the Boss in the Boss Room.

**Bosses:**

Satan



|  |
| --- |
| **Items** |
| Activated Items |
| **Item** | **Icon** | **Effect** | **Recharge Time** |
| [Anarchist Cookbook](https://bindingofisaac.fandom.com/wiki/Anarchist_Cookbook) | [Anarchist Cookbook Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/68/Anarchist_Cookbook_Icon.png/revision/latest?cb=20120707150645) | Spawns six troll bombs around the room. | 3 |
| [The Bean](https://bindingofisaac.fandom.com/wiki/The_Bean) | [The Bean Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b2/The_Bean_Icon.png/revision/latest?cb=20121012193042) | Causes Isaac to have bad gas, poisoning any enemy in close vicinity. | 1 |
| [Bob's Rotten Head](https://bindingofisaac.fandom.com/wiki/Bob%27s_Rotten_Head) | [Bobs Rotten Head Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a2/Bobs_Rotten_Head_Icon.png/revision/latest?cb=20120707144501) | Throws a bomb in the direction Isaac's facing. It does extreme damage, poisons the enemy for 5 seconds, and destroys rocks. | 3 |
| [The Bible](https://bindingofisaac.fandom.com/wiki/The_Bible) | [The Bible Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/4c/The_Bible_Icon.png/revision/latest?cb=20120707143604) | Upon activation, Isaac gains [Flight](https://bindingofisaac.fandom.com/wiki/Flight), allowing him to pass over all obstacles in the current room. Instantly kills [Mom](https://bindingofisaac.fandom.com/wiki/Mom), [Mom's Heart](https://bindingofisaac.fandom.com/wiki/Mom%27s_Heart) and [It Lives](https://bindingofisaac.fandom.com/wiki/It_Lives) when activated, will kill Isaac when activated while fighting [Satan](https://bindingofisaac.fandom.com/wiki/Satan), [Isaac](https://bindingofisaac.fandom.com/wiki/Isaac_(boss)) or [???](https://bindingofisaac.fandom.com/wiki/%3F%3F%3F_(boss)) unless he has [The Wafer](https://bindingofisaac.fandom.com/wiki/The_Wafer). | 6 |
| [The Book Of Belial](https://bindingofisaac.fandom.com/wiki/The_Book_Of_Belial) | [The Book Of Belial Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/07/The_Book_Of_Belial_Icon.png/revision/latest?cb=20121016145408) | Adds 2 points of damage for the current room. Damage is further multiplied by 1.5x with the [Blood Of The Martyr](https://bindingofisaac.fandom.com/wiki/Blood_Of_The_Martyr) item. Also increases chances of a [Devil Room](https://bindingofisaac.fandom.com/wiki/Devil_Room) spawning by 25%. | 3 |
| [Book Of Revelations](https://bindingofisaac.fandom.com/wiki/Book_Of_Revelations) | [Book Of Revelations Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/88/Book_Of_Revelations_Icon.png/revision/latest?cb=20120707145536) | Adds 1 Soul Heart and makes the next boss a [Horseman](https://bindingofisaac.fandom.com/wiki/The_Harbingers) (except on [XL Floors](https://bindingofisaac.fandom.com/wiki/Curses#Curse_Of_The_Labyrinth) and on floors with fixed bosses such as [Mom](https://bindingofisaac.fandom.com/wiki/Mom)). Increases chances of a [Devil Room](https://bindingofisaac.fandom.com/wiki/Devil_Room) spawning by 35%. | 6 |
| [Book Of Shadows](https://bindingofisaac.fandom.com/wiki/Book_Of_Shadows) | [Book Of Shadows Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c8/Book_Of_Shadows_Icon.png/revision/latest?cb=20120707145754) | Grants Isaac invulnerability for 10 seconds. | 3 |
| [The Book Of Sin](https://bindingofisaac.fandom.com/wiki/The_Book_Of_Sin) | [The Book Of Sin Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/79/The_Book_Of_Sin_Icon.png/revision/latest?cb=20120707153242) | Spawns a random [Pick Up](https://bindingofisaac.fandom.com/wiki/Pick_Ups), [Pill](https://bindingofisaac.fandom.com/wiki/Pills) or [Card](https://bindingofisaac.fandom.com/wiki/Tarot_Cards). | 4 |
| [Dead Sea Scrolls](https://bindingofisaac.fandom.com/wiki/Dead_Sea_Scrolls) | [Dead Sea Scrolls Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/42/Dead_Sea_Scrolls_Icon.png/revision/latest?cb=20120707154940) | Uses a random Activated Item. | 4 |
| [Deck of Cards](https://bindingofisaac.fandom.com/wiki/Deck_of_Cards) | [Deck Of Cards Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/f8/Deck_Of_Cards_Icon.png/revision/latest?cb=20120707152228) | Gives Isaac a random [Tarot Card](https://bindingofisaac.fandom.com/wiki/Tarot_Card). | 6 |
| [The Dice](https://bindingofisaac.fandom.com/wiki/The_Dice) | [The Dice Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ef/The_Dice_Icon.png/revision/latest?cb=20120707153906) | Allows Isaac to re-roll collectible items in the current room into other items, depending on the current room's [Item Pool](https://bindingofisaac.fandom.com/wiki/Item_Pools). | 3 |
| [Doctor's Remote](https://bindingofisaac.fandom.com/wiki/Doctor%27s_Remote) | [Doctors Remote Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/fc/Doctors_Remote_Icon.png/revision/latest?cb=20120707145030) | Sets a big red target on the ground (similar to the [Epic Fetus](https://bindingofisaac.fandom.com/wiki/Epic_Fetus) item) which can be controlled with the arrow keys or the mouse. After 6 seconds or by pressing space again, a huge explosive missile hits it, which damages all enemies caught in its blast radius. | 3 |
| [Forget Me Now](https://bindingofisaac.fandom.com/wiki/Forget_Me_Now) | [Forget Me Now Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/56/Forget_Me_Now_Icon.png/revision/latest?cb=20120707155131) | When activated, the level ends and is freshly regenerated with new rooms, monsters, and items. Disappears after use. | One-time use |
| [The Gamekid](https://bindingofisaac.fandom.com/wiki/The_Gamekid) | [The Gamekid Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/5e/The_Gamekid_Icon.png/revision/latest?cb=20120707153007) | Isaac turns into a Pac-Man-like creature for 5 seconds, gaining invincibility, +0.28 [Speed](https://bindingofisaac.fandom.com/wiki/Stats/Speed), and the ability to damage enemies by touch, restoring a half-heart of health for every 2 enemies killed. Enemies will also turn blue and start fleeing from Isaac for the duration of the effect. | 6 |
| [The Hourglass](https://bindingofisaac.fandom.com/wiki/The_Hourglass) | [The Hourglass Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/20/The_Hourglass_Icon.png/revision/latest?cb=20120707150703) | Upon activation, enemies and their projectiles are slowed down for 7.67 seconds. | 2 |
| [Kamikaze!](https://bindingofisaac.fandom.com/wiki/Kamikaze!) | [Kamikaze Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b7/Kamikaze_Icon.png/revision/latest?cb=20130118230435) | Creates an explosion in the same area as Isaac, dealing one heart of damage to him and also damaging all enemies caught in the blast radius. | 0 |
| [Lemon Mishap](https://bindingofisaac.fandom.com/wiki/Lemon_Mishap) | [Lemon Mishap Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/19/Lemon_Mishap_Icon.png/revision/latest?cb=20120707145659) | Creates a small yellow pool of [Creep](https://bindingofisaac.fandom.com/wiki/Creep), which damages enemies that cross it. | 2 |
| [Mom's Bottle Of Pills](https://bindingofisaac.fandom.com/wiki/Mom%27s_Bottle_Of_Pills) | [Moms Bottle Of Pills Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/46/Moms_Bottle_Of_Pills_Icon.png/revision/latest?cb=20120707153746) | Gives Isaac a random [Pill](https://bindingofisaac.fandom.com/wiki/Pill), and will cause him to drop any held Q-slot item (If any). The player will only receive six different pill types in one playthrough. | 6 |
| [Mom's Bra](https://bindingofisaac.fandom.com/wiki/Mom%27s_Bra) | [Moms Bra Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b3/Moms_Bra_Icon.png/revision/latest?cb=20120707144140) | Causes Isaac to wear a bra on his head for a short period of time, which freezes enemies for 5 seconds. | 3 |
| [Mom's Pad](https://bindingofisaac.fandom.com/wiki/Mom%27s_Pad) | [Moms Pad Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/88/Moms_Pad_Icon.png/revision/latest?cb=20120707144433) | Causes enemies to back away from Isaac for 5 seconds. | 3 |
| [Monster Manuel](https://bindingofisaac.fandom.com/wiki/Monster_Manuel) | [Monster Manuel Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/82/Monster_Manuel_Icon.png/revision/latest?cb=20120707154858) | Summons a random familiar for the current room only, even if it is locked. | 4 |
| [Monstro's Tooth](https://bindingofisaac.fandom.com/wiki/Monstro%27s_Tooth) | [Monstros Tooth Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e5/Monstros_Tooth_Icon.png/revision/latest?cb=20120707152359) | [Monstro](https://bindingofisaac.fandom.com/wiki/Monstro) jumps onto a random enemy, doing damage. Cannot be used in a fight against Monstro, but can be used against [Monstro II](https://bindingofisaac.fandom.com/wiki/Monstro_II). | 3 |
| [Mr. Boom](https://bindingofisaac.fandom.com/wiki/Mr._Boom) | [Mr Boom Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3c/Mr_Boom_Icon.png/revision/latest?cb=20120707144053) | Drops a large bomb. | 2 |
| [My Little Unicorn](https://bindingofisaac.fandom.com/wiki/My_Little_Unicorn) | [My Little Unicorn Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/cb/My_Little_Unicorn_Icon.png/revision/latest?cb=20120707144835) | Grants Isaac invincibility for a short period of time. Isaac cannot fire tears during the invincibility effect, but he can damage enemies by touch. Increases [Speed](https://bindingofisaac.fandom.com/wiki/Stats/Speed) by 0.28 for the duration of the effect. | 6 |
| [The Nail](https://bindingofisaac.fandom.com/wiki/The_Nail) | [The Nail Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e0/The_Nail_Icon.png/revision/latest?cb=20120707151315) | On activation, adds one [Soul Heart](https://bindingofisaac.fandom.com/wiki/Soul_Heart) and allows the breaking of [Rocks](https://bindingofisaac.fandom.com/wiki/Rock) and damaging enemies by simply walking over them.  Increases [Damage](https://bindingofisaac.fandom.com/wiki/Stats/Damage) by 0.7 and decreases [Speed](https://bindingofisaac.fandom.com/wiki/Stats/Speed) by 0.18 for current room. | 6 |
| [The Necronomicon](https://bindingofisaac.fandom.com/wiki/The_Necronomicon) | [The Necronomicon Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/77/The_Necronomicon_Icon.png/revision/latest?cb=20120707143641) | Damages all enemies in the room significantly. | 6 |
| [A Pony](https://bindingofisaac.fandom.com/wiki/A_Pony) | [A Pony Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/37/A_Pony_Icon.png/revision/latest?cb=20121022224740) | Upon use, Isaac will charge in the direction selected, and will become invincible during the charge, allowing him to damage enemies by touch. While equipped, passively increases [Speed](https://bindingofisaac.fandom.com/wiki/Stats/Speed) to a minimum of 1.5, and grants Isaac [Flight](https://bindingofisaac.fandom.com/wiki/Flight). | 4 |
