Items:

Candle- Background item on a table in the starting room.

Potion- Background item on a shelf in the starting room.

TNT- Background item on a shelf in the starting room.

Bomb- Background item sitting beside a chest on the floor in the starting room.
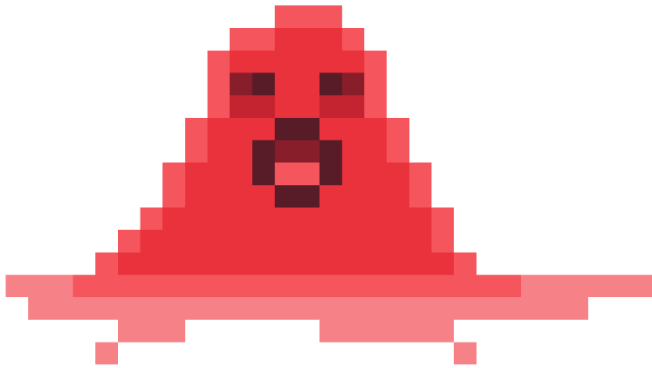
Creatures-

Bat- Can be seen flying around in darker versions of the world created by the player.

Spider- Can be found crawling around in non-desolate versions of the world that the player makes.

Green Slime- Can be found in the swamp version of the world that the player makes.

Red Slime- Can be found in the fiery version of the world that the player makes.

Weapons:

Sword- Used by the player to kill slimes and spiders in the world.