**The Binding of Isaac: Dies Irae**

**Theme:**

Isaac embraces his sins.

God is afraid of Issac.

There are many timelines, Isaac creates them himself, in the hope to get a new, better life.

**Characters:**

* David (All about music)
* Bat Kol (All about ghosts, skeletons and such)
* Elijah (All about bums, beggars)

**Endgame bosses:**

* Vendetta (Against Mom)- After The lamb fight.
* Neglect (Dad)- After bloodbath cathedral fight. Special trait- Takes each dad's related item and uses it against Isaac.
* Nightmare- Can appear only after Mom's heart after full run without taking damage, strip Isaac from all the items. Unlocks sinful characters.
* God- Plays Dies Irae. Hardest boss fight in the game, can be accessed after completing all the hard mode achievements with a character. Isaac can just dodge his attacks for some time to unlock ultra secret ending (The salvation).

**Endings**

* Vendetta ending- Isaac standing in his room (View of the back only), shakes. The camera sometimes cuts to blood dripping. Last frame is the hand of Isaac holding a bloody knife.
* Neglect ending- Isaac lying in the chest, already blue. Cries slowly, like he's about to die. Then the chest's opened with bright light.
* Nightmare ending- Isaac stands in his room, cries and black shadows starts to cover the room behind him and consume him- Turning him to dark Isaac (Aka, Sinful Isaac) while he stops crying, making his eyes red and a he starts to grin.
* Secret ending- Redeemed- Isaac drawings, shows him as a baby and the two parents smiling and it writing "I love my famili"
* The Death- After defeating God. Shows blood dripping. Isaac laying on his bed, knife inside of him. Out of frame and his mother sobbing. "I did it" and cuts to black
* The salvation- Isaac lies on his bed, Mother says I love you Isaac while the lights shut and he's going to sleep.

**Bosses:**

* Self destruction (Bloodbath cathedral) – Kills itself slowly, Isaac must survive for one minute while dodging the attacks. Cannot attack the boss or the damage will return to Isaac.
* Resent (Desolate wasteland)
* Snuff (Bloodbath cathedral)- Uses his blood to create different weapons and projectiles.
* Grudge (Desolate wasteland)
* Shame (Sewer)- Reflection of Sewer's counter of Isaac- Start to attack only after getting hit. Attack with special tears.
* Despair (Sodom)- Gain higher speed and attacks upon gaining damage.
* Avarice (Sodom)- Each time Isaac gets hit it seals one of Isaac's items.
* Self obsession (Sewer)- Looking at the mirror and dances around. Destroying his mirror first and then the real fight begins, revealing a horrible sight of a monster that chasing Isaac with anger.

**Classical music bosses**

* Danse Macabre- Skeleton conductor like boss, spawns skeleton enemies, plays "Hungarian dance"

**Mini bosses**

* Imaginary friends- Mostly in secret rooms. Looks like the other characters (Random character each time), all of them attack the same (More while developing). Killing them results of them dying in a slow animation that shows them dying slowly and painfully.
* Angels- Raphael (Yellow), Michael (Green). More variants to the angel mini bosses.

**Floors:**

* Sodom- dark room counterpart
* Bloodbath cathedral- Chest counterpart
* Childhood trauma- After Sodom
* Sewerage- Alt downpour floor
* Fond memories- After the bloodbath cathedral
* Purgatory- Nightmare's floors
* Desolate wasteland- Alt third floor

**Special rooms:**

* Old family album: Has an item from dad's item pool. 100% Guarantee to spawn in Fond memories and childhood trauma.
* Spider nest: Spider theme. Reward: Spider related item
* Store upper deck- Isaac can sell his passive items.
* Doctor's room- Has a random sickness item, when taking one the Doctor NPC will heal Isaac's empty hearts. Sometimes contains Fixer NPC.
* Casino- Arcade's upgrade, contains roulette and Fortune wheel, special shop for gamble related items.

**Game mechanics**

* Massive damage- x 2 damage against the noted trait.
* Burning heart- Gained only from stray hearts, gives a random stat up when held
* Roulette- Like the actual game, landing on the right number will give a random item (From every item pool), Isaac can only gamble on two selected numbers or one-half chance of winning (Will double the gambled pickups). Fast to keep the flow of the game
* Fortune wheel- Has a chance to double one of Isaac items or remove it.
* Clear poops- Spawn only using Sir Poopy McPoopoop. Each colored poop cannot be destroyed and when tears pass it, they will get different effects.
* Tasty trinkets- Every trinket has a low chance to be "Tasty trinket", when Isaac pick them up, they gulped.
* Soulbound tear- Creates a line between Isaac and an enemy, drains HP slowly with a small chance to heal Isaac's hearts.