| [The Poop](https://bindingofisaac.fandom.com/wiki/The_Poop) | [The Poop Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/72/The_Poop_Icon.png/revision/latest?cb=20120707144028) | Drops a pile of [poop](https://bindingofisaac.fandom.com/wiki/Poop) at his current location. This pile of poop may yield [Hearts](https://bindingofisaac.fandom.com/wiki/Hearts) or [Coins](https://bindingofisaac.fandom.com/wiki/Coins) like regular poop. | 1 |
| [Razor Blade](https://bindingofisaac.fandom.com/wiki/Razor_Blade) | [Razor Blade Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b4/Razor_Blade_Icon.png/revision/latest?cb=20120707155104) | Deals 1 Heart of damage to Isaac, which increases damage for the current room. | 0 |
| [The Pinking Shears](https://bindingofisaac.fandom.com/wiki/The_Pinking_Shears) | [The Pinking Shears Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/4b/The_Pinking_Shears_Icon.png/revision/latest?cb=20120707154006) | Separates Isaac's head and body for the current room. Isaac's head will be controlled, which now has [Flight](https://bindingofisaac.fandom.com/wiki/Flight), while his body will seek out enemies to attack by contact damage. | 6 |
| [Shoop Da Whoop!](https://bindingofisaac.fandom.com/wiki/Shoop_Da_Whoop!) | [Shoop Da Whoop Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/75/Shoop_Da_Whoop_Icon.png/revision/latest?cb=20120707145153) | Fires a laser from Isaac's mouth. | 3 |
| [Tammy's Head](https://bindingofisaac.fandom.com/wiki/Tammy%27s_Head) | [Tammys Head Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/ab/Tammys_Head_Icon.png/revision/latest?cb=20120707144117) | Shoots 10 tears in a circle around Isaac, which retain the size (damage), [shot speed](https://bindingofisaac.fandom.com/wiki/Stats/Hidden_Stats), and special effects (such as [Poison](https://bindingofisaac.fandom.com/wiki/Poison)) of Isaac's tears. The tears are not affected by tear-replacing items like [Brimstone](https://bindingofisaac.fandom.com/wiki/Brimstone). | 1 |
| [Teleport!](https://bindingofisaac.fandom.com/wiki/Teleport!) | [Teleport Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b0/Teleport_Icon.png/revision/latest?cb=20120707144647) | Teleports Isaac to a random room on the current floor. | 2 |
| [We Need To Go Deeper!](https://bindingofisaac.fandom.com/wiki/We_Need_To_Go_Deeper!) | [We Need To Go Deeper Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/04/We_Need_To_Go_Deeper_Icon.png/revision/latest?cb=20120707151427) | Creates a trapdoor to go to the next floor. If used in [The Womb](https://bindingofisaac.fandom.com/wiki/The_Womb), it will create a trapdoor to [Sheol](https://bindingofisaac.fandom.com/wiki/Sheol), even if the player hasn't unlocked it. Does not work in Sheol, [The Cathedral](https://bindingofisaac.fandom.com/wiki/The_Cathedral), or [The Chest](https://bindingofisaac.fandom.com/wiki/The_Chest). | 6 |
| [Yum Heart](https://bindingofisaac.fandom.com/wiki/Yum_Heart) | [Yum Heart Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e0/Yum_Heart_Icon.png/revision/latest?cb=20120707144931) | Restores 1 whole heart. | 4 |
| [Best Friend](https://bindingofisaac.fandom.com/wiki/Best_Friend) | [Best Friend Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/41/Best_Friend_Icon.png/revision/latest?cb=20120707160752) | Deploys a decoy Isaac that eventually explodes with an increased blast radius.  Like all explosive attacks, the explosion can hurt Isaac if he is within the blast radius. | 3 |
| [Blood Rights](https://bindingofisaac.fandom.com/wiki/Blood_Rights) | [Blood Rights Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9d/Blood_Rights_Icon.png/revision/latest?cb=20120707183050) | Deals a half-heart of damage to Isaac, which damages all enemies in the room. | 0 |
| [The Candle](https://bindingofisaac.fandom.com/wiki/The_Candle) | [The Candle Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9a/The_Candle_Icon.png/revision/latest?cb=20120707165328) | Throws out a blue flame that can pass over gaps (but not through rocks) that damages anything in its path.  Recharges 3 seconds after firing. | Recharges itself |
| [Crack The Sky](https://bindingofisaac.fandom.com/wiki/Crack_The_Sky) | [Crack The Sky Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/98/Crack_The_Sky_Icon.png/revision/latest?cb=20120707165101) | Summons multiple beams of light in random locations around the room, dealing a large amount of damage to any enemy that touches them. | 4 |
| [Crystal Ball](https://bindingofisaac.fandom.com/wiki/Crystal_Ball) | [Crystal Ball Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/97/Crystal_Ball_Icon.png/revision/latest?cb=20120707165000) | Reveals the map and drops a random [Tarot Card](https://bindingofisaac.fandom.com/wiki/Tarot_Card) or [Soul Heart](https://bindingofisaac.fandom.com/wiki/Soul_Heart). | 6 |
| [D20](https://bindingofisaac.fandom.com/wiki/D20) | [D20 Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/7a/D20_Icon.png/revision/latest?cb=20120707165807) | Randomly changes all [Pick Ups](https://bindingofisaac.fandom.com/wiki/Pick_Ups) in the current room. | 6 |
| [Dad's Key](https://bindingofisaac.fandom.com/wiki/Dad%27s_Key) | [Dads Key Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/cc/Dads_Key_Icon.png/revision/latest?cb=20120707181004) | Opens all doors in the current room when activated, except rooms which require a [Key](https://bindingofisaac.fandom.com/wiki/Keys) to open, such as [Treasure Rooms](https://bindingofisaac.fandom.com/wiki/Treasure_Room) and [Libraries](https://bindingofisaac.fandom.com/wiki/Library). | 2 |
| [Guppy's Head](https://bindingofisaac.fandom.com/wiki/Guppy%27s_Head) | [Guppys Head Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e0/Guppys_Head_Icon.png/revision/latest?cb=20120707163558) | Spawns 2-4 [Blue Flies](https://bindingofisaac.fandom.com/wiki/Vanilla_Content#Blue_Fly) to damage enemies. | 1 |
| [Guppy's Paw](https://bindingofisaac.fandom.com/wiki/Guppy%27s_Paw) | [Guppys Paw Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/fb/Guppys_Paw_Icon.png/revision/latest?cb=20120707155755) | Removes one Heart Container in exchange for gaining 3 Soul Hearts. | 0 |
| [IV Bag](https://bindingofisaac.fandom.com/wiki/IV_Bag) | [IV Bag Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c0/IV_Bag_Icon.png/revision/latest?cb=20120707160723) | Upon activation, Isaac loses a half-heart (one whole heart in [The Womb](https://bindingofisaac.fandom.com/wiki/The_Womb) and onwards) for a random amount of coins, similar to the [Blood Donation Machine](https://bindingofisaac.fandom.com/wiki/Blood_Donation_Machine). | 0 |
| [Notched Axe](https://bindingofisaac.fandom.com/wiki/Notched_Axe) | [Notched Axe Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/5c/Notched_Axe_Icon.png/revision/latest?cb=20120707163704) | Breaks a single rock when activated. | 1 |
| [Portable Slot](https://bindingofisaac.fandom.com/wiki/Portable_Slot) | [Portable Slot Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9c/Portable_Slot_Icon.png/revision/latest?cb=20120707182255) | Upon activation, 1 [coin](https://bindingofisaac.fandom.com/wiki/Coins) will be consumed, and a random [Pick Up](https://bindingofisaac.fandom.com/wiki/Pick_Ups) may drop, similar to the [Slot Machine](https://bindingofisaac.fandom.com/wiki/Slot_Machine). | 0 |
| [Prayer Card](https://bindingofisaac.fandom.com/wiki/Prayer_Card) | [Prayer Card Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/17/Prayer_Card_Icon.png/revision/latest?cb=20120707163826) | Grants half an [Eternal Heart](https://bindingofisaac.fandom.com/wiki/Eternal_Heart) per use. | 6 |
| [Remote Detonator](https://bindingofisaac.fandom.com/wiki/Remote_Detonator) | [Remote Detonator Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/2f/Remote_Detonator_Icon.png/revision/latest?cb=20120707160936) | Bombs you place explode only when you use this item.  Gives 5 bombs. | 0 |
| [Spider Butt](https://bindingofisaac.fandom.com/wiki/Spider_Butt) | [Spider Butt Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/7f/Spider_Butt_Icon.png/revision/latest?cb=20120601231014) | Damages all enemies in the room and and slows them and their projectiles down for 2.5 seconds (similar to [The Hourglass](https://bindingofisaac.fandom.com/wiki/The_Hourglass)). | 2 |
| [Telepathy For Dummies](https://bindingofisaac.fandom.com/wiki/Telepathy_For_Dummies) | [Telepathy For Dummies Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/12/Telepathy_For_Dummies_Icon.png/revision/latest?cb=20120707184009) | Gives Isaac homing tears for the current room. (Identical to [Spoon Bender](https://bindingofisaac.fandom.com/wiki/Spoon_Bender)) | 2 |
| [White Pony](https://bindingofisaac.fandom.com/wiki/White_Pony) | [White Pony Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/2e/White_Pony_Icon.png/revision/latest?cb=20120707181946) | Upon use, Isaac will become invincible and charge in the direction selected, dealing damage to monsters touched. In addition, beams of light (similar to [Crack The Sky](https://bindingofisaac.fandom.com/wiki/Crack_The_Sky)) drop down in random locations around the room, damaging any enemies that touch them.  While equipped, increases [Speed](https://bindingofisaac.fandom.com/wiki/Stats/Speed) up to a minimum of 1.5, and grants Isaac [Flight](https://bindingofisaac.fandom.com/wiki/Flight). | 6 |

|  |
| --- |
| Passives |
| **Item** | **Icon** | **Effect** |
| [<3](https://bindingofisaac.fandom.com/wiki/Less_Than_Three) | [Less Than Three Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/52/Less_Than_Three_Icon.png/revision/latest?cb=20120707140923) | Increases available heart containers by 1 and restores all health. |
| [1UP](https://bindingofisaac.fandom.com/wiki/1UP) | [1 UP Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/6e/1_UP_Icon.png/revision/latest?cb=20120707140624) | Gives an extra life. Upon death, you will respawn in the previous room with full health and lose the 1UP. |
| [9 Volt](https://bindingofisaac.fandom.com/wiki/9_Volt) | [9 Volt Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/56/9_Volt_Icon.png/revision/latest?cb=20121017014533) | Leaves Isaac with two bars already charged after using an item.  Upon pickup, Isaac's current activated item will be fully charged. |
| [The Battery](https://bindingofisaac.fandom.com/wiki/The_Battery) | [The Battery Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/8b/The_Battery_Icon.png/revision/latest?cb=20120707150505) | Gives Isaac an extra charge every 15 seconds per room, up to a maximum of 3 charges. |
| [The Belt](https://bindingofisaac.fandom.com/wiki/The_Belt) | [The Belt Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/50/The_Belt_Icon.png/revision/latest?cb=20120707142829) | Increases Speed by 2. |
