



## Binding of Isaac: Rebirth Project

**About this dataset:** The Binding of Isaac: Rebirth is an indie roguelike video game designed by Edmund McMillen and developed and published by Nicalis.

Similar to the original Binding of Isaac, the plot is based on the biblical story of the same name and was inspired by McMillen's religious upbringing. The player controls the eponymous Isaac, a young boy whose mother, convinced that she is doing God's work, strips him of everything and locks him in his room. When Isaac's mother is about to sacrifice him, he escapes to the basement and fights through random, roguelike dungeons. The player defeats monsters, using Isaac's tears as projectiles, and collects items which modify his appearance, attributes, and abilities, potentially creating powerful combinations.

Three expansions have been released. Afterbirth and Afterbirth+, in October 2015 and January 2017, respectively, with more game content and gameplay modes; Afterbirth+ also added support for user-created content. The third and final expansion, Repentance, was released in March 2021.

### Tasks:

The purpose of this project is to focus on gathering the data through websites and cleaning up the data before analyzing it.

1. Use [this website](#) and scrape the information to get data about all the items used in Binding of Isaac: Rebirth, Afterbirth, Afterbirth+, and the Repentance expansion packs.
2. Create a [.csv](#) file using the scraped data.
3. Tidy the Dataframe to easier to read and break down the Dataframe if sections need to be extracted.
4. Analyze all the data gathered and make possible predictions.

### BeautifulSoup Web Scraping:

Because there isn't any datasets for Binding of Isaac, I had to use BeautifulSoup to Web Scrape data and create my own [.csv](#) file.<sup>1</sup>

In [184]..

```
import requests
from bs4 import BeautifulSoup

webpage_response = requests.get('https://platinumgod.co.uk/all-items')
webpage = webpage_response.content
soup = BeautifulSoup(webpage, 'html.parser')

print(soup)

<!DOCTYPE html>
<html class="dark" id="ht">
<head>
<title>Every Item in The Binding of Isaac: Repentance - Isaac Cheat Sheet - Platinum God</title>
<meta content="Binding of Isaac: Repentance Cheat Sheet wiki. Hover over any item to see detailed and accurate descriptions taken directly from the game's source code." name="description"/>
<meta content="width=device-width, initial-scale=1.0, maximum-scale=1.0, user-scalable=no" name="viewport">
<link href="assets/main.css?v=202111231422" rel="stylesheet" type="text/css"/>
<link href="images/favicon.ico" rel="shortcut icon" type="image/x-icon"/>
<link href="https://fonts.googleapis.com/css?family=Open+Sans:300,400" rel="stylesheet" type="text/css"/>
<link href="https://maxcdn.bootstrapcdn.com/font-awesome/4.5.0/css/font-awesome.min.css" rel="stylesheet"/>
<script>
(function(i,s,o,g,r,a,m){i['GoogleAnalyticsObject']=r;i[r]=i[r]||function(){
(i[r].q=i[r].q||[]).push(arguments)},i[r].l=1*new Date();a=s.createElement(o),
m=s.getElementsByTagName('tagName')[0];a.async=1;a.src=g;m.parentNode.insertBefore(a,m)
})(window,document,'script','//www.google-analytics.com/analytics.js','ga');

ga('create', 'UA-42133651-1', 'auto');
ga('send', 'pageview');

</script>
<script src="//cdn.thisiswaldo.com/static/js/4191.js" type="text/javascript"></script>
</meta></head>
<body>
<div class="overlay" id="darkback"></div>
<header>
<div class="container">
<div class="swapper">
<a aria-expanded="false" aria-haspopup="true" class="navbar-swapper pull-left" data-toggle="dropdown" href="#" role="button">
![Gungeon God](images/pg-icon.png)
<li>
<a class="full-w" href="http://platinumgod.co.uk/" style="color:#9BCD35;">
![Gungeon God](images/pg-icon.png)
          Binding of Isaac
        </img></a>
      
          Enter the Gungeon
        </a>
</li>
</ul>
</div>
</div>
<div class="mobile-nav">☰</div>
<div class="mobile-nav-containner">
<a class="nav-item" href="http://platinumgod.co.uk">Home</a>
<a class="nav-item active" href="all-items">All Items</a>
<a class="nav-item nav-dd">Original</a>
<ul class="main-nav-list">
<li><a class="nav-item" href="original">Items</a></li>
<li><a class="nav-item" href="synergies">Synergies</a></li>
<li><a class="nav-item" href="calculator">Calculator</a></li>
</ul>
<a class="nav-item nav-dd">Rebirth</a>
<ul class="rebirth-nav-list">
<li><a class="nav-item" href="rebirth">Items</a></li>
<li><a class="nav-item" href="rebirth-info">Info</a></li>
<li><a class="nav-item" href="rebirth-seeds">Seeds</a></li>
<li><a class="nav-item" href="babies">Babies</a></li>
</ul>
</div>
```

```

</ul>
<a class="nav-item nav-dd">Afterbirth</a>
<ul class="afterbirth-nav-list">
<li><a class="nav-item" href="#">Afterbirth Items</a></li>
<li><a class="nav-item" href="#">Afterbirth-Synergies</a></li>
<li><a class="nav-item" href="#">Afterbirth-Info</a></li>
<li><a class="nav-item" href="#">Afterbirth-Seeds</a></li>
</ul>
<a class="nav-item nav-dd">Afterbirth+</a>
<ul class="afterbirthplus-nav-list">
<li><a class="nav-item" href="#">Afterbirth-Plus Items</a></li>
<li><a class="nav-item" href="#">Afterbirth-Synergies</a></li>
<li><a class="nav-item" href="#">Afterbirth-Plus-Info</a></li>
</ul>
<a class="nav-item" href="#">Antibirth</a>
<a class="nav-item nav-dd">Mechanics</a>
<ul class="mechanics-nav-list">
<li><a class="nav-item" href="#">Devil Room</a></li>
<li><a class="nav-item" href="#">Angel Room</a></li>
<li><a class="nav-item" href="#">Really Close</a> href="transformations">Transformations</a></li>
<li><a class="nav-item" href="#">Sacrifice Rooms</a></li>
<li><a class="nav-item" href="#">Tarot Cloth</a></li>
<li><a class="nav-item" href="#">Bag of Crafting/index.html" target="_blank">Bag of Crafting</a></li>
</ul>
<a class="nav-item" href="#">Repentance" onclick="ga('send', 'event', 'Repentance', 'click', 'NavMobile');">Repentance</a>
</div>
<div class="navigation">
<a class="nav-item nav-dd" href="#">Home</a>
<ul class="home-nav-list">
<li><a class="nav-item" href="#">Grouped</a></li>
<li><a class="nav-item active" href="#">All Items</a></li>
</ul>
<a class="nav-item nav-dd">Original</a>
<ul class="main-nav-list">
<li><a class="nav-item" href="#">Original Items</a></li>
<li><a class="nav-item" href="#">Synergies</a></li>
<li><a class="nav-item" href="#">Calculator</a></li>
</ul>
<a class="nav-item nav-dd">Rebirth</a>
<ul class="rebirth-nav-list">
<li><a class="nav-item" href="#">Rebirth Items</a></li>
<li><a class="nav-item" href="#">Rebirth-Info</a></li>
<li><a class="nav-item" href="#">Rebirth-Seeds</a></li>
<li><a class="nav-item" href="#">Babies</a></li>
</ul>
<a class="nav-item nav-dd">Afterbirth</a>
<ul class="afterbirth-nav-list">
<li><a class="nav-item" href="#">Afterbirth Items</a></li>
<li><a class="nav-item" href="#">Afterbirth-Synergies</a></li>
<li><a class="nav-item" href="#">Afterbirth-Info</a></li>
<li><a class="nav-item" href="#">Afterbirth-Seeds</a></li>
</ul>
<a class="nav-item" href="#">Afterbirth+</a>
<ul class="afterbirthplus-nav-list">
<li><a class="nav-item" href="#">Afterbirth-Plus Items</a></li>
<li><a class="nav-item" href="#">Afterbirth-Synergies</a></li>
<li><a class="nav-item" href="#">Afterbirth-Plus-Info</a></li>
</ul>
<a class="nav-item" href="#">Antibirth</a>
<a class="nav-item nav-dd">Mechanics</a>
<ul class="mechanics-nav-list">
<li><a class="nav-item" href="#">Devil Room</a></li>
<li><a class="nav-item" href="#">Angel Room</a></li>
<li><a class="nav-item" href="#">Transformations</a></li>
<li><a class="nav-item" href="#">Sacrifice Rooms</a></li>
<li><a class="nav-item" href="#">Tarot Cloth</a></li>
<li><a class="nav-item" href="#">Bag of Crafting/index.html" target="_blank">Bag of Crafting</a></li>
</ul>
<a class="nav-item" href="#">Repentance" onclick="ga('send', 'event', 'Repentance', 'click', 'NavDesktop');">Repentance</a>
</div>
<div class="search">
<form action="#">
<input autocomplete="off" autofocus="" class="search-input" placeholder="Search for anything!" type="text"/>
</form>
<div class="option-expander"></div>
<div class="option-container">
<!-- .kul class="options-show">
<ul class="options-show">
<li class="">><h2>Show:</h2></li>
<label class="">><input type="checkbox" name="section_items" id="item-check" checked></label>
<label class="">><input type="checkbox" name="section_trink" id="trinket-check" checked></label>
<label class="">><input type="checkbox" name="section_cards" id="card-check" checked></label>
<li class="">><h3>Night Mode:</h3></li>
<label><input type="radio" name="night" id="night-on" checked onclick="sc('night','on',360)"></label>
<label><input type="radio" name="night" id="night-off" onclick="sc('night','off',360)"></label>
</ul> -->
<ul class="options-show">
<li class="">><h3>Sort:</h3></li>
<label id="iid-label" item ID="div class="itemid-hoverdiv" style="display:none">The same order as the in-game collection page</div><input checked="" id="itemid" name="sort" onclick="sc('sort','id',360)" type="radio"></label>
<label class="">><input checked="" id="last-item" type="radio" name="sort" onclick="sc('sort','co',360)" type="radio"/></label>
<li class="">><h3>Filter Style:</h3></li>
<label><input checked="" id="remove" type="radio" name="filter" onclick="sc('filter','r',60)" type="radio"/></label>
<label><input checked="" id="fade" type="radio" name="filter" onclick="sc('filter','f',60)" type="radio"/></label>
</ul>
<ul class="options-show">
<li class="">><h3>Icon Size:</h3></li>
<label><input id="small" type="radio" name="size" onclick="sc('size','s',360)" type="radio"/></label>
<label><input checked="" id="medium" type="radio" name="size" onclick="sc('size','m',360)" type="radio"/></label>
<li class="">><h3>Icon Spacing:</h3></li>
<label><input checked="" id="closer" type="radio" name="spacing" onclick="sc('spacing','c',360)" type="radio"/></label>
<label><input checked="" id="spaced" type="radio" name="spacing" onclick="sc('spacing','s',360)" type="radio"/></label>
</ul>
</div>
</div>
</div>
</header>
<div class="main">
<span class="nm-3">
<div class="margin-auto" id="waldo-tag-4194"></div>
</span>
<div class="allitems">
<h2>Rebirth Items (341)</h2>
<li class="textbox" data-cid="352" data-sid="1" data-tid="160">
<a>
<div class="item reb-item-new re-item001" onclick="">></div>
<span>
<p class="item-title">The Sad Onion</p>
<p class="r-itemid" itemID: 1/>
<p class="pickup">Tears up</p>
<p class="quality">Quality: 3</p>
<p>+0.7 Tears Up</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Item Room</p>
</ul>
<span>
<p class="tags"> item room, treasure room, item room pool, green, cry, plant</p>
</span>
</a>
</li>
<li class="textbox" data-cid="12" data-sid="2" data-tid="87">
<a>
<div class="item reb-item-new re-item002" onclick="">></div>
<span>
<p class="item-title">The Inner Eye</p>
<p class="r-itemid" itemID: 2/>
<p class="pickup">Triple shot</p>
<p class="quality">Quality: 2</p>
<p>Tears now shoot three at a time (Triple Shot)</p>
<p>Tears Down significantly</p>
<p><strong class="pri">REPENTANCE</strong> - The Inner Eye now causes less of a decrease in rate of fire than previously, and now has a tighter spread.</p>
<ul>

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<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, round, circle, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="597" data-sid="3" data-tid="174">

<a>

<div class="item reb-item-new re-item003" onclick=""></div>

<span>

<p class="item-title">Spoon Bender</p>

<p class="r-itemid">ItemID: 3</p>

<p class="pickup">"Homing shots"</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac's tears a homing effect</p>

<p><strong class="pri">REPENTANCE</strong> - Homing tears now target enemies much more reliably</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, grey, gray, bent</p>

</span>

</a>

</li>

<li class="textbox" data-cid="518" data-sid="4" data-tid="46">

<a>

<div class="item reb-item-new re-item004" onclick=""></div>

<span>

<p class="item-title">Cricket's Head</p>

<p class="r-itemid">ItemID: 4</p>

<p class="pickup">"DMG up"</p>

<p class="quality">Quality: 4</p>

<p>+0.5 Damage Up</p>

<p>x1.5 times Damage Multiplier (Does not stack with the Magic Mushroom multiplier)</p>

<p>Can be found in golden chests</p>

<p>Cricket's Head used to be known as Max's Head in the original game and was renamed for Rebirth</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* crickets head, cricket head, item room, treasure room, item room pool, golden chest pool, gold chest pool, cat, dead, brown, pink</p>

</span>

</a>

</li>

<li class="textbox" data-cid="58" data-sid="5" data-tid="132">

<a>

<div class="item reb-item-new re-item005" onclick=""></div>

<span>

<p class="item-title">My Reflection</p>

<p class="r-itemid">ItemID: 5</p>

<p class="pickup">"Boomerang tears"</p>

<p class="quality">Quality: 0</p>

<p>Gives tears a boomerang effect</p>

<p>+5.4 Range Up</p>

<p>+0.6 Shot Speed Up</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, broken, mirror, cracked, grey, gray, silver</p>

</span>

</a>

</li>

<li class="textbox" data-cid="307" data-sid="6" data-tid="133">

<a>

<div class="item reb-item-new re-item006" onclick=""></div>

<span>

<p class="item-title">Number One</p>

<p class="r-itemid">ItemID: 6</p>

<p class="pickup">"Tears up"</p>

<p class="quality">Quality: 2</p>

<p>Gives you a very high tear rate in exchange for a big range down</p>

<p>+1.5 Tears Up</p>

<p>-2.5 Range Down</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, mm sweet lemonade, urine, yellow, tear, drop</p>

</span>

</a>

</li>

<li class="textbox" data-cid="536" data-sid="7" data-tid="16">

<a>

<div class="item reb-item-new re-item007" onclick=""></div>

<span>

<p class="item-title">Blood of the Martyr</p>

<p class="r-itemid">ItemID: 7</p>

<p class="pickup">"DMG up"</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up</p>

<p>x1.5 times Damage Multiplier if you also have Book of Belial (Does not stack with Magic Mushroom or Cricket's Head multipliers)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, crown, thorns, brown, hat</p>

</span>

</a>

</li>

<li class="textbox" data-cid="402" data-sid="8" data-tid="31">

<a>

<div class="item reb-item-new re-item008" onclick=""></div>

<span>

<p class="item-title">Brother Bobby</p>

<p class="r-itemid">ItemID: 8</p>

<p class="pickup">"Friends 'till the end"</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac and shoots normal tears which do 3.5 damage</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Brother Bobby now has an increased rate of fire</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, devil pool, devil room pool, devil deal, purple, blue, dead, baby</p>

</span>

</a>

</li>

<li class="textbox" data-cid="696" data-sid="9" data-tid="164">

<a>

<div class="item reb-item-new re-item009" onclick=""></div>

<span>

<p class="item-title">\$Katole</p>

<p class="r-itemid">ItemID: 9</p>

<p class="pickup">"Fly love"</p>

<p class="quality">Quality: 0</p>

<p>A lot of fly enemies are no longer aggressive towards Isaac</p>

<p>Attack Fly, Dart Fly, Eternal Fly, and Ring Fly are transformed into a neutral black fly</p>

<p>Boom Fly, Red Boom Fly, Drowned Boom Fly move slower, but still deal contact damage</p>

<p>Moter, Level 2 Fly, Full Fly, Pooter, and Super Pooter move slower and deal no contact damage</p>

<p>Can only be obtained from the shell game in the arcade</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation.</p>

<p><strong class="pri">REPENTANCE</strong> - Skatole now prevents damage from eternal flies and Hush flies.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None (Arcade shell game only)</p>

</ul>

<p class="tags">\* arcade, skull game, black, heart, pink, love</p>

</span>  
</a>  
</li>- <a>

<span>

Halo of Flies

ItemID: 10

Projectile protection

Quality: 2</p>

Gives Isaac 2 orbital flies which block enemy shots

Picking up this item as well as 2 other fly-type items will allow you to transform into Lord of the Flies

Counts as 1 of 3 fly items needed towards the Beelzebub transformation

- Type: Passive, Orbital
- Item Pool: Item Room, Key Beggar

</span>

\* item room, treasure room, item room pool, key master pool, key beggar pool, key judgement pool, two, flies, black
- <a>

<span>

1UP

ItemID: 11

Extra life

Quality: 2</p>

Gives the player an extra life

When revived, the green mushroom that follows Isaac will disappear and he will respawn with the same amount of red heart containers at full health

Resurrection takes place before all other items which give you an extra life

- Type: Passive
- Item Pool: Secret Room

</span>

\* secret room pool, mario, green mushroom, extra life, spots, spotted
- <a>

<span>

Magic Mushroom

ItemID: 12

All stats up!