**Beggars and NPCs:**

* Sinful Begger- Grant you a massive damage to a type of enemy, but will give you 2 broken hearts and take one random passive item. Can appear only from floor 3 and so on
* Blessed Begger- Takes a heart container and takes a random item. but gives Isaac a blessing for the rest of the run, cannot appear when played with a sinful character or a character that took a devil deal or made a deal with the Sinful Begger. Unlocked when completing all completion marks with one of the sinful characters. All blessing lasts for one floor. Cannot have more than one blessing.
* Repent maniac- Has a chance to spawn after clearing a room, emerge from a wall and shouts "REPENT!!". Does nothing. Killing it spawns a sinful card but his spirit might haunt you the rest of the run (Does nothing).
* The redeemed- Extremely rare NPC, spawns only in I AM ERROR room. Can get donations until he goes, nothing happened after he leaves. Bombing it spawns 10 spiders. If leaving the room and going to the secret room to find a light beam, going up there unlocks the secret ending.

**Curses:**

* Curse of the unloved- Cannot pick any hearts this floor.
* Curse of the emptiness- rooms has a lower chance to give any rewards.
* Curse of self- doubt- Pickups have a 25% change to vanish upon picking up. Only on hard mode
* Curse of the sacrifice- The treasure room has sacrifice room spices when entering and leaving the room.
* Curse of the Un-fairness- Each room disable a random passive item.
* Curse of the impurity- All enemies can't get negative effects.

**Blessings**

* Blessing of Charity- All rooms rewards are doubled.
* Blessing of Kindness- Enhance all the familiar shot rate, movement speed and grants them homing effect. The more familiars Isaac has, the bigger the effect.
* Blessing of humility- Cannot gain any pickups on the floor but one key, the treasure room contains a quality 4-3 item. Any other special room won't spawn.
* Blessing of honesty- Shows full map effects. All doors remain open.
* Blessing of Joy- Killing all enemies on the floor without taking damage grants a random item.
* Blessing of peace- All enemies have a 5 seconds delay before moving or shooting.
* Blessing of Hope- All pedestals' items have a chance to give another pedestal item
* Blessing of companionship- Every room generate a random familiar.
* Blessing of Friendship- All pedestals' items are familiars.
* Blessing of purity- Isaac stats cannot go down.

**Champions and new types of enemies**

* Brown champions- Attack power doesn't count, only times of being hit.
* Enemies that give other power- Enemies that makes other enemies champions or give them a power or more health.
* Pure champions- Effects don't work on them
* Enemies that emerge from the bodies of dead enemies
* Stray hearts- Enemies that have a limited time to defeat before disappearing, when killed spawn a burning heart
* Pure black- Unknown enemies

**Transformations:**

* Dad's old playlist- + 1 tears up with a chance to charm, when hitting with a charming tear it has a mid-size cloud that can cause charm as well. It will change Isaac's tearsto music notes.
* Isaac's sinful music- +1 attack with chance to create "Resonance" effect that causes enemies to take 1.5X damage and when dying it cause them to leave the "Resonance" cloud. Resonance cloud- can cause resonance
* Sickness- +3 damage and 50% damage up, Isaac leaves a poison creep. cancel all sickness item effects

**David**

* Starts with Muse item effect and Gaga trinket.
* King's Heart- Spawn a random heart, costs 10 pennies.
* Birthright- Goliath killer- massive damage against bosses.
* All of his tears are music notes.

**Tainted David**

* Start with a random black parade familiar.
* 100% for dishelmed throne room where he can buy another black parade familiar with hearts or get a devil/ angel item with the cost of the familiar(s)
* Birthright- Grant the conductor familiar- gives the BFF and the lullaby effects to the special familiars
* All of his tears a "broken" music note.
* Active item: Sinner's sacrifice- Sacrifice a heart container or get a broken heart to make the black parade familiars stronger.
* Red black parade familiars- Tuba player: Shoots monstro lungs shots. Electric guitar player: Shoots stronger tears, low range.
* Blue parade familiars- Drummer: Shoots bouncing tears at random directions
* Green familiars- Flute player: Shoots poison tears. Maracas: Shoots booger tears
* Yellow familiars-
* Grey familiars-
* Pink familiars- Singer familiar: Shoots pink charming tears.
* Purple familiars-

**Bat Kol Character**

* Attacks with ghosts that orbit around her. For each 1 tear up she gets one more ghost. The ghosts lock on nearby enemies and attack them when the player attack and when the player stops, they return to Isaac. She gets full heart container damage when they are loose and she got hit. Caps at 6 ghosts.
* Birthright- Higher ghosts cap. +1 tears up