| [Blood Bag](https://bindingofisaac.fandom.com/wiki/Blood_Bag) | [Blood Bag Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/29/Blood_Bag_Icon.png/revision/latest?cb=20120707154648) | Increases HP by 1, Speed by 0.3, and restores 4 hearts.  More than one can be obtained during a same playthrough |
| [Blood Of The Martyr](https://bindingofisaac.fandom.com/wiki/Blood_Of_The_Martyr) | [Blood Of The Martyr Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/2f/Blood_Of_The_Martyr_Icon.png/revision/latest?cb=20120707140202) | Increases Damage by 1, and turns Isaac's tears into blood tears. If collected with the [The Book of Belial](https://bindingofisaac.fandom.com/wiki/The_Book_of_Belial), damage will also be multiplied by 1.5x upon activation. |
| [Bobby-Bomb](https://bindingofisaac.fandom.com/wiki/Bobby-Bomb) | [Bobby-Bomb Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d3/Bobby-Bomb_Icon.png/revision/latest?cb=20120707155006) | Gives Isaac 5 [Bombs](https://bindingofisaac.fandom.com/wiki/Bombs), and causes all dropped bombs to home towards the closest enemy. |
| [Bomb Bag](https://bindingofisaac.fandom.com/wiki/Bomb_Bag) | [Bomb Bag Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e0/Bomb_Bag_Icon.png/revision/latest?cb=20120707155414) | Isaac is followed by a small bag that drops a Bomb, 1+1 Free, or a [Troll Bomb](https://bindingofisaac.fandom.com/wiki/Troll_Bomb) every 3 rooms. |
| [Boom!](https://bindingofisaac.fandom.com/wiki/Boom!) | [Boom Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c5/Boom_Icon.png/revision/latest?cb=20120707141426) | Gives 10 bombs. |
| [Breakfast](https://bindingofisaac.fandom.com/wiki/Breakfast) | [Breakfast Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/71/Breakfast_Icon.png/revision/latest?cb=20120707142046) | Increases HP by 1. |
| [Brimstone](https://bindingofisaac.fandom.com/wiki/Brimstone) | [Brimstone Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c8/Brimstone_Icon.png/revision/latest?cb=20120707154615) | Changes tears to a chargeable laser, which pierces all objects in its path. Also multiplies damage by 3.  It can only be fired after a short charge-up period. |
| [Brother Bobby](https://bindingofisaac.fandom.com/wiki/Brother_Bobby) | [Brother Bobby Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/33/Brother_Bobby_Icon.png/revision/latest?cb=20120707140242) | Follows Isaac around shooting normal tears. |
| [Bucket Of Lard](https://bindingofisaac.fandom.com/wiki/Bucket_Of_Lard) | [Bucket Of Lard Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/96/Bucket_Of_Lard_Icon.png/revision/latest?cb=20120707155251) | Gives two empty heart containers, heals by half a heart but decreases speed by 1. |
| [Charm Of The Vampire](https://bindingofisaac.fandom.com/wiki/Charm_Of_The_Vampire) | [Charm Of The Vampire Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/7d/Charm_Of_The_Vampire_Icon.png/revision/latest?cb=20120707150026) | Killing 13 monsters heals the player for half a heart. |
| [Chocolate Milk](https://bindingofisaac.fandom.com/wiki/Chocolate_Milk) | [Chocolate Milk Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/33/Chocolate_Milk_Icon.png/revision/latest?cb=20120707150946) | Allows Isaac to charge shots, making them a lot stronger and larger, and turns them brown. Tears will no longer automatically fire while holding down arrow keys. |
| [The Common Cold](https://bindingofisaac.fandom.com/wiki/The_Common_Cold) | [The Common Cold Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/6b/The_Common_Cold_Icon.png/revision/latest?cb=20120707153816) | Gives Isaac's shot a chance of poisoning enemies for a 2.5 seconds, and turns tears green. |
| [The Compass](https://bindingofisaac.fandom.com/wiki/The_Compass) | [The Compass Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/96/The_Compass_Icon.png/revision/latest?cb=20120707142003) | Reveals all special rooms ([Boss Rooms](https://bindingofisaac.fandom.com/wiki/Boss_Room), [Treasure Rooms](https://bindingofisaac.fandom.com/wiki/Treasure_Room), [Shops](https://bindingofisaac.fandom.com/wiki/Shop), etc.), but not [Secret Rooms](https://bindingofisaac.fandom.com/wiki/Secret_Room)/[Super Secret Rooms](https://bindingofisaac.fandom.com/wiki/Super_Secret_Room) or regular rooms. |
| [Cube Of Meat](https://bindingofisaac.fandom.com/wiki/Cube_Of_Meat) | [Cube Of Meat Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/cc/Cube_Of_Meat_Icon.png/revision/latest?cb=20120707140507) | The first pick up gives a floating cube similar to a Pretty Fly that damages enemies and blocks shots.  The second pick up changes it into a floating head that shoots red tears and blocks shots.  The third pick up changes it into a humanoid Meat Boy, who walks around chasing enemies, but no longer shoot projectiles. *(This stage and the last stage can push bombs around, which can damage Isaac if the player is not careful)*  The fourth pick up increases his size and damage.  A fifth pick up will create another cube of meat orbital which then advances to another Super Meat Boy. However, it is not possible to have three or more Meat Boys, as the ninth cube will simply disappear on pickup.  [Meat1boy.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/41/Meat1boy.png/revision/latest?cb=20130125213417)→[Meat2boy.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/cb/Meat2boy.png/revision/latest?cb=20130125213448) →[Meat3boy.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9d/Meat3boy.png/revision/latest?cb=20111009125659)→ [Meat4boy.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/fd/Meat4boy.png/revision/latest?cb=20130125213925) |
| [Cupid's Arrow](https://bindingofisaac.fandom.com/wiki/Cupid%27s_Arrow) | [Cupids Arrow Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/cb/Cupids_Arrow_Icon.png/revision/latest?cb=20120707145115) | Gives Isaac piercing tears that can travel through enemies. Removes knockback effect of tears. |
| [Dead Bird](https://bindingofisaac.fandom.com/wiki/Dead_Bird) | [Dead Bird Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/13/Dead_Bird_Icon.png/revision/latest?cb=20120707154547) | Whenever Isaac takes damage, the bird starts attacking nearby enemies while flying over obstacles. The effect only lasts for the current room. |
| [Dead Cat](https://bindingofisaac.fandom.com/wiki/Dead_Cat) | [Dead Cat Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/27/Dead_Cat_Icon.png/revision/latest?cb=20120707151209) | Your HP is set to 1.  You are followed by a floating cat head and have 9 lives (these still count as deaths on the statistics screen).  You can increase your max HP as normal, but after each death it will reset to 1 again. |
| [Dessert](https://bindingofisaac.fandom.com/wiki/Dessert) | [Dessert Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/70/Dessert_Icon.png/revision/latest?cb=20120707141929) | Increases available heart containers by 1. |
| [Dinner](https://bindingofisaac.fandom.com/wiki/Dinner) | [Dinner Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/71/Dinner_Icon.png/revision/latest?cb=20120707141913) | Increases available heart containers by 1. |
| [Distant Admiration](https://bindingofisaac.fandom.com/wiki/Distant_Admiration) | [Distant Admiration Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/71/Distant_Admiration_Icon.png/revision/latest?cb=20120707145724) | A red attack fly circles further out than the [Halo of Flies](https://bindingofisaac.fandom.com/wiki/Vanilla_Content#Halo_of_Flies)/Pretty Flies, but closer than Forever Alone.  Deals more damage than [Forever Alone](https://bindingofisaac.fandom.com/wiki/Forever_Alone). |
| [Demon Baby](https://bindingofisaac.fandom.com/wiki/Demon_Baby) | [Demon Baby Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a6/Demon_Baby_Icon.png/revision/latest?cb=20120707154348) | Follows Isaac and automatically fires at enemies in its reach. |
| [A Dollar](https://bindingofisaac.fandom.com/wiki/A_Dollar) | [A Dollar Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/51/A_Dollar_Icon.png/revision/latest?cb=20120707141221) | Gives Isaac 99 coins. Can be found multiple times in a single playthrough. |
| [Dr. Fetus](https://bindingofisaac.fandom.com/wiki/Dr._Fetus) | [Dr Fetus Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b2/Dr_Fetus_Icon.png/revision/latest?cb=20120707145411) | Replaces Isaac's shot with a bomb.  Only one bomb can be shot at a time, and it will slide a fixed range before exploding. |
| [Forever Alone](https://bindingofisaac.fandom.com/wiki/Forever_Alone) | [Forever Alone Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d5/Forever_Alone_Icon.png/revision/latest?cb=20120707155202) | Spawns a blue attack fly that orbits a long distance from Isaac. |
| [Growth Hormones](https://bindingofisaac.fandom.com/wiki/Growth_Hormones) | [Growth Hormones Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/70/Growth_Hormones_Icon.png/revision/latest?cb=20120707185007) | Increase Speed and Damage by 2 each. |
| [Guardian Angel](https://bindingofisaac.fandom.com/wiki/Guardian_Angel) | [Guardian Angel Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/f6/Guardian_Angel_Icon.png/revision/latest?cb=20120707154311) | Spawns a Guardian Angel that orbits Isaac.  Does damage on touch, blocks shots and doubles the speed of other orbitals. |
| [The Halo](https://bindingofisaac.fandom.com/wiki/The_Halo) | [The Halo Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/20/The_Halo_Icon.png/revision/latest?cb=20120707153706) | Increases all stats (Including Heart Containers) by one. |
| [Halo Of Flies](https://bindingofisaac.fandom.com/wiki/Halo_Of_Flies) | [Halo Of Flies Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/db/Halo_Of_Flies_Icon.png/revision/latest?cb=20120707140549) | Grants 2 Fly orbitals that circle Isaac.  Blocks shots and damages [Fly](https://bindingofisaac.fandom.com/wiki/Fly) enemies on touch. |
| [The Inner Eye](https://bindingofisaac.fandom.com/wiki/The_Inner_Eye) | [The Inner Eye Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b9/The_Inner_Eye_Icon.png/revision/latest?cb=20120707135606) | Gives Isaac a triple shot, sets Tears to minimum |
| [The Ladder](https://bindingofisaac.fandom.com/wiki/The_Ladder) | [The Ladder Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/4a/The_Ladder_Icon.png/revision/latest?cb=20120707145911) | Allows Isaac to walk across gaps one square across by automatically placing a ladder between the two walkables. |
| [Little C.H.A.D.](https://bindingofisaac.fandom.com/wiki/Little_C.H.A.D.) | [Little CHAD Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c3/Little_CHAD_Icon.png/revision/latest?cb=20120707153511) | Isaac is followed by Little C.H.A.D, who will drop a half Heart every 2 rooms. |