Quality: 4</p>

+1 HP Up

+0.3 Damage Up

x1.5 times Damage Multiplier (Does not stack with the multipliers from Cricket's Head / Blood of The Martyr + Book of Belial)

+1.5 Range Up

+0.3 Speed Up

Increases the size of your player sprite, but doesn't increase the hitbox

Fully restores all red heart containers

Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation

Counts as 1 of 3 size-increasing items needed towards the Stompy transformation

- Type: Passive
- Item Pool: Item Room, Mushrooms

</span>

\* boss room pool, boss room item, item room, treasure room, item room pool, red, spots, spotted, amanita muscaria
- <a>

<span>

The Virus

ItemID: 13

Poison touch

Quality: 2</p>

Enemies touching you take 12 damage, then a poison effect is applied for 6-7 ticks, dealing damage equal to the amount of red hearts you have (up to 30.8 at 12 full red hearts)

+0.2 Speed Up

Has a chance to drop from the Lust miniboss fight

Counts as 1 of 3 syringe items needed towards the Spun transformation

**REPENTANCE** - +0.2 Speed Up (Used to be -0.1 Speed before Repentance). No longer drops black hearts like it used to. Damage scales with total heart containers

- Type: Passive
- Item Pool: Item Room, Demon Beggar, Lust Miniboss

</span>

\* demon beggar pool, demon judgement pool, devil beggar pool, item room, treasure room, item room pool, syringe, needle, injection, the lost item pool, red
- <a>

<span>

Roid Rage

ItemID: 14

Speed and range up

Quality: 2</p>

+0.3 Speed Up

+1.5 Range Up

+0.5 Shot Height

Counts as 1 of 3 syringe items needed towards the Spun transformation

- Type: Passive
- Item Pool: Item Room, Boss Room, Demon Beggar

</span>

\* demon beggar pool, demon judgement pool, devil beggar pool, boss room pool, boss room item, item room, treasure room, item room pool, syringe, needle, injection, green
- <a>

<span>

&lt;3;

ItemID: 15

HP up

Quality: 2</p>

+1 HP Up

Fully restores all red heart containers

Has a chance to drop from the Gluttony miniboss fight

- Type: Passive
- Item Pool: Item Room, Gluttony Miniboss

</span>

\* boss room pool, boss room item, item room, treasure room, item room pool, red heart, ballchinnian, ball sack, full heal, gluttony, the lost item pool
- <a>

<span>

Raw Liver

ItemID: 16

HP up

Quality: 2</p>

+2 Health Up

Full red heart heal

- Type: Passive
- Item Pool: Secret Room

</span>

\* secret room pool, the lost item pool, brown, poop, turd

</span>  
</a>  
</li>  
<li class="textbox" data-cid="601" data-sid="17" data-tid="165">  
<a>  
<div class="item reb-item-new re-item017" onclick=""></div>  
<span>  
<p class="item-title">Skeleton Key</p>  
<p class="r-itemid">ItemID: 17</p>  
<p class="pickup">99 keys</p>  
<p class="quality">Quality: 3</p>  
<p>Gives Isaac 99 Keys</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Secret Room</p>  
</ul>  
<p class="tags">\* secret room pool, silver, grey, gray, skull</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="336" data-sid="18" data-tid="64">  
<a>  
<div class="item reb-item-new re-item018" onclick=""></div>  
<span>  
<p class="item-title">A Dollar</p>  
<p class="r-itemid">ItemID: 18</p>  
<p class="pickup">\$\$\$</p>  
<p class="quality">Quality: 3</p>  
<p>Gives Isaac 100 coins</p>  
<p>Can drop from an exploding slot machine while playing it</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: None (Arcade machine only)</p>  
</ul>  
<p class="tags">\* slot machine, arcade machine, money, bill, cash, green</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="614" data-sid="19" data-tid="27">  
<a>  
<div class="item reb-item-new re-item019" onclick=""></div>  
<span>  
<p class="item-title">Boom!</p>  
<p class="r-itemid">ItemID: 19</p>  
<p class="pickup">10 bombs</p>  
<p class="quality">Quality: 0</p>  
<p>+10 Bombs</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* boss rush pool, boss rush room, item room, treasure room, item room pool, grey, gray, x10</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="525" data-sid="20" data-tid="186">  
<a>  
<div class="item reb-item-new re-item020" onclick=""></div>  
<span>  
<p class="item-title">Transcendence</p>  
<p class="r-itemid">ItemID: 20</p>  
<p class="pickup">We all float down here...</p>  
<p class="quality">Quality: 3</p>  
<p>Gives Isaac the ability to fly</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's Heart 3 times</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Secret Room</p>  
</ul>  
<p class="tags">\* secret room pool, the lost item pool, brown, noose, hang</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="198" data-sid="21" data-tid="44">  
<a>  
<div class="item reb-item-new re-item021" onclick=""></div>  
<span>  
<p class="item-title">The Compass</p>  
<p class="r-itemid">ItemID: 21</p>  
<p class="pickup">The end is near</p>  
<p class="quality">Quality: 2</p>  
<p>Shows most icons on the map (Shops, Item Rooms, Boss Rooms etc.)</p>  
<p>Does not show the layout of the map</p>  
<p>Doesn't show the location of Secret or Super Secret rooms</p>  
<p>Room icons will not show if a Curse of the Lost is in effect on the current floor</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop, Beggar</p>  
</ul>  
<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, shop room pool, shop item pool, pink, red</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="551" data-sid="22" data-tid="105">  
<a>  
<div class="item reb-item-new re-item022" onclick=""></div>  
<span>  
<p class="item-title">Lunch</p>  
<p class="r-itemid">ItemID: 22</p>  
<p class="pickup">HP up</p>  
<p class="quality">Quality: 1</p>  
<p>+1 HP Up</p>  
<p>Heals one red heart container when picked up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Challenge Room, Beggar</p>  
</ul>  
<p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, the lost item pool, brown, b  
owl, grey, gray, poop, fly</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="478" data-sid="23" data-tid="61">  
<a>  
<div class="item reb-item-new re-item023" onclick=""></div>  
<span>  
<p class="item-title">Dinner</p>  
<p class="r-itemid">ItemID: 23</p>  
<p class="pickup">HP up</p>  
<p class="quality">Quality: 1</p>  
<p>+1 HP Up</p>  
<p>Heals one red heart container when picked up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Beggar, Challenge Room</p>  
</ul>  
<p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, the lost item pool, dog, ca  
n, tin, brown</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="528" data-sid="24" data-tid="60">  
<a>  
<div class="item reb-item-new re-item024" onclick=""></div>  
<span>  
<p class="item-title">Dessert</p>  
<p class="r-itemid">ItemID: 24</p>  
<p class="pickup">HP up</p>  
<p class="quality">Quality: 1</p>  
<p>+1 HP Up</p>  
<p>Heals one red heart container when picked up</p>

<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Beggar, Challenge Room</p>  
</ul>  
<p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, the lost item pool, dog, bro  
wn, sack, bag, fly</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="71" data-sid="25" data-tid="29">  
<a>  
<div class="item reb-item-new re-item@25" onclick=""></div>  
<span>  
<p class="item-title">BreakFast</p>  
<p class="r-itemid">ItemID: 25</p>  
<p class="pickup">"HP up"</p>  
<p class="quality">Quality: 1</p>  
<p>+1 HP Up</p>  
<p>Heals one red heart container when picked up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Challenge Room, Beggar</p>  
</ul>  
<p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, the lost item pool, carton, fly, flies, milk</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="519" data-sid="26" data-tid="156">  
<a>  
<div class="item reb-item-new re-item@26" onclick=""></div>  
<span>  
<p class="item-title">Rotten Meat</p>  
<p class="r-itemid">ItemID: 26</p>  
<p class="pickup">"HP up"</p>  
<p class="quality">Quality: 1</p>  
<p>+1 HP Up</p>  
<p>Heals one red heart container when picked up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Beggar, Challenge Room</p>  
</ul>  
<p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, the lost item pool, green, b  
one, lump, yellow</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="512" data-sid="27" data-tid="192">  
<a>  
<div class="item reb-item-new re-item@27" onclick=""></div>  
<span>  
<p class="item-title">Wooden Spoon</p>  
<p class="r-itemid">ItemID: 27</p>  
<p class="pickup">"Speed up"</p>  
<p class="quality">Quality: 1</p>  
<p>+0.3 Speed Up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room</p>  
</ul>  
<p class="tags">\* boss room pool, boss room item, brown</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="527" data-sid="28" data-tid="10">  
<a>  
<div class="item reb-item-new re-item@28" onclick=""></div>  
<span>  
<p class="item-title">The Belt</p>  
<p class="r-itemid">ItemID: 28</p>  
<p class="pickup">"Speed up"</p>  
<p class="quality">Quality: 1</p>  
<p>+0.3 Speed Up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Gold/Stone Chest</p>  
</ul>  
<p class="tags">\* boss room pool, boss room item, brown, leather, bag, sack, golden chest pool, gold chest pool,</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="202" data-sid="29" data-tid="126">  
<a>  
<div class="item reb-item-new re-item@29" onclick=""></div>  
<span>  
<p class="item-title">Mom's Underwear</p>  
<p class="r-itemid">ItemID: 29</p>  
<p class="pickup">"Range Up"</p>  
<p class="quality">Quality: 1</p>  
<p>+1.5 Range Up</p>  
<p>Given 3 blue attack flies when picked up</p>  
<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Challenge Room, Gold/Stone Chest</p>  
</ul>  
<p class="tags">\* dungeon room, blood challenge room, arena pool, boss room pool, boss room item, panties,  
pants, under wear, pink, knickers, moms underwear, mom underwear</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="126" data-sid="30" data-tid="120">  
<a>  
<div class="item reb-item-new re-item@30" onclick=""></div>  
<span>  
<p class="item-title">Mom's Heels</p>  
<p class="r-itemid">ItemID: 30</p>  
<p class="pickup">"Range up"</p>  
<p class="quality">Quality: 1</p>  
<p>+1.5 Range Up</p>  
<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>  
<p><strong class="pri">REPENTANCE</strong> - Touching enemies deals 12 damage to them</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Challenge Room</p>  
</ul>  
<p class="tags">\* dungeon room, blood challenge room, arena pool, boss room pool, boss room item, red, high, shoe, moms heels, mom heels</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="113" data-sid="31" data-tid="123">  
<a>  
<div class="item reb-item-new re-item@31" onclick=""></div>  
<span>  
<p class="item-title">Mom's Lipstick</p>  
<p class="r-itemid">ItemID: 31</p>  
<p class="pickup">"Range up"</p>  
<p class="quality">Quality: 1</p>  
<p>+2.25 Range Up</p>  
<p>Drops a random heart on the floor when picked up</p>  
<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Challenge Room</p>  
</ul>  
<p class="tags">\* moms lipstick, mom lipstick, dungeon room, blood challenge room, arena pool, boss room pool, boss room item, red, grey, gray</p>  
</span>  
</a>

<div class="item reb-item-new re-item@32" onclick=""></div>

<span>

<p class="item-title">Wire Coat Hanger</p>

<p class="r-itemid">ItemID: 32</p>

<p class="pickup">Tears up</p>

<p class="quality">Quality: 3</p>

<p>+0.7 Tears Up</p>

<p>UNLOCK: Unlock this item by beating Mom's Heart 4 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\* boss room pool, boss room item, black</p>

</span>

</a>

</li>

<li class="textbox" data-cid="479" data-sid="33" data-tid="12">

<a>

<div class="item reb-item-new re-item@33" onclick=""></div>

<span>

<p class="item-title">The Bible</p>

<p class="r-itemid">ItemID: 33</p>

<p class="pickup">Temporary flight</p>

<p class="quality">Quality: 1</p>

<p>Gives Isaac angel wings for the current room, allowing him to fly</p>

<p>Instantly kills the Mom's Foot, Mom's Heart and It Lives boss fights</p>

<p>If used during the Satan fight, The Bible will instantly kill Isaac</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Reduced to 4 room recharge time</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Shop, Library, Angel Room</p>

</ul>

<p class="tags">\* library pool, library room, book room pool, angel room pool, god room pool, angel room item, shop room pool, shop item pool, cross, brown</p>

</span>

</a>

</li>

<li class="textbox" data-cid="656" data-sid="34" data-tid="23">

<a>

<div class="item reb-item-new re-item@34" onclick=""></div>

<span>

<p class="item-title">The Book of Belial</p>

<p class="r-itemid">ItemID: 34</p>

<p class="pickup">Temporary DMG up</p>

<p class="quality">Quality: 3</p>

<p>Upon use, gives +2 damage up which lasts for the current room</p>

<p>x1.5 times Damage Multiplier if you also have Blood of the Martyr (Does not stack with Magic Mushroom or Cricket's Head multipliers)</p>

<p>Increases your chances of getting a devil/angel room by +12.5%</p>

<p>Judas starts with this item</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p><strong class="pri">REPENTANCE</strong> - The effect stacks if used multiple times</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Library, Devil Room</p>

</ul>

<p class="tags">\* library pool, library room, book room pool, devil pool, devil room pool, devil deal, starting grey, gray, pentagram</p>

</span>

</a>

</li>

<li class="textbox" data-cid="474" data-sid="35" data-tid="132.7">

<a>

<div class="item reb-item-new re-item@35" onclick=""></div>

<span>

<p class="item-title">The Necronomicon</p>

<p class="r-itemid">ItemID: 35</p>

<p class="pickup">Mass room damage</p>

<p class="quality">Quality: 1</p>

<p>Deals 40 damage to everything in the room when used</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Reduced to 3 room recharge time</p>

<p>UNLOCK: Unlock this item by using 4 XIII - Death cards</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Library, Secret Room, Devil Room</p>

</ul>

<p class="tags">\* library pool, library room, book room pool, secret room pool, devil pool, devil room pool, devil deal, pink, brown, face, spots</p>

</span>

</a>

</li>

<li class="textbox" data-cid="480" data-sid="36" data-tid="146">

<a>

<div class="item reb-item-new re-item@36" onclick=""></div>

<span>

<p class="item-title">The Poop</p>

<p class="r-itemid">ItemID: 36</p>

<p class="pickup">Plop!</p>

<p class="quality">Quality: 0</p>

<p>Drops a poop on the floor</p>

<p>Blue Baby starts with this item</p>

<p>Can be placed next to a pit and exploded to make a bridge</p>

<p>Can be placed over a broken red poop to overwrite it, causing it to no longer regenerate</p>

<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 1 room</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, starting, turd, brown</p>

</span>

</a>

</li>

<li class="textbox" data-cid="615" data-sid="37" data-tid="128.7">

<a>

<div class="item reb-item-new re-item@37" onclick=""></div>

<span>

<p class="item-title">Mr. Boom</p>

<p class="r-itemid">ItemID: 37</p>

<p class="pickup">Reusable bomb buddy</p>

<p class="quality">Quality: 1</p>

<p>Drops a large bomb below the player which does 185 damage</p>

<p>Compatible with bomb modifiers, such as Glitter Bombs, Sticky Bombs etc</p>

<p>Has a chance to drop from the Wrath miniboss fight</p>

<p><strong class="pri">REPENTANCE</strong> - Damage buffered from 110 to 185</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room, Wrath Miniboss, Bomb Beggar</p>

</ul>

<p class="tags">\* mr boom, boss rush pool, boss rush room, item room, treasure room, item room pool, bomb beggar, face, smile, grey, gray</p>

</span>

</a>

</li>

<li class="textbox" data-cid="269" data-sid="38" data-tid="180.3">

<a>

<div class="item reb-item-new re-item@38" onclick=""></div>

<span>

<p class="item-title">Tammy's Head</p>

<p class="r-itemid">ItemID: 38</p>

<p class="pickup">Reusable tear burst</p>

<p class="quality">Quality: 3</p>

<p>Fires 10 tears in a circle around Isaac</p>

<p>Each tear is equal to your damage stat + 25 flat damage</p>

<p>The tears spawned from Tammy's Head retain tear effects of Isaac's tears, such as poison or homing</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 1 room</p>

<p>Item Pool: Item Room, Gold Chest</p>

</ul>

<p class="tags">\* golden chest pool, gold chest pool, dead, cat, white, yellow, tammys head, tammy head</p>

</span>

</a>

</li>

<li class="textbox" data-cid="261" data-sid="39" data-tid="115.7">

<a>

<div class="item reb-item-new re-item039" onclick=""></div>

<span>

<p class="item-title">Mom's Bra</p>

<p class="r-itemid">ItemID: 39</p>

<p class="pickup">"Mass fear"</p>

<p class="quality">Quality: 1</p>

<p>When used, freezes all enemies in the current room for about 4 seconds</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Item Room, Challenge Room</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, item room, treasure room, item room pool, white, brown, underwear, moms bra, mom bra</p>

</span>

</a>

</li>

<li class="textbox" data-cid="121" data-sid="40" data-tid="92.3">

<a>

<div class="item reb-item-new re-item040" onclick=""></div>

<span>

<p class="item-title">Kamikaze</p>

<p class="r-itemid">ItemID: 40</p>

<p class="pickup">"Become the bomb!"</p>

<p class="quality">Quality: 0</p>

<p>Causes an explosion near Isaac which takes away half a heart and does 40 damage all enemies in close proximity</p>

<p><strong class="pri">REPENTANCE</strong> - Kamikaze now has increased blast damage and radius. No longer reduces your devil/angel room chances when used</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, bomb, tnt, clock, red</p>

</span>

</a>

</li>

<li class="textbox" data-cid="64" data-sid="41" data-tid="123.5">

<a>

<div class="item reb-item-new re-item041" onclick=""></div>

<span>

<p class="item-title">Mom's Pad</p>

<p class="r-itemid">ItemID: 41</p>

<p class="pickup">"Gross..."</p>

<p class="quality">Quality: 0</p>

<p>When used, causes all enemies in the current room to run away from Isaac in fear for 5 seconds</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Item Room, Challenge Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, dungeon room, blood challenge room, arena pool, white, grey, gray moms pad, mom pad,</p>

</span>

</a>

</li>

<li class="textbox" data-cid="351" data-sid="42" data-tid="20">

<a>

<div class="item reb-item-new re-item042" onclick=""></div>

<span>

<p class="item-title">Bob's Rotten Head</p>

<p class="r-itemid">ItemID: 42</p>

<p class="pickup">"Reusable ranged bomb"</p>

<p class="quality">Quality: 1</p>

<p>A poison bomb which can be thrown and leaves a poison effect on any enemies within the blast radius. It also leaves a gas cloud at the place where it exploded</p>

<p>The bomb deals 185 damage + your tear damage on hit and leaves a damage over time poison effect that does 3 times your tear damage per tick</p>

<p>Synergizes with tear modifying items such as My Reflection or Tiny Planet</p>

<p>Has a chance to drop from the Sloth miniboss fight</p>

<p>Counts as 1 of 3 poison items needed towards the Bob transformation</p>

<p><strong class="pri">REPENTANCE</strong> - The damage of this item was significantly boosted to 185 (from 50) in Repentance, and given the poison cloud effect. Changed to 2 room recharge</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room, Sloth Miniboss</p>

</ul>

<p class="tags">\* golden chest pool, gold chest pool, item room, treasure room, item room pool, bob sloth, grey, gray, green, mouth, bobs rotten head, bob rotten head</p>

</span>

</a>

</li>

<li class="textbox" data-cid="409" data-sid="44" data-tid="182.4">

<a>

<div class="item reb-item-new re-item044" onclick=""></div>

<span>

<p class="item-title">Teleport</p>

<p class="r-itemid">ItemID: 44</p>

<p class="pickup">"Teleport!"</p>

<p class="quality">Quality: 0</p>

<p>Teleports Isaac to a random location on the map</p>

<p>Can't be used to teleport to the I AM ERROR room</p>

<p><strong class="pri">REPENTANCE</strong> - Teleport! now allows the player to influence the teleport direction (using the direction Isaac is moving upon activating the item)</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, blue remote, robot</p>

</span>

</a>

</li>

<li class="textbox" data-cid="182" data-sid="45" data-tid="195">

<a>

<div class="item reb-item-new re-item045" onclick=""></div>

<span>

<p class="item-title">Yum Heart</p>

<p class="r-itemid">ItemID: 45</p>

<p class="pickup">"Reusable regeneration"</p>

<p class="quality">Quality: 1</p>

<p>Heals Isaac for one whole red heart</p>

<p>Maggy starts with this item</p>

<p>When used as the Keeper, one coin HP is restored</p>

<p>Has a chance to drop from the Super Lust miniboss fight</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room, Super Lust Miniboss</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, maggy, starting, red, pink, broken</p>

</span>

</a>

</li>

<li class="textbox" data-cid="302" data-sid="46" data-tid="102">

<a>

<div class="item reb-item-new re-item046" onclick=""></div>

<span>

<p class="item-title">Lucky Foot</p>

<p class="r-itemid">ItemID: 46</p>

<p class="pickup">Luck up</p>

<p class="quality">Quality: 2</p>

<p>+1.0 Luck Up</p>

<p>Better chance to win while gambling at the Shell Game and Fortune Telling Machine</p>

<p>Higher chance to get a random drop after clearing a room</p>

<p><strong class="pri">REPENTANCE</strong> - Lucky Foot now guarantees positive pill effects</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Beggar</p>

</ul>

<li class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, item room, treasure room, item room pool, starting, pink, white, yellow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="642" data-sid="47" data-tid="63">

<a>

<div class="item reb-item-new re-item047" onclick=""></div>

<span>

<p class="item-title">Doctor's Remote</p>

<p class="r-itemid">ItemID: 47</p>

<p class="pickup">Reusable air strike</p>

<p class="quality">Quality: 1</p>

<p>A target is placed on the floor which can be controlled. After a few seconds a huge missile hits the target and deals 20x your tear damage to anything nearby</p>

<p>Essentially a one-time use of the Epic Fetus item</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, grey, gray, robot</p>

</span>

</a>

</li>

<li class="textbox" data-cid="713" data-sid="48" data-tid="49">

<a>

<div class="item reb-item-new re-item048" onclick=""></div>

<span>

<p class="item-title">Cupid's Arrow</p>

<p class="r-itemid">ItemID: 48</p>

<p class="pickup">Piercing shots</p>

<p class="quality">Quality: 3</p>

<p>Isaac's tears now have a piercing effect which allows them to travel through enemies instead of breaking on hit</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, arrow, penetrative, penetrating shots, grey, gray, red, bolt, cupid arrow, cupids arrow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="119" data-sid="49" data-tid="162.5">

<a>

<div class="item reb-item-new re-item049" onclick=""></div>

<span>

<p class="item-title">Shoop Da Whoop!</p>

<p class="r-itemid">ItemID: 49</p>

<p class="pickup">BLLLARRRRGGG!</p>

<p class="quality">Quality: 2</p>

<p>When used, fires a high damage laser in a straight line across the room in a similar way to Brimstone</p>

<p>The laser deals damage equal to double your tear damage. The laser hits up to 13 times if an enemy stays inside it for the duration</p>

<p>Has a chance to drop from the Envy and Super Envy miniboss fights</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room, Envy Miniboss, Super Envy Miniboss</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, red, lips, white, eyes</p>

</span>

</a>

</li>

<li class="textbox" data-cid="682" data-sid="50" data-tid="178">

<a>

<div class="item reb-item-new re-item050" onclick=""></div>

<span>

<p class="item-title">Steven</p>

<p class="r-itemid">ItemID: 50</p>

<p class="pickup">DMG up</p>

<p class="quality">Quality: 3</p>

<p>+1 Damage Up</p>

<p>Can only be dropped by the Steven boss</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Basement 40 times and defeating the Steven boss</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Steven Boss</p>

</ul>

<p class="tags">\*, black, white, face, eyes, mouth, golden chest pool</p>

</span>

</a>

</li>

<li class="textbox" data-cid="160" data-sid="51" data-tid="142">

<a>

<div class="item reb-item-new re-item051" onclick=""></div>

<span>

<p class="item-title">Pentagramc</p>

<p class="r-itemid">ItemID: 51</p>

<p class="pickup">DMG up</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up</p>

<p>+10% chance of a devil/angel room opening while held</p>

<p>A second Pentagram will give an extra +5% chance</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Curse Room, Devil Room, Demon Beggar, Crane Game</p>

</ul>

<p class="tags">\* curse room pool, devil pool, devil room pool, devil deal, boss room pool, boss room item, satanic, star, red, black</p>

</span>

</a>

</li>

<li class="textbox" data-cid="291" data-sid="52" data-tid="65">

<a>

<div class="item reb-item-new re-item052" onclick=""></div>

<span>

<p class="item-title">Dr. Fetus</p>

<p class="r-itemid">ItemID: 52</p>

<p class="pickup">??</p>

<p class="quality">Quality: 4</p>

<p>Instead of tears, Isaac now shoots bombs from his eyes, which explode dealing damage to anything nearby</p>