**T. Bat Kol**

* Active item- Uses time in a hostile room to be charged. Ghost emerges from Isaac and attack nearby enemies. The higher the tear rates the faster the cooldown. Cap at 5 ghosts.
* Birthright- Higher cap to number of ghosts that can emerge

**Elijah**

* Stats lower than normal
* Starts with one pickup each
* Starts with Stealer bum (Gets all pickups Isaac needs and gives him a minor stat boost)
* Birthright- The stat boost given by the bum is doubled

**T. Elijah**

* High luck.
* All the treasure rooms are special with beggar that gives Isaac random item from the item pool.
* All pickups' caps at 999 instead of 99
* Defeating an enemy has a high chance to give a pickup.
* Birthright- All special beggars gives two pedestals

**Unlocks**

**Achievements:**

* Losing my religion- Defeat Nightmare the first time, unlocks sinful characters. Unlocks Sinful Begger.
* Say hello to my little friend- Defeat Vengeance the first time
* I believe in you son- Defeat Neglect the first time, unlocks Goldsmith Begger.
* REDEMPTION- complete all marks with a sinful character for the first time. Unlocks Blessing Begger
* An innocent smile- Unlocks the secret ending.
* The death of childhood- Defeat an imaginary friend miniboss
* Maybe it was a bad dream- Use "Rope from above" on the first floor