| [Little Chubby](https://bindingofisaac.fandom.com/wiki/Little_Chubby) | [Little Chubby Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/61/Little_Chubby_Icon.png/revision/latest?cb=20120707152522) | Adds a small grub that follows Isaac.  Charges forward and deals touch damage to any enemies in her path. Will attack when the Isaac attacks with a moderate cooldown time before she can attack again. |
| [Little Gish](https://bindingofisaac.fandom.com/wiki/Little_Gish) | [Little Gish Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e8/Little_Gish_Icon.png/revision/latest?cb=20120707153402) | Follows Isaac around shooting tar projectiles that reduce enemies' movement speed, shot speed, and range for a few seconds. |
| [Little Steve](https://bindingofisaac.fandom.com/wiki/Little_Steve) | [Little Steve Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/98/Little_Steve_Icon.png/revision/latest?cb=20120707153445) | Follows Isaac around, shooting homing projectiles. |
| [Loki's Horns](https://bindingofisaac.fandom.com/wiki/Loki%27s_Horns) | [Lokis Horns Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/59/Lokis_Horns_Icon.png/revision/latest?cb=20120707152436) | Gives a random chance for projectiles to fire in a cross (+) pattern. |
| [Lord Of The Pit](https://bindingofisaac.fandom.com/wiki/Lord_Of_The_Pit) | [Lord Of The Pit Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d9/Lord_Of_The_Pit_Icon.png/revision/latest?cb=20120707151238) | Isaac can fly over all obstacles, including damage floors, spikes, rocks, and pits. Increases speed by 1. |
| [Lucky Foot](https://bindingofisaac.fandom.com/wiki/Lucky_Foot) | [Lucky Foot Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/8e/Lucky_Foot_Icon.png/revision/latest?cb=20120707145002) | All [Pills](https://bindingofisaac.fandom.com/wiki/Pills) picked up will have positive or neutral effects (same effect as the [PHD](https://bindingofisaac.fandom.com/wiki/PHD), but without pill identification and neutral pills). Increases the chance of getting Pick Ups from clearing a room or from [Poop](https://bindingofisaac.fandom.com/wiki/Poop) and [Fireplaces](https://bindingofisaac.fandom.com/wiki/Fireplace). Increases the chance of winning the Shell game in the [Arcade](https://bindingofisaac.fandom.com/wiki/Arcade) room from 33% to roughly 50%. Increases the chances of getting items from [Golden Chests](https://bindingofisaac.fandom.com/wiki/Chests#Golden_Chest). |
| [Lunch](https://bindingofisaac.fandom.com/wiki/Lunch) | [Lunch Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/66/Lunch_Icon.png/revision/latest?cb=20120707142138) | Increases available heart containers by 1. |
| [A Lump Of Coal](https://bindingofisaac.fandom.com/wiki/A_Lump_Of_Coal) | [A Lump Of Coal Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a6/A_Lump_Of_Coal_Icon.png/revision/latest?cb=20120707155459) | Increases damage of tears based on amount of time in the air. 0.14 damage per frame, or 4.2 damage per second.(tear size increases as it gets further away). |
| [Magic Mushroom](https://bindingofisaac.fandom.com/wiki/Magic_Mushroom) | [Magic Mushroom Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/94/Magic_Mushroom_Icon.png/revision/latest?cb=20120707140710) | Fully heals Isaac, increases all Stats (excluding Rate Of Fire) by 1, and multiplies damage by 1.5x. |
| [Magneto](https://bindingofisaac.fandom.com/wiki/Magneto) | [Magneto Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/02/Magneto_Icon.png/revision/latest?cb=20120707145452) | Pulls [Pick Ups](https://bindingofisaac.fandom.com/wiki/Pick_Ups) towards Isaac. |
| [The Mark](https://bindingofisaac.fandom.com/wiki/The_Mark) | [The Mark Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b3/The_Mark_Icon.png/revision/latest?cb=20120707150119) | Increases Damage by 1, Speed by 0.2, and adds one [Soul Heart](https://bindingofisaac.fandom.com/wiki/Soul_Heart). |
| [Max's Head](https://bindingofisaac.fandom.com/wiki/Max%27s_Head) | [Maxs Head Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/ab/Maxs_Head_Icon.png/revision/latest?cb=20120707135906) | Increases damage by 1, and multiplies it by 1.5x. |
| [Mini Mushroom](https://bindingofisaac.fandom.com/wiki/Mini_Mushroom) | [Mini Mushroom Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/79/Mini_Mushroom_Icon.png/revision/latest?cb=20120707151103) | Increases Speed and Range by 1. |
| [Mom's Contacts](https://bindingofisaac.fandom.com/wiki/Mom%27s_Contacts) | [Moms Contacts Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/52/Moms_Contacts_Icon.png/revision/latest?cb=20120707154156) | Gives Isaac a petrifying shot that will randomly freeze enemies solid for a few seconds. |
| [Mom's Eye](https://bindingofisaac.fandom.com/wiki/Mom%27s_Eye) | [Moms Eye Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/0f/Moms_Eye_Icon.png/revision/latest?cb=20120707145633) | Allows Isaac to fire tears from the back of his head. |
| [Mom's Heels](https://bindingofisaac.fandom.com/wiki/Mom%27s_Heels) | [Moms Heels Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/51/Moms_Heels_Icon.png/revision/latest?cb=20120707142900) | Increases Range by 7.75. |
| [Mom's Knife](https://bindingofisaac.fandom.com/wiki/Mom%27s_Knife) | [Moms Knife Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/25/Moms_Knife_Icon.png/revision/latest?cb=20120707154417) | Once collected, Isaac no longer shoots tears, he shoots a knife in boomerang style. The range of throw increases by charging the shot.  Can also be used as a melee weapon while not fired. |
| [Mom's Lipstick](https://bindingofisaac.fandom.com/wiki/Mom%27s_Lipstick) | [Moms Lipstick Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/33/Moms_Lipstick_Icon.png/revision/latest?cb=20120707142942) | Increases Range by 7.75. |
| [Mom's Underwear](https://bindingofisaac.fandom.com/wiki/Mom%27s_Underwear) | [Moms Underwear Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/14/Moms_Underwear_Icon.png/revision/latest?cb=20120707142924) | Increases Range by 7.75. |
| [Money = Power](https://bindingofisaac.fandom.com/wiki/Money_Equals_Power) | [Money Equals Power Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/cc/Money_Equals_Power_Icon.png/revision/latest?cb=20120707154124) | Increases damage based on the number of coins the player has at the moment. |
| [Mr. Mega](https://bindingofisaac.fandom.com/wiki/Mr._Mega) | [Mr Mega Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/10/Mr_Mega_Icon.png/revision/latest?cb=20120707153932) | Gives Isaac 5 bombs, and makes all dropped bombs larger (Similar to the bomb dropped by [Mr. Boom](https://bindingofisaac.fandom.com/wiki/Mr._Boom)), which have an increased blast radius and increased damage. |
| [My Reflection](https://bindingofisaac.fandom.com/wiki/My_Reflection) | [My Reflection Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/b7/My_Reflection_Icon.png/revision/latest?cb=20120707140000) | Gives Isaac's tears a boomerang effect, and sets range to default. |
| [Number One](https://bindingofisaac.fandom.com/wiki/Number_One) | [Number One Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/43/Number_One_Icon.png/revision/latest?cb=20120707140112) | Sets Isaac's tears to their maximum rate of fire and minimum range. |
| [Odd Mushroom (Large)](https://bindingofisaac.fandom.com/wiki/Odd_Mushroom_(Large)) | [Odd Mushroom (Large) Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/69/Odd_Mushroom_(Large)_Icon.png/revision/latest?cb=20120707154743) | Increases damage by 0.3, adds an empty Heart Container, increases range by 2.75 and reduces Speed by 0.1. |
| [Odd Mushroom (Thin)](https://bindingofisaac.fandom.com/wiki/Odd_Mushroom_(Thin)) | [Odd Mushroom (Thin) Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/36/Odd_Mushroom_(Thin)_Icon.png/revision/latest?cb=20120707154716) | Increases Speed by 1, sets Rate Of Fire to maximum while reducing Damage by 1. |
| [Ouija Board](https://bindingofisaac.fandom.com/wiki/Ouija_Board) | [Ouija Board Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e5/Ouija_Board_Icon.png/revision/latest?cb=20120707154446) | Turns Isaac's tears spectral, allowing them to go through rocks or obstacles. |
| [The Pact](https://bindingofisaac.fandom.com/wiki/The_Pact) | [The Pact Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3a/The_Pact_Icon.png/revision/latest?cb=20120707151141) | Increases Damage by 0.5 and Rate Of Fire by 0.7. The player also gains 2 [Soul Hearts](https://bindingofisaac.fandom.com/wiki/Soul_Heart). |
| [The Parasite](https://bindingofisaac.fandom.com/wiki/The_Parasite) | [The Parasite Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/7d/The_Parasite_Icon.png/revision/latest?cb=20120707153839) | Makes the Isaac's tears split in two when they hit something. |
| [Pentagram](https://bindingofisaac.fandom.com/wiki/Pentagram) | [Pentagram Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/95/Pentagram_Icon.png/revision/latest?cb=20120707145325) | Increases Damage by 1 and increases chances of the Devil Room appearing by 20%.. |
| [PHD](https://bindingofisaac.fandom.com/wiki/PHD) | [PHD Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ec/PHD_Icon.png/revision/latest?cb=20120707142454) | Changes negative Pill effects into positive ones. Also causes [Blood Donation Machines](https://bindingofisaac.fandom.com/wiki/Blood_Donation_Machine) to drop more money. Restores 2 hearts upon pickup. |
| [A Quarter](https://bindingofisaac.fandom.com/wiki/A_Quarter) | [A Quarter Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c3/A_Quarter_Icon.png/revision/latest?cb=20120707141319) | Gives you 25 pennies. |
| [Raw Liver](https://bindingofisaac.fandom.com/wiki/Raw_Liver) | [Raw Liver Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/29/Raw_Liver_Icon.png/revision/latest?cb=20120707141033) | Increases available Heart Containers by 2 and completely restores health. |
| [The Relic](https://bindingofisaac.fandom.com/wiki/The_Relic) | [The Relic Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/bb/The_Relic_Icon.png/revision/latest?cb=20120707153317) | Isaac is followed by a small blue cross that will drop a Soul Heart every 5 rooms. |
| [Robo-Baby](https://bindingofisaac.fandom.com/wiki/Robo-Baby) | [Robo-Baby Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/77/Robo-Baby_Icon.png/revision/latest?cb=20120707153114) | Follows Isaac around, shooting enemies with an eye laser similar to Technology. |
| [Roid Rage](https://bindingofisaac.fandom.com/wiki/Roid_Rage) | [Roid Rage Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/5a/Roid_Rage_Icon.png/revision/latest?cb=20120707140839) | Increases Speed by 0.6. Does NOT increase range. |