<p>Bomb damage = damage \* 10</p>

<p>Tear Delay (tear delay = 2.5)</p>

<p>Bombs will also synergize with other bomb items and tear modifiers, including Sad Bombs, Mr. Mega and many more</p>

<p><strong class="pri">REPENTANCE</strong> - Dr. Fetus bombs now scale with the player's tear size and are now immune to knockback from their own explosions. The damage formula of the bombs has changed from damage \* 5 + 30 to damage \* 10</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's Heart 9 times</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, baby, fetus, foetus, jar, white, pink, bug, dr fetus</p>

</span>

</a>

</li>

<li class="textbox" data-cid="122" data-sid="53" data-tid="109">

```
<a>
<div class="item reb-item-new re-item053" onclick=""></div>
<span>
<p class="item-title">Magneto</p>
<p class="r-itemid">ItemID: 53</p>
<p class="pickup">Item snatcher</p>
<p class="quality">Quality: 1</p>
<p>Causes pickups on the floor move towards the player</p>
<p>Works across pits, but not through Key blocks</p>
<p><strong class="pri">REPENTANCE</strong> - Magneto is now capable of opening chests from a small distance. Does not apply to locked chests</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Item Room</p>
</ul>
<p class="tags">* item room, treasure room, item room pool, red, horse shoe</p>
</span>
</a>
</li>
<li class="textbox" data-cid="259" data-sid="54" data-tid="187">
<a>
<div class="item reb-item-new re-item054" onclick=""></div>
<span>
<p class="item-title">Treasure Map</p>
<p class="r-itemid">ItemID: 54</p>
<p class="pickup">Full visible map</p>
<p class="quality">Quality: 2</p>
<p>Reveals the entire map for every floor except the secret room locations</p>
<p>Does not show the icons for any unexplored rooms</p>
<p>Can still help you to guess which direction the boss room is in, due to the fact that the Boss Room is usually in the room furthest away from the first room</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Shop, Beggar</p>
</ul>
<p class="tags">* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, shop room pool, shop item pool, brown, x, cross, paper</p>
</span>
</a>
</li>
<li class="textbox" data-cid="81" data-sid="55" data-tid="118">
<a>
<div class="item reb-item-new re-item055" onclick=""></div>
<span>
<p class="item-title">Mom's Eye</p>
<p class="r-itemid">ItemID: 55</p>
<p class="pickup">Eye in the back of your head</p>
<p class="quality">Quality: 1</p>
<p>Isaac has a random chance to fire another tear out the back of his head</p>
<p>The chance to fire the second tear can improve based on your luck stat and will always activate at +5 Luck</p>
<p>At +0 luck theres a ~50% chance for this effect to activate</p>
<p>Synergizes very well with a lot of items. If used with Brimstone you have a 100% chance to fire a laser out the back of your head</p>
<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>
<ul>
<p>Type: Passive, Tear Modifier</p>
<p>Item Pool: Item Room, Challenge Room</p>
</ul>
<p class="tags">* dungeon room, blood challenge room, arena pool, item room, treasure room, item room pool, white, red, moms eye, mom eye</p>
</span>
</a>
</li>
<li class="textbox" data-cid="317" data-sid="56" data-tid="94">
<a>
<div class="item reb-item-new re-item056" onclick=""></div>
<span>
<p class="item-title">Lemon Mishap</p>
<p class="r-itemid">ItemID: 56</p>
<p class="pickup">Oops...</p>
<p class="quality">Quality: 1</p>
<p>When used, drops a pool of 'lemonade' on the floor which damages any enemies that come into contact with it for 8 damage per tick</p>
<ul>
<p>Type: Active</p>
<p>Recharge Time: 2 rooms</p>
<p>Item Pool: Item Room</p>
</ul>
<p class="tags">* item room, treasure room, item room pool, yellow, chet lemon</p>
</span>
</a>
</li>
<li class="textbox" data-cid="662" data-sid="57" data-tid="62">
<a>
<div class="item reb-item-new re-item057" onclick=""></div>
<span>
<p class="item-title">Distant Admiration</p>
<p class="r-itemid">ItemID: 57</p>
<p class="pickup">Attack fly</p>
<p class="quality">Quality: 2</p>
<p>Gives Isaac an orbiting fly which deals 5 contact damage to enemies per tick</p>
<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>
<ul>
<p>Type: Passive, Orbital</p>
<p>Item Pool: Item Room, Key Beggar</p>
</ul>
<p class="tags">* key master pool, key beggar pool, key judgement pool, item room, treasure room, item room pool, grey, gray</p>
</span>
</a>
</li>
<li class="textbox" data-cid="262" data-sid="58" data-tid="25">
<a>
<div class="item reb-item-new re-item058" onclick=""></div>
<span>
<p class="item-title">Book of Shadows</p>
<p class="r-itemid">ItemID: 58</p>
<p class="pickup">Temporary invincibility</p>
<p class="quality">Quality: 3</p>
<p>Gives the player an invulnerability effect which lasts for a 10 seconds</p>
<p>Can be used to get free hits on the Blood Donation machines and Devil Beggars</p>
<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>
<ul>
<p>Type: Active</p>
<p>Recharge Time: 3 rooms</p>
<p>Item Pool: Item Room, Library</p>
</ul>
<p class="tags">* library pool, library room, book room pool, item room, treasure room, item room pool, white, pink</p>
</span>
</a>
</li>
<li class="textbox" data-cid="526" data-sid="60" data-tid="92.6">
<a>
<div class="item reb-item-new re-item060" onclick=""></div>
<span>
<p class="item-title">The Ladder</p>
<p class="r-itemid">ItemID: 60</p>
<p class="pickup">Building bridges</p>
<p class="quality">Quality: 1</p>
<p>Allows Isaac to walk over gaps with a width of one tile</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Shop</p>
</ul>
<p class="tags">* shop room pool, shop item pool, the lost item pool, brown, wooden</p>
</span>
</a>
</li>
<li class="textbox" data-cid="657" data-sid="62" data-tid="40">
<a>
<div class="item reb-item-new re-item062" onclick=""></div>
<span>
<p class="item-title">Charm of the Vampire</p>
```

<p class="r-itemid">ItemID: 62</p><p class="pickup">Kills heal</p><p class="quality">Quality: 1</p><p>+0.3 Damage Up/><p>Heals half a heart after every 13 enemies killed</p><p>Works with the Keeper for restoring coin HP</p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, the lost item pool, black, grey, gray, bat</p></span></a></li><li class="textbox" data-cid="552" data-sid="63" data-tid="8"><a><div class="item reb-item-new re-item063" onclick=""></div><span><p class="item-title">The Battery</p><p class="r-itemid">ItemID: 63</p><p class="pickup">Stores energy</p><p class="quality">Quality: 2</p><p>All spacebar items can now be 'overcharged', allowing them to be charged up twice instead of once</p><p>The extra charges appear in yellow on top of the normal green bars</p><p>This item works with self-recharging items</p><ul><p>Type: Passive</p><p>Item Pool: Shop</p></ul><p class="tags">\* shop room pool, shop item pool, pink, purple</p></span></a></li><li class="textbox" data-cid="88" data-sid="64" data-tid="177"><a><div class="item reb-item-new re-item064" onclick=""></div><span><p class="item-title">Steam Sale</p><p class="r-itemid">ItemID: 64</p><p class="pickup">50% off</p><p class="quality">Quality: 2</p><p>Items in the shop are now -50% off</p><p>15c items are reduced to 7c. 5c pickups become 3c. 3c pickups become 2c</p><p>Taking more than 1 steam sale reduces the price of all items even further</p><p>This item is called Steamy Sale on PS4, PS Vita, Xbox One and Switch versions, probably due to copyright reasons</p><ul><p>Type: Passive</p><p>Item Pool: Shop, Greed Miniboss, Shopkeeper</p></ul><p class="tags">\* shop room pool, shop item pool, red, pink, white, paper</p></span></a></li><li class="textbox" data-cid="293" data-sid="65" data-tid="6"><a><div class="item reb-item-new re-item065" onclick=""></div><span><p class="item-title">Anarchist Cookbook</p><p class="r-itemid">ItemID: 65</p><p class="pickup">Summon bombs</p><p class="quality">Quality: 1</p><p>Spawns 6 troll bombs at random locations around the room</p><p>Bombs are effected by other passive bomb items</p><p>Has a chance to drop from the Pride miniboss fight</p><p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p><ul><p>Type: Active</p><p>Recharge Time: 3 rooms</p><p>Item Pool: Item Room, Library, Pride Miniboss</p></ul><p class="tags">\* Anarchist's Cookbook, Anarchists Cookbook library pool, library room, book room pool, item room, treasure room, item room pool, white, red, pink</p></span></a></li><li class="textbox" data-cid="496" data-sid="66" data-tid="85"><a><div class="item reb-item-new re-item066" onclick=""></div><span><p class="item-title">The Hourglass</p><p class="r-itemid">ItemID: 66</p><p class="pickup">Temporary enemy slowdown</p><p class="quality">Quality: 1</p><p>When used, slows down all enemies in the current room and their projectiles for about 8 seconds</p><ul><p>Type: Active</p><p>Recharge Time: 2 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, hour glass, hourglass, egg timer, sandbrown, glass</p></span></a></li><li class="textbox" data-cid="155" data-sid="67" data-tid="163"><a><div class="item reb-item-new re-item067" onclick=""></div><span><p class="item-title">Sister Maggy</p><p class="r-itemid">ItemID: 67</p><p class="pickup">Friends 'till the end</p><p class="quality">Quality: 1</p><p>A familiar which follows Isaac around and shoots blood tears that deal 5 damage</p><p>The tears appear red but have no additional damage</p><p>Sister Maggy fires tears at a rate of 1 tear per second</p><p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p><p><strong>REPENTANCE</strong> - Sister Maggy's tear damage has been increased to 5 (from 3.5), to match its original Flash damage</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Devil Room</p></ul><p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, red, dead, baby</p></span></a></li><li class="textbox" data-cid="567" data-sid="68" data-tid="181"><a><div class="item reb-item-new re-item068" onclick=""></div><span><p class="item-title">Technology</p><p class="r-itemid">ItemID: 68</p><p class="pickup">Laser tears</p><p class="quality">Quality: 3</p><p>Isaac's tears are replaced with a laser that has unlimited range and can only fire at right angles</p><p>Lasers travel through enemies but not obstacles in the room</p><p>Synergizes with most items that affect how many tears you fire (20/20, Mutant Spider etc.) or the path they take (My Reflection, Tiny Planet etc.)</p><p><strong>REPENTANCE</strong> - The hit detection has been improved - Technology fires in a straight line</p><ul><p>Type: Passive, Tear Modifier</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, red, wire, white, eye</p></span></a></li><li class="textbox" data-cid="531" data-sid="69" data-tid="42"><a><div class="item reb-item-new re-item069" onclick=""></div><span><p class="item-title">Chocolate Milk</p><p class="r-itemid">ItemID: 69</p><p class="pickup">Charge shots</p>

<p class="quality">Quality: 3</p><p>Isaac can now charge shots for more damage by holding down the fire button</p><p>At full charge, your tears do 4 times more damage</p><p>Tears fired at the minimum possible charge do roughly 1/3 of your normal damage</p><p>You can spam the fire button to rapid fire, however the overall damage per second will be low</p><p>Tears down: Delay \* 2.5</p><ul><p>Type: Passive, Tear Modifier</p><p>Item Pool: Item Room</p></ul><p class="tags"> item room, treasure room, item room pool, brown, glass, beaker, white</p></span></a></li><li class="textbox" data-cid="460" data-sid="70" data-tid="73"><a><div class="item reb-item-new re-item070" onclick=""></div><span><p class="item-title">Growth Hormones</p><p class="r-itemid">ItemID: 70</p><p class="pickup">"DMG up + speed up"</p><p class="quality">Quality: 3</p><p>+1.0 Damage Up</p><p>+0.2 Speed Up</p><p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Demon Beggar</p></ul><p class="tags"> demon beggar pool, demon judgement pool, devil beggar pool, boss room pool, boss room item, syringe, needle, injection, purple, grey, gray</p></span></a></li><li class="textbox" data-cid="392" data-sid="71" data-tid="114"><a><div class="item reb-item-new re-item071" onclick=""></div><span><p class="item-title">Mini Mush</p><p class="r-itemid">ItemID: 71</p><p class="pickup">"Speed + range up"</p><p class="quality">Quality: 2</p><p>+0.3 Speed Up</p><p>+0.1 Range Up</p><p>Causes Isaac to shrink in size (including hitbox slightly)</p><p>Can be dropped when exploding mushrooms in the environment that are usually found in the Caves/Catacombs and in secret rooms</p><p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation</p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags"> item room, treasure room, item room pool, mushroom, blue, spotted</p></span></a></li><li class="textbox" data-cid="165" data-sid="72" data-tid="154"><a><div class="item reb-item-new re-item072" onclick=""></div><span><p class="item-title">Rosary</p><p class="r-itemid">ItemID: 72</p><p class="pickup">"Faith up"</p><p class="quality">Quality: 2</p><p>+3 Soul Hearts</p><p>+0.5 Tears Up</p><p>Adds several instances of The Bible item into all item pools</p><p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Angel Room</p></ul><p class="tags"> angel room pool, god room pool, angel room item, item room, treasure room, item room pool, the lost item pool, red, beads, grey, gray, cross, necklace, </p></span></a></li><li class="textbox" data-cid="163" data-sid="73" data-tid="48"><a><div class="item reb-item-new re-item073" onclick=""></div><span><p class="item-title">Cube of Meat</p><p class="r-itemid">ItemID: 73</p><p class="pickup">"Gotta meat em all"</p><p class="quality">Quality: 2</p><p>An orbital which blocks shots and damages enemies it comes into contact with for 7 damage per tick</p><p>Exclusively drops from one of the horsemen bosses</p><p>2 cubes of meat transform the orbital into a meat head which fires blood tears which deal 3.5 damage each</p><p>3 cubes of meat transform it into a meat boy familiar that walks around and deals 3.5 contact damage per tick to enemies</p><p>4 cubes of meat cause the meat boy familiar to grow in size and do 5.5 damage per tick instead</p><p>Any further cubes of meat past 4 will start the cycle again</p><p class="r-unlock">UNLOCK: Unlock this item by beating Mom for the first time</p><ul><p>Type: Passive</p><p>Item Pool: None (Horsemen boss only)</p></ul><p class="tags"> red, box, square</p></span></a></li><li class="textbox" data-cid="628" data-sid="74" data-tid="148"><a><div class="item reb-item-new re-item074" onclick=""></div><span><p class="item-title">A Quarter</p><p class="r-itemid">ItemID: 74</p><p class="pickup">"+25 coins"</p><p class="quality">Quality: 1</p><p>+25 Coins</p><p>Has a very small chance to drop after destroying one of the pots that appear in the Basement and Cellar floors</p><p>Has a chance to drop from the Super Greed miniboss fight</p><p class="r-unlock">UNLOCK: Unlock this item by beating Mom's Heart 8 times</p><ul><p>Type: Passive</p><p>Item Pool: Devil Room, Gold Chest, Super Greed Miniboss</p></ul><p class="tags"> secret room pool, item room, treasure room, item room pool, 25, grey, gray, silver, devil pool, devil room pool, devil deal,</p></span></a></li><li class="textbox" data-cid="289" data-sid="75" data-tid="142.2"><a><div class="item reb-item-new re-item075" onclick=""></div><span><p class="item-title">PND</p><p class="r-itemid">ItemID: 75</p><p class="pickup">"Better pills"</p><p class="quality">Quality: 2</p><p>Converts most negative pills into their positive counterparts, e.g. Stat Down becomes Stat Up. Bad Trip becomes Balls of Steel. Amnesia becomes I Can See Forever etc</p><p>Pills are identified before using them</p><p>Drops one pill on pickup</p><p>Heals for 2 full red hearts</p><p>Adds 0-2 coins to the payout when you use a Blood Donation machine or IV Bag</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Shop</p></ul><p class="tags"> shop room pool, shop item pool, item room, treasure room, item room pool, pink, yellow, paper</p></span></a></li><li class="textbox" data-cid="216" data-sid="76" data-tid="193">

<a>  
<div class="item reb-item-new re-item076" onclick=""></div>  
<span>  
<p class="item-title">X-Ray Vision</p>  
<p class="r-itemid">ItemID: 76</p>  
<p class="pickup">"I've seen everything"</p>  
<p class="quality">Quality: 2</p>  
<p>Reveals the entrance to secret rooms and automatically opens the hole, removing the need for bombs to enter</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, xray vision, xray glasses, pink, white, black</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="66" data-sid="77" data-tid="131.5">  
<a>  
<div class="item reb-item-new re-item077" onclick=""></div>  
<span>  
<p class="item-title">My Little Unicorn</p>  
<p class="r-itemid">ItemID: 77</p>  
<p class="pickup">"Temporary badass"</p>  
<p class="quality">Quality: 1</p>  
<p>Gives Isaac invincibility and +0.28 Speed for 6 seconds</p>  
<p>While active you cannot fire tears, but running into enemies will deal 40 contact damage per second</p>  
<p>Allows free hits on the Blood Donation machines and devil beggars</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 4 rooms</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, white, horn</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="469" data-sid="78" data-tid="24">  
<a>  
<div class="item reb-item-new re-item078" onclick=""></div>  
<span>  
<p class="item-title">Book of Revelations</p>  
<p class="r-itemid">ItemID: 78</p>  
<p class="pickup">"Reusable soul protection"</p>  
<p class="quality">Quality: 3</p>  
<p>Upon use, gives Isaac an extra Soul heart</p>  
<p>Using this item gives you a higher chance of finding a horsemen boss at the end of the floor</p>  
<p>+17.5% chance of a Devil Deal opening after the boss fight</p>  
<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>  
<p class="unlock">UNLOCK: Unlock this item by beating one of the horsemen bosses for the first time</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 6 rooms</p>  
<p>Item Pool: Item Room, Library</p>  
</ul>  
<p class="tags">\* library pool, library room, book room pool, item room, treasure room, item room pool,  
the lost item pool, purple, cross</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="159" data-sid="79" data-tid="110">  
<a>  
<div class="item reb-item-new re-item079" onclick=""></div>  
<span>  
<p class="item-title">The Mark</p>  
<p class="r-itemid">ItemID: 79</p>  
<p class="pickup">"DMG up"</p>  
<p class="quality">Quality: 3</p>  
<p>+1.0 Damage Up</p>  
<p>+0.2 Speed Up</p>  
<p>+1 Soul Heart</p>  
<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Curse Room, Devil Room, Demon Beggar</p>  
</ul>  
<p class="tags">\* curse room pool, devil pool, devil room pool, devil deal, red, 666</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="83" data-sid="80" data-tid="138">  
<a>  
<div class="item reb-item-new re-item080" onclick=""></div>  
<span>  
<p class="item-title">The Pact</p>  
<p class="r-itemid">ItemID: 80</p>  
<p class="pickup">"DMG + tears up"</p>  
<p class="quality">Quality: 3</p>  
<p>+0.5 Damage Up</p>  
<p>+0.7 Tears Up</p>  
<p>+2 Black Hearts</p>  
<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Curse Room, Demon Beggar</p>  
</ul>  
<p class="tags">\* curse room pool, devil pool, devil room pool, devil deal, piece of paper, bloody paper, contract,  
red, drip  
</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="653" data-sid="81" data-tid="55">  
<a>  
<div class="item reb-item-new re-item081" onclick=""></div>  
<span>  
<p class="item-title">Dead Cat</p>  
<p class="r-itemid">ItemID: 81</p>  
<p class="pickup">"9 lives"</p>  
<p class="quality">Quality: 3</p>  
<p>Isaac's health is set to 1 and he also gains 9 extra lives</p>  
<p>Each time Isaac dies, he will respawn with 1 Health</p>  
<p>Has a chance to drop from the Super Pride mini boss</p>  
<p>The floating Dead Cat head that follows you will disappear when you are on your last life (Very useful for The Lost)</p>  
<p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Curse Room, Red Chest, Super Pride Miniboss</p>  
</ul>  
<p class="tags">\* curse room pool, red chest pool, red chest item pool, devil pool, devil room pool, devil deal</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="146" data-sid="82" data-tid="101">  
<a>  
<div class="item reb-item-new re-item082" onclick=""></div>  
<span>  
<p class="item-title">Lord of the Pit</p>  
<p class="r-itemid">ItemID: 82</p>  
<p class="pickup">"Demon wings"</p>  
<p class="quality">Quality: 3</p>  
<p>Gives Isaac demon wings and the ability to fly</p>  
<p>+0.3 Speed Up</p>  
<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation.</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Demon Beggar</p>  
</ul>  
<p class="tags">\* devil pool, devil room pool, devil deal, the lost item pool, cross, upside down, red, black</p>  
</span>  
</a>  
</li>

<li class="textbox" data-cid="576" data-sid="83" data-tid="132.5">  
<></li>  
<div class="item reb-item-new re-item@83" onclick=""></div>  
<span>  
<p class="item-title">The Nail</p>  
<p class="r-itemid">ItemID: 83</p>  
<p class="pickup">Temporary demon form</p>  
<p class="quality">Quality: 3</p>  
<p>Each use of this item gives +0.7 Damage Up, -0.18 Speed Down and the ability to destroy most obstacles for the current room.</p>  
<p>Each use also gives +0.5 Black Hearts, however this is stays between rooms unlike the other effects</p>  
<p>Allows Isaac to deal 40 contact damage to enemies for the current room. Does not prevent Isaac from taking contact damage</p>  
<p>All the above effects are only active when the item is used for the current room</p>  
<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>  
<p><strong>+pri</strong> - The Nail's temporary damage bonus has been increased, and is now able to stack with itself. Now grants a half black heart upon use instead of a full soul heart.</p>  
<></li>  
<p class="r-unlock">UNLOCK: Unlock this item by beating the Boss Rush with Azazel</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 6 rooms</p>  
<p>Item Pool: Devil Room, Demon Beggar</p>  
</ul>  
<p class="tags">\* devil pool, devil room pool, devil deal, grey, gray, bloody</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="555" data-sid="84" data-tid="189.5">  
<></li>  
<div class="item reb-item-new re-item@84" onclick=""></div>  
<span>  
<p class="item-title">We Need To Go Deeper</p>  
<p class="r-itemid">ItemID: 84</p>  
<p class="pickup">Reusable level skip</p>  
<p class="quality">Quality: 8</p>  
<p>Spawns a trapdoor at Isaac's feet which allows him to travel to the next floor</p>  
<p>The trapdoor has a 10% chance to become a Crawl Space or Black Market</p>  
<p>In Sheep, Cathedral, Chest and Dark Room this item either opens a Crawl Space, or does nothing</p>  
<p>Cannot spawn a trapdoor directly in front of a secret room entrance</p>  
<p>Can destroy rocks if used when Isaac is flying over a rock</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 6 rooms</p>  
<p>Item Pool: Secret Room, Devil Room</p>  
</ul>  
<p class="tags">\* secret room pool, devil pool, devil room pool, devil deal, silver, grey, gray, dig, spade, shovel</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="492" data-sid="85" data-tid="58">  
<></li>  
<div class="item reb-item-new re-item@85" onclick=""></div>  
<span>  
<p class="item-title">Deck of Cards</p>  
<p class="r-itemid">ItemID: 85</p>  
<p class="pickup">Reusable card generator</p>  
<p class="quality">Quality: 2</p>  
<p>Gives Isaac a random tarot card on use</p>  
<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 6 rooms</p>  
<p>Item Pool: Item Room, Shop</p>  
</ul>  
<p class="tags">\* shop room pool, shop item pool, item room, treasure room, item room pool, brown, pink</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="78" data-sid="86" data-tid="128.5">  
<></li>  
<div class="item reb-item-new re-item@86" onclick=""></div>  
<span>  
<p class="item-title">Monstro's Tooth</p>  
<p class="r-itemid">ItemID: 86</p>  
<p class="pickup">Summon monstro</p>  
<p class="quality">Quality: 1</p>  
<p>When used, spawns a Monstro which will jump on a random enemy in the room, dealing 120 damage and destroying nearby obstacles</p>  
<p><strong>+r-unlock</strong> UNLOCK: Unlock this item by beating the Basement II for the first time</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 3 rooms</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, white, grey, gray, bloody, monstros tooth, monstro tooth</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="673" data-sid="87" data-tid="100">  
<></li>  
<div class="item reb-item-new re-item@87" onclick=""></div>  
<span>  
<p class="item-title">Loki's Horns</p>  
<p class="r-itemid">ItemID: 87</p>  
<p class="pickup">Cross tears</p>  
<p class="quality">Quality: 1</p>  
<p>Everytime you fire a tear, there is a chance that you will also fire three more tears in all cardinal directions</p>  
<p>The chance to fire 4-way tears is affected by your luck stat and at +15 Luck it will activate every time</p>  
<p>At +0 luck the effect has a 30% chance to activate</p>  
<p><strong>+r-unlock</strong> UNLOCK: Unlock this item by beating Lokii for the first time</p>  
<ul>  
<p>Type: Passive, Tear Modifier</p>  
<p>Item Pool: Item Room, Demon Beggar</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, grey, gray, devil, lokis horns loki horns</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="329" data-sid="88" data-tid="97.5">  