**Items**

* Cursed pill- Gives Isaac a curse.
* Lucky pill- Removes current curse(s).
* Heartbreak pill- Gives Isaac a broken heart.
* Love pill- Has 50% chance to heal Isaac's broken heart.
* Power drain pill- Empty Isaac's active item bar
* Gulping pill- Gulp Isaac's trinket. Challenge
* Equal pill- makes Isaac's coins, bombs and keys equal amount (Can be the higher of the three or the lower, random).
* Love letter (Trinket)- Every 6th damage Isaac takes it gives a soul heart. Golden trinket- Every 4th
* Gaga (Trinket)- Higher chances for golden bomb and golden key.
* Money for nothing (Trinket)- Shops and devil deals are free, can only take one. Taking an item from devil room won't change Angel room chances. if this item is dropped the shops and the devil deals becomes empty for the rest of the run. Unlock method: Have more than 150 coins in one run. Golden trinket- No effect.
* Guppy's soul- Active. Grants Guppy transformation for the current room. Quality- 3. 4 charges. Item pool- red chest, ultra secret room, Devil. Counts for Guppy transformation.
* In a broken dream (Trinket)- Delerium's portal will be available after each endgame boss.
* Rotten food (Trinket)- All red heart pickups will be rotten heart.
* Good vibes (Active)- Transform a red heart pickup to a soul heart pickup. 3 charges. Quality- 3. Item pool: Treasure, boss
* Scared shoes (Passive)- When there's no enemies in a room, Isaac's speed will be 2, sometimes "pees" in a hostile room. Quality- 0. Item pool: Basement, yellow chest.
* Gold map (Passive)- Adds extra treasure room, costs one heart to enter, also add treasure room on floor 4 and beyond. Quality-4. Item pool- Lost adventurer
* Buried treasure (Passive)- Spawn a crawl space in the super-secret room. Quality-2. Item pool- shop, Lost adventurer
* Weird map (Passive)- Add I AM ERROR door on the floor to access it. Quality- 1. Item pool- Secret, Lost adventurer
* Boss compass (Passive)- Spawn the boss room nearby the first room on the floor, starting next floor. Quality-1. Item pool- Shop, Treasure, Lost adventurer
* Ultra Secret map (Passive)- Shows where is the ultra-secret room on the map, drops cracked key in the secret room, Quality-2. Item pool- Shop, treasure, Lost adventurer, ultra secret room
* Traveler logbook (Passive)- Give Isaac minor stat boost for every unique room he explores for the floor only (Double the stat boost when exploring I AM ERROR room). Quality- 2. Item pool- Treasure, shop, Lost adventurer
* Shining light (Passive)- Disable every curse of the lost or curse of darkness for the rest of the run, guarantee angel rooms. Quality- 3. Item pool: Angel.
* Fixed metabolism (Trinket)- Red poops will be regular poops.
* Bitter candy (Pick up)- Turn all of Isaac red hearts to black hearts
* Sweet candy (Pick up)- Heals all of Isaac's red hearts
* Mom's dress (Passive)- Grant holy mantle in random rooms, spawn 2 rotten hearts when picked up. Quality- 3. Item pool: secret, curse, mom.
* Mom's purple toy (Passive)- Swings like the sword, cause Isaac vibrate just a bit, high knockback, may cause charm on enemies. Quality-3. Item pool- mom, treasure
* Devil's pie (Passive)- Grant max heart containers and fill them with red hearts (Or different hearts depend on character). Each hit causes broken heart. Quality- 2. Item pool- Devil
* Devil's luck (Passive)- -6 luck. Pick- ups have 50% chance to disappear and grants a 0.05+ damage when disappear. Quality- 2. Item pool- Devil.
* Skull crasher (Passive)- Isaac can kill skulls enemies. Quality- 2. Item pool -Treasure, boss
* Heart of gold (Trinket) – Higher golden heart chances.
* Clear vase (Trinket)- All pots won't contain spiders but won't contain hearts or coins as well. Golden trinket- They have a chance to contain coins and hearts like usual.
* Stab wound (Passive)- +0.5 tears up, +1 damage. Quality- 3. Item pool- boss.
* Enjoyment of the unlucky (Passive)- The lower the luck the higher the stat bonus. Quality- 2. Item pool- Devil.
* Friendless child (Passive)- Kills all of Isaac's familiars, when getting a familiar item, it will give the stat boost instead. Grant a stat boost depends on their quality. Quality- 3. Item pool- Devil.
* Echo (Passive)- Gives Isaac 25% chance to get another Planetarium on each floor, 10% on womb and after. Quality- 2. Item pool- Treasure.
* Sir Poopy McPoopoop (Passive)- Familiar. Spawn random clear poops in a hostile room. Quality-3. Item pool- baby shop, shop, treasure
* Filthy rich (Passive): Isaac gets a damaging aura. The more coins Isaac have, the bigger damaging aura Isaac got, Isaac coins can get up to 199 instead of 99. Quality-3. Item pool: Shop
* Dad's dumbbell (Passive): +2 damage, sometimes, when it applied the tear shoots in a random direction (Looks like it hit Isaac's head). Quality-1. Item pool: Boss
* Thought contagion (Passive): When enemy takes damage share it to nearby enemies in a specific radius as if they got hit themselves, no effects (like fear, poison) that doesn't supposed to hurt the nearby enemies apply to them. Quality-4. Item pool: Treasure.
* Friendly Baby (Passive): Familiar. Gets stronger the more familiars Isaac have. Quality-2. Item pool: Treasure, shop baby
* Protein powder (Passive): First time +1 damage. Second time +2 damage and so on. Until +4, remove from item pools after 4th take. Item pool: Treasure, shop, secret, boss, bum.
* Golden day (Passive): Gives Isaac either golden bomb or golden key or golden coin, has a 50% chance to spawn one of the three in the secret room each floor. Quality-0. Item pool: Boss.
* Patience baby (Passive): Familiar, attack real slow but does 1.5% of Isaac's damage. Quality-2. Item pool: Treasure, baby shop
* Solar Flare (Passive)- Charged attack like brimstone, when charged and released let go of a burst of fire tears from Isaac (Like monstro lungs), -1 range, also attacking with a jest of flames like the black knight monster. Quality-3. Item pool- Planetarium.
* Mom's diary (Active)- Grants a random item. Charges- 12. Charged only by taking damage. Quality-2. Item pool- Devil, Library, mom.
* Devil's Heart (Active)- Grant a heart container or broken heart. 4 charges. Quality- 2. Item pool: Devil.
* Another Medium (Active)- Swap one random passive item. Once per floor. Quality- 2. Item pool- Secret, Treasure
* Snake Dice (Active)- Rerolls one of the current curses, if there's none, grant one. Quality-0. 8 charges. Item pool- Curse, secret
* Eye sacrifice (Passive)- Isaac shoots only from his right eye, gets to pick 1 free devil deal when entering the devil deal room. Quality-3. Item pool: Treasure, Boss
* Sinner's soul- All soul hearts pickups will be black heart. Cannot get angel room. Quality- 3. Item pool: Devil
* Sack of necessity (Passive)- Familiar. After clearing 2-3 rooms drops the pickup Isaac has the lowest. Quality- 3. Item pool: Treasure
* Fragile ego (Passive)- Gain a stat boost when clearing a room, when getting hit it may cause a broken heart and Isaac loses all the stat boosts. Quality-2. Item pool: Treasure, Devil.
* Creatine overdose (Passive)- +0.2 damage. 20% extra Damage for any damage up bonus. Quality-3. Item pool: Boss, treasure.
* Back in anger (passive)- Isaac shoots stronger tears from his back. Quality-2. Item pool: Devil
* Big shot (Active)- Change Isaac tears to chargeable, single piercing, spectral, fast and must strongly tear. Like sniper.
* Beggar's tears (passive)- Tears can take any pickup. Quality-1.
* Second Breakfast (Trinket)- Every food item gives double the stats.
* Big Kahuna Burger (Passive)- +1-3 Heart containers. Random. Item pool- Boss. Quality-3.
* Dad's empty wallet (Passive)- The less coins Isaac has- The higher the tear rate. Quality-2. Item pool: Shop
* The path of the righteous (Passive)- Removes devil deal rooms and devil path. Quality-3. Item pool: Angel
* Ringo clock (Active)- Rewind the room 3 seconds back (Enemies, Isaac and projectiles return back to where they were three seconds before). Timed: 10 seconds. Quality-3. Item pool: Shop, treasure
* Wall bouncer (Passive)- When a tear hits a wall the tear increases the shot speed and target the closest enemy (Like ricochet). Quality-2. Item pool: Treasure.
* Headbanger (Active)- Isaac spins his head and shoots in all direction fast. Active when active manually. Quality- 2. Item pool: Treasure
* Fair game (Trinket)- All homing enemy tears becomes regular.
* Holly Fan (Passive)- Familiar. Spins and creates a gust of wind that does a massive knockback. Quality-1. Item pool: Treasure
* Star Shard (Rune)- Teleport Isaac into the Planeterium. After use it won't appear again in the game and Planeterium won't appear
* Rainbow KoRn (Passive)- 10% chances to shoot a rainbow tear, it will pop and create a random cloud that have a different status effect on enemies. Quality-4. Item pool: Treasure
* Swine (Passive)- Upon picking up gain a 0.15x multiplier to damage Swine has 20% chance to replace an item with its self but also has an additional 35% chance to "grow" For every tier of its growth It will yield less stats
* Locacaca (Consumable)- Heals all of Isaac's heart and heal all of his broken hearts. Has a massive cost.
* Spring ball (Passive)- Charged attack, throws a ball fast straight, upon hitting a grid it bounces between different grids until it returns to Isaac. Fast. Quality-3. Item pool- Treasure