| [Rosary](https://bindingofisaac.fandom.com/wiki/Rosary) | [Rosary Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9a/Rosary_Icon.png/revision/latest?cb=20120707143040) | Adds 3 Soul Hearts and increases the chance for [The Bible](https://bindingofisaac.fandom.com/wiki/The_Bible) to appear in the [Shop](https://bindingofisaac.fandom.com/wiki/Shop). |
| [Rotten Meat](https://bindingofisaac.fandom.com/wiki/Rotten_Meat) | [Rotten Meat Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d9/Rotten_Meat_Icon.png/revision/latest?cb=20120707142201) | Increases available heart containers by 1. |
| [Sack Of Pennies](https://bindingofisaac.fandom.com/wiki/Sack_Of_Pennies) | [Sack Of Pennies Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/20/Sack_Of_Pennies_Icon.png/revision/latest?cb=20120707153036) | Isaac is followed by a small bag that drops a coin every 2 rooms. Usually a penny, sometimes a nickel. |
| [The Sad Onion](https://bindingofisaac.fandom.com/wiki/The_Sad_Onion) | [The Sad Onion Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/1a/The_Sad_Onion_Icon.png/revision/latest?cb=20120707135431) | Increases tears by 0.7. |
| [Sister Maggy](https://bindingofisaac.fandom.com/wiki/Sister_Maggy) | [Sister Maggy Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/7e/Sister_Maggy_Icon.png/revision/latest?cb=20120707150842) | Follows Isaac around shooting blood tears. |
| [Skatole](https://bindingofisaac.fandom.com/wiki/Skatole) | [Skatatole Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/7f/Skatatole_Icon.png/revision/latest?cb=20120707140410) | All the various fly type enemies no longer harm you, shoot, or split. |
| [Skeleton Key](https://bindingofisaac.fandom.com/wiki/Skeleton_Key) | [Skeleton Key Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/54/Skeleton_Key_Icon.png/revision/latest?cb=20120707141054) | Sets your key count to the maximum of 99. |
| [The Small Rock](https://bindingofisaac.fandom.com/wiki/Small_Rock) | [Small Rock Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e8/Small_Rock_Icon.png/revision/latest?cb=20120707152654) | Increases damage by 1, increases tears by 0.2, decreases speed by 0.2*.* |
| [Spelunker Hat](https://bindingofisaac.fandom.com/wiki/Spelunker_Hat) | [Spelunker Hat Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/af/Spelunker_Hat_Icon.png/revision/latest?cb=20120707152832) | Reveals the Secret Room and Top Secret Room when passing by it and reveals if a room contains a mini-boss. |
| [Spider's Bite](https://bindingofisaac.fandom.com/wiki/Spider%27s_Bite) | [Spiders Bite Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/f9/Spiders_Bite_Icon.png/revision/latest?cb=20120707152555) | Gives Isaac's shots a chance of slowing enemies for 2.5 seconds. |
| [Spoon Bender](https://bindingofisaac.fandom.com/wiki/Spoon_Bender) | [Spoon Bender Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/ae/Spoon_Bender_Icon.png/revision/latest?cb=20120707191543) | Gives Isaac's shots the ability to curve towards enemies. |
| [Steam Sale](https://bindingofisaac.fandom.com/wiki/Steam_Sale) | [Steam Sale Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/87/Steam_Sale_Icon.png/revision/latest?cb=20120707150609) | Reduces all [Shop](https://bindingofisaac.fandom.com/wiki/Rooms#Shop) prices by 50%, rounded down when an item, rounded up when a pickup. |
| [Steven](https://bindingofisaac.fandom.com/wiki/Steven_(item)) | [Steven Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9a/Steven_Icon.png/revision/latest?cb=20120707145242) | Increases Damage by 1. |
| [Super Bandage](https://bindingofisaac.fandom.com/wiki/Super_Bandage) | [Super Bandage Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/20/Super_Bandage_Icon.png/revision/latest?cb=20120707152924) | Increases HP by 1 and gives 2 soul hearts. |
| [Technology](https://bindingofisaac.fandom.com/wiki/Technology) | [Technology Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/80/Technology_Icon.png/revision/latest?cb=20141108160616) | Gives Isaac a laser shot with unlimited range.  Shots pierce enemies but not rocks, fire, or poop.  Shots can't be angled, and will not provide knockback. |
| [Transcendence](https://bindingofisaac.fandom.com/wiki/Transcendence) | [Transcendence Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/62/Transcendence_Icon.png/revision/latest?cb=20120707141611) | Removes Isaac's body, allowing flight over obstacles, spikes and pits. |
| [Treasure Map](https://bindingofisaac.fandom.com/wiki/Treasure_Map) | [Treasure Map Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/5c/Treasure_Map_Icon.png/revision/latest?cb=20120707145608) | Reveals all rooms for every floor, including the Secret Room. However, it does not reveal icons. |
| [The Virus](https://bindingofisaac.fandom.com/wiki/The_Virus) | [The Virus Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/7d/The_Virus_Icon.png/revision/latest?cb=20120707140808) | Isaac will automatically poison any enemy that he touches. |
| [The Wafer](https://bindingofisaac.fandom.com/wiki/The_Wafer) | [The Wafer Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/97/The_Wafer_Icon.png/revision/latest?cb=20141108160740) | Turns all types of damage into a half-heart, including damage taken in [The Womb](https://bindingofisaac.fandom.com/wiki/The_Womb) and onwards. |
| [Whore Of Babylon](https://bindingofisaac.fandom.com/wiki/Whore_Of_Babylon) | [Whore Of Babylon Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/78/Whore_Of_Babylon_Icon.png/revision/latest?cb=20120707154810) | When Isaac reaches a half-heart, he is given +2.16 damage, and his speed increases by 0.3. |
| [Wiggle Worm](https://bindingofisaac.fandom.com/wiki/Wiggle_Worm) | [Wiggle Worm Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9e/Wiggle_Worm_Icon.png/revision/latest?cb=20120707145832) | Gives Isaac waving shots and increases Rate Of Fire by 0.4. |
| [Wire Coat Hanger](https://bindingofisaac.fandom.com/wiki/Wire_Coat_Hanger) | [Wire Coat Hanger Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/05/Wire_Coat_Hanger_Icon.png/revision/latest?cb=20120707143155) | Increases Tears by 0.7. |
| [Wooden Spoon](https://bindingofisaac.fandom.com/wiki/Wooden_Spoon) | [Wooden Spoon Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/83/Wooden_Spoon_Icon.png/revision/latest?cb=20120707142349) | Increases speed by 0.3. |
| [XRay Vision](https://bindingofisaac.fandom.com/wiki/XRay_Vision) | [XRay-Vision Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/2b/XRay-Vision_Icon.png/revision/latest?cb=20120707143703) | Reveals and opens [Secret Room](https://bindingofisaac.fandom.com/wiki/Secret_Room) entrances. |
| [3 Dollar Bill](https://bindingofisaac.fandom.com/wiki/3_Dollar_Bill) | [3 Dollar Bill Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/58/3_Dollar_Bill_Icon.png/revision/latest?cb=20120601231726) | Effect given changes every room. |
| [Abel](https://bindingofisaac.fandom.com/wiki/Abel) | [Abel Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e9/Abel_Icon.png/revision/latest?cb=20120707183425) | Mirrors Isaac's movements. Shoots in opposite direction to the player. |
| [Ankh](https://bindingofisaac.fandom.com/wiki/Ankh) | [Ankh Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/45/Ankh_Icon.png/revision/latest?cb=20120707165148) | When killed, respawns in the previous room as [???](https://bindingofisaac.fandom.com/wiki/%3F%3F%3F), regardless of the fact he is unlocked or not.  After respawn, all future HP upgrades will be soul hearts only. Only works once. |
| [The Black Bean](https://bindingofisaac.fandom.com/wiki/The_Black_Bean) | [The Black Bean Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/14/The_Black_Bean_Icon.png/revision/latest?cb=20120707181710) | When taking damage, Isaac farts, causing poison damage to all enemies in range. |
| [Bloody Lust](https://bindingofisaac.fandom.com/wiki/Bloody_Lust) | [Bloody Lust Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/da/Bloody_Lust_Icon.png/revision/latest?cb=20120707164921) | Increases damage each time Isaac kills an enemy for the current room. (.28 damage per kill, caps at 3.3.) |
| [Bob's Curse](https://bindingofisaac.fandom.com/wiki/Bob%27s_Curse) | [Bobs Curse Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9f/Bobs_Curse_Icon.png/revision/latest?cb=20120601231750) | Gives 5 bombs and grants all bombs poison effect. |
| [Box](https://bindingofisaac.fandom.com/wiki/Box) | [Box Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/4f/Box_Icon.png/revision/latest?cb=20120601231818) | Spawns 1 of each item: 1 coin, 1 key, 1 bomb, 1 heart, 1 card, 1 pill, 1 trinket. |
| [Bum Friend](https://bindingofisaac.fandom.com/wiki/Bum_Friend) | [Bum Friend Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/bf/Bum_Friend_Icon.png/revision/latest?cb=20120707163518) | A portable [Beggar](https://bindingofisaac.fandom.com/wiki/Beggar) who follows Isaac, pick up coins for himself, and occasionally drop [Pick Ups](https://bindingofisaac.fandom.com/wiki/Pick_Ups). Does not spawn Collectibles. Can push around dropped bombs, similar to Meat Boy. |
| [Cat-O-Nine-Tails](https://bindingofisaac.fandom.com/wiki/Cat-O-Nine-Tails) | [Cat-O-Nine-Tails Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/59/Cat-O-Nine-Tails_Icon.png/revision/latest?cb=20120707165406) | Increases Shot Speed by 23%. |
| [Celtic Cross](https://bindingofisaac.fandom.com/wiki/Celtic_Cross) | [Celtic Cross Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/57/Celtic_Cross_Icon.png/revision/latest?cb=20120707165225) | Has a 20% to create a protective shield around Isaac upon taking damage, which grants him invulnerability to all forms of damage for 7 seconds. |
| [Chemical Peel](https://bindingofisaac.fandom.com/wiki/Chemical_Peel) | [Chemical Peel Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/ba/Chemical_Peel_Icon.png/revision/latest?cb=20120707164418) | Tears fired from left eye do increased damage. |
| [Daddy's Love](https://bindingofisaac.fandom.com/wiki/Daddy%27s_Love) | [Daddy Longlegs Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ea/Daddy_Longlegs_Icon.png/revision/latest?cb=20120707180517) | [Daddy Long Legs](https://bindingofisaac.fandom.com/wiki/Daddy_Long_Legs)' shadow follows Isaac and stomps on enemies. |
| [Dead Dove](https://bindingofisaac.fandom.com/wiki/Dead_Dove) | [Dead Dove Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/1f/Dead_Dove_Icon.png/revision/latest?cb=20121022133421) | Gives Isaac spectral tears and flight. |
| [Epic Fetus](https://bindingofisaac.fandom.com/wiki/Epic_Fetus) | [Epic Fetus Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d0/Epic_Fetus_Icon.png/revision/latest?cb=20120707170635) | Tears become guided missiles (See [Doctor's Remote](https://bindingofisaac.fandom.com/wiki/Doctor%27s_Remote)). |