<></li>  
<div class="item reb-item-new re-item@88" onclick=""></div>  
<span>  
<p class="item-title">Little Chubby</p>  
<p class="r-itemid">ItemID: 88</p>  
<p class="pickup">Attack buddy</p>  
<p class="quality">Quality: 1</p>  
<p>A familiar that follows Isaac and charges forwards, dealing 3.5 damage per tick to any enemies it comes into contact with</p>  
<p><strong>+pri</strong> - The damage tick rate on Little Chubby has been increased</p>  
<p><strong>+r-unlock</strong> UNLOCK: Unlock this item by beating the Caves II for the first time</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, yellow, smile, face, bug</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="709" data-sid="89" data-tid="172">  
<></li>  
<div class="item reb-item-new re-item@89" onclick=""></div>  
<span>  
<p class="item-title">Spider Bite</p>  
<p class="r-itemid">ItemID: 89</p>  
<p class="pickup">Slow effect</p>  
<p class="quality">Quality: 2</p>  
<p>Tears now have a chance of slowing enemies and their projectiles for 2.5 seconds</p>  
<p>The chance to slow enemies is affected by your luck stat and at +15 Luck it will activate every time</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, black, grey, gray, red, bug</p>  
</span>  
</a>

</li>

<li class="textbox" data-cid="592" data-sid="90" data-tid="166">

<>

<div class="item reb-item-new re-item@90" onclick=""></div>

<span>

<p class="item-title">The Small Rock</p>

<p class="r-itemid">ItemID: 90</p>

<p class="pickup">DMG up</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up</p>

<p>+0.2 Tears Up</p>

<p>+0.2 Speed Down</p>

<p>Has a chance to drop when exploding a tinted rock</p>

<p class="r-unlock">UNLOCK: Unlock this item by destroying 100 tinted rocks</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None (Tinted rock only)</p>

</ul>

<p class="tags">\* tinted rock, marked rock, grey, gray, lump, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="557" data-sid="91" data-tid="170">

<>

<div class="item reb-item-new re-item@91" onclick=""></div>

<span>

<p class="item-title">Spelunker Hat</p>

<p class="r-itemid">ItemID: 91</p>

<p class="pickup">See-through doors</p>

<p class="quality">Quality: 2</p>

<p>Reveals adjacent rooms up to 2 rooms away, this includes revealing if you're next to a Secret Room or Super Secret Rooms</p>

<p>Gives Isaac a slight glow when Curse of Darkness is active</p>

<p>Blocks damage from projectiles falling from above</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, spelunky, miner, mining, helmet, light, purple, olmec yama, grey, gray, lamp</p>

</span>

</a>

</li>

<li class="textbox" data-cid="217" data-sid="92" data-tid="180">

<>

<div class="item reb-item-new re-item@92" onclick=""></div>

<span>

<p class="item-title">Super Bandage</p>

<p class="r-itemid">ItemID: 92</p>

<p class="pickup">+2 hearts</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+2 Soul Hearts</p>

<p>Heals one red heart container when picked up</p>

<p class="r-unlock">UNLOCK: Unlock this item by making a Super Bandage Girl</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Boss Room, pink, plaster, sticker</p>

</ul>

<p class="tags">\* boss room pool, boss room item, item room, treasure room, item room pool, the lost item pool</p>

</span>

</a>

</li>

<li class="textbox" data-cid="585" data-sid="93" data-tid="71">

<>

<div class="item reb-item-new re-item@93" onclick=""></div>

<span>

<p class="item-title">The Gamekid</p>

<p class="r-itemid">ItemID: 93</p>

<p class="pickup">Temporary Man-Pac</p>

<p class="quality">Quality: 2</p>

<p>When used Isaac transforms into pacman, which makes him invincible for 6 seconds and does 40 contact damage to enemies per chomp</p>

<p>Everytime you 'eat' 2 enemies, you regain 1/2 heart of red health</p>

<p>You can't shoot tears while the effect is active</p>

<p class="r-unlock">UNLOCK: Unlock this item by visiting 10 arcades</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, gameboy, grey, gray, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="503" data-sid="94" data-tid="157">

<>

<div class="item reb-item-new re-item@94" onclick=""></div>

<span>

<p class="item-title">Sack of Pennies</p>

<p class="r-itemid">ItemID: 94</p>

<p class="pickup">Gives money</p>

<p class="quality">Quality: 1</p>

<p>A bag that floats around following Isaac and drops a random coin every 2 rooms</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Isaac with Cain</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* secret room pool, item room, treasure room, item room pool, bag, purple, pouch</p>

</span>

</a>

</li>

<li class="textbox" data-cid="569" data-sid="95" data-tid="152">

<>

<div class="item reb-item-new re-item@95" onclick=""></div>

<span>

<p class="item-title">Robo-Baby</p>

<p class="r-itemid">ItemID: 95</p>

<p class="pickup">Friends till the bzzttt</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac and shoots lasers, similar to the Technology item</p>

<p>Robo-Baby's laser is spectral and piercing (It will pass through rocks and objects in the environment)</p>

<p>Robo-Baby's lasers deal 3.5 damage per hit</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, robo baby, robot baby, white, grey, gray, silver, red</p>

</span>

</a>

</li>

<li class="textbox" data-cid="153" data-sid="96" data-tid="97">

<>

<div class="item reb-item-new re-item@96" onclick=""></div>

<span>

<p class="item-title">Little C.H.A.D</p>

<p class="r-itemid">ItemID: 96</p>

<p class="pickup">Gives kisses</p>

<p class="quality">Quality: 2</p>

<p>A familiar which follows isaac and drops half a red heart every 3 rooms</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Caves 30 times and defeating C.H.A.D</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, C.H.A.D. Boss</p>

</ul>

<p class="tags">\* lil chad, little chad, item room, treasure room, item room pool, the lost item pool, red, smile, face, bug</p>

</span>

</a>

</li>

<li class="textbox" data-cid="694" data-sid="97" data-tid="26">

<>

<div class="item reb-item-new re-item097" onclick=""></div>

<span>

<p class="item-title">The Book of Sins</p>

<p class="r-itemid">ItemID: 97</p>

<p class="pickup">Reusable item generator</p>

<p class="quality">Quality: 2</p>

<p>Spawns a random pickup on the floor</p>

<p>Any pickups are possible from this item, including Bombs, hearts, keys, coins, pills, batteries, tarot cards, runes etc</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating each of the Seven Sins once</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room, Library, Devil Room</p>

</ul>

<li class="textbox" data-cid="431" data-sid="98" data-tid="151">

<a>

<div class="item reb-item-new re-item098" onclick=""></div>

<span>

<p class="item-title">The Relic</p>

<p class="r-itemid">ItemID: 98</p>

<p class="pickup">Soul generator</p>

<p class="quality">Quality: 4</p>

<p>A blue cross that follows Isaac and drops a soul heart every 7-8 rooms</p>

<p>STRONG - The Relic now generates soul hearts less frequently</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Maggy</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, the lost item pool</p>

</span>

</a>

</li>

<li class="textbox" data-cid="561.1" data-sid="99" data-tid="98">

<a>

<div class="item reb-item-new re-item099" onclick=""></div>

<span>

<p class="item-title">Little Gish</p>

<p class="r-itemid">ItemID: 99</p>

<p class="pickup">Sticky friend</p>

<p class="quality">Quality: 2</p>

<p>A familiar that follows Isaac and fires black tar tears, which slow enemy movement and projectile speed for a few seconds</p>

<p>Little Gish's tears do 3.5 damage</p>

<p>Little Gish fires tears at a rate of 1 tear per second</p>

<p>Guaranteed drop from the Gish boss fight</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Depths 20 times and killing the Gish boss</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Gish Boss</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, grey, gray, yellow, eyes, face</p>

</span>

</a>

</li>

<li class="textbox" data-cid="683" data-sid="100" data-tid="99">

<a>

<div class="item reb-item-new re-item100" onclick=""></div>

<span>

<p class="item-title">Little Steven</p>

<p class="r-itemid">ItemID: 100</p>

<p class="pickup">Psychic friend</p>

<p class="quality">Quality: 1</p>

<p>A familiar that follows Isaac and fires homing tears that deal 3.5 damage each</p>

<p>Has a high chance to drop from the Steven boss fight</p>

<p>Little Steven fires tears at a rate of 1 tear per second with a slightly longer range than other familiars</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by killing the Steven boss for the first time</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Steven Boss</p>

</ul>

<p class="tags">\* boss room pool, boss room item, item room, treasure room, item room pool, black, baby, white, eyes</p>

</span>

</a>

</li>

<li class="textbox" data-cid="315" data-sid="101" data-tid="80">

<a>

<div class="item reb-item-new re-item101" onclick=""></div>

<span>

<p class="item-title">The Halo</p>

<p class="r-itemid">ItemID: 101</p>

<p class="pickup">All stats up</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+0.3 Damage Up</p>

<p>+0.2 Tears Up</p>

<p>+0.38 Range Up</p>

<p>+0.3 Speed Up</p>

<p>Heals one red heart container when picked up</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by killing Mom (Mom's Foot or Mom's Heart) using The Bible</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, boss room pool, boss room item, item room, treasure room, item room pool, yellow, golden, ring, circle</p>

</span>

</a>

</li>

<li class="textbox" data-cid="222" data-sid="102" data-tid="115.5">

<a>

<div class="item reb-item-new re-item102" onclick=""></div>

<span>

<p class="item-title">Mom's Bottle of Pills</p>

<p class="r-itemid">ItemID: 102</p>

<p class="pickup">Reusable pill generator</p>

<p class="quality">Quality: 1</p>

<p>When used, gives Isaac a random pill</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room, Shop, Challenge Room, Beggar, Demon Beggar</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, demon beggar pool, demon judgement pool, devil beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, shop room pool, shop item pool, item room, treasure room, item room pool, yellow, red, blue, medicine, jar, drug, moms bottle of pills</p>

</span>

</a>

</li>

<li class="textbox" data-cid="337" data-sid="103" data-tid="43">

<a>

<div class="item reb-item-new re-item103" onclick=""></div>

<span>

<p class="item-title">The Common Cold</p>

<p class="r-itemid">ItemID: 103</p>

<p class="pickup">Poison damage</p>

<p class="quality">Quality: 1</p>

<p>Tears now have a random chance to apply a poison effect, causing double your tear damage per tick to enemies over time</p>

<p>The chance to fire poison shots is affected by your luck stat and at +12 Luck it will activate every time</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, green, snot, booger, ball, slime</p>

</span>  
</a>  
</li>- <a><div class="item reb-item-new re-item104" onclick=""></div>

The Parasite

ItemID: 104</p>

Split shot</p>

Quality: 3</p>

Isaac's tears now split into two upon contact with enemies or the environment</p>

Tears that split off from the main tear do less damage (tear damage \* 0.5)</p>

Tears can keep splitting if they still have range and damage above 1</p>

UNLOCK: Unlock this item by collecting two of the following items: Bob's Rotten Head, Dead Cat, Cricket's Head, Tammy's Head</p>

- Type: Passive</li>

Item Pool: Item Room</p>

\* item room, treasure room, item room pool, pink, slug, bug, face</p>
- <a><div class="item reb-item-new re-item105" onclick=""></div>

The D6

ItemID: 105</p>

Reroll your destiny</p>

Quality: 4</p>

When used, replaces all pedestal items in the current room with another random item. Re-rolled items pick from the current room's item pool</p>

Isaac starts with this item after it is unlocked</p>

UNLOCK: Unlock this item by defeating the Isaac boss with Blue Baby</p>

- Type: Active</li>

Recharge Time: 6 rooms</p>

Item Pool: Item Room</p>

\* item room, treasure room, item room pool, dice pip, starting, pink, red, cube</p>
- <a><div class="item reb-item-new re-item106" onclick=""></div>

Mr. Mega

ItemID: 106</p>

Blast damage</p>

Quality: 2</p>

+5 Bombs</p>

Bombs now do 185 damage (up from 180) and have a larger blast radius</p>

Can be found in the secret room</p>

Has a chance to drop from the Super Wrath miniboss fight</p>

**REPENTANCE** - Mr. Mega bombs buffed from 110 to 185 each</p>

UNLOCK: Unlock this item by destroying 10 tinted rocks</p>

- Type: Passive</li>

Item Pool: Item Room, Bomb Beggar, Super Wrath Miniboss</p>

\* boss rush pool, boss rush room, secret room pool, item room, treasure room, item room pool, dungeon room, blood challenge room, arena pool, slackaholicus, grey, gray, face</p>
- <a><div class="item reb-item-new re-item107" onclick=""></div>

Pinking Shears

ItemID: 107</p>

Cut and run</p>

Quality: 2</p>

Cuts Isaac's head from his body for the current room, allowing him to fly and leaving the decapitated body to run around attacking enemies for 5.5 damage per tick</p>

- Type: Active</li>

Recharge Time: 4 rooms</p>

Item Pool: Item Room</p>

\* item room, treasure room, item room pool, scissors, cutters, snip, scissors, silver, grey, gray</p>
- <a><div class="item reb-item-new re-item108" onclick=""></div>

The Wafer

ItemID: 108</p>

Damage resistance</p>

Quality: 4</p>

All damage taken is reduced to half a heart</p>

Damaged reduction is reduced from every source in the game except Devil Deals and health down pills</p>

Does not prevent death (i.e. Suicide King or Using The Bible on Isaac, ??? or Satan)</p>

The Wafer becomes most effective in the Womb and beyond where enemies all deal a whole heart of damage</p>

The Wafer causes the Sharp Plug item to only cost 1/2 a heart per use</p>

Has no effect with the Keeper - there's no such thing as half a coin health point</p>

- Type: Passive</li>

Item Pool: Item Room, Angel Room</p>

\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, communion, the lost item pool, circle, cross, white, yellow</p>
- <a><div class="item reb-item-new re-item109" onclick=""></div>

Money = Power

ItemID: 109</p>

\$\$\$ = DMG</p>

Quality: 3</p>

+0.04 Damage Up for every coin you currently have</p>

At 99 coins this item gives +3.96 Damage Up</p>

+0.04 per coin is the amount added before the damage formula is calculated</strong>, as this is the only way to show a consistent amount of damage given. You may see more or less than this on the F sound HUD overlay, however this number varies based on your other damage increasing items</p>

- Type: Passive</li>

Item Pool: Item Room, Devil Room</p>

\* item room, treasure room, item room pool, money is power, dollar, red, grey, gray, </p>
- <a><div class="item reb-item-new re-item110" onclick=""></div>

Mom's Contacts

ItemID: 110</p>

Freeze effect</p>

Quality: 3</p>

Tears now have a random chance to freeze enemies in place</p>

The chance to freeze enemies is affected by your luck stat</p>

+0.38 Range Up</p>

Chance to activate increases with luck, up to around 50% chance at +20 luck</p>

Counts as 1 of 3 mom items needed towards the Mom transformation</p>

UNLOCK: Unlock this item by collecting 3 'Mom' items in one playthrough</p>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Challenge Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, dungeon room, blood challenge room, arena pool, pink, red, eye, glow mom's contacts mom contact</p>

</span>

</a>

</li>

<li class="textbox" data-cid="545" data-sid="111" data-tid="9">

<a>

<div class="item reb-item-new re-item111" onclick=""></div>

<span>

<p class="item-title">The Bean</p>

<p class="r-itemid">ItemID: 111</p>

<p class="pickup">Toot on command</p>

<p class="quality">Quality: 0</p>

<p>Upon use, this item causes Isaac to fart and poison any enemies in close proximity</p>

<p>The Bean deals 5 damage, then poisons enemies for 6 total ticks of damage</p>

<p>The poison deals your current tear damage per tick</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 1 room</p>

<p>Item Pool: Item Room, Beggar</p>

</ul>

<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, item room, treasure room, item room pool, team bean, #teambean, brown, kidney</p>

</span>

</a>

</li>

<li class="textbox" data-cid="277" data-sid="112" data-tid="74">

<a>

<div class="item reb-item-new re-item112" onclick=""></div>

<span>

<p class="item-title">Guardian Angel</p>

<p class="r-itemid">ItemID: 112</p>

<p class="pickup">Extra protection</p>

<p class="quality">Quality: 2</p>

<p>An orbital which does 7 contact damage per tick, blocks shots and increases the speed of all other orbitals</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Maggy</p>

<ul>

<p>Type: Passive, Orbital</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, baby, wings</p>

</span>

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</li>

<li class="textbox" data-cid="676" data-sid="113" data-tid="59">

<a>

<div class="item reb-item-new re-item113" onclick=""></div>

<span>

<p class="item-title">Demon Baby</p>

<p class="r-itemid">ItemID: 113</p>

<p class="pickup">Auto-turret friend</p>

<p class="quality">Quality: 2</p>

<p>A familiar which follows Isaac and automatically fires tears that deal 3 damage each at any enemies in close range</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Azazel</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, dead, black, grey, gray, horns</p>

</span>

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<li class="textbox" data-cid="556" data-sid="114" data-tid="121">

<a>

<div class="item reb-item-new re-item114" onclick=""></div>

<span>

<p class="item-title">Mom's Knife</p>

<p class="r-itemid">ItemID: 114</p>

<p class="pickup">Stab stab stab</p>

<p class="quality">Quality: 4</p>

<p>Tears are replaced with a knife which can be charged and thrown in a boomerang style action</p>

<p>The knife can also do damage without being thrown as a close range melee weapon</p>

<p>When used as a melee weapon, Mom's Knife deals your tear damage \* 2 per tick</p>

<p>At the furthest point from Isaac the knife deals your tear damage \* 6</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Isaac</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room, Devil Room, Challenge Room</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, devil pool, devil room pool, devil deal, item room, treasure room, item room pool, grey, gray, silver</p>

</span>

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</li>

<li class="textbox" data-cid="513" data-sid="115" data-tid="137">

<a>

<div class="item reb-item-new re-item115" onclick=""></div>

<span>

<p class="item-title">Ouija Board</p>

<p class="r-itemid">ItemID: 115</p>

<p class="pickup">Spectral tears</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac spectral tears which allows them to travel through objects in the environment (i.e. rocks)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, luigi board, weeja board, paper, grown</p>

</span>

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<li class="textbox" data-cid="560" data-sid="116" data-tid="5">

<a>

<div class="item reb-item-new re-item116" onclick=""></div>

<span>

<p class="item-title">i9 Volt</p>

<p class="r-itemid">ItemID: 116</p>

<p class="pickup">Quicker charge</p>

<p class="quality">Quality: 2</p>

<p>Automatically gives you 1 bar of charge after using your spacebar item</p>

<p>Fully recharges your current spacebar item when picked up</p>

<p>Causes the Sharp Plug item to become useless for 2+ room recharge items, due to the fact that you can never have 0 charge on your spacebar item</p>

<p>Any items which are normally a 1 room recharge are now timed instead</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, battery, black, brown</p>

</span>

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<li class="textbox" data-cid="649" data-sid="117" data-tid="54">

<a>

<div class="item reb-item-new re-item117" onclick=""></div>

<span>

<p class="item-title">Dead Bird</p>

<p class="r-itemid">ItemID: 117</p>

<p class="pickup">Protective buddy</p>

<p class="quality">Quality: 0</p>

<p>When Isaac takes damage, the dead bird will spawn and attack nearby enemies in the current room for 2 damage per tick</p>

<p>Ev starts with this item</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, starting, grey</p>

</span>

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<li class="textbox" data-cid="143" data-sid="118" data-tid="30">

<a>

<div class="item reb-item-new re-item118" onclick=""></div>

<span>

<p class="item-title">Brimstone</p>

<p class="r-itemid">ItemID: 118</p>

<p class="pickup">Blood laser barrage</p>

<p class="quality">Quality: 4</p>

<p>Tears are replaced with the ability to charge and fire a powerful laser that travels in a straight line across the room, dealing a lot of damage (tear damage hits for 9 ticks per laser) to any enemies it comes into contact with</p>

<p>Does not directly affect your Damage stat but hits enemies 9 times per charge</p>

<p>Synergizes very well with a lot of items including Tammy's Head, Tiny Planet, Inner Eye (Triple Shot), Mutant Spider (Quad Shot) and many others</p>

<p>If you somehow manage to get a second Brimstone, the laser becomes massive and deals double damage</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, infinity, red, black</p>

</span>

</a>

</li>

<li class="textbox" data-cid="128" data-sid="119" data-tid="14">

<a>

<div class="item reb-item-new re-item119" onclick=""></div>

<span>

<p class="item-title">Blood Bag</p>

<p class="r-itemid">ItemID: 119</p>

<p class="pickup">HP up</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+0.3 Speed Up</p>

<p>Heals for 5 full red hearts</p>

<p>Has a chance to drop while playing any Blood Donation machine</p>

<p>UNLOCK: Unlock this item by playing the Blood Donation machine 30 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None (Blood Donation machine only)</p>

</ul>

<p class="tags">\* , the lost item pool, red, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="475" data-sid="120" data-tid="135">

<a>

<div class="item reb-item-new re-item120" onclick=""></div>

<span>

<p class="item-title">Odd Mushroom (Thin)</p>

<p class="r-itemid">ItemID: 120</p>

<p class="pickup">Fire rate up</p>

<p class="quality">Quality: 2</p>

<p>Gives you a high rate of fire in exchange for a damage down</p>

<p>+1.7 Tears Up</p>

<p>+0.3 Speed Up</p>

<p>Damage Down (damage \* 0.9 - 0.4)</p>

<p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Secret Room, brown, purple, grey, gray</p>

</ul>

<p class="tags">\* secret room pool, item room, treasure room, item room pool</p>

</span>

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</li>

<li class="textbox" data-cid="476" data-sid="121" data-tid="134">

<a>

<div class="item reb-item-new re-item121" onclick=""></div>

<span>

<p class="item-title">Odd Mushroom (Large)</p>

<p class="r-itemid">ItemID: 121</p>

<p class="pickup">DMG up</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+1.0 Damage Up</p>

<p>+0.38 Range Up</p>

<p>-0.2 Speed Down</p>

<p>Heals one red heart container when picked up</p>

<p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation</p>

<p>**REPENTANCE** - Odd Mushroom (thick) is now a larger damage increase (equal to that of Steven/Pentagram), but now also a larger speed downgrade (from -0.1 to -0.2)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Secret Room</p>

</ul>

<p class="tags">\* secret room pool, item room, treasure room, item room pool, purple, pink, brown, thick odd mushroom thick</p>

</span>

</a>

</li>

<li class="textbox" data-cid="149" data-sid="122" data-tid="190">

<a>

<div class="item reb-item-new re-item122" onclick=""></div>

<span>

<p class="item-title">Whore of Babylon</p>

<p class="r-itemid">ItemID: 122</p>

<p class="pickup">Curse up</p>

<p class="quality">Quality: 2</p>

<p>When you only have half a red heart remaining or less, you enter a curse state which adds +1.5 damage and +0.3 speed</p>

<p>When playing as Eve, this item activates with one FULL heart remaining or less AND also removes her 0.75 damage multiplier, raising it up to 1.0</p>

<p>The effect is permanently active for characters with no red hearts (e.g. Blue Baby, The Lost)</p>

<p>One of Eve's starting items</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, red, black, star, moon</p>

</span>

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<li class="textbox" data-cid="541" data-sid="123" data-tid="127.5">

<a>

<div class="item reb-item-new re-item123" onclick=""></div>

<span>

<p class="item-title">Monster Manual</p>

<p class="r-itemid">ItemID: 123</p>

<p class="pickup">Temporary buddy generator</p>

<p class="quality">Quality: 1</p>

<p>When used, gives a random familiar for the entire floor</p>

<p>It can spawn familiars you haven't unlocked yet!</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room, Devil Room, Library</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, devil pool, devil room pool, devil deal, book, brown, blue, monster manual, manaul</p>

</span>