**Sickness items**

* Palsy (Passive)- Isaac's tears gets a random inaccuracy and the speed sometimes lightly changes. Quality -0. Item pool: Basement, curse, secret
* Stroke (Passive)- Isaac's sometimes get paralyzed for a brief moment. Quality- 0. Item pool: Basement, curse, secret
* Rabis (Passive)- Isaac's damage increase but loses half a heart every 3 cleared rooms. Quality- 0. Item pool: Basement, curse, secret
* Alzheimer's (Passive)- Grant curse of the un-fairness (Every uncleared room disable one item). Quality-0. Item pool: Basement, curse, secret
* Schizophrenia (Passive)- Make random slightly transparent enemies that does not do any sfx, they will attack the player but will do no damage. Quality- 0. Item pool: Basement, curse, secret
* When getting a sickness item, the spawn rate of the other increases.

**Challenges:**

* Un-named: Instead of pedestals, only trinkets spawn. Gulped when picked up. Unlock- Gulping Pill
* I can't dance: Gets "Here to stay" "Killer Queen" "Ring of fire" "Universal" "Holy mantle". Blindfolded. Unlock- Thought contagion

**Sinful Begger Effects:**

* Massive damage against Bosses (If unlocked) lower chance
* Massive damage against champion enemies (If unlocked) lower chance
* Massive damage against regular characters (If unlocked) lower chance
* Massive damage against mini bosses (If unlocked) lower chance
* Massive damage against money taker enemies (If unlocked)
* Massive damage against End game bosses (If unlocked)- Low chance
* Massive damage against spider enemies
* Massive damage against ghost enemies
* Massive damage against fly enemies
* Massive damage against worm type enemies
* Massive damage against humanoid type enemies