| [Fate](https://bindingofisaac.fandom.com/wiki/Fate) | [Fate Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a8/Fate_Icon.png/revision/latest?cb=20120601231951) | Isaac gains flight and an [Eternal Heart.](https://bindingofisaac.fandom.com/wiki/Vanilla_Content#Eternal_Heart) |
| [Ghost Baby](https://bindingofisaac.fandom.com/wiki/Ghost_Baby) | [Ghost Baby Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/f5/Ghost_Baby_Icon.png/revision/latest?cb=20120707165258) | Familiar that shoots spectral tears. |
| [Guppy's Hair Ball](https://bindingofisaac.fandom.com/wiki/Guppy%27s_Hair_Ball) | [Guppys Hair Ball Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d7/Guppys_Hair_Ball_Icon.png/revision/latest?cb=20120601232017) | Loosely follows behind Isaac. Can be swung like a flail by rapidly spinning Isaac in a circle.  Grows bigger by killing enemies |
| [Guppy's Tail](https://bindingofisaac.fandom.com/wiki/Guppy%27s_Tail) | [Guppys Tail Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/08/Guppys_Tail_Icon.png/revision/latest?cb=20120707160604) | Increases chance of gold chests and normal chests. |
| [Habit](https://bindingofisaac.fandom.com/wiki/Habit) | [Habit Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/da/Habit_Icon.png/revision/latest?cb=20120707164843) | When Isaac is hit, 3 points of an item's charge are filled. |
| [Harlequin Baby](https://bindingofisaac.fandom.com/wiki/Harlequin_Baby) | [Harlequin Baby Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/db/Harlequin_Baby_Icon.png/revision/latest?cb=20120707170014) | Familiar that shoots a pair of tears diagonally every second while Isaac is firing. |
| [Holy Grail](https://bindingofisaac.fandom.com/wiki/Holy_Grail) | [Holy Grail Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c9/Holy_Grail_Icon.png/revision/latest?cb=20120707182758) | Adds 1 empty heart container and gives flying ability. |
| [Holy Water](https://bindingofisaac.fandom.com/wiki/Holy_Water) | [Holy Water Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/51/Holy_Water_Icon.png/revision/latest?cb=20120707181259) | When Isaac receives damage, the bottle breaks and a puddle of blue [Creep](https://bindingofisaac.fandom.com/wiki/Creep) forms, which damages non-flying enemies, similar to [Lemon Mishap](https://bindingofisaac.fandom.com/wiki/Lemon_Mishap).  The bottle is reformed upon entering a different room. |
| [Infestation](https://bindingofisaac.fandom.com/wiki/Infestation) | [Infestation Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/6a/Infestation_Icon.png/revision/latest?cb=20120707191629) | 1-3 [Blue Flies](https://bindingofisaac.fandom.com/wiki/Fly) randomly spawn every time Isaac gets hit. |
| [Ipecac](https://bindingofisaac.fandom.com/wiki/Ipecac) | [IPECAC Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/27/IPECAC_Icon.png/revision/latest?cb=20120707163942) | Green projectiles fired from the mouth causing poison/explosive damage. |
| [Jesus Juice](https://bindingofisaac.fandom.com/wiki/Jesus_Juice) | [Jesus Juice Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/98/Jesus_Juice_Icon.png/revision/latest?cb=20120707184549) | Increases Damage by 0.5 and increases Range. |
| [Magic 8 Ball](https://bindingofisaac.fandom.com/wiki/Magic_8_Ball) | [Magic 8 Ball Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/be/Magic_8_Ball_Icon.png/revision/latest?cb=20120707184318) | Increases Shot Speed.  Drops a [Tarot Card](https://bindingofisaac.fandom.com/wiki/Tarot_Cards) when picked up. |
| [MEAT!](https://bindingofisaac.fandom.com/wiki/MEAT!) | [MEAT Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/5a/MEAT_Icon.png/revision/latest?cb=20120707184100) | Adds a heart container, and increases damage. |
| [Mitre](https://bindingofisaac.fandom.com/wiki/Mitre) | [Mitre Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3c/Mitre_Icon.png/revision/latest?cb=20120707180841) | Greatly increases the chance of replacing spawned hearts with soul hearts. |
| [Mom's Coin Purse](https://bindingofisaac.fandom.com/wiki/Mom%27s_Coin_Purse) | [Moms Coin Purse Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/4/41/Moms_Coin_Purse_Icon.png/revision/latest?cb=20120601232308) | Spawns 4 random [Pills](https://bindingofisaac.fandom.com/wiki/Pills) around Isaac. |
| [Mom's Purse](https://bindingofisaac.fandom.com/wiki/Mom%27s_Purse) | [Moms Purse Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/21/Moms_Purse_Icon.png/revision/latest?cb=20120707161045) | Allows Isaac to hold 1 additional trinket. |
| [The Mulligan](https://bindingofisaac.fandom.com/wiki/The_Mulligan) | [The Mulligan Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/1c/The_Mulligan_Icon.png/revision/latest?cb=20120707164125) | Chance to spawn [Blue Flies](https://bindingofisaac.fandom.com/wiki/Vanilla_Content#Blue_Fly) on successful hits, which charge current target. |
| [Mutant Spider](https://bindingofisaac.fandom.com/wiki/Mutant_Spider) | [Mutant Spider Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/6e/Mutant_Spider_Icon.png/revision/latest?cb=20120707164235) | Shoot four tears at once, greatly reduces tear firing rate. |
| [Pageant Boy](https://bindingofisaac.fandom.com/wiki/Pageant_Boy) | [Pageant Boy Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/16/Pageant_Boy_Icon.png/revision/latest?cb=20120707163302) | Spawns several coins around Isaac. |
| [The Peeper](https://bindingofisaac.fandom.com/wiki/The_Peeper) | [The Peeper Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/39/The_Peeper_Icon.png/revision/latest?cb=20120707164808) | Gives Isaac a familiar eye that floats around the room, damaging enemies on contact  Tears fired from left eye become red (cosmetic only) |
| [Polyphemus](https://bindingofisaac.fandom.com/wiki/Polyphemus) | [Polyphemus Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/2b/Polyphemus_Icon.png/revision/latest?cb=20120707170706) | Makes Isaac shoot one huge tear. Also reduces Tears to minimum. Damage increased by 4 and then multiplied by 2.  If tear does more damage than an enemy's life, the tear continues to travel with the extra remaining damage. |
| [Pyro](https://bindingofisaac.fandom.com/wiki/Pyro) | [Pyro Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/26/Pyro_Icon.png/revision/latest?cb=20120707183612) | Adds 99 Bombs. |
| [Rainbow Baby](https://bindingofisaac.fandom.com/wiki/Rainbow_Baby) | [Rainbow Baby Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/f0/Rainbow_Baby_Icon.png/revision/latest?cb=20120707180927) | Tear Effect changes every shot. |
| [Sacred Heart](https://bindingofisaac.fandom.com/wiki/Sacred_Heart) | [Sacred Heart Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/2c/Sacred_Heart_Icon.png/revision/latest?cb=20120707182331) | Shots are larger, travel slower and home in on enemies. Damage is multiplied. (Multiplies damage by X2.3+1, -0.4 tears, -0.25 shot speed.)  Gives 1 Soul Heart and restores full Health on Pick up. |
| [Sacrificial Dagger](https://bindingofisaac.fandom.com/wiki/Sacrificial_Dagger) | [Sacrificial Dagger Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d6/Sacrificial_Dagger_Icon.png/revision/latest?cb=20120707180603) | Dagger orbits Isaac, very high damage. |
| [Scapular](https://bindingofisaac.fandom.com/wiki/Scapular) | [Scapular Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/0/09/Scapular_Icon.png/revision/latest?cb=20120707163331) | Once per room, when Isaac is reduced to his last half red Heart, the aura around his head temporarily vanishes and he is granted one Soul Heart. |
| [SMB Super Fan!](https://bindingofisaac.fandom.com/wiki/SMB_Super_Fan!) | [SMB Super Fan Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/bf/SMB_Super_Fan_Icon.png/revision/latest?cb=20120707183503) | Increases all stats except Speed by 1. Reduces Speed by 1. |
| [Speed Ball](https://bindingofisaac.fandom.com/wiki/Speed_Ball) | [Speed Ball Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/10/Speed_Ball_Icon.png/revision/latest?cb=20120707163400) | Increases movement speed and causes tears to travel faster. |
| [Spirit Of The Night](https://bindingofisaac.fandom.com/wiki/Spirit_Of_The_Night) | [Spirit Of The Night Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/93/Spirit_Of_The_Night_Icon.png/revision/latest?cb=20120707165037) | Grants Isaac flight and spectral tears. |
| [Squeezy](https://bindingofisaac.fandom.com/wiki/Squeezy) | [Squeezy Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c5/Squeezy_Icon.png/revision/latest?cb=20120707184431) | +1 tears and spawns 2 soul hearts. |
| [Stem Cells](https://bindingofisaac.fandom.com/wiki/Stem_Cells) | [Stem Cells Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/53/Stem_Cells_Icon.png/revision/latest?cb=20120707181057) | Adds an extra Heart Container, heals a half heart, and increases Shot Speed. |
| [Stigmata](https://bindingofisaac.fandom.com/wiki/Stigmata) | [Stigmata Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/f1/Stigmata_Icon.png/revision/latest?cb=20120707161006) | Boosts Isaac's damage by 0.3 and grants you one heart container. |
| [Technology 2](https://bindingofisaac.fandom.com/wiki/Technology_2) | [Technology 2 Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/81/Technology_2_Icon.png/revision/latest?cb=20120707164157) | Fires a continuous laser as you shoot tears. Decreases your damage by -35%.  Pierces enemies. |
| [Toothpicks](https://bindingofisaac.fandom.com/wiki/Toothpicks) | [Toothpicks Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/9/9b/Toothpicks_Icon.png/revision/latest?cb=20120707182515) | Increases shot speed. |
| [Tough Love](https://bindingofisaac.fandom.com/wiki/Tough_Love) | [Tough Love Icon.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/62/Tough_Love_Icon.png/revision/latest?cb=20120707164052) | Isaac randomly shoots teeth instead of tears, dealing 3.2 times his normal damage. |

|  |
| --- |
| **Trinkets** |
| **Name & Image** | **Effect** | **Info** |
| **???'s Soul**  **[Shape675.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/6a/Shape675.png/revision/latest?cb=20120620165538)** | Gives you a [Familiar](https://bindingofisaac.fandom.com/wiki/Familiar) that looks like [Brother Bobby](https://bindingofisaac.fandom.com/wiki/Brother_Bobby) and floats slowly around the room on a pattern similar to [The Peeper](https://bindingofisaac.fandom.com/wiki/The_Peeper), shooting long-range spectral homing tears that have high Shot Speed.  If you have other familiars, they will follow ???'s Soul instead of Isaac. This does not include Orbitals, Blue Flies, or stage 3/4 Meat Boy and the body created by [The Pinking Shears](https://bindingofisaac.fandom.com/wiki/The_Pinking_Shears). | This item is meant to be unlocked by completing [The Chest](https://bindingofisaac.fandom.com/wiki/The_Chest) with [???](https://bindingofisaac.fandom.com/wiki/%3F%3F%3F). However, due to a bug it is instead unlocked by completing The Chest with [Eve](https://bindingofisaac.fandom.com/wiki/Eve). |
