Snowflake - Reduces health but increases damage

Kaiju missile - Releases a missile that can split into 3(+1 per stack) to damage up to 3(+1 per stack) enemies

Ice baby - Chance on hit to freeze an enemy

Cargo pants - Can hold an extra charge of your second ability

Ball of RGB - increases all stats by 10%

Pacemaker - increases rate of health regen

<NAME> - Chance on kill to create a void field in which it brings 3(+3 per stack) enemies around it into a small ball, damaging them for 50% of their health

Comfy underpants - Makes you more comfortable, increasing movement speed

Lighter fluid - chance on hit to apply burn to enemy and nearby enemies

Skunk sack - chance on being hit to leave behind a cloud of poison, applying poison to all enemies that walked thru that cloud for 5 seconds

(Elemental necklace - Have rings of each element surrounding you, damaging each enemy you pass through and applying slow for earth, burn for fire, freeze for water and stun for air)

Leprechaun Boots - Increases chance of on hit items to happen

Combustion Eye - Third eye on forehead which makes all your attacks cause explosions

Quill shell - Chance on being hit to explode in a fan of quills, damaging all enemies hit by them

Scrungling gabungus - when standing still, creates a shield around you, blocking all projectiles but not enemies from entering

Lasershow - on interacting with anything, chance to drap a trap of lasers, attracting nearby enemies and exploding

Mirror glasses - ugliness of monsters is shocking to them, so when they first enter a radius around player they get stunned

Octo-Buddy - chance of projectiles aimed at you to be redirected to the thrower

<Enchanted> blowgun - attacks have a chance of applying any on hit stackable effect, eg burn, poison, etc

Thicc roots - more resistant to knockback

Masamune - katana which has a chsnce on hit to apply bleed

Ragnarok - chance on hit to spawn falling meteor upon target, burning nearby enemies and exploding in massive damage

Pulsing Antenna - reduced cooldown of skills

Banshee cloak - when below 30%(+5% per stack) health, 25% chance of turning invisible for 5 seconds

Infused Gauntlets - increases attack speed

Titanium Exoskeleton - increases jump height

Midas' toes - chance when walking to spawn gold in front of you

Bad mojo - when an enemy has more than 3 debuffs applied to it, you have a chance to apply curse on each hit, and the enemy takes extra damage

I.R.O.H Tea - gain extra max health per kill, up to 100(+100 per stack)

Fargo's Fang - chance to apply poison on hit

(Andu the Titan's core - gain +500 max health, and every point of health you heal above your max health gets added to a minion, which grows in size and damage the more health it receives --- COULD BE VERY OP BUT VERY COOL)

Mama's soup - warm and fresh, gives you +5(+5 per stack) of armor due to veggies and stuff

Golden carrots - improve eyesight, gain 15%(+15% per stack) of crit chance

Deathworm bait - chance on kill to drop a deathworm bait object, on which will spawn a deathworm out of the ground straight in the air, and will damage enemies on that point when it goes up and when it goes down

He-Balloon - increases jump height

Swarm host - surrounds yourself with a swarm of predatory insects, attacking all enemies in a very close range to you

Steel-toed socks - gives +10(+10 per stack) armor

Willbender - small chance on kill to spawn a mini form of the enemy just killed to fight alongside you. Each mini-ghost gives you 5% increased attack speed and movement speed

Meteorite hammer- chance on hit to apply armor-reducing debuff on enemy

Flame grasp - when an attack hits for over 500% damage, it triggers a flaming whirlwind around the enemy, damaging it and nearby enemies and also causing burn

Glacier grasp - when an attack hits for over 400% damage, it creates a large area of ice on the floor when enemies are frozen and have all armor reduced to 0 for a few seconds

Timeless Chronoglass- applies slow to enemies on hit

Pentagram - small chance on hit to apply HELLBOUND debuff. If an enemy reaches 10 stacks, it is automatically executed by a demon coming and bringing the monster to hell

Rally point- chance on kill to create an area in which you have increased attack speed

Crazed Hooks of Cain - chance on hit to pull enemies towards you

Winged Stilettod - gain 1 extra jump(+1 per stack)

Voodoo compass - gain extra damage for enemies further away( damage increases based off of distance to enemy)

Stone of Aiur - chance on hit to gain a temporary barrier that will block debuffs for 3s(+2 per stack)

Electrostatic Discharge Stick - chance on kill to do lightning damage to all enemies around the enemy which just died

Electrified zipper - chance to bring closest enemy to the enemy hit next to the enemy hit

Charcoal moisturiser- chance to avoid getting burned

Lapis of leeching - leeches enemy's health per hit

Duplicity - chance on kill to spawn a ghost of yourself as a decoy (+1 max ghost per stack)

Laxative - random involuntary jumps

Trampoline - makes projs more bouncy