**David's unlocks:**

All passive/ active items belong to dad's old playlist

* Mom's heart- Army of lovers (Active): Grants 2 minisaacks familiars. 4 charges. Quality- 2. Item pools: Shops, Treasure
* Isaac- The bad touch (passive): Touching an enemy kills it or deal a 50-contact damage to bosses. Quality- 2. Item pools: Treasure.
* Blue Baby- Baby blue (Trinket)- All red heart drops will become soul hearts. Golden trinket: Has 5% to be black heart
* Satan- Little Lies (Active)- Makes Isaac really small for the room. Quality- 1. 3 charges. Item pool: Treasure, Crane
* The lamb- Paranoid android (Passive): Familiar. When there are enemies nearby create an electric circle around him, damaging enemies. Quality-2. Item pool: Treasure
* Mega Satan- Sh-boom!! (Active): Creates a Mama Mega explosion. Can only be activated per floor, gives Isaac a broken heart. Quality- 4. Item pool: Ultra Secret.
* Boss Rush- Universal (Passive): charges like maw of the void, Isaac body turns into galaxy theme and absorb all the enemies' projectiles, after two seconds creates a light beam for each projectile consumed. Quality-3. Iten pool: Planetarium
* Hush- Everybody's changing (Passive): Change Isaac items EVERY ROOM. Quality-0. Item pool: Secret
* Beast- U2 (Passive): +2 damage. Quality- 3. Item pool: Boss
* Corpse- Killer Queen (Passive): Familiar. Launches "Epic fetus" attacks on enemies. Quality-3. Item pool: Treasure
* Ultra greed- Wonder of you (Trinket): Taking damage has a 5% to kill all the (non-bosses) enemies in the room. Golden trinket: Has a 10% chance.
* Ultra greedier- Ring of fire (Passive): When going to the center of the room (Marked) Isaac release a ring of fire from his body, each every 1 second, causes damage to the enemies. Quality-1. Item pool: Treasure, Golden chest
* Delerium- Helter skelter (Active): Turns all the enemies in the room to friendly Bonys. Quality-3. Charges- 6. Item pool: Devil, curse.
* ALL hard mode- Muse (Passive): When the player gets damage: 20% drop a tarot card, 10% drop a rune, 20% drop a pick-up (That is not a heart), 1% drop a random item from the current item pool, other times don't drop anything. Quality- 4. Item pool: Angel.
* Nightmare- Unlocks Sinful David.
* Vengeance- Hot stuff (Passive): Fire immunity. Burning tears. Quality- 3. Item pool: Treasure
* Neglect- Green day (Passive)-All enemies get confused when entering a room. Quality-0. Item pool- Treasure. Belongs to dad's item pool.

**T. David's unlocks:**

All passive/ active items belong to Isaac's sinful music

* Mom's heart- Mutter (Passive): Grants stats up for every mom's items. Grant a higher chance to found mom's items and Dr. fetus and C section (If unlocked). Quality- 3. Item pool: Treasure.
* Isaac- Hypa Hypa (Active): Has a 10% chance to deploy a 4-quality item from the item pool, has 90% chance to deploy poop (The 0-quality item). Single use. Quality-2. Item pool: Treasure (Along with another item).
* Blue Baby- Holy wood (Active item): Grant a holy mantle for the room, the mantle won't continue to the next room. Quality- 3. Charges- 6. Item pool: Angel.
* Satan- Last Resort (Passive)- When Isaac got half a heart (Doesn't work on lost) either red black, soul or black he gets a permanent stat boost for every room he clears. Quality- 2. Item pool: Treasure, sacrifice, heart beggar.
* The lamb- Here to stay (Passive)- Standing in place creates a damaging creep, the longer Isaac stands the larger the creep radios become. Quality-2. Item pool: Treasure
* Mega Satan- Unlocks Stray hearts and burning hearts
* Boss Rush- Hysteria (Passive): When taking damage twice in a room Isaac gets double the damage for the rest of the room. Quality -2. Item pool: Devil, secret.
* Hush- Break stuff (Active): Destroy all the rocks in the room, open all doors and secret doors, does 100 damage to all enemies in the room. Charges- 5. Quality- 3. Item pool: Secret, devil.
* Hush and Boss rush- Soul of David (Rune): Teleport to the David's throne room, has a golden pickup and a black parade familiar that cost a heart
* Beast- Psychosocial (Passive)- The more enemies in the room- the higher the tear rate. Quality-4. Item pool: Treasure.
* Corpse- Diary of a madman (Active): Grant a stat change for the room, could be bad, could be good. Quality- 2. Charges-4. Item pools: Library, shop
* Ultra greedier- Engel (Passive)- Disabled Isaac's flight for the rest of the run (Except the beast fight or if it’s a flying character like Azazel or The lost or tainted lost), +5 luck, spectral tears, homing tears. Quality – 2. Item pool: Angel.
* Delerium- A little piece of heaven (Consume): Spawn an angel room item, cause 2 broken hearts.
* ALL hard mode- KoRn
* Nightmare-
* Neglect- Slaughter to Prevail (Passive): When killing an enemy, it gives more chances for an Angel room this floor (Even after devil deal). Quality- 2. Item pool: Devil