| **Ace Of Spades**  **[Aceofspades.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e2/Aceofspades.png/revision/latest?cb=20120530140744)** | Increases the chance of [Tarot Cards](https://bindingofisaac.fandom.com/wiki/Tarot_Cards) or [Suit Cards](https://bindingofisaac.fandom.com/wiki/Suit_Cards) dropping after clearing a room, and the chance of finding Cards when opening a Chest. | Chance of finding a Card when clearing a room is increased by 10%.  Chance of finding a Card when opening a Chest is increased by 66%. |
| **Bloody Penny**  **[Bloodypenny.png](https://static.wikia.nocookie.net/bindingofisaac/images/a/a6/Bloodypenny.png/revision/latest?cb=20120530140818)** | Gives a 50% chance to drop a [Half Heart](https://bindingofisaac.fandom.com/wiki/Hearts) when money is collected. | Unlocked by completing [Cathedral](https://bindingofisaac.fandom.com/wiki/Cathedral) with [Samson](https://bindingofisaac.fandom.com/wiki/Samson).  Hearts dropped through the use of this trinket will always be Half Hearts, and are not affected by items such as [Mitre](https://bindingofisaac.fandom.com/wiki/Mitre) or being spawned in special rooms such as Cathedral [Super Secret Rooms](https://bindingofisaac.fandom.com/wiki/Super_Secret_Room).  Effective trinket for [Blood Donation Machine](https://bindingofisaac.fandom.com/wiki/Blood_Donation_Machine) use, as the money dropped by the machine will often create a Half Heart, effectively making that use "free". This is even more pronounced with the [IV Bag](https://bindingofisaac.fandom.com/wiki/IV_Bag), since it is possible to create as many as four coin drops per Half Heart spent via the item. |
| **Burnt Penny**  **[Burntpenny.png](https://static.wikia.nocookie.net/bindingofisaac/images/b/bb/Burntpenny.png/revision/latest?cb=20120530140836)** | Gives a 50% chance to drop a bomb when money is collected. | Unlocked by completing the [Large Marge](https://bindingofisaac.fandom.com/wiki/Large_Marge) challenge.  Bombs dropped through the use of this trinket will always be single Bomb pickups. |
| **Cain's Eye**  **[Shape677.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/dd/Shape677.png/revision/latest?cb=20120620170312)** | When starting a floor, 25% chance to get the [The Compass](https://bindingofisaac.fandom.com/wiki/The_Compass) effect for the duration of a floor. | Unlocked by completing [The Chest](https://bindingofisaac.fandom.com/wiki/The_Chest) with [Cain](https://bindingofisaac.fandom.com/wiki/Cain). |
| **Cancer**  **[Cancer.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/df/Cancer.png/revision/latest?cb=20120530140520)** | Decreases Tears Delay by 2. | The effective fire rate increase varies depending on Isaac's current Tears stat. The higher the Tears stat, the higher the percentage increase in fire rate from Cancer. See the Tears section on the [stats](https://bindingofisaac.fandom.com/wiki/Stats) page for detailed calculation. |
| **Child's Heart**  **[Childsheart.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/14/Childsheart.png/revision/latest?cb=20120530135952)** | Increases the chance of a Heart dropping after clearing a room, and the chance of finding a Heart when opening a Chest. | Chance of finding a Heart when clearing a room is increased by 10%.  Chance of finding a Heart when opening a Chest is increased by 66%.  Hearts dropped due to this trinket are treated as normal heart drops: they have a small chance to appear as Soul Hearts or Eternal Hearts. Items such as [Mitre](https://bindingofisaac.fandom.com/wiki/Mitre) or Mom's Pearl will affect this chance. |
| **Counterfeit Penny**  **[Counterfeitpenny.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/6d/Counterfeitpenny.png/revision/latest?cb=20120530140156)** | Gives a 50% chance of increasing the value of every coin pickup by one. Can only be found in [Golden Poop](https://bindingofisaac.fandom.com/wiki/Golden_Poop). | Unlocked by completing the Isaac Was Good Today challenge |
| **Cursed Skull**  **[Cursedskull.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/31/Cursedskull.png/revision/latest?cb=20120530135708)** | If Isaac has less than one full [Red Heart](https://bindingofisaac.fandom.com/wiki/Hearts) after taking damage, he will be immediately teleported to the last cleared room he was in. | The Cursed Skull only counts Red Hearts, and does not count Soul Hearts or Eternal Hearts. Even if the triggering damage is absorbed by a Soul Heart or Eternal Heart, Isaac will still be teleported if he has half a Red Heart or less.  Due to the above, [???](https://bindingofisaac.fandom.com/wiki/%3F%3F%3F) will be teleported any time he takes damage while holding this trinket, as will any character who has reduced their heart count to zero via other means.  Synergies: + [Scapular](https://bindingofisaac.fandom.com/wiki/Scapular) = Partial immortality, a 1 heart hit could still kill you. + [Scapular](https://bindingofisaac.fandom.com/wiki/Scapular) + [Wafer](https://bindingofisaac.fandom.com/wiki/Wafer) = Complete immortality. |
| **Curved Horn**  **[Curvedhorn.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/cc/Curvedhorn.png/revision/latest?cb=20120530140013)** | Increases Effective Damage by 2. | Unlocked by completing The [Cathedral](https://bindingofisaac.fandom.com/wiki/Cathedral) with [Judas](https://bindingofisaac.fandom.com/wiki/Judas)  Rather than increasing the Damage stat, the Curved Horn increases the Effective Damage of Isaac's tears. Because the Damage stat increases Effective Damage by smaller and smaller amounts with each increase, this makes the trinket considerably more valuable at higher levels of the Damage stat. See Damage on the [stats](https://bindingofisaac.fandom.com/wiki/Stats) pages for a detailed calculation. |
| **Eve's Bird Foot**  **[Shape678.png](https://static.wikia.nocookie.net/bindingofisaac/images/7/7f/Shape678.png/revision/latest?cb=20120620165929)** | 5% chance to spawn a [Dead Bird](https://bindingofisaac.fandom.com/wiki/Dead_Bird) familiar for the current room each time an enemy dies. | This item is meant to be unlocked by completing [The Chest](https://bindingofisaac.fandom.com/wiki/The_Chest) with [Eve](https://bindingofisaac.fandom.com/wiki/Eve). However, due to a bug it is instead unlocked by completing The Chest with [???](https://bindingofisaac.fandom.com/wiki/%3F%3F%3F). |
| **Flat Penny**  **[Flattenedpenny.png](https://static.wikia.nocookie.net/bindingofisaac/images/f/f6/Flattenedpenny.png/revision/latest?cb=20120530140535)** | Gives a 50% chance of spawning a [Key](https://bindingofisaac.fandom.com/wiki/Keys) upon collecting a penny. | Keys dropped through use of this trinket are treated as normal Key drops, and have a small chance of being replaced by a [Golden Key](https://bindingofisaac.fandom.com/wiki/Golden_Key).  Works also with coins dropped by the player itself after being attacked by [Keepers](https://bindingofisaac.fandom.com/wiki/Keeper), [Hangers](https://bindingofisaac.fandom.com/wiki/Hanger) or [Greed](https://bindingofisaac.fandom.com/wiki/Greed). |
| **Fish Head**  **[Fishhead.png](https://static.wikia.nocookie.net/bindingofisaac/images/2/24/Fishhead.png/revision/latest?cb=20120530140721)** | Attack flies spawn every time Isaac gets hit. | Unlocked by completing the Lord of the Flies challenge |
| **Game Squid**  **[Wikia.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/57/Wikia.png/revision/latest?cb=20161217185350)** | 10% chance to fire a tear that slows enemies down. |  |
| **Goat Hoof**  **[Goathoof.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/8b/Goathoof.png/revision/latest?cb=20120530140918)** | Increases speed by 0.15. Can exceed normal upper bound on speed. |  |
| **Isaac's Head**  **[Shape672.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c5/Shape672.png/revision/latest?cb=20120620165234)** | Gives the player Isaac's severed head as a tear-firing familiar. Fires piercing tears. | Unlocked by completing [The Chest](https://bindingofisaac.fandom.com/wiki/The_Chest) with Isaac.  Tears fired by Isaac's head do the same amount of damage as those fired by [Brother Bobby](https://bindingofisaac.fandom.com/wiki/Brother_Bobby). |
| **Isaac's Fork**  **[Isaacsfork.png](https://static.wikia.nocookie.net/bindingofisaac/images/3/3d/Isaacsfork.png/revision/latest?cb=20120530140732)** | Clearing rooms may heal Isaac by 1/2 of a heart (10% chance). |  |
| **Judas' Tongue**  **[Shape674.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/ec/Shape674.png/revision/latest?cb=20120620165332)** | Items in the [Devil Room](https://bindingofisaac.fandom.com/wiki/Devil_Room) only cost 1 heart. Soul heart trades still cost 3 Soul hearts. Only works if you have the trinket before revealing the Devil Room. | Unlocked by completing [The Chest](https://bindingofisaac.fandom.com/wiki/The_Chest) with Judas. |
| **The Left Hand**  **[Shape679.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/61/Shape679.png/revision/latest?cb=20120620170020)** | Replaces all normal chests with [Red Chests](https://bindingofisaac.fandom.com/wiki/Red_Chest). Gold chests are affected as well. | Unlocked by defeating [Ultra Pride](https://bindingofisaac.fandom.com/wiki/Ultra_Pride). |
| **Liberty Cap**  **[Libertycaphirez.png](https://static.wikia.nocookie.net/bindingofisaac/images/c/c7/Libertycaphirez.png/revision/latest?cb=20120530140332)** | 25% chance of giving Isaac a random passive effect from Mushrooms as well as its corresponding visual effect upon entering a room.  *Bug v1.48: Can also randomly add*[*The Compass*](https://bindingofisaac.fandom.com/wiki/The_Compass)*effect.* | Possible mushrooms: [Mini Mushroom](https://bindingofisaac.fandom.com/wiki/Mini_Mushroom), [Odd Mushroom (Large)](https://bindingofisaac.fandom.com/wiki/Odd_Mushroom_(Large)), [Odd Mushroom (Thin)](https://bindingofisaac.fandom.com/wiki/Odd_Mushroom_(Thin)).  *When playing as*[*???*](https://bindingofisaac.fandom.com/wiki/%3F%3F%3F)*, this Trinket will generate a spirit heart when you gain the health up effect from Odd Mushroom (large). This spirit heart does not disappear when you exit the room. This effect only applies once per playthrough.* |