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<li class="textbox" data-cid="495" data-sid="124" data-tid="57">

<a>

<div class="item reb-item-new re-item124" onclick=""></div>

<span>

<p class="item-title">Dead Sea Scrolls</p>

<p class="r-itemid">ItemID: 124</p>

<p class="pickup">It's a mystery</p>

<p class="quality">Quality: 1</p>

<p>Upon use, the dead sea scrolls gives a random spacebar item effect</p>

<p>An item that can be found in the Angel room</p>

<p>**REPENTANCE** - Dead Sea Scrolls now displays the name of the given effect, and can no longer give Kamikaze.</p>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags"> angel room pool, god room pool, angel room item, item room, treasure room, item room pool, paper, roll, white </p>

</span>

</a>

</li>

<li class="textbox" data-cid="660" data-sid="125" data-tid="21">

<a>

<div class="item reb-item-new re-item25" onclick=""></div>

<span>

<p class="item-title">Bobby - Bomb</p>

<p class="r-itemid">ItemID: 125</p>

<p class="pickup">Friends till the end</p>

<p class="quality">Quality: 2</p>

<p>+5 Bombs</p>

<p>All of Isaac's bombs now having a homing effect when placed on the floor</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Bomb Beggar</p>

</ul>

<p class="tags"> boss rush pool, boss rush room, item room, treasure room, item room pool, bomb beggar, dead, grey, gray, feet bobby bomb </p>

</span>

</a>

</li>

<li class="textbox" data-cid="595" data-sid="126" data-tid="150.5">

<a>

<div class="item reb-item-new re-item126" onclick=""></div>

<span>

<p class="item-title">Razor Blade</p>

<p class="r-itemid">ItemID: 126</p>

<p class="pickup">Feel my pain</p>

<p class="quality">Quality: 0</p>

<p>When used, deals damage to Isaac in exchange for +1.2 damage up which lasts for the current room</p>

<p>Eve starts with this item after donating 439 coins to the Greed Donation Machine.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Eve</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags"> devil pool, devil room pool, devil deal, the lost item pool, starting, silver, grey, gray</p>

</span>

</a>

</li>

<li class="textbox" data-cid="62" data-sid="127" data-tid="70">

<a>

<div class="item reb-item-new re-item127" onclick=""></div>

<span>

<p class="item-title">Forget Me Now</p>

<p class="r-itemid">ItemID: 127</p>

<p class="pickup">I don't remember...</p>

<p class="quality">Quality: 3</p>

<p>Upon use, this item refreshes the current floor with brand new rooms, monsters and items, as if you had entered a new floor</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Blue Baby</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant (One time use)</p>

<p>Item Pool: Item Room, Secret Room, Devil Room, Demon Beggar</p>

</ul>

<p class="tags"> secret room pool, item room, treasure room, item room pool, pill, tablet, drug, white, purple </p>

</span>

</a>

</li>

<li class="textbox" data-cid="435" data-sid="128" data-tid="69">

<a>

<div class="item reb-item-new re-item128" onclick=""></div>

<span>

<p class="item-title">Forever Alone</p>

<p class="r-itemid">ItemID: 128</p>

<p class="pickup">Attack fly</p>

<p class="quality">Quality: 1</p>

<p>An orbiting fly which deals 2 contact damage per tick to enemies</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Passive, Orbital</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags"> item room, treasure room, item room pool, blue</p>

</span>

</a>

</li>

<li class="textbox" data-cid="68" data-sid="129" data-tid="32">

<a>

<div class="item reb-item-new re-item129" onclick=""></div>

<span>

<p class="item-title">Bucket of Lard</p>

<p class="r-itemid">ItemID: 129</p>

<p class="pickup">HP up</p>

<p class="quality">Quality: 1</p>

<p>+2 Health Up/>

<p>-0.2 Speed Down</p>

<p>Has a chance to drop from the Super Gluttony miniboss fight</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Super Gluttony Miniboss</p>

</ul>

<p class="tags"> item room, treasure room, item room pool, the lost item pool, white, grey, gray, tub</p>

</span>

</a>

</li>

<li class="textbox" data-cid="692" data-sid="130" data-tid="145.5">

<a>

<div class="item reb-item-new re-item130" onclick=""></div>

<span>

<p class="item-title">A Pony</p>

<p class="r-itemid">ItemID: 130</p>

<p class="pickup">Flight + dash attack</p>

<p class="quality">Quality: 2</p>

<p>Allows Isaac to fly while the Pony is held</p>

<p>Sets your speed stat to 1.5 if it isn't already that high</p>

<p>When the active attack is used, Isaac will dash across the screen dealing scaling contact damage to anything he hits</p>

<p>Drops from the Headless Horseman boss fight</p>

<p><strong>Pony</strong> REPENTANCE: A Pony's charge time has been reduced to 2 (from 4). Ram damage formula has changed to damage \* 4 + 28 (previously dealt a static 40 damage). The charge direction now allows for a minor amount of control</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: None (Headless horseman only)</p>

</ul>

<p class="tags"> headless horseman, headless horsemen, red, grey, gray</p>

</span>

</a>

</li>

<li class="textbox" data-cid="616" data-sid="131" data-tid="22">

<a>

<div class="item reb-item-new re-item131" onclick=""></div>

<span>

<p class="item-title">Bomb Bag</p>

<p class="r-itemid">ItemID: 131</p>

<p class="pickup">Gives bombs</p>

<p class="quality">Quality: 2</p>

<p>A bag of bombs that will drop a bomb pickup every 2 rooms</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Cain</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room</p></ul><p class="tags">\* boss rush pool, boss rush room, secret room pool, item room, treasure room, item room pool, sack, pouch, blue, purple</p></span></a></li><li class="textbox" data-cid="664" data-sid="132" data-tid="104"><a><div class="item reb-item-new re-item132" onclick=""></div><span><p class="item-title">A Lump of Coal</p><p class="r-itemid">ItemID: 132</p><p class="pickup">My Xmas present</p><p class="quality">Quality: 3</p><p>Tears gain a damage up and increase in size based on the distance they travel</p><p>The length of a normal room roughly gives +6 damage, but this can be higher with double rooms or Tiny Planet</p><p>This item synergises with beam items such as Brimstone and Tech, allowing them to do more damage the further away the enemy is</p><ul><p>Type: Passive</p><p>Item Pool: None (Krampus only)</p></ul><p class="tags">\* krampus, grey, gray</p></span></a></li><li class="textbox" data-cid="214" data-sid="133" data-tid="77.5"><a><div class="item reb-item-new re-item133" onclick=""></div><span><p class="item-title">Guppy's Paw</p><p class="r-itemid">ItemID: 133</p><p class="pickup">Soul converter</p><p class="quality">Quality: 3</p><p>When used, removes one heart container and gives you 3 soul hearts</p><p>Bone hearts cannot be converted</p><p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p><ul><p>Type: Active</p><p>Recharge Time: Instant</p><p>Item Pool: Devil Room, Curse Room, Red Chest</p></ul><p class="tags">\* curse room pool, red chest pool, red chest item pool, devil pool, devil room pool, devil deal, the lost item pool, cat, bone, pink, grey, gray, guppies paw, guppy paw</p></span></a></li><li class="textbox" data-cid="651" data-sid="134" data-tid="78"><a><div class="item reb-item-new re-item134" onclick=""></div><span><p class="item-title">Guppy's Tail</p><p class="r-itemid">ItemID: 134</p><p class="pickup">Cursed?</p><p class="quality">Quality: 2</p><p>Gives a 1/3 chance for room clear rewards to become a normal or locked chest, and a 1/3 chance to reward nothing at all</p><p>Doesn't affect coins dropped after waves in Greed Mode</p><p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p><ul><p>Type: Passive</p><p>Item Pool: Devil Room, Curse Room, Red Chest</p></ul><p class="tags">\* curse room pool, red chest pool, red chest item pool, devil pool, devil room pool, devil deal, black, white, gray, grey, guppies tail, guppy tail</p></span></a></li><li class="textbox" data-cid="127" data-sid="135" data-tid="90"><a><div class="item reb-item-new re-item135" onclick=""></div><span><p class="item-title">IV Bag</p><p class="r-itemid">ItemID: 135</p><p class="pickup">Portable blood bank</p><p class="quality">Quality: 1</p><p>Upon use, the IV Bag takes half a red heart and spawns 1-3 coins (the same effect as a blood donation machine)</p><p>Can drop from a blood donation machine after playing it</p><p>In the Womb and beyond this deals 1 full heart of damage</p><p>If no red hearts exist, other types of hearts are consumed instead</p><p>With the Keeper this is changed to spawning 0-1 coins per use instead</p><ul><p>Type: Active</p><p>Recharge Time: Instant</p><p>Item Pool: None (Blood donation machine only)</p></ul><p class="tags">\* , the lost item pool, red, white</p></span></a></li><li class="textbox" data-cid="300" data-sid="136" data-tid="11"><a><div class="item reb-item-new re-item136" onclick=""></div><span><p class="item-title">Best Friend</p><p class="r-itemid">ItemID: 136</p><p class="pickup">Friends 'till the end</p><p class="quality">Quality: 1</p><p>Places a decoy on the floor which attracts enemies and explodes after a period of time</p><p>When it explodes, it deals 185 damage to everything in radius (Same damage as Mr Mega bombs)</p><p><strong>pri</strong> - Damage buffered from 110 to 185</p><ul><p>Type: Active</p><p>Recharge Time: 3 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, worst friend, dead, baby, pink, puppet</p></span></a></li><li class="textbox" data-cid="179" data-sid="137" data-tid="151.5"><a><div class="item reb-item-new re-item137" onclick=""></div><span><p class="item-title">Remote Detonator</p><p class="r-itemid">ItemID: 137</p><p class="pickup">Remote bomb detonation</p><p class="quality">Quality: 1</p><p>+5 Bombs</p><p>Bombs no longer automatically explode and will only do so when you activate the remote detonator</p><p>Can be used to detonate Dr. Fetus bombs early</p><ul><p>Type: Active</p><p>Recharge Time: Instant</p><p>Item Pool: Item Room, Shop, Bomb Beggar</p></ul><p class="tags">\* boss rush pool, boss rush room, shop room pool, shop item pool, item room, treasure room, item room pool, red, boom, tnt</p></span></a></li><li class="textbox" data-cid="483" data-sid="138" data-tid="179"><a><div class="item reb-item-new re-item138" onclick=""></div><span><p class="item-title">Stigmata</p><p class="r-itemid">ItemID: 138</p>

<p class="pickup">DMG + HP up</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+0.3 Damage Up</p>

<p>Heals one red heart container when picked up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags"> item room, treasure room, item room pool, wooden, cross, brown</p>

</span>

</a>

</li>

<li class="textbox" data-cid="456" data-sid="139" data-tid="125">

<a>

<div class="item reb-item-new re-item139" onclick=""></div>

<span>

<p class="item-title">Mom's Purse</p>

<p class="r-itemid">ItemID: 139</p>

<p class="pickup">More trinket room</p>

<p class="quality">Quality: 3</p>

<p>Isaac can now hold two trinkets at the same time</p>

<p>Drops a random trinket on the floor when picked up</p>

<p>Allows you to pick up more trinkets while also holding The Tick</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags"> shop room pool, shop item pool, purple, pink, bag</p>

</span>

</a>

</li>

<li class="textbox" data-cid="350" data-sid="140" data-tid="19">

<a>

<div class="item reb-item-new re-item140" onclick=""></div>

<span>

<p class="item-title">Bob's Curse</p>

<p class="r-itemid">ItemID: 140</p>

<p class="pickup">Poison bombs</p>

<p class="quality">Quality: 1</p>

<p>All of Isaac's bombs now leave a poison effect on any enemies within the blast radius</p>

<p>+5 Bombs</p>

<p>As well as dealing the standard 60 damage for a bomb, it will apply a Damage over Time effect that does 4 or 6 damage per tick</p>

<p>Has a chance to drop from the Super Sloth miniboss fight</p>

<p>Counts as 1 of 3 poison items needed towards the Bob transformation</p>

<p><strong>Bob's Curse</strong> - Bob's Curse bombs now leave behind a gas cloud that poisons enemies that move through it.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Super Sloth Miniboss, Bomb Beggar</p>

</ul>

<p class="tags"> boss rush pool, boss rush room, item room, treasure room, item room pool, bob sloth, bomb beggar, green, dead, face, bobs curse, bob curse</p>

</span>

</a>

</li>

<li class="textbox" data-cid="208" data-sid="141" data-tid="139">

<a>

<div class="item reb-item-new re-item141" onclick=""></div>

<span>

<p class="item-title">Pageant Boy</p>

<p class="r-itemid">ItemID: 141</p>

<p class="pickup">Ultimate grand supreme</p>

<p class="quality">Quality: 0</p>

<p>Spawns 7 random coins around Isaac on the floor</p>

<p>Isaac wears a pink crown on his head</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags"> boss room pool, boss room item, dtQt, dtphase, crown, nocrown, yesrown, diana, princezzxdiana, pink, purple, hat</p>

</span>

</a>

</li>

<li class="textbox" data-cid="451" data-sid="142" data-tid="161">

<a>

<div class="item reb-item-new re-item142" onclick=""></div>

<span>

<p class="item-title">Scapular</p>

<p class="r-itemid">ItemID: 142</p>

<p class="pickup">You have been blessed</p>

<p class="quality">Quality: 2</p>

<p>Once per room when you are damaged down to your final half a heart, you gain 1 soul heart</p>

<p>Re-entering a room allows this effect to be triggered again</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<p><strong>Scapular</strong> - Scapular won't grant its soul heart if the player is attempting to proc it with certain heart donation mechanics (such as IV Bag)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags"> angel room pool, god room pool, angel room item, item room, treasure room, item room pool, the lost item pool, brown, white, cross</p>

</span>

</a>

</li>

<li class="textbox" data-cid="43" data-sid="143" data-tid="169">

<a>

<div class="item reb-item-new re-item143" onclick=""></div>

<span>

<p class="item-title">Speed Ball</p>

<p class="r-itemid">ItemID: 143</p>

<p class="pickup">Speed + shot speed up</p>

<p class="quality">Quality: 2</p>

<p>+0.3 Speed Up</p>

<p>+0.2 Shot Speed Up</p>

<p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Boss Room, Demon Beggar</p>

</ul>

<p class="tags"> demon beggar pool, demon judgement pool, devil beggar pool, boss room pool, boss room item, item room, treasure room, item room pool, syringe, needle, injection, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="288" data-sid="144" data-tid="33">

<a>

<div class="item reb-item-new re-item144" onclick=""></div>

<span>

<p class="item-title">Bum Friend</p>

<p class="r-itemid">ItemID: 144</p>

<p class="pickup">He's Greedy</p>

<p class="quality">Quality: 0</p>

<p>A beggar who follows Isaac around and automatically picks up nearby coins</p>

<p>After picking up 6 coins he will drop a random pickup, e.g. hearts, keys, bombs, coins, pills, cards, trinkets etc</p>

<p>After the first drop, he has a 67% chance to drop a pickup after 3 coins and a 33% chance to drop a pickup after 4 coins</p>

<p>Counts as 1 of 3 bum items needed towards the Super Bum transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags"> item room, treasure room, item room pool, baby, pink</p>

</span>

</a>

</li>

<li class="textbox" data-cid="652" data-sid="145" data-tid="77">

<a>

<div class="item reb-item-new re-item145" onclick=""></div>

<span>

<p class="item-title">Guppy's Head</p>

<p class="r-itemid">ItemID: 145</p>

<p class="pickup">"Reusable fly hive"</p>

<p class="quality">Quality: 3</p>

<p>When used, spawns between 2-4 blue flies</p>

<p>Blue Flies do double your tear damage</p>

<p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 1 room</p>

<p>Item Pool: Devil Room, Curse Room, Red Chest, Gold/Stone Chest</p>

</ul>

<p class="tags">\* curse room pool, red chest pool, red chest item pool, golden chest pool, gold chest pool, devil pool, devil room pool, devil deal, dead, cat, grey, gray, guppy head, guppies head</p>

</span>

</li>

<li class="textbox" data-cid="306" data-sid="146" data-tid="146.4">

<a>

<div class="item reb-item-new re-item146" onclick=""></div>

<span>

<p class="item-title">Prayer Card</p>

<p class="r-itemid">ItemID: 146</p>

<p class="pickup">"Reusable eternity"</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac an eternal heart when used</p>

<p>Taking an eternal heart to the next floor or collecting two on the same floor gives you an extra heart container</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, the lost item pool, white, yellow, blue</p>

</span>

</a>

</li>

<li class="textbox" data-cid="498" data-sid="147" data-tid="132.8">

<a>

<div class="item reb-item-new re-item147" onclick=""></div>

<span>

<p class="item-title">Notched Axe</p>

<p class="r-itemid">ItemID: 147</p>

<p class="pickup">"Rocks didn't stand a chance"</p>

<p class="quality">Quality: 1</p>

<p>When activated, Isaac takes out the axe and gives you the ability to break rocks and damage enemies with it</p>

<p>It has a limited amount of uses per floor, decreasing with every hit that connects with a rock/enemy</p>

<p>Cannot break the stone blocks which appear in the environment</p>

<p>Creates bridges when breaking rocks next to pits</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: At the start of each new floor</p>

<p>Item Pool: Shop, Crane Game</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, minecraft, brown, grey, gray, silver</p>

</span>

</a>

</li>

<li class="textbox" data-cid="327" data-sid="148" data-tid="86.2">

<a>

<div class="item reb-item-new re-item148" onclick=""></div>

<span>

<p class="item-title">Infestation</p>

<p class="r-itemid">ItemID: 148</p>

<p class="pickup">"Fly revenge"</p>

<p class="quality">Quality: 0</p>

<p>When Isaac gets hit, 2-6 blue flies will randomly spawn</p>

<p>Blue Flies do double your tear damage</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Buffed, it used to spawn 1-3 flies each time</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, bug, yellow, face</p>

</span>

</a>

</li>

<li class="textbox" data-cid="473" data-sid="149" data-tid="88">

<a>

<div class="item reb-item-new re-item149" onclick=""></div>

<span>

<p class="item-title">Ipecac</p>

<p class="r-itemid">ItemID: 149</p>

<p class="pickup">"Explosive shots"</p>

<p class="quality">Quality: 4</p>

<p>Isaac's tears are replaced with explosive poison bombs, which will arc upwards and explode on contact with the floor, dealing huge damage and leaving a poison effect on enemies in range</p>

<p>Ipecac shots are given a flat +40 Damage on top of the normal 3.5 base damage</p>

<p>Tear Down (Tear delay \* 2 + 10)</p>

<p>Shots will damage Isaac if he is in the blast radius when they explode</p>

<p>Counts as 1 of 3 poison items needed towards the Bob transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Ipecac explosion size now scales with tear size</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's Heart 6 times</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, jar, bottle, purple, label</p>

</span>

</a>

</li>

<li class="textbox" data-cid="630" data-sid="150" data-tid="185">

<a>

<div class="item reb-item-new re-item150" onclick=""></div>

<span>

<p class="item-title">Tough Love</p>

<p class="r-itemid">ItemID: 150</p>

<p class="pickup">"Tooth shot"</p>

<p class="quality">Quality: 3</p>

<p>Isaac has a random chance to fire a tooth shot instead of a tear sometimes</p>

<p>Teeth shots deal damage equal to your tear damage \* 3.2</p>

<p>The chance to fire a tooth is affected by your luck stat and at +9 Luck it will activate every time</p>

<p>Synergizes well with some tear modifiers such as Ipecac, which causes it to do massive damage</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, knuckle, dusters, four, silver, grey, gray, brass knuckles</p>

</span>

</a>

</li>

<li class="textbox" data-cid="434" data-sid="151" data-tid="130">

<a>

<div class="item reb-item-new re-item151" onclick=""></div>

<span>

<p class="item-title">The Mulligan</p>

<p class="r-itemid">ItemID: 151</p>

<p class="pickup">"They grow inside"</p>

<p class="quality">Quality: 3</p>

<p>Isaac has a 1/6 chance to spawn a blue fly when one of his tears hits an enemy</p>

<p>Blue Flies do double your tear damage</p>

<p>The chance to activate this effect is not changed with your Luck stat</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, heart</p>

</span>

</a>

</li>

<li class="textbox" data-cid="568" data-sid="152" data-tid="182">

<a>

<div class="item reb-item-new re-item152" onclick=""></div>

<span>

<p class="item-title">Technology 2</p>

<p class="r-itemid">ItemID: 152</p>

<p class="pickup">Laser</p>

<p class="quality">Quality: 2</p>

<p>Isaac now also has a laser with an unlimited range which fires continuously. Tears continue to fire from your left eye</p>

<p>The laser deals damage equal to 1/7th of your tear damage, but very rapidly</p>

<p>The laser can apply status effects (e.g. Poison) rapidly due to how often it hits</p>

<p><strong class="pri">REPENTANCE</strong> - The -65% Damage down has been removed! Also the hit detection has been improved - Technology fires in a straight line</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, silver, gray, grey, red, machine</p>

</span>

</a>

</li>

<li class="textbox" data-cid="348" data-sid="153" data-tid="131">

<a>

<div class="item reb-item-new re-item153" onclick=""></div>

<span>

<p class="item-title">Mutant Spider</p>

<p class="r-itemid">ItemID: 153</p>

<p class="pickup">Quad Shot</p>

<p class="quality">Quality: 3</p>

<p>Tears now shoot 4 at a time (Quad Shot)</p>

<p>Tears Down significantly (Tear delay \* 2.1 + 3)</p>

<p>Synergizes well with a lot of tear effects - e.g. with Brimstone you get 4 lasers</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, green, black</p>

</span>

</a>

</li>

<li class="textbox" data-cid="334" data-sid="154" data-tid="41">

<a>

<div class="item reb-item-new re-item154" onclick=""></div>

<span>

<p class="item-title">Chemical Peel</p>

<p class="r-itemid">ItemID: 154</p>

<p class="pickup">DMG up</p>

<p class="quality">Quality: 2</p>

<p>+2 Damage Up for tears fired from Isaac's left eye</p>

<p>If playing as Cain or you have an item which modifies which eye you fire tears from, each shot has a 50% chance to do +2 Damage</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, poison, green, brown, bottle, jar, danger</p>

</span>

</a>

</li>

<li class="textbox" data-cid="99" data-sid="155" data-tid="141">

<a>

<div class="item reb-item-new re-item155" onclick=""></div>

<span>

<p class="item-title">The Peeker</p>

<p class="r-itemid">ItemID: 155</p>

<p class="pickup">Plop!</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac an eye companion that floats around the room and deals 8 damage per tick on contact with enemies</p>

<p>Damage from Isaac's left eye deal roughly +35% damage</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, red, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="648" data-sid="156" data-tid="79">

<a>

<div class="item reb-item-new re-item156" onclick=""></div>

<span>

<p class="item-title">Habit</p>

<p class="r-itemid">ItemID: 156</p>

<p class="pickup">Item martyr</p>

<p class="quality">Quality: 2</p>

<p>When you take damage, this item recharges one room's worth of charge to your spacebar item</p>

<p>For example, with the D6 you would need to take damage 6 times to fully recharge it</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, shop room pool, shop item pool, the lost item pool, white, black</p>

</span>

</a>

</li>

<li class="textbox" data-cid="124" data-sid="157" data-tid="18">

<a>

<div class="item reb-item-new re-item157" onclick=""></div>

<span>

<p class="item-title">Bloody Lust</p>

<p class="r-itemid">ItemID: 157</p>

<p class="pickup">RAGE!</p>

<p class="quality">Quality: 3</p>

<p>Each time you take damage, you gain a damage up which lasts for the rest of the floor and turn a darker red colour each time</p>

<p>After taking 6 hits Bloody Lust doesn't give you any further damage increases</p>

<p>Damage given for each hit increases as follows: +0.5, +0.7, +0.9, +1.1, +1.3, +1.5</p>

<p>Samson starts with this item</p>

<p><strong class="pri">REPENTANCE</strong> - The damage increments have changed slightly</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Samson</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, starting, red, blood, drop</p>

</span>

</a>

</li>

<li class="textbox" data-cid="450" data-sid="158" data-tid="47">

<a>

<div class="item reb-item-new re-item158" onclick=""></div>

<span>

<p class="item-title">Crystal Ball</p>

<p class="r-itemid">ItemID: 158</p>

<p class="pickup">I see my future</p>

<p class="quality">Quality: 3</p>

<p>Upon use, reveals the map and drops either a soul heart or a random card/runes (50% chance for each)</p>

<p>It reveals the location of the secret room, however it doesn't reveal the Super secret room</p>

<p>Has a chance to drop from playing a fortune machine</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<p>Guarantees a Planetarium if an item room has been skipped, otherwise +15% chance for Planetariums to spawn while held. After entering a Planetarium the chance goes back to 1%. The floor generation can fail and cause the guaranteed Planetarium to not spawn sometimes.</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: None (Fortune machine only)</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, white, purple</p>