**Bat Kol unlocks:**

* Mom's Heart- Calm stone (Trinket): All the stones that shoots at Isaac are inactive
* Isaac- Soul Carrier (Passive)- When killing a monster, it has a chance to "transform" into a ghost orbit that dies when hit and does damage to the enemy who killed it. Quality-3. Item pool: Angel, Treasure
* Blue Baby- Soul Kitty
* Satan- Toxicity Spirit (Passive): Evil up. Familiar. Targets a random enemy and spawn a cloud of poison gas on it, target random enemies until everyone is dead. Consume black hearts and for each consumed he gets faster and the cloud gets bigger and more time, spawn a black heart when picked- up. Quality-3. Item pool: Devil
* The Lamb-
* Mega Satan-
* Boss Rush- Silent choir (Active)- Turns enemy tears into friendly ghosts. Item pool: Treasure. Quality: 2.
* Hush- Dybbuk (Passive): Familiar. Haunts (Haunted- Enemies gets scared and more vulnerable to attacks) enemy until they die. Quality-2. Item pool: Devil, Treasure.
* Beast-
* Corpse-
* U. Greed- Coin spirit (Trinket): Picking up a coin gives a 25% chance for a random friendly orbit ghost
* U. greedier-
* Delerium- Ghost orbits (Make Isaac's tears be like Bat Kol's)

**T. Bat Kol unlocks:**

* Mom's Heart-
* Isaac-
* Blue Baby-
* Satan-
* The Lamb-
* Mega Satan-
* Boss Rush-
* Hush-
* Beast-
* Corpse-
* U. Greed-
* U. greedier-
* Delerium-

**Elijah unlocks:**

* Mom's Heart- Rune bum: Gets runes/souls and drops an item (The item is quality 0-2).
* Isaac- Pastor bum: Takes soul hearts pickups, have a chance to drop an angel room item. After dropping it he becomes demonic and steals soul hearts, has a low chance to gives black hearts.
* Blue Baby- Goldsmith Begger: Costs 15 pennies, makes the held trinket(s) golden if available.
* Satan- Tarot bum: Gets tarot cards, chance to drop soul hearts.
* The Lamb- Red bum: Gets keys, has a chance to drop cracked keys.
* Mega Satan- Fixer: Spawns on Doctor's room or secret. Fixes one broken heart for 50 coins.
* Boss Rush- Pill bum: Gets pills, if the pill is positive, it will give Isaac a minor random stat boost. If the pill is negative, it will poison nearby enemies.
* Hush- Lost adventurer: With enough money (Works like regular beggar) he will wave a you and go away, sometimes will give a map related item. Isaac will find his corpse next floor.
* Beast- Familiars Begger: Has a chance to drop Familiars or familiar's related trinkets.
* Corpse- Unlocks Doctor's room
* U. Greed- Scammer bum (Passive): Gets coins, drops purchasable items (Like in the shop)
* U. greedier- Junk yard seller: Gives you a random quality 0 item for 10 cents.
* Delerium- Stealer bum (Gets all pickups Isaac needs and has a chance to give a minor stat boost)
* All hard mode- King Beggar: Spawns a machine or beggar. When getting more money he replaces the machine/ Beggar. When leaves: Drops golden pickup. When bombed: Drains Isaacs pennies.

**T. Elijah unlocks:**

* Mom's Heart- Fair bum: Takes the pickup Isaac has the most of and drops what Isaac has the least. Quality-1. Item pool: Treasure
* Isaac- God's coin (Passive): Drops a lucky penny. Every beggar has a 50% chance to drop an angel room item when leaving. Quality-3. Item pool: Angel
* Blue Baby- Khesed (Passive): When you donate to a beggar, has a small chance to gain a small stat boost. When leaves grant an eternal heart. Quality-2. Item pool: Angel
* Satan- Mammon's Folly (Passive): All beggars will be devil beggars. Isaac gets +1 damage when they leave. Quality-2. Item pool: Devil
* The Lamb- Lil' stealer (Active): Takes all of Isaac coins. Gives a damage up for the room. Quality-1. Item pool: Treasure.
* Mega Satan- Fiend Deal (Passive)- Spawn on the first room of every floor "Fiend Bum": When interacted he gives a special "Fiend" curse- Isaac dies on one hit and MUST clear all the map (Not including special rooms) without getting a single hit and on the next floor gives 2 Devil items to choose from and +2 black hearts. Item pool- Devil
* Boss Rush- Me'aser (Trinket): Increase beggars' chances. +2 luck.
* Hush-
* Beast-
* Corpse-
* U. Greed- Tattered sack (Trinket): Beggars gives double the rewards.
* U. greedier-
* Delerium-