| **Lucky Toe**  **[Luckytoe.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/84/Luckytoe.png/revision/latest?cb=20120530140934)** | Increases the chance to get a drop after clearing a room. Although the Luck stat also influences this, it does not actually increase the Luck stat.  The increase in drop chance is applied before the effect of [Guppy's Tail](https://bindingofisaac.fandom.com/wiki/Guppy%27s_Tail). | Unlocked by Completing the [7 Years Bad Luck](https://bindingofisaac.fandom.com/wiki/7_Years_Bad_Luck) challenge.  Increases the chance of a generic drop from clearing a room by roughly 10%, the same amount increased by the [Lucky Foot](https://bindingofisaac.fandom.com/wiki/Lucky_Foot) item. If Isaac's Luck stat is not negative, this raises the chance of an item dropping from 86.6% to 96.3%.  If Isaac also has the Lucky Foot and his Luck stat is not negative, the chance for a drop is only increased by 2% instead. This raises the chance of an item dropping to 98.3%.  If Isaac has a negative Luck stat and the Lucky Toe with or without the Lucky Foot, there is a 100% chance that an item will drop after clearing a room. |
| **Maggy's Faith**  **[Shape673.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/81/Shape673.png/revision/latest?cb=20120620165110)** | Gives an eternal heart at the start of every floor. | Unlocked by completing [The Chest](https://bindingofisaac.fandom.com/wiki/The_Chest) with Magdalene. |
| **Match Stick**  **[Matchstick.png](https://static.wikia.nocookie.net/bindingofisaac/images/1/10/Matchstick.png/revision/latest?cb=20120530140225)** | Increases the chance of Bombs dropping after clearing a room, and the chance of finding Bombs when opening a Chest. | Chance of finding a Bomb when clearing a room is increased by 10%  Chance of finding a Bomb when opening a Chest is increased by 66%.  Bombs dropped due to this trinket are treated as normal Bomb drops, and can appear as single pickups, double pickups, or even [Troll Bombs](https://bindingofisaac.fandom.com/wiki/Troll_Bomb). |
| **A Missing Page**  **[Amissingpage.png](https://static.wikia.nocookie.net/bindingofisaac/images/6/6d/Amissingpage.png/revision/latest?cb=20120530140826)** | 5% chance to induce [The Necronomicon](https://bindingofisaac.fandom.com/wiki/The_Necronomicon)'s effect upon taking damage. |  |
| **Mom's Pearl**  **[Momspearl.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/58/Momspearl.png/revision/latest?cb=20120530140501)** | Grants a secondary 10% chance of any non-specific Heart drop turning into a Soul Heart. | The secondary chance triggers whenever a non-specific Heart drops which does not become an Eternal Heart or Soul Heart. It is applied after [Eve](https://bindingofisaac.fandom.com/wiki/Eve)'s secondary 6.25% chance, but before [Mitre](https://bindingofisaac.fandom.com/wiki/Mitre)'s secondary 50% chance.  By itself, Mom's Pearl raises the chance of a non-specific Heart dropping as a Soul Heart from 9.8% to 18.62%. Combined with Eve's bonus, the chance becomes 23.58%. Combined with Mitre, the chance is 58.31%. Combined with both Mitre and Eve's bonus for the highest possible bonus, the chance is raised to 60.79%. |
| **Pinky Eye**  **[Pinkyeye.png](https://static.wikia.nocookie.net/bindingofisaac/images/e/e4/Pinkyeye.png/revision/latest?cb=20120530140551)** | 10% chance to fire a [poison](https://bindingofisaac.fandom.com/wiki/Poison) tear. | There's a possibility to fire poisonous bombs with [Dr. Fetus](https://bindingofisaac.fandom.com/wiki/Dr._Fetus). |
| **The Polaroid**  **[Thepolaroid.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d1/Thepolaroid.png/revision/latest?cb=20120530140846)** | If Isaac survives damage with less than one red heart, he will receive a shield similar to the [Book Of Shadows](https://bindingofisaac.fandom.com/wiki/Book_Of_Shadows) for 5 seconds. This effect ignores other heart types and thus always works for [???](https://bindingofisaac.fandom.com/wiki/%3F%3F%3F).  Holding The Polaroid while opening the big chest at the end of the [Cathedral](https://bindingofisaac.fandom.com/wiki/Cathedral) will allow you to continue to [The Chest](https://bindingofisaac.fandom.com/wiki/The_Chest). | Unlocked by completing [Cathedral](https://bindingofisaac.fandom.com/wiki/Cathedral) six times. You may use the same characters for all six completions.  In 1.4 through 1.48 it is always dropped by [Mom](https://bindingofisaac.fandom.com/wiki/Mom) upon completion of [The Depths](https://bindingofisaac.fandom.com/wiki/The_Depths) 2. |
| **Push Pin**  **[Pushpinhirez.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d3/Pushpinhirez.png/revision/latest?cb=20120530140802)** | 10% chance to fire a [spectral](https://bindingofisaac.fandom.com/wiki/Ouija_Board) and [piercing](https://bindingofisaac.fandom.com/wiki/Cupid%27s_Arrow) tear. |  |
| **Red Patch**  **[Redpatch.png](https://static.wikia.nocookie.net/bindingofisaac/images/5/5a/Redpatch.png/revision/latest?cb=20120530141551)** | 20% chance to increase damage upon taking hit, as if [Razor Blade](https://bindingofisaac.fandom.com/wiki/Razor_Blade) was used. | Isaac loses his skin for the duration of the room. If Isaac has flight, loses body as well (visual effect similar to [Transcendence](https://bindingofisaac.fandom.com/wiki/Transcendence)). |
| **Rusted Key**  **[Rustedkey.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d0/Rustedkey.png/revision/latest?cb=20120530140602)** | Improves the chance of Keys and Golden Chests dropping after clearing a room, and chance of finding a Key when opening a Chest.(see info) | This item has no effect from v1.48 to v1.666. ([Source - Reddit](http://www.reddit.com/r/bindingofisaac/comments/1riull/rusted_key_is_non_functional/))  Chance of finding a Key or a Golden Chest when clearing a room is increased by 5% for each.  Chance of finding a Key when opening a Chest is increased by 66%. |
| **Safety Cap**  **[Safetycap.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d8/Safetycap.png/revision/latest?cb=20120530140613)** | Improves the chance of [Pills](https://bindingofisaac.fandom.com/wiki/Pills) dropping after clearing a room, and chance of finding a Pill when opening a Chest. | Chance of finding a Pill when clearing a room is increased by 10%.  Chance of finding a Pill when opening a Chest is increased by 66%. |
| **Samson's Lock**  **[Shape676.png](https://static.wikia.nocookie.net/bindingofisaac/images/d/d9/Shape676.png/revision/latest?cb=20120620165825)** | 1/15 chance to increase damage by 0.5 for the current room each time an enemy dies. | Unlocked by completing [The Chest](https://bindingofisaac.fandom.com/wiki/The_Chest) with Samson.  Stacks with [Bloody Lust](https://bindingofisaac.fandom.com/wiki/Bloody_Lust), but chance to trigger is too low to be worthwhile. |
| **The Tick**  **[Tickhirez.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/8f/Tickhirez.png/revision/latest?cb=20120530140444)** | Drain 15% health of each enemy with more than 60 HP (ie. most bosses).  Also restores one red heart of Isaac whenever he enters an uncleared [boss room](https://bindingofisaac.fandom.com/wiki/Boss_Room).  The Tick is stuck into Isaac's head and cannot be swapped out for another trinket. | Bosses like [Larry Jr.](https://bindingofisaac.fandom.com/wiki/Larry_Jr.) / [Fistula](https://bindingofisaac.fandom.com/wiki/Fistula) are made up of entities with less than 60 HP, so their HP are not leeched.  Might be disadvantageous when playing with [Eve](https://bindingofisaac.fandom.com/wiki/Eve), as [Whore of Babylon](https://bindingofisaac.fandom.com/wiki/Whore_of_Babylon) will deactivate when entering boss room due to restored health.  The player will be unable to access [The Chest](https://bindingofisaac.fandom.com/wiki/The_Chest) without the use of [Mom's Purse](https://bindingofisaac.fandom.com/wiki/Mom%27s_Purse), as the nature of this trinket makes it impossible to pick up [The Polaroid](https://bindingofisaac.fandom.com/wiki/Vanilla_Content#The_Polaroid). |
| **Umbilical Cord**  **[Umbilicalcord.png](https://static.wikia.nocookie.net/bindingofisaac/images/8/80/Umbilicalcord.png/revision/latest?cb=20120530140643)** | When Isaac's health is brought to half a red heart, a [Little Steve](https://bindingofisaac.fandom.com/wiki/Little_Steve) familiar spawns. | Applies only to the room in which Isaac took damage. If Isaac moves to another room without regaining more than a half heart of health, the spawned familiar will still disappear.  If you already have a Little Steve, [Brother Bobby](https://bindingofisaac.fandom.com/wiki/Brother_Bobby) will spawn instead. |

# Control Scheme

Since the game has been primarily imagined as a Flash game, it is designed to be played with a keyboard in mind, but a controller input is also supported. It is planned to support button rebinding, so the inputs listed below are merely default suggestions.

|  |  |  |
| --- | --- | --- |
| **Controller Input** | **Keyboard Input** | **Function** |
| Left Analog Stick  Directional Pad | W/A/S/D | Moves character in target direction |
| Right Analog Stick | Arrow Keys | Causes character to shoot out tears in target direction |
| Right Trigger R1 | E | Places a bomb at characters location |
| Right Trigger R2 | Spacebar | Uses the item that you have in your possession |
| Left Trigger L1 | Q | Uses any pills or tarot cards that you have |

# Game Aesthetics & User Interface

“The Binding of Isaac” is rendered in a retro, pixelated style.

UI for the game is explained using the image below as reference:

1. Coins/Bombs/Keys
2. Usable Items
3. Your heart meter
4. This shows specific traits the floor may have, such as being on Hard difficulty shown by a small satanic sign
5. This only appears at the beginning of floors, and tells you what floor you are on and whether or not it is XL
6. The map
7. Isaac
8. Trinkets
9. Pills/Tarot Cards



# Schedule & Tasks

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Tasks to Complete & Schedule** | | | | |
| **Tasks** | **Task Lead** | **Start** | **End** | **% Complete** |
| **Development Phase** | | | | |
| Design |  |  |  |  |
| Storyline | Edmund McMillen | 9/2/11 | 5/3/11 | 5 % |
| Level Mechanics | Jeremy Stevens | 9/2/11 | 25/4/11 | 10 % |
| Art |  |  |  |  |
| Level 1 | Florian Himsl | 9/2/11 | 6/3/11 | 15 % |
| Special FX | Alon Dan | 15/2/11 | 25/3/11 | 20 % |
| UI | Michael Stevens | 9/2/11 | 4/4/11 | 25 % |
| Engineering |  |  |  |  |
| Production Pipeline | Adrian Gavrilita | 5/3/11 | 6/5/11 | 30 % |
| Prototypes | John Goodrich | 9/4/11 | 20/5/11 | 40 % |
| Audio |  |  |  |  |
| Sound Design | Jon Evans | 10/3/11 | 15/5/11 | 45 % |
| Milestone: Game Play Features & Music |  |  |  |  |
| **Testing Phase** | | | | |
| Test Plan | Edmund McMillen and Florian Himsl | 2/6/11 | 15/6/11 | 80 % |
| Beta Testing | Edmund McMillen and Florian Himsl | 15/6/11 | 25/6/11 | 85 % |
| Milestone: QA Testing | Edmund McMillen and Florian Himsl | 25/6/11 | 1/7/11 | 90 % |
| **Deploying Phase** |  |  |  |  |
| "Go Live" Plans | Edmund McMillen and Florian Himsl | 1/7/11 | 26/7/11 | 95 % |
| Milestone: Ready for Usage | Edmund McMillen and Florian Himsl | 1/7/11 | 26/7/11 | 100 % |