</span>

</a>

</li>

<li class="textbox" data-cid="148" data-sid="159" data-tid="173">

<a>

<div class="item reb-item-new re-item159" onclick=""></div>

<span>

<p class="item-title">Spirit of the Night</p>

<p class="r-itemid">ItemID: 159</p>

<p class="pickup">Scary</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac the ability to fly and spectral tears</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<li class="tags">\* devil pool, devil room pool, devil deal, red, crescent, moon, drop, black</li>

</li>

<li class="textbox" data-cid="38" data-sid="160" data-tid="45">

<a>

<div class="item reb-item-new re-item160" onclick=""></div>

<span>

<p class="item-title">Crack The Sky</p>

<p class="r-itemid">ItemID: 160</p>

<p class="pickup">Holy white death</p>

<p class="quality">Quality: 2</p>

<p>Creates 5 beams of light from the sky that deal damage equal to your tear damage + 20 to any enemies which come into contact with them</p>

<p>The beams have a high chance to spawn on top of enemies where possible</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags">\* item room, treasure room, item room pool, feather, white, arrow</li>

</li>

<li class="textbox" data-cid="646" data-sid="161" data-tid="6.05">

<a>

<div class="item reb-item-new re-item161" onclick=""></div>

<span>

<p class="item-title">Ankh</p>

<p class="r-itemid">ItemID: 161</p>

<p class="pickup">Eternal life?</p>

<p class="quality">Quality: 1</p>

<p>Upon death, you respawn in the previous room as Blue Baby with three Soul hearts</p>

<p>This is one time use item and all new heart containers will be soul hearts</p>

<p>Can be used to unlock some of Blue Baby's secrets before having the character available</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags">\* item room, treasure room, item room pool, black, grey, gray, extra life, egypt, grey, gray</li>

</li>

<li class="textbox" data-cid="669" data-sid="162" data-tid="37">

<a>

<div class="item reb-item-new re-item162" onclick=""></div>

<span>

<p class="item-title">Celtic Cross</p>

<p class="r-itemid">ItemID: 162</p>

<p class="pickup">You feel blessed</p>

<p class="quality">Quality: 1</p>

<p>Upon taking damage, you have a 20% chance to gain an invulnerability shield for 7 seconds</p>

<p>The chance to gain a shield is affected by your luck stat and at +27 Luck it will activate every time</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Maggy</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<li class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, the lost item pool, grey, gray</li>

</span>

</li>

<li class="tags">\*</li>

<li class="textbox" data-cid="23" data-sid="163" data-tid="72">

<a>

<div class="item reb-item-new re-item163" onclick=""></div>

<span>

<p class="item-title">Ghost Baby</p>

<p class="r-itemid">ItemID: 163</p>

<p class="pickup">Spectral buddy</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac and shoots spectral tears that deal 3.5 damage</p>

<p>Ghost Baby fires tears at a rate of 1 tear per second</p>

<p>Can drop while destroying skulls in the Depths and Necropolis floors</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<li class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, white, spooky</li>

</span>

</li>

<li class="tags">\*</li>

<li class="textbox" data-cid="432" data-sid="164" data-tid="35">

<a>

<div class="item reb-item-new re-item164" onclick=""></div>

<span>

<p class="item-title">The Candle</p>

<p class="r-itemid">ItemID: 164</p>

<p class="pickup">Reusable flame</p>

<p class="quality">Quality: 2</p>

<p>A spacebar item which allows Isaac to fire a blue flame that damages anything in its path for 23 damage per tick</p>

<p>Can cause up to a total of 276 potential damage</p>

<p>The flame destroys enemy shots, making it useful for bullet hell bosses</p>

<p class="r-unlock">UNLOCK: Unlock this item by donating 900 coins to the Shop</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Timed (A few seconds)</p>

<p>Item Pool: Shop</p>

</ul>

<li class="tags">\* shop room pool, shop item pool, blue candle, grey, gray, silver, lamp, lantern</li>

</span>

</li>

<li class="tags">\*</li>

<li class="textbox" data-cid="668" data-sid="165" data-tid="36">

<a>

<div class="item reb-item-new re-item165" onclick=""></div>

<span>

<p class="item-title">Cat-O-Nine-Tails</p>

<p class="r-itemid">ItemID: 165</p>

<p class="pickup">Shot speed up + DMG up</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up</p>

<p>+0.23 Shot Speed Up</p>

<p>An item only found in the Boss room pool</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<li class="tags">\* boss room pool, boss room item, grey, gray, whip, cat o nine tails catomine tails</li>

</span>

</li>

<li class="tags">\*</li>

<li class="textbox" data-cid="164" data-sid="166" data-tid="50">

<a>

<div class="item reb-item-new re-item166" onclick=""></div>

<span>

<p class="item-title">D20</p>

<p class="r-itemid">ItemID: 166</p>

<p class="pickup">Reroll the basics</p>

<p class="quality">Quality: 2</p>

<p>Upon use, re-rolls all pickup consumables in the current room into another random kind of pickup</p>

<p>This includes all types of pickup such as hearts, bombs, keys, coins, pills, tarot cards, chests, trinkets etc</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Isaac</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags"> item room, treasure room, item room pool, dice pip, red</li>

</span>

</a>

</li>

<li class="textbox" data-cid="201" data-sid="167" data-tid="82">

<a>

<div class="item reb-item-new re-item167" onclick=""></div>

<span>

<p class="item-title">Harlequin Baby</p>

<p class="r-itemid">ItemID: 167</p>

<p class="pickup">Double shot buddy</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac and shoots two normal tears at once in a V-shaped pattern</p>

<p>Each of Harlequin Baby's tears deal 4 damage</p>

<p>Harlequin Baby fires tears at a rate of 1 tear per second</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags"> item room, treasure room, item room pool, bug, eyes, pink, red</li>

</span>

</a>

</li>

<li class="textbox" data-cid="292" data-sid="168" data-tid="67">

<a>

<div class="item reb-item-new re-item168" onclick=""></div>

<span>

<p class="item-title">Epic Fetus</p>

<p class="r-itemid">ItemID: 168</p>

<p class="pickup">On-demand air strike</p>

<p class="quality">Quality: 4</p>

<p>Tears now become missiles which deal huge damage to anything nearby</p>

<p>Missiles damage \* 20</p>

<p>This item places a controllable red target on the ground which will cause a missile to fall from the sky and hit it after a short period of time</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #19 (The Family Man)</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Secret Room</p>

</ul>

<li class="tags"> item room, treasure room, item room pool, fetus in a jar, bug, white, hat, pink</li>

</span>

</a>

</li>

<li class="textbox" data-cid="11" data-sid="169" data-tid="145">

<a>

<div class="item reb-item-new re-item169" onclick=""></div>

<span>

<p class="item-title">Polyphemus</p>

<p class="r-itemid">ItemID: 169</p>

<p class="pickup">Mega tears</p>

<p class="quality">Quality: 4</p>

<p>High Damage Up - (damage + 4) \* 2</p>

<p>Tears Down significantly (Tear delay \* 2.1 + 3)</p>

<p>If a tear kills an enemy, it continues to travel forward with the leftover damage</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags"> item room, treasure room, item room pool, large eye, cyclops, one eye, blue, white</li>

</span>

</a>

</li>

<li class="textbox" data-cid="19" data-sid="170" data-tid="53">

<a>

<div class="item reb-item-new re-item170" onclick=""></div>

<span>

<p class="item-title">Daddy Longlegs</p>

<p class="r-itemid">ItemID: 170</p>

<p class="pickup">Daddy's Love</p>

<p class="quality">Quality: 3</p>

<p>A shadow follows Isaac and stomps on enemies randomly, dealing 40 damage per stomp (2 damage ticks at 20 damage each)</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags"> item room, treasure room, item room pool, white, yarn, wool, spider</li>

</span>

</a>

</li>

<li class="textbox" data-cid="484" data-sid="171" data-tid="171">

<a>

<div class="item reb-item-new re-item171" onclick=""></div>

<span>

<p class="item-title">Spider Butt</p>

<p class="r-itemid">ItemID: 171</p>

<p class="pickup">Mass enemy slowdown + damage</p>

<p class="quality">Quality: 1</p>

<p>Upon use, does 10 damage to all enemies in the room and gives them a slowing effect for 4 seconds</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation</p>

<p><strong>pri</strong> - Enemies killed by Spider Butt will now spawn friendly blue spiders</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags"> item room, treasure room, item room pool, brown, red, web</li>

</span>

</a>

</li>

<li class="textbox" data-cid="102" data-sid="172" data-tid="159">

<a>

<div class="item reb-item-new re-item172" onclick=""></div>

<span>

<p class="item-title">Sacrificial Dagger</p>

<p class="r-itemid">ItemID: 172</p>

<p class="pickup">My fate protects me</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac an orbital knife that blocks shots and deals 15 damage per tick on contact with enemies</p>

<p>The highest damage orbital in the game, dealing 225 damage per second</p>

<p>Synergises very well with invulnerability items such as Book of Shadows</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Eve</p>

<ul>

<p>Type: Passive, Orbital</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<li class="tags"> devil pool, devil room pool, devil deal, item room, treasure room, item room pool, bloody, knife, red, silver</li>

</span>

</a>

</li>

<li class="textbox" data-cid="221" data-sid="173" data-tid="115">

<a>

<div class="item reb-item-new re-item173" onclick=""></div>

<span>

<p class="item-title">Mitre</p>

<p class="r-itemid">ItemID: 173</p>

<p class="pickup">You feel blessed</p>

<p class="quality">Quality: 3</p>

<p>Gives a 33% chance of converting red heart drops into soul hearts</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Mitre now only has a 33% chance to convert red heart drops into soul hearts (down from 50%).</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags"> angel room pool, god room pool, angel room item, item room, treasure room, item room pool,  
the lost item pool, gold, orange, yellow, cross, pope, hat</p>

</span>

</a>

</li>

<li class="textbox" data-cid="3" data-sid="174" data-tid="149">

<a>

<div class="item reb-item-new re-item174" onclick=""></div>

<span>

<p class="item-title">Rainbow Baby</p>

<p class="r-itemid">ItemID: 174</p>

<p class="pickup">Random buddy</p>

<p class="quality">Quality: 1</p>

<p>A familiar follows Isaac and fires random tears</p>

<p>Rainbow Baby's tears can choose from any of the other familiars, such as homing, spectral, tar shots etc</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags"> item room, treasure room, item room pool, purple</p>

</span>

</a>

</li>

<li class="textbox" data-cid="257" data-sid="175" data-tid="52">

<a>

<div class="item reb-item-new re-item175" onclick=""></div>

<span>

<p class="item-title">Dad's Key</p>

<p class="r-itemid">ItemID: 175</p>

<p class="pickup">Opens all doors...</p>

<p class="quality">Quality: 1</p>

<p>Upon use, opens all closed doors in the current room, including the ones which require a key to enter and secret room doors</p>

<p>Can be used to open the golden door that appears in the Dark Room or the Chest</p>

<p>Cannot be used to escape the Mom's Foot boss, open angel/devil rooms, or open the door to the Blue Womb floor</p>

<p class="r-unlock">UNLOCK: Unlock this item by collecting both Key Pieces #1 & #2 for the first time</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room, Key Beggar</p>

</ul>

<p class="tags"> key master pool, key beggar pool, key judgement pool, item room, treasure room, item room pool,  
brown, brass, copper, dads key, dad key  
</p>

</span>

</a>

</li>

<li class="textbox" data-cid="180" data-sid="176" data-tid="177.5">

<a>

<div class="item reb-item-new re-item176" onclick=""></div>

<span>

<p class="item-title">Stem Cells</p>

<p class="r-itemid">ItemID: 176</p>

<p class="pickup">HP up</p>

<p class="quality">Quality: 1</p>

<p>+1 HP Up</p>

<p>+0.16 Shot Speed Up</p>

<p>Heals one red heart container when picked up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Boss Room</p>

</ul>

<p class="tags"> boss room pool, boss room item, item room, treasure room, item room pool, lumpy, red, balls</p>

</span>

</a>

</li>

<li class="textbox" data-cid="194" data-sid="177" data-tid="146.3">

<a>

<div class="item reb-item-new re-item177" onclick=""></div>

<span>

<p class="item-title">Portable Slot</p>

<p class="r-itemid">ItemID: 177</p>

<p class="pickup">Gamble 24/7</p>

<p class="quality">Quality: 0</p>

<p>Using the portable slot takes a coin and has a chance to give a pickup - similar to how the normal slot machines work</p>

<p><strong class="pri">REPENTANCE</strong> - The delay between uses was removed, allowing you to spam-use it</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant</p>

<p>Item Pool: Shop, Beggar</p>

</ul>

<p class="tags"> normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool,  
shop room pool, shop item pool, red, robot, head, cube </p>

</span>

</a>

</li>

<li class="textbox" data-cid="401" data-sid="178" data-tid="83.5">

<a>

<div class="item reb-item-new re-item178" onclick=""></div>

<span>

<p class="item-title">Holy Water</p>

<p class="r-itemid">ItemID: 178</p>

<p class="pickup">Splash!</p>

<p class="quality">Quality: 3</p>

<p><strong class="pri">REPENTANCE</strong> - This item has been reworked. While firing tears the water will be fired as a projectile across the room. If it touches an enemy it breaks and leave a pool on the floor which freezes enemies and deals 8 damage per tick</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags"> angel room pool, god room pool, angel room item, item room, treasure room, item room pool,  
the lost item pool, white, blue, cross, jar</p>

</span>

</a>

</li>

<li class="textbox" data-cid="410" data-sid="179" data-tid="68">

<a>

<div class="item reb-item-new re-item179" onclick=""></div>

<span>

<p class="item-title">Fate</p>

<p class="r-itemid">ItemID: 179</p>

<p class="pickup">Flight eternal</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac an eternal heart and the ability to fly</p>

<p>Taking an eternal heart to the next floor or collecting two on the same floor gives you an extra heart container</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Blue Baby</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Gold Chest</p>

</ul>

<p class="tags"> golden chest pool, gold chest pool, blue head, the lost item pool, dead, ball</p>

</span>

</a>

</li>

<li class="textbox" data-cid="658" data-sid="180" data-tid="13">

<a>

<div class="item reb-item-new re-item180" onclick=""></div>

<span>

<p class="item-title">The Black Bean</p>

<p class="r-itemid">ItemID: 180</p>

<p class="pickup">Toot on touch</p>

<p class="quality">Quality: 0</p>

<p>Upon taking damage, Isaac will fart, causing all enemies in close proximity to become poisoned</p>

<p>Black Bean deals your tear damage for 6 ticks</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Beggar</p>

</u>

<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, item room, treasure room, item room pool, the lost item pool, kidney, grey, gray</p>

</span>

</a>

</li>

<li class="textbox" data-cid="80" data-sid="181" data-tid="189.7">

<a>

<div class="item reb-item-new re-item181" onclick=""></div>

<span>

<p class="item-title">White Pony</p>

<p class="r-itemid">ItemID: 181</p>

<p class="pickup">Flight + holy death</p>

<p class="quality">Quality: 2</p>

<p>Allows Isaac to fly while the White Pony is held</p>

<p>While held, sets your speed stat to 1.5 if it isn't already that high. If your speed stat is already higher then that value is still used</p>

<p>Upon use, Isaac charges in the direction the pony is facing, becoming invulnerable during the charge and damaging enemies while also casting the effect of Crack The Sky</p>

<p>Drops from the Conquest boss fight</p>

<p><strong class="pri">REPENTANCE</strong> - White Pony's charge time has been reduced to 2 (from 6). The beams of light now trail behind Isaac when charging with it (damage formula of the beams is damage \* 4 + 10).</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: None (Conquest boss only)</p>

</ul>

<p class="tags">\*, red, horse, head </p>

</span>

</a>

</li>

<li class="textbox" data-cid="190" data-sid="182" data-tid="158">

<a>

<div class="item reb-item-new re-item182" onclick=""></div>

<span>

<p class="item-title">Sacred Heart</p>

<p class="r-itemid">ItemID: 182</p>

<p class="pickup">Homing shots + DMG up</p>

<p class="quality">Quality: 4</p>

<p>Tears are now white, do a lot more damage and move slower across the screen with a homing effect</p>

<p>Health Up</p>

<p>Damage Up (damage \* 2.3 + 1)</p>

<p>-0.4 Tears Down</p>

<p>-0.25 Shot Speed Down</p>

<p>Full red heart heal</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<p><strong class="pri">REPENTANCE</strong> - Homing tears now target enemies much more reliably</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, red, fire, flame, orange, cross</p>

</span>

</a>

</li>

<li class="textbox" data-cid="256" data-sid="183" data-tid="184">

<a>

<div class="item reb-item-new re-item183" onclick=""></div>

<span>

<p class="item-title">Toothpicks</p>

<p class="r-itemid">ItemID: 183</p>

<p class="pickup">Tears + shot speed up</p>

<p class="quality">Quality: 3</p>

<p>+0.7 Tears Up</p>

<p>+0.1 Shot Speed Up</p>

<p>Does not increase your damage, simply makes your tears red</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, sticks, brown, yellow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="238" data-sid="184" data-tid="83">

<a>

<div class="item reb-item-new re-item184" onclick=""></div>

<span>

<p class="item-title">Holy Grail</p>

<p class="r-itemid">ItemID: 184</p>

<p class="pickup">Flight + HP up</p>

<p class="quality">Quality: 3</p>

<p>+1 HP Up</p>

<p>Gives Isaac the ability to fly</p>

<p>Heals one red heart container when picked up</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, the lost item pool, cup, wooden, gold, chalice, indiana jones

</span>

</a>

</li>

<li class="textbox" data-cid="50" data-sid="185" data-tid="56">

<a>

<div class="item reb-item-new re-item185" onclick=""></div>

<span>

<p class="item-title">Dead Dove</p>

<p class="r-itemid">ItemID: 185</p>

<p class="pickup">Flight + spectral tears</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac the ability to fly and spectral tears</p>

<p>An item only found in the Angel room</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, bird, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="487" data-sid="186" data-tid="17">

<a>

<div class="item reb-item-new re-item186" onclick=""></div>

<span>

<p class="item-title">Blood Rights</p>

<p class="r-itemid">ItemID: 186</p>

<p class="pickup">Mass enemy damage at a cost</p>

<p class="quality">Quality: 8</p>

<p>Upon use, takes away one full heart and deals 40 damage to the entire room</p>

<p>Shields and invincibility effects do not prevent damage when using this item</p>

<p>Using with Isaac's Heart previously prevented you from taking damage, however in Repentance this was fixed</p>

<p>Using this item as The Lost will instantly kill him, even if you have Holy Mantle active</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Samson</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, razor, straight, edge, barber, bloody, brown, silver</p>

</span>

</a>

</li>

<li class="textbox" data-cid="481" data-sid="187" data-tid="76">

<a>

<div class="item reb-item-new re-item187" onclick=""></div>

<span>

<p class="item-title">Guppy's Hairball</p>

<p class="r-itemid">ItemID: 187</p>

<p class="pickup">Swing it</p>

<p class="quality">Quality: 1</p>

<p>Follows behind Isaac and can be swung back and forth, dealing 5 contact damage per tick to anything it hits</p>

<p>Every time the hairball kills an enemy, it grows in size allowing it to deal more damage</p>

<p>This is one of the items which allows you to transform into Guppy</p>

<p>Moving to a new floor decreases the size of the hairball</p>

<p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p>

- <p>Type: Passive, Familiar</p>

<p>Item Pool: Devil Room</p>

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<span>

<p class="item-title">Abel</p>

<p class="r-itemid">ItemID: 188</p>

<p class="pickup">Mirrored buddy</p>

<p class="quality">Quality: 0</p>

<p>A familiar that mirrors the player's movements and shoots tears directly at Isaac</p>

<p>Abel's tears do 3.5 damage, unless playing as Cain in which case they do 5</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p><strong class="pri">REPENTANCE</strong> - Abel now has an increased rate of fire, and will mirror to the other side of the room, even if it's off screen. If picked up by Cain, it shoots blood tears and the damage becomes increased to 5 (instead of the usual 3.5)</p>

<p><strong class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Cain</p>

- <p>Type: Passive, Familiar</p>
- <p>Item Pool: Item Room</p>

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<span>

<p class="item-title">SMB Super Fan</p>

<p class="r-itemid">ItemID: 189</p>

<p class="pickup">All stats up</p>

<p class="quality">Quality: 3</p>

<p>Isaac turns red like Meatboy</p>

<p>+1 HP Up</p>

<p>+0.3 Damage Up</p>

<p>+0.2 Tears Up</p>

<p>+1.5 Range Up</p>

<p>+0.2 Speed Up</p>

<p>Full red heart heal</p>

<p><strong class="r-unlock">UNLOCK: Unlock this item by beating Challenge #14 (It's in the Cards)</p>

- <p>Type: Passive</p>
- <p>Item Pool: Item Room</p>

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<span>

<p class="item-title">Pyro</p>

<p class="r-itemid">ItemID: 190</p>

<p class="pickup">99 bombs</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac 99 bombs</p>

- <p>Type: Passive</p>
- <p>Item Pool: Item Room, Secret Room, Bomb Beggar</p>

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<span>

<p class="item-title">3 Dollar Bill</p>

<p class="r-itemid">ItemID: 191</p>

<p class="pickup">Rainbow tears</p>

<p class="quality">Quality: 2</p>

<p>Grants Isaac random tear effects</p>

<p>The tear type changes every few seconds</p>

<p><strong class="pri">REPENTANCE</strong> - The list of possible tear effects was updated in Repentance, to include all missing and new ones</p>

- <p>Type: Passive, Tear Modifier</p>
- <p>Item Pool: Item Room</p>

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<span>

<p class="item-title">Telepathy for Dummies</p>

<p class="r-itemid">ItemID: 192</p>

<p class="pickup">Temporary psychic shot</p>

<p class="quality">Quality: 1</p>

<p>When used, Isaac gains homing shots and +3.0 Range Up for the current room</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

- <p>Type: Active</p>
- <p>Recharge Time: 2 rooms</p>
- <p>Item Pool: Item Room, Library</p>

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<p class="item-title">MEAT!</p>

<p class="r-itemid">ItemID: 193</p>

<p class="pickup">DMG + HP up</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+0.3 Damage Up</p>

<p>Heals one red heart container when picked up</p>

- <p>Type: Passive</p>
- <p>Item Pool: Boss Room</p>

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<span>