**Sinful Characters:**

* Isaac (Sinner's heart)- More damage, start with 5 heart containers. Can only hold 4 items, all of which are devil deal items. Shops only sell trinkets and bombs. All devil deals costs 1 heart container. Only spawn red hearts. Active item: Sinner's heart- Deals a 2- heart damage for flight, spectral tears and massive damage against regular monsters for the floor.
* Maggie (Attempted murder)- Only spawn red hearts. Each enemy spawn a heart pickup that will disappear soon, like tainted keeper. Active item- Attempted murder- Grant a random non- red heart but costs a red heart, no effect on devil/ angel rooms.
* Cain (Murder)- Has a massive damage against regular enemies. Always has curse of the dark. Active item Murder- Cause all enemies to bleed.
* Judas (Betrayal)- Has a curse that prevent to gain health. Can only get familiars. Upon death sacrifice a familiar. Starts with massive damage to all enemies and bosses.
* Blue Baby (Sinner's control)- All the flies are friendly. Can only have 2 soul hearts at a time. Getting hit has a 50% chance to spawn a poop. Active item- Sinner's control: spawn a Sinner's poop that destroying it will grant a black heart or curse of the dark. Getting hit removes a charge.
* Eve (Temptation)- Getting an item drops a heart container. Getting a pickup makes Eve take damage. Active item- Temptation call- Will spawn an item from the item pool, using this item cause the character to lose all the red hearts but one (If the character cannot gain red heart drops it to one soul heart), picking the item has the same effect. Starts with White snake familiar.
* Samson (Wrath)- Massive damage to all champion enemies. Active item- Wrath's fury: Double damage the reminder of the room, takes double damage from enemies.
* Azazel (Evil mind)- Has only 2 black hearts, cannot gain more, devil deals are free. Evil mind (passive)- Gain more damage but less fire rate for each item that are: corrupted (Evil up), devil deal items or mom/ dad items. Cannot gain flight.
* Lazarus (Death cheater)- Zombie character. Has only two yuck heart. Active item- Death cheater: Gain an extra life. Revive the character with two yuck heart and can't get any other heart. 12 charges, only obtainable by batteries.
* Eden (Uncertainty)- All the items are glitched.
* Lilith (Deception)- Starts with Incubus, all the item pools items are Incubus. Getting hit kills the familiar.
* Keeper (Sinner's will)- Starts with 4 heart containers. Only a nickel can restore the health, more chance to get nickels from poop. Has a quad shot but high tear rate. Massive damage against any enemy that takes money.
* Apollyon (Destruction)- Active item- Destruction's void: Consume all the pick-ups in the room and creates a locust from with unique properties, will destroy each rock or obstacle as well.
* Bethany (faith- doubt)- Starts off strong, getting items and pickups decrease random stats also gain a random temporary stat down when get hit. Getting a devil deal will gain a stat boost.
* Jacob (Lie and Truth)- Two active items- Both with 6 charges, using one drains the second as well. Truth: Gain one heart but lower damage. Lie- Lose a full heart damage but gain a damage boost for the floor.
* Lost (Sinner's soul)- Cannot gain a holy mantle in any way. All the items are quality 3-4. Active item: Sinner's soul- cause the lost to be invincible for 10 seconds and increase damage and tears. After that gets a temporary stat down for the remainder of the floor. All other character loses a red/ other heart when used.
* Forgotten (Sinner's mind)- Cannot attack, all the rooms are timed by their size, can only flee until the times up. All items are for defense uses only. Special rooms are without any obstacles.
* David (Power abuse)- Steals enemies' ability to fire projectiles for 10 seconds. Massive damage against End- game bosses.

**S. David unlocks:**

* Isaac and Blue baby- charming heart (Sinful card): Makes all the enemies in the room charmed for 5 seconds. Massive damage against charmed enemies.
* Satan and the lamb- Grandma's ashes (Passive)- Grants fire immunity. Quality- 2. Item pool: shop, Treasure. Belongs to dad's items.
* Mega Satan-
* Boss Rush and Hush-
* Beast- Power Abuse (Active): Steals the ability of enemies to fire projectiles for 6 seconds. 3 charges. Quality- 3. Item pool: Treasure, devil
* Corpse- Reflection (consumable)- Double all stats for the room
* Ultra greedier- Dad's lotto ticket (Consumable): Spawn a nickel or a dime.
* Delerium- Unlocks Sinful Begger's massive damage to End-Game bosses
* ALL hard mode- Unlocks Blessing
* Nightmare-
* Vengeance-
* Neglect-