<p class="item-title">Magic 8 Ball</p><p class="r-itemid">ItemID: 194</p><p class="pickup">Shot speed up</p><p class="quality">Quality: 1</p><p>+0.16 Shot Speed Up</p><p>Gives Isaac a random tarot card when picked up</p><p>+15% chance for Planetariums to spawn</p><p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Gold/Stone Chest</p></ul><p class="tags">\* boss room pool, boss room item, eight, grey, gray</p></span></a></li><li class="textbox" data-cid="521" data-sid="195" data-tid="116"><a><div class="item reb-item-new re-item195" onclick=""></div><span><p class="item-title">Mom's Coin Purse</p><p class="r-itemid">ItemID: 195</p><p class="pickup">What's all this...?</p><p class="quality">Quality: 1</p><p>Drops 4 random pills on the floor around Isaac</p><p>Counts as 1 of 3 mom items needed towards the Mom transformation</p><ul><p>Type: Passive</p><p>Item Pool: Shop, Boss Room, Challenge Room, Beggar, Demon Beggar</p></ul><p class="tags">\* dungeon room, blood challenge room, arena pool, demon beggar pool, demon judgement pool, devil beggar pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, shop room pool, shop item pool, bag, pouch, moms coin purse, mom coin purse</p></span></a></li><li class="textbox" data-cid="294" data-sid="196" data-tid="175"><a><div class="item reb-item-new re-item196" onclick=""></div><span><p class="item-title">Squeeezy</p><p class="r-itemid">ItemID: 196</p><p class="pickup">Tears up</p><p class="quality">Quality: 3</p><p>+2 Soul Hearts</p><p>+0.4 Tears Up</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Gold/Stone Chest</p></ul><p class="tags">\* boss room pool, boss room item, mr. squeezy, mr squeezy, cobaltstreak, white, brown, red, bow, </p></span></a></li><li class="textbox" data-cid="452" data-sid="197" data-tid="92"><a><div class="item reb-item-new re-item197" onclick=""></div><span><p class="item-title">Jesus Juice</p><p class="r-itemid">ItemID: 197</p><p class="pickup">Damage + range up</p><p class="quality">Quality: 2</p><p>+0.5 Damage Up</p><p>+0.3 Range Up</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Angel Room</p></ul><p class="tags">\* boss room pool, boss room item, purple, carton, grape drank</p></span></a></li><li class="textbox" data-cid="225" data-sid="198" data-tid="28"><a><div class="item reb-item-new re-item198" onclick=""></div><span><p class="item-title">Box</p><p class="r-itemid">ItemID: 198</p><p class="pickup">Stuff</p><p class="quality">Quality: 1</p><p>When picked up, spawns 1 red heart, 1 key, 1 bomb, 1 coin, 1 card/rune, 1 pill and 1 trinket</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Challenge Room</p></ul><p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, brown, orange, cardboard</p></span></a></li><li class="textbox" data-cid="311" data-sid="199" data-tid="120.5"><a><div class="item reb-item-new re-item199" onclick=""></div><span><p class="item-title">Mom's Key</p><p class="r-itemid">ItemID: 199</p><p class="pickup">Better chest loot +2 keys</p><p class="quality">Quality: 3</p><p>+2 Keys</p><p>Doubles the yield of hearts, coins, bombs and keys that spawn from non-red chests</p><p>Counts as 1 of 3 mom items needed towards the Mom transformation</p><ul><p>Type: Passive</p><p>Item Pool: Shop, Challenge Room, Key Beggar</p></ul><p class="tags">\* key master pool, key beggar pool, key judgement pool, , dungeon room, blood challenge room, arena pool, shop room pool, shop item pool, golden, horns, moms key, mom key</p></span></a></li><li class="textbox" data-cid="439" data-sid="200" data-tid="119"><a><div class="item reb-item-new re-item200" onclick=""></div><span><p class="item-title">Mom's Eyeshadow</p><p class="r-itemid">ItemID: 200</p><p class="pickup">Charm tears</p><p class="quality">Quality: 1</p><p>Tears have a random chance to charm enemies</p><p>Charmed enemies will prioritize attacking other enemies in the room, otherwise they will still attack Isaac</p><p>The chance to charm enemies is affected by your luck stat and at +27 Luck it will activate every time</p><p>Counts as 1 of 3 mom items needed towards the Mom transformation</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Challenge Room</p></ul><p class="tags">\* dungeon room, blood challenge room, arena pool, item room, treasure room, item room pool, grey, gray, blue, moms eyeshadow</p></span></a></li><li class="textbox" data-cid="608" data-sid="201" data-tid="89"><a><div class="item reb-item-new re-item201" onclick=""></div><span><p class="item-title">Iron Bar</p><p class="r-itemid">ItemID: 201</p><p class="pickup">Concussive tears</p><p class="quality">Quality: 3</p><p>+0.3 Damage Up</p><p>Tears now have a chance to concuss enemies, causing them to walk around dazed and confused for a short period of time</p><p>The chance to concuss enemies is affected by your luck stat and at +27 Luck it will activate every time</p></span></a>

<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, grey, gray, silver, ingot</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="239" data-sid="202" data-tid="113">  
<a>  
<div class="item reb-item-new re-item202" onclick=""></div>  
<span>  
<p class="item-title">Midas Touch</p>  
<p class="r-itemid">ItemID: 202</p>  
<p class="pickup">Golden touch</p>  
<p class="quality">Quality: 2</p>  
<p>Isaac's touch now petrifies enemies, turning them to gold for a few seconds. </p>  
<p>If an enemy is killed while it is golden, it will drop between 1-4 coins</p>  
<p>Contact damage is also dealt to enemies equal to the amount of coins Isaac is currently holding</p>  
<p>Has a synergy with The Poop item, which gives it a high chance to spawn golden poops</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, gold, ingot, bar, orange</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="477" data-sid="203" data-tid="85.7">  
<a>  
<div class="item reb-item-new re-item203" onclick=""></div>  
<span>  
<p class="item-title">Humbleing Bundle</p>  
<p class="r-itemid">ItemID: 203</p>  
<p class="pickup">"4x if free 4ever!"</p>  
<p class="quality">Quality: 3</p>  
<p>All future pennies, keys, bombs and hearts have a chance to drop in pairs</p>  
<p>Does not work for other pickups, such as soul hearts, nickels, dimes, cards, pills etc</p>  
<p><strong>pri</strong> - No longer guarantees all pickups to be doubled (is now chance-based), and doesn't change existing pickups that already dropped</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags">\* Humbling bundle shop room pool, shop item pool, paper, purple, brown</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="546" data-sid="204" data-tid="67.8">  
<a>  
<div class="item reb-item-new re-item204" onclick=""></div>  
<span>  
<p class="item-title">Fanny pack</p>  
<p class="r-itemid">ItemID: 204</p>  
<p class="pickup">"Filled with goodies"</p>  
<p class="quality">Quality: 1</p>  
<p>When you take damage, there is a 50% chance to drop a random heart, key, bomb or coin</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop, Beggar</p>  
</ul>  
<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, shop room pool, shop item pool, bag, satchel, backpack, purse, satchel, brown</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="44" data-sid="205" data-tid="162.3">  
<a>  
<div class="item reb-item-new re-item205" onclick=""></div>  
<span>  
<p class="item-title">Sharp plug</p>  
<p class="r-itemid">ItemID: 205</p>  
<p class="pickup">"Charge with blood"</p>  
<p class="quality">Quality: 1</p>  
<p>When your spacebar item is not fully charged, you can press spacebar to recharge it at the cost half of a heart per charge</p>  
<p>Can be used on partially charged items</p>  
<p>Will not kill you if used - it stops a half a heart left</p>  
<p>Red hearts are taken before other kinds, i.e. soul or black hearts</p>  
<p>Your devil deal chance isn't ruined by this item taking away red hearts</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags">\* shop room pool, shop item pool, the lost item pool, white, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="558" data-sid="206" data-tid="74.5">  
<a>  
<div class="item reb-item-new re-item206" onclick=""></div>  
<span>  
<p class="item-title">The Guillotine</p>  
<p class="r-itemid">ItemID: 206</p>  
<p class="pickup">"An out-of-body experience"</p>  
<p class="quality">Quality: 2</p>  
<p>+1.0 Damage Up</p>  
<p>-1 Tear Delay (Tears Up)</p>  
<p>Causes Isaac's head to detach and orbit his body, blocking shots and dealing 7 contact damage per tick</p>  
<p>BFs will cause the Guillotine head to do double damage (14 damage per tick)</p>  
<p>Tears are still fired from Isaac's head but the hitbox remains around his body</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Judas</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, chop, head, silver, metal</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="218" data-sid="207" data-tid="6.5">  
<a>  
<div class="item reb-item-new re-item207" onclick=""></div>  
<span>  
<p class="item-title">Ball of Bandages</p>  
<p class="r-itemid">ItemID: 207</p>  
<p class="pickup">"Gotta lick em all"</p>  
<p class="quality">Quality: 2</p>  
<p>Gives Isaac an orbital ball of bandages that deals 7 contact damage per tick and blocks enemy shots</p>  
<p>Collecting a second Ball of Bandages in the run turns the orbital into a pink head that shoots tears that deal 7 damage each and have a chance to charm enemies</p>  
<p>Getting a third Ball of Bandages will transform the head into bandage girl which will chase enemies dealing 3.5 contact damage per tick while firing charm tears</p>  
<p>A fourth Ball of Bandages will make the Bandage Girl bigger and stronger, making her deal 5.5 damage per tick instead</p>  
<p>Any further Ball of Bandages will repeat the cycle</p>  
<p>Charmed enemies will prioritize attacking other enemies in the room, otherwise they will still attack Isaac</p>  
<ul>  
<p>Type: Passive, Orbital</p>  
<p>Item Pool: None (Horsemen boss only)</p>  
</ul>  
<p class="tags">\* super meat boy, pink, plasters</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="151" data-sid="208" data-tid="39">  
<a>  
<div class="item reb-item-new re-item208" onclick=""></div>  
<span>  
<p class="item-title">Champion Belt</p>  
<p class="r-itemid">ItemID: 208</p>  
<p class="pickup">"DMG + Challenge up"</p>  
<p class="quality">Quality: 3</p>  
<p>+1.0 Damage Up</p>  
<p>Increases the chance of champion enemies appearing by 15%</p>  
<p>Doesn't affect the chance for champion bosses to spawn</p>  
<p>An item only found in the Shop room pool</p>

<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags"> shop room pool, shop item pool, red, croissant, crescent</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="529" data-sid="209" data-tid="33.2">  
<a>  
<div class="item reb-item-new re-item209" onclick=""></div>  
<span>  
<p class="item-title">Butt Bombs</p>  
<p class="r-itemid">ItemID: 209</p>  
<p class="pickup">Toxic blast +5 bombs</p>  
<p class="quality">Quality: 2</p>  
<p>+5 bombs</p>  
<p>Bombs now become poop bombs, which deal 10 damage to all enemies in the room and daze them for a short period of time</p>  
<p>Butt Bombs heal the poop bosses (Dingle, Dangle, Brownie) by 25% of their max HP</p>  
<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation.</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Bomb Beggar</p>  
</ul>  
<p class="tags"> boss rush pool, boss rush room, item room, treasure room, item room pool, poop, face, brown</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="341" data-sid="210" data-tid="72.7">  
<a>  
<div class="item reb-item-new re-item210" onclick=""></div>  
<span>  
<p class="item-title">Gnawed Leaf</p>  
<p class="r-itemid">ItemID: 210</p>  
<p class="pickup">Unbreakable</p>  
<p class="quality">Quality: 1</p>  
<p>If Isaac stands still and stops shooting for a second, he turns to stone, making him invincible until he moves/shoots again</p>  
<p>Using bombs or your active item will remove the invincibility as well</p>  
<p>This item is a reference to the Tanuki suit in Super Mario 3</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, raccoon, green</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="443" data-sid="211" data-tid="172.5">  
<a>  
<div class="item reb-item-new re-item211" onclick=""></div>  
<span>  
<p class="item-title">Spiderbaby</p>  
<p class="r-itemid">ItemID: 211</p>  
<p class="pickup">Spider revenge</p>  
<p class="quality">Quality: 1</p>  
<p>Spawns 2-5 friendly attack spiders every time you take damage</p>  
<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation</p>  
<p><strong class="pri">REPENTANCE</strong> - Buffed, used to spawn 1-2 spiders</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, the lost item pool, purple, blue, heart, cute spider baby</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="213" data-sid="212" data-tid="75">  
<a>  
<div class="item reb-item-new re-item212" onclick=""></div>  
<span>  
<p class="item-title">Guppy's Collar</p>  
<p class="r-itemid">ItemID: 212</p>  
<p class="pickup">Eternal life?</p>  
<p class="quality">Quality: 2</p>  
<p>When Isaac dies, he has a 50% chance to resurrect with 1/2 a heart</p>  
<p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Curse Room, Red Chest</p>  
</ul>  
<p class="tags"> curse room pool, red chest pool, red chest item pool, devil pool, devil room pool, devil deal, purple, pink, circle, guppies collar</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="10" data-sid="213" data-tid="101.3">  
<a>  
<div class="item reb-item-new re-item213" onclick=""></div>  
<span>  
<p class="item-title">Lost Contact</p>  
<p class="r-itemid">ItemID: 213</p>  
<p class="pickup">Shielded tears</p>  
<p class="quality">Quality: 2</p>  
<p>All of Isaac's tears now have a shield, allowing them to block an enemy projectile</p>  
<p>If a tear blocks something, both Isaac's and the enemies tears are destroyed</p>  
<p>-0.16 Shot Speed Down</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Secret Room</p>  
</ul>  
<p class="tags"> secret room pool, item room, treasure room, item room pool, white, lump, oval</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="125" data-sid="214" data-tid="6.02">  
<a>  
<div class="item reb-item-new re-item214" onclick=""></div>  
<span>  
<p class="item-title">Anemic</p>  
<p class="r-itemid">ItemID: 214</p>  
<p class="pickup">Toxic blood</p>  
<p class="quality">Quality: 1</p>  
<p>+1.5 Range Up</p>  
<p>When Isaac takes damage, he will start to leave a trail of blood creep behind him as he walks for the current room. The creep deals 2 damage per tick while enemies stand in it</p>  
<p>Lazarus' revived form (Lazarus II) respawns with this item</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, blood drop, red blood, drip</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="482" data-sid="215" data-tid="72.8">  
<a>  
<div class="item reb-item-new re-item215" onclick=""></div>  
<span>  
<p class="item-title">Goat Head</p>  
<p class="r-itemid">ItemID: 215</p>  
<p class="pickup">He accepts your offering</p>  
<p class="quality">Quality: 3</p>  
<p>Gives Isaac a guaranteed devil or angel room on every floor that they can appear, even if you have already beaten the boss and it didn't show up originally</p>  
<p>Taking the Goat Head (or any other item) in a Devil Deal bars you from encountering Angel Rooms naturally. After which, the only way to access an Angel Room is via the Sacrifice Room</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Curse Room</p>  
</ul>  
<p class="tags"> curse room pool, red chest pool, red chest item pool, golden chest pool, gold chest pool, devil pool, devil room pool, devil deal, brown, horns</p>  
</span>  
</a>

</li>

<li class="textbox" data-cid="667" data-sid="216" data-tid="38">

<>

<div class="item reb-item-new re-item216" onclick=""></div>

<span>

<p class="item-title">Ceremonial Robes</p>

<p class="r-itemid">ItemID: 216</p>

<p class="pickup">"Sin up"</p>

<p class="quality">Quality: 3</p>

<p>+3 Black Hearts</p>

<p>+1 Damage Up</p>

<p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room, Demon Beggar</p>

</ul>

<p class="tags">\* curse room pool, demon beggar pool, demon judgement pool, devil beggar pool, devil pool, devil room pool, devil deal, grey, gray, hood</p>

</span>

</a>

</li>

<li class="textbox" data-cid="228" data-sid="217" data-tid="125.5">

<>

<div class="item reb-item-new re-item217" onclick=""></div>

<span>

<p class="item-title">Mom's Wig</p>

<p class="r-itemid">ItemID: 217</p>

<p class="pickup">"You feel itchy"</p>

<p class="quality">Quality: 3</p>

<p>Isaac now has a small chance to create friendly attack spiders everytime he fires a tear</p>

<p>Can create up to a maximum of 5 spiders in the room at one time</p>

<p>The Hive Mind item allows Mom's Wig to spawn a maximum of 10 spiders at once, and increases their damage</p>

<p>The chance to create a spider is affected by your luck stat and at +10 Luck it will activate every time</p>

<p>Heals you for 1 red heart when picked up</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Challenge Room</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, item room, treasure room, item room pool, orange, moms wig</p>

</span>

</a>

</li>

<li class="textbox" data-cid="459" data-sid="218" data-tid="143">

<>

<div class="item reb-item-new re-item218" onclick=""></div>

<span>

<p class="item-title">Placenta</p>

<p class="r-itemid">ItemID: 218</p>

<p class="pickup">"HP up + regen"</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>Gives a chance to heal 1/2 a red heart every time the in-game timer hits a new minute</p>

<p>Heals one red heart container when picked up</p>

<p>There are no restrictions on when the regeneration effect happens as long as the game is not paused, so you can simply afk and heal over time</p>

<p>Works in crawl spaces</p>

<p>It's possible to find this item by blowing up Polyps (the weird red rocks found in the Womb floors)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, the lost item pool, purple, red, lump</p>

</span>

</a>

</li>

<li class="textbox" data-cid="69" data-sid="219" data-tid="136">

<>

<div class="item reb-item-new re-item219" onclick=""></div>

<span>

<p class="item-title">Old Bandage</p>

<p class="r-itemid">ItemID: 219</p>

<p class="pickup">"HP up"</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>The given heart container is empty</p>

<p>When you get hit, you will sometimes cause hearts to drop on the floor</p>

<p>The chance to drop hearts is affected by your luck stat and at +29 Luck it will activate 50% of the time</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, the lost item pool, plasters, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="590" data-sid="220" data-tid="159.5">

<>

<div class="item reb-item-new re-item220" onclick=""></div>

<span>

<p class="item-title">Sad Bombs</p>

<p class="r-itemid">ItemID: 220</p>

<p class="pickup">"Tear blast +5 bombs"</p>

<p class="quality">Quality: 2</p>

<p>+5 Bombs</p>

<p>Everytime a bomb explodes, it will release a circle of 10 tears outwards, much like the Tammy's Head effect</p>

<p>The tears from each bomb deal a flat 25 damage and are affected by any tear modifiers Isaac has</p>

<p>The tears caused by Sad Bombs are much larger and do a lot more damage than Isaac's normal tears</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\* boss rush pool, boss rush room, item room, treasure room, item room pool, crying, face</p>

</span>

</a>

</li>

<li class="textbox" data-cid="231" data-sid="221" data-tid="156.5">

<>

<div class="item reb-item-new re-item221" onclick=""></div>

<span>

<p class="item-title">Rubber Cement</p>

<p class="r-itemid">ItemID: 221</p>

<p class="pickup">"Bouncing tears"</p>

<p class="quality">Quality: 3</p>

<p>Isaac's tears now bounce off walls and objects in the environment, such as rocks and pots</p>

<p>Allows tears to hit the same enemy multiple times</p>

<p>If you also have Lost Contact, tears will bounce off enemy projectiles instead of being destroyed</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's heart 2 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, orange, brown, bottle, jar</p>

</span>

</a>

</li>

<li class="textbox" data-cid="395" data-sid="222" data-tid="6.07">

<>

<div class="item reb-item-new re-item222" onclick=""></div>

<span>

<p class="item-title">Anti-Gravity</p>

<p class="r-itemid">ItemID: 222</p>

<p class="pickup">"Antigravity tears + tears up"</p>

<p class="quality">Quality: 2</p>

<p>-2 Tear Delay (Tears Up)</p>

<p>As you hold down the fire button, shots will float in the same place until you release the fire key again</p>

<p>Allows you to store up a lot of tears in the air and release them all at once</p>

<p>When the tears are released, they will fire off in the direction that Isaac was originally facing when it was created</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* anti gravity, item room, treasure room, item room pool, anti gravity, atom, nucleus</p>

</span>

</a>

</li>

<li class="textbox" data-cid="236" data-sid="223" data-tid="148">

<a>

<div class="item reb-item-new re-item223" onclick=""></div>

<span>

<p class="item-title">Pyromaniac</p>

<p class="r-itemid">ItemID: 223</p>

<p class="pickup">Hurts so good +5 bombs</p>

<p class="quality">Quality: 4</p>

<p>+5 Bombs</p>

<p>All explosions now heal Isaac for 0.5 red hearts instead of hurting him</p>

<p><strong>class="pri">REPENTANCE</strong> - Pyromaniac now grants Isaac immunity to fire, but no longer protects against stomps or shockwaves. Explosions now only heal Isaac for half of a heart (previously he healed a full heart)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, fire, heart, orange, burning, stannis</p>

</span>

</a>

</li>

<li class="textbox" data-cid="543" data-sid="224" data-tid="45.5">

<a>

<div class="item reb-item-new re-item224" onclick=""></div>

<span>

<p class="item-title">Cricket's Body</p>

<p class="r-itemid">ItemID: 224</p>

<p class="pickup">Splash damage + tears up</p>

<p class="quality">Quality: 3</p>

<p>-1 Tear Delay (Tears Up)</p>

<p>-1.3 Range Down</p>

<p>x1.2 Tear Size</p>

<p>Makes tears break into 4 smaller tears on impact with anything, which deal half of your damage</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, brown, orange, headless, crickets body</p>

</span>

</a>

</li>

<li class="textbox" data-cid="635" data-sid="225" data-tid="72.5">

<a>

<div class="item reb-item-new re-item225" onclick=""></div>

<span>

<p class="item-title">Gimpy</p>

<p class="r-itemid">ItemID: 225</p>

<p class="pickup">Sweet suffering</p>

<p class="quality">Quality: 2</p>

<p>When getting hit, this item has a chance to drop a soul heart or black heart</p>

<p>The chance to spawn a heart is affected by your luck stat and at +22 Luck it will activate 50% of the time</p>

<p>Enemies have a chance to drop half a red heart when killed</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Devil Room, Curse Room, Demon Beggar</p>

</ul>

<p class="tags">\* curse room pool, demon beggar pool, demon judgement pool, devil beggar pool devil pool, devil room pool, devil deal, item room, treasure room, item room pool, gimp mask, the lost item pool, grey, gray, black</p>

</span>

</a>

</li>

<li class="textbox" data-cid="468" data-sid="226" data-tid="13.3">

<a>

<div class="item reb-item-new re-item226" onclick=""></div>

<span>

<p class="item-title">Black Lotus</p>

<p class="r-itemid">ItemID: 226</p>

<p class="pickup">HP up x3</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+1 Soul Heart</p>

<p>+1 Black Heart</p>

<p>Heals one red heart container when picked up</p>

<p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p>

<p>An item only found in the secret room pool</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\* secret room pool, , the lost item pool, purple, black, grey, gray, flower, mtg magic the gathering, vintage</p>

</span>

</a>

</li>

<li class="textbox" data-cid="285" data-sid="227" data-tid="142.3">

<a>

<div class="item reb-item-new re-item227" onclick=""></div>

<span>

<p class="item-title">Piggy Bank</p>

<p class="r-itemid">ItemID: 227</p>

<p class="pickup">My life savings</p>

<p class="quality">Quality: 1</p>

<p>+3 Coins when picked up</p>

<p>When you take damage, 1-2 coins will drop on the floor</p>

<p>When playing as the Keeper, this item drops 0-1 coins instead</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, item room, treasure room, item room pool, pink, oink</p>

</span>

</a>

</li>

<li class="textbox" data-cid="320" data-sid="228" data-tid="124">

<a>

<div class="item reb-item-new re-item228" onclick=""></div>

<span>

<p class="item-title">Mom's Perfume</p>

<p class="r-itemid">ItemID: 228</p>

<p class="pickup">Fear shot</p>

<p class="quality">Quality: 2</p>

<p>-1 Tear Delay (Tears Up)</p>

<p>Isaac's tears have a 15% chance of causing a fear effect</p>

<p>Frightened enemies will run away from Isaac temporarily</p>

<p>The chance to fear enemies is affected by your luck stat and at +85 Luck it will activate every time</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Challenge Room</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, item room, treasure room, item room pool, spray, brown, white, yellow, moms perfume

</p>

</span>

</a>

</li>

<li class="textbox" data-cid="199" data-sid="229" data-tid="128">

<a>

<div class="item reb-item-new re-item229" onclick=""></div>

<span>

<p class="item-title">Monstro's Lung</p>

<p class="r-itemid">ItemID: 229</p>

<p class="pickup">Charged attack</p>

<p class="quality">Quality: 2</p>

<p>Tears can now be charged and released in a shotgun style effect, much like Monstro's main attack</p>

<p>Tears down (Tear delay \* 4.3)</p>

<p>Partial charging does nothing - must be fully charged to use</p>

<ul>  
<p>Type: Passive, Tear Modifier</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, pink, body part, monstros lung</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="141" data-sid="230" data-tid="5.3">  
<a>  
<div class="item reb-item-new re-item230" onclick=""></div>  
<span>  
<p class="item-title">Abaddon</p>  
<p class="r-itemid">ItemID: 230</p>  
<p class="pickup">"Evil up + DMG up + fear shot"</p>  
<p class="quality">Quality: 3</p>  
<p>On pickup Abaddon converts all your heart containers to black hearts, then gives you +2 more black hearts</p>  
<p>+1.5 Damage Up/>  
<p>+0.2 Speed Up/>  
<p>Tears now have a chance to induce the fear effect, causing enemies to run away from Isaac for a short period</p>  
<p>The chance to fear enemies is affected by your luck stat and at +85 Luck it will activate every time</p>  
<p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p>  
<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>  
<p><strong class="pri">REPENTANCE</strong> - No longer kills Keeper when picked up, just reduces coin health to 1</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Azazel</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Demon Beggar</p>  
</ul>  
<p class="tags"> devil pool, devil room pool, devil deal, red devil sign, abandon, abadon, pentagram</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="678" data-sid="231" data-tid="7">  
<a>  
<div class="item reb-item-new re-item231" onclick=""></div>  
<span>  
<p class="item-title">Ball of Tar</p>  
<p class="r-itemid">ItemID: 231</p>  
<p class="pickup">"Sticky feet..."</p>  
<p class="quality">Quality: 2</p>  
<p>Isaac leaves a trail of tar behind him which will slow down enemies that walk over it</p>  
<p>Tears have a chance to slow enemies and their projectiles for a short period of time</p>  
<p>The chance to slow enemies can improve based on your luck stat and will always slow enemies at +18 Luck</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, black, grey, gray</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="404" data-sid="232" data-tid="179.3">  
<a>  
<div class="item reb-item-new re-item232" onclick=""></div>  
<span>  
<p class="item-title">Stop Watch</p>  
<p class="r-itemid">ItemID: 232</p>  
<p class="pickup">"Let's slow this down a bit"</p>  
<p class="quality">Quality: 4</p>  
<p>+0.3 Speed Up/>  
<p>The Stop Watch applies a permanent but slight slowing effect to all enemies and their projectiles</p>  
<p>The slowing effect has a reduced effect against Brimstone lasers fired by enemies</p>  
<p><strong class="pri">REPENTANCE</strong> - Stop Watch now slows down all enemies in the game once again, but the slow effect is much less drastic. No longer has an "on hit" effect</p>  
<p class="r-unlock">UNLOCK: Unlock this item by donating 999 pennies to the Shop</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags"> shop room pool, shop item pool, stopwatch, blue, pocket, clock</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="620" data-sid="233" data-tid="183">  
<a>  
<div class="item reb-item-new re-item233" onclick=""></div>  
<span>  
<p class="item-title">Tiny Planet</p>  
<p class="r-itemid">ItemID: 233</p>  
<p class="pickup">"Orbiting tears + range up"</p>  
<p class="quality">Quality: 0</p>  
<p>+6.5 Range Up/>  
<p>Range greatly increased</p>  
<p>Tears now revolve around Isaac's Body at a fixed distance until they hit the ground</p>  
<p>Aiming in the opposite direction is often better due to how the tears circle around Isaac</p>  
<p>Causes a lot of great synergies with items such as Lump of Coal, Brimstone, Rubber Cement, Technology and most of the worm trinkets</p>  
<p><strong class="pri">REPENTANCE</strong> - Tiny Planet's orbit now more tightly follows Isaac. To help with range, the orbit is now also offset based on the current direction Isaac is shooting</p>  
<ul>  
<p>Type: Passive, Tear Modifier</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, grey, gray, asteroid, silver, ball</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="296" data-sid="234" data-tid="86.5">  
<a>  
<div class="item reb-item-new re-item234" onclick=""></div>  
<span>  
<p class="item-title">Infestation 2</p>  
<p class="r-itemid">ItemID: 234</p>  
<p class="pickup">"Infestation shot"</p>  
<p class="quality">Quality: 4</p>  
<p>Creates a friendly blue spider when you kill an enemy</p>  
<p>Spiders are spawned at the location where the enemy died</p>  
<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, pink, smile</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="134" data-sid="236" data-tid="66">  
<a>  
<div class="item reb-item-new re-item236" onclick=""></div>  
<span>  
<p class="item-title">E. Coli</p>  
<p class="r-itemid">ItemID: 236</p>  
<p class="pickup">"Turdy Touch"</p>  
<p class="quality">Quality: 1</p>  
<p>E. Coli turns normal enemies into poop if they touch you</p>  
<p>Enemies can turn into poop even if they do not do contact damage, allowing you to apply the effect without taking damage</p>  
<p>Can be combined with Midas Touch to turn enemies into Golden Poop</p>  
<p>This does not work on mini-bosses and bosses</p>  
<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> e coli, item room, treasure room, item room pool, tampon, bloody, red, white, red sperm, ecoli,</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="621" data-sid="237" data-tid="57.5">  
<a>  
<div class="item reb-item-new re-item237" onclick=""></div>  
<span>  
<p class="item-title">Death's Touch</p>  
<p class="r-itemid">ItemID: 237</p>

<p class="pickup">Penetrative shots + DMG up</p>

<p class="quality">Quality: 3</p>

<p>+1.5 Damage Up/>

<p>-0.3 Tears Down/>

<p>x2 Tear Size/>

<p>Isaac's tears turn into large scythes that pierce through enemies (Similar to how Death's scythes look)</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #17 (Waka Waka)</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, axe, silver, grey, gray, deaths touch, death touch</p>

</span>

</a>

</li>

<li class="textbox" data-cid="309" data-sid="238" data-tid="92.4">

<a>

<div class="item reb-item-new re-item238" onclick=""></div>

<span>

<p class="item-title">Key Piece #1</p>

<p class="r-itemid">ItemID: 238</p>

<p class="pickup">???"</p>

<p class="quality">Quality: 0</p>

<p>Increases your chances to find an Angel Room instead of a Devil Room. See the dedicated Devil room page for more details</p>

<p>First half of the key required to enter the door to the Mega Satan boss</p>

<p>Drops from one of the angels which appear by bombing the statue in an angel room</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: None (Angel statue only)</p>

</ul>

<p class="tags">\* angel room, angels, broken, yellow, gold, circle</p>

</span>

</a>

</li>

<li class="textbox" data-cid="310" data-sid="239" data-tid="92.5">

<a>

<div class="item reb-item-new re-item239" onclick=""></div>

<span>

<p class="item-title">Key Piece #2</p>

<p class="r-itemid">ItemID: 239</p>

<p class="pickup">???"</p>

<p class="quality">Quality: 0</p>

<p>Increases your chances to find an Angel Room instead of a Devil Room. See the dedicated Devil room page for more details</p>

<p>Second half of the key required to enter the door to the Mega Satan boss</p>

<p>Drops from one of the angels which appear by bombing the statue in an angel room</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: None (Angel statue only)</p>

</ul>

<p class="tags">\*, yellow, gold, broken</p>

</span>

</a>

</li>

<li class="textbox" data-cid="312" data-sid="240" data-tid="67.5">

<a>

<div class="item reb-item-new re-item240" onclick=""></div>

<span>

<p class="item-title">Experimental Treatment</p>

<p class="r-itemid">ItemID: 240</p>

<p class="pickup">"Some stats up, some stats down"</p>

<p class="quality">Quality: 1</p>

<p>Randomly increases 4 of your stats, and decreases 2 of them</p>

<p>Possible stat changes are fixed values: ±1 health, ±1 damage, ±0.2 speed, ±0.5 range, ±0.5 tears, ±0.2 shot speed, ±1 luck</p>

<p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's Heart 7 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Boss Room, Demon Beggar</p>

</ul>

<p class="tags">\* demon beggar pool, demon judgement pool, boss room pool, boss room item, item room, treasure room, item room pool, yellow syringe, needle, injection</p>

</span>

</a>

</li>

<li class="textbox" data-cid="196" data-sid="241" data-tid="44.5">

<a>

<div class="item reb-item-new re-item241" onclick=""></div>

<span>

<p class="item-title">Contract From Below</p>

<p class="r-itemid">ItemID: 241</p>

<p class="pickup">"Wealth, but at what cost?"</p>

<p class="quality">Quality: 3</p>

<p>Doubles pickups and chests from clearing a room</p>

<p>Also gives a 30% chance for room clear rewards to not spawn</p>

<p>Doesn't affect coins spawned in Greed Mode</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room, Demon Beggar</p>

</ul>

<p class="tags">\* curse room pool, demon beggar pool, demon judgement pool, devil beggar pool, devil pool, devil room pool, devil deal, paper, pink, brown, isaac</p>

</span>

</a>

</li>

<li class="textbox" data-cid="471" data-sid="242" data-tid="86">

<a>

<div class="item reb-item-new re-item242" onclick=""></div>

<span>

<p class="item-title">Infamy</p>

<p class="r-itemid">ItemID: 242</p>

<p class="pickup">"Damage reduction"</p>

<p class="quality">Quality: 2</p>

<p>Gives a 50% chance to not take damage from projectiles</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Secret Room</p>

</ul>

<p class="tags">\* golden chest pool, gold chest pool, secret room pool, item room, treasure room, item room pool, purple, pink, mask, face</p>

</span>

</a>

</li>

<li class="textbox" data-cid="394" data-sid="243" data-tid="187.2">

<a>

<div class="item reb-item-new re-item243" onclick=""></div>

<span>

<p class="item-title">Trinity Shield</p>

<p class="r-itemid">ItemID: 243</p>

<p class="pickup">"You feel guarded"</p>

<p class="quality">Quality: 3</p>

<p>Puts a shield in front of Isaac which blocks projectiles</p>

<p>The shield will rotate based on the direction in which Isaac is firing tears</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, blue, silver, metal</p>

</span>

</a>

</li>

<li class="textbox" data-cid="566" data-sid="244" data-tid="180.7">

<a>

<div class="item reb-item-new re-item244" onclick=""></div>

<span>

<p class="item-title">Tech.5</p>

<p class="r-itemid">ItemID: 244</p>

<p class="pickup">"It's still being tested"</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac a laser that will fire at random intervals in addition to your normal tears</p>

<p>Each laser does damage equal to your current tear damage</p>

<p>The laser will occasionally fire with one of these effects: Hook Worm, Spoon Bender, Tiny Planet, Mysterious Liquid, Rubber Cement</p>

<p>Lucky has no effect on the rate at which Tech.5 fires and does not scale with items that increase your tears stat</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #18 (The Host)</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags"> technology.5, tech 5, item room, treasure room, item room pool, white, red, eye, robot</p>

</span>

</li>

<li class="textbox" data-cid="680" data-sid="245" data-tid="3">

<a>

<span>

<p class="item-title">20/20</p>

<p class="r-itemid">ItemID: 245</p>

<p class="pickup">Double shot</p>

<p class="quality">Quality: 4</p>

<p>Isaac now shoots two tears at once</p>

<p>Unlike the Inner Eye and Mutant Spider items, this double shot item does not give a tears down</p>

<p><strong class="pri">REPENTANCE</strong> - Reduces damage done by 25%; hitting both tears is still effectively a 1.5x damage boost</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags"> 20 20, 2020, item room, treasure room, item room pool, black glasses, spectacles</p>

</span>

</li>

<li class="textbox" data-cid="430" data-sid="246" data-tid="18.2">

<a>

<span>

<p class="item-title">Blue Map</p>

<p class="r-itemid">ItemID: 246</p>

<p class="pickup">Secrets</p>

<p class="quality">Quality: 2</p>

<p>Reveals the locations of the secret and super secret room for the current floor and all future floors</p>

<p class="r-unlock">UNLOCK: Unlock this item by donating 10 pennies to the Shop</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Beggar, Key Beggar</p>

</ul>

<p class="tags"> normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, shop room pool, shop item pool, x, paper</p>

</span>

</a>

</li>

<li class="textbox" data-cid="130" data-sid="247" data-tid="11.5">

<a>

<span>

<p class="item-title">BFFS!</p>

<p class="r-itemid">ItemID: 247</p>

<p class="pickup">Your friends rule!</p>

<p class="quality">Quality: 2</p>

<p>Makes all of Isaac's familiars stronger and bigger</p>

<p>Causes most familiars to deal double damage</p>

<p>Has no effect on most familiars that scale with Isaac's tear damage</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Key Beggar</p>

</ul>

<p class="tags"> key master pool, key beggar pool, key judgement pool, shop room pool, shop item pool, red, heart, arrow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="397" data-sid="248" data-tid="82.5">

<a>

<span>

<p class="item-title">Hive Mind</p>

<p class="r-itemid">ItemID: 248</p>

<p class="pickup">Giant spiders and flies</p>

<p class="quality">Quality: 2</p>

<p>Causes your friendly blue spiders and flies to become bigger and do x2 more damage</p>

<p>Allows Mom's Wig to spawn a maximum of 10 spiders at once instead of 5</p>

<p>Fly and spider familiars become stronger similar to BFFS</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags"> shop room pool, shop item pool, blue, fat</p>

</span>

</a>

</li>

<li class="textbox" data-cid="49" data-sid="249" data-tid="182.45">

<a>

<span>

<p class="item-title">There's Options</p>

<p class="r-itemid">ItemID: 249</p>

<p class="pickup">More options</p>

<p class="quality">Quality: 3</p>

<p>Two items now spawn after beating a boss fight and the boss rush, however only one can be taken</p>

<p>The additional item will pick from the Boss Item Pool</p>

<p>Does nothing after the Krampus fight</p>

<p>Unlocked by donating to the donation machine in the shop</p>

<p class="r-unlock">UNLOCK: Unlock this item by donating 50 pennies to the Shop</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags"> shop room pool, shop item pool, white, question mark, square, theres options</p>

</span>

</a>

</li>

<li class="textbox" data-cid="636" data-sid="250" data-tid="21.5">

<a>

<span>

<p class="item-title">Bogo Bombs</p>

<p class="r-itemid">ItemID: 250</p>

<p class="pickup">1+1 bombs</p>

<p class="quality">Quality: 1</p>

<p>All bomb pickups are now 1+1 bombs</p>

<p>An item only found in the Shop item pool</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags"> shop room pool, shop item pool, purple, paper, ticket</p>

</span>

</a>

</li>

<li class="textbox" data-cid="514" data-sid="251" data-tid="176">

<a>

<span>

<p class="item-title">Starter Deck</p>

<p class="r-itemid">ItemID: 251</p>

<p class="pickup">Extra card room</p>

<p class="quality">Quality: 2</p>

<p>Spawns a random card</p>

<p>Isaac can now hold 2 cards or runes at once. Tap the drop button to cycle between each one</p>

<p>All future pill drops will now instead become cards</p>

<p>An item only available in the Shop room</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, packet, deck, brown, orange</p>

</span>

</a>

</li>

<li class="textbox" data-cid="472" data-sid="252" data-tid="96.8">

<a>

<div class="item reb-item-new re-item252" onclick=""></div>

<span>

<p class="item-title">Little Baggy</p>

<p class="r-itemid">ItemID: 252</p>

<p class="pickup">Extra pill room</p>

<p class="quality">Quality: 1</p>

<p>Allows for 2 pills to be held. Tap the drop button to cycle between each one</p>

<p>Drops a pill on the floor when picked up</p>

<p>Changes all card and rune drops into pills. Any Tarot card or rune on the floor or current held when picking this item up will change into a pill</p>

<p>Dice Shard counts as a card and will be converted</p>

<p class="r-unlock">UNLOCK: Unlock this item by picking up 2 of the following items: Roid Rage, The Virus, Growth Hormones, Experimental Treatment or Speed Ball</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, brown, purple</p>

</span>

</a>

</li>

<li class="textbox" data-cid="167" data-sid="253" data-tid="108">

<a>

<div class="item reb-item-new re-item253" onclick=""></div>

<span>

<p class="item-title">Magic Scab</p>

<p class="r-itemid">ItemID: 253</p>

<p class="pickup">HP + luck up</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+1.0 Luck Up</p>

<p>Heals one red heart container when picked up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, red, wedge, purple, triangle</p>

</span>

</a>

</li>

<li class="textbox" data-cid="132" data-sid="254" data-tid="15">

<a>

<div class="item reb-item-new re-item254" onclick=""></div>

<span>

<p class="item-title">Blood Clot</p>

<p class="r-itemid">ItemID: 254</p>

<p class="pickup">DMG + range up</p>

<p class="quality">Quality: 2</p>

<p>+1.0 Damage Up (Left eye only)</p>

<p>+1.5 Range Up (Left eye only)</p>

<p>The above stats only apply to tears fired from Isaac's left eye or with a 50% chance if you have an item which causes you to fire from a single source only</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, red, blob, circle, spot</p>

</span>

</a>

</li>

<li class="textbox" data-cid="610" data-sid="255" data-tid="162">

<a>

<div class="item reb-item-new re-item255" onclick=""></div>

<span>

<p class="item-title">Screw</p>

<p class="r-itemid">ItemID: 255</p>

<p class="pickup">Tears + shot speed up</p>

<p class="quality">Quality: 3</p>

<p>+0.5 Tears Up</p>

<p>+0.2 Shot Speed Up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\* boss room pool, boss room item, grey, gray</p>

</span>

</a>

</li>

<li class="textbox" data-cid="232" data-sid="256" data-tid="84">

<a>

<div class="item reb-item-new re-item256" onclick=""></div>

<span>

<p class="item-title">Hot Bombs</p>

<p class="r-itemid">ItemID: 256</p>

<p class="pickup">Burning blast +5 bombs</p>

<p class="quality">Quality: 1</p>

<p>+5 Bombs</p>

<p>Grants immunity to fire</p>

<p>Enemies touching placed bombs take 16 damage</p>

<p>Gives all bombs a burning effect when they explode, leaving fire on the floor which deals 22 damage to enemies</p>

<p><strong class="pri">REPENTANCE</strong> - Hot Bombs now have greatly increased contact damage (increased from 1 to 16), and passively grants Isaac immunity to fire</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, fire, orange, flame, face</p>

</span>

</a>

</li>

<li class="textbox" data-cid="235" data-sid="257" data-tid="68.5">

<a>

<div class="item reb-item-new re-item257" onclick=""></div>

<span>

<p class="item-title">Fire Mind</p>

<p class="r-itemid">ItemID: 257</p>

<p class="pickup">Flaming tears</p>

<p class="quality">Quality: 2</p>

<p>Isaac's tears now set enemies on fire, leaving a damage over time effect that does 4 or 6 damage per tick</p>

<p>There is a chance that tears that hit enemies will explode, leaving a small fire on the floor that damages enemies</p>

<p>Exploding tears deal damage \* 2 + 22 per tick</p>

<p>The chance for tears to explode is affected by your luck stat and at +13 Luck it will activate every time</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, fire, flame, orange, back, ball, burning</p>

</span>

</a>

</li>

<li class="textbox" data-cid="1" data-sid="258" data-tid="114.2">

<a>

<div class="item reb-item-new re-item258" onclick=""></div>

<span>

<p class="item-title">Missing No</p>

<p class="r-itemid">ItemID: 258</p>

<p class="pickup">Syntax error</p>

<p class="quality">Quality: 1</p>

<p>When picked up, and at the start of each floor this rerolls all your current items, giving you a new item to replace each of the ones you had</p>

<p>Also rerolls all your stats at the same time, giving a random flat modifier that changes each time</p>

<p>Doesn't affect important items such as Polaroid, Negative and Key Pieces</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Lazarus</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\* secret room pool, mondrian, painting, yellow, blue, red, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="645" data-sid="259" data-tid="53.8">

<a>

<div class="item reb-item-new re-item259" onclick=""></div>

<span>

<p class="item-title">Dark Matter</p>

<p class="r-itemid">ItemID: 259</p>

<p class="pickup">Fear shot</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up</p>

<p>Tears now have a chance to apply the fear effect to enemies, which causes them to run away from Isaac</p>

<p>The chance to fear enemies is affected by your luck stat and at +20 Luck it will activate every time</p>

<p>An item only found in the devil room pool (Note: The Fallen boss pulls items from the Devil Room Pool)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, grey, gray, fist, glow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="661" data-sid="260" data-tid="13.2">

<a>

<div class="item reb-item-new re-item260" onclick=""></div>

<span>

<p class="item-title">Black Candle</p>

<p class="r-itemid">ItemID: 260</p>

<p class="pickup">Curse of immunity + evil up</p>

<p class="quality">Quality: 3</p>

<p>+1 Black Heart</p>

<p>Immunity to all floor curses (e.g. Curse of the Lost)</p>

<p>Black Candle removes the teleportation effect of Cursed Eye</p>

<p>+15% chance of a devil or angel room opening after the boss fight</p>

<p>+unlock</p>

<p>UNLOCK: Unlock this item by donating 150 pennies to the Shop</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Curse Room</p>

</ul>

<p class="tags">\* curse room pool, shop room pool, shop item pool, grey, gray</p>

</span>

</a>

</li>

<li class="textbox" data-cid="94" data-sid="261" data-tid="146.45">

<a>

<div class="item reb-item-new re-item261" onclick=""></div>

<span>

<p class="item-title">Proptosis</p>

<p class="r-itemid">ItemID: 261</p>

<p class="pickup">Short range mega tears</p>

<p class="quality">Quality: 4</p>

<p>Gives Isaac high damage tears with a short range</p>

<p>Tear size and damage falls off very fast with this item, the further the tear travels the less damage it does</p>

<p>Tear damage starts at triple (300%) and decreases over range to eventually be 0%</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, red, bloody, eyeball</p>

</span>

</a>

</li>

<li class="textbox" data-cid="195" data-sid="262" data-tid="114.5">

<a>

<div class="item reb-item-new re-item262" onclick=""></div>

<span>

<p class="item-title">Missing Page 2</p>

<p class="r-itemid">ItemID: 262</p>

<p class="pickup">Evil up + your enemies will pay</p>

<p class="quality">Quality: 0</p>

<p>+1 Black Heart</p>

<p>If the total sum of all your health is at one heart after taking damage, the necronomicon effect will activate, dealing 40 damage to the entire room</p>

<p><strong>REPENTANCE</strong> - Missing Page 2 now doubles all black heart and Necronomicon damage (to 80 instead of the usual 40)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Demon Beggar, Secret Room</p>

</ul>

<p class="tags">\* demon beggar pool, demon judgement pool, devil beggar pool, secret room pool, devil pool, devil room pool, devil deal, the lost item pool, red, bloody, purple, paper</p>

</span>

</a>

</li>

<li class="textbox" data-cid="319" data-sid="264" data-tid="166.5">

<a>

<div class="item reb-item-new re-item264" onclick=""></div>

<span>

<p class="item-title">Smart Fly</p>

<p class="r-itemid">ItemID: 264</p>

<p class="pickup">Revenge fly</p>

<p class="quality">Quality: 2</p>

<p>A yellow orbital fly that will block shots and when Isaac gets hit, will seek out the nearest enemy and attack it</p>

<p>If the fly is in its attacking state and there are no longer any enemies in range, it will return to Isaac and go back to being a defensive orbital</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Key Beggar</p>

</ul>

<p class="tags">\* key master pool, key beggar pool, key judgement pool, item room, treasure room, item room pool, golden, yellow, glow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="25" data-sid="265" data-tid="65.5">

<a>

<div class="item reb-item-new re-item265" onclick=""></div>

<span>

<p class="item-title">Dry Baby</p>

<p class="r-itemid">ItemID: 265</p>

<p class="pickup">Immortal friend</p>

<p class="quality">Quality: 3</p>

<p>A familiar that follows Isaac and blocks any shots that hit it</p>

<p>If a projectile is blocked by Dry Baby, he has a 10% chance to activate the Necronomicon effect, dealing 40 damage to the entire room</p>

<p>The chance to activate the effect is not changed by your Luck stat</p>

<p>Can drop while destroying skulls in the Depths and Necropolis floors</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, dry baby is best baby, northernlion, fat skeleton, white, grey, gray</p>

</span>

</a>

</li>

<li class="textbox" data-cid="20" data-sid="266" data-tid="92.2">

<a>

<div class="item reb-item-new re-item266" onclick=""></div>

<span>

<p class="item-title">Juicy Sack</p>

<p class="r-itemid">ItemID: 266</p>

<p class="pickup">Sticky babies</p>

<p class="quality">Quality: 2</p>

<p>A familiar that follows Isaac around dropping white creep which slows down enemies that walk over it</p>

<p>Spawns 1-2 familiar blue spiders after every room</p>

<p>Blue Spiders do x2 of Isaac's damage</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, white, ball, dripping</p>

</span>

</a>

</li>

<li class="textbox" data-cid="570" data-sid="267" data-tid="152.5">

<a>

<div class="item reb-item-new re-item267" onclick=""></div>

<span>

<p class="item-title">Robo-Baby 2.0</p>

<p class="r-itemid">ItemID: 267</p>

<p class="pickup">"We worked out all the kinks"</p>

<p class="quality">Quality: 1</p>

<p>A familiar that is controlled via the arrow keys and will automatically fire a laser if anything is in its line of sight</p>

<p>Bobo-Baby 2.0's lasers deal 3.5 damage per hit</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #16 (Computer Savvy)</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* robo baby 2.0, item room, treasure room, item room pool, red, eyes, grey, gray, robot</p>

</span>

</a>

</li>

<li class="textbox" data-cid="332" data-sid="268" data-tid="155">

<a>

<div class="item reb-item-new re-item268" onclick=""></div>

<span>

<p class="item-title">Rotten Baby</p>

<p class="r-itemid">ItemID: 268</p>

<p class="pickup">"Infested friend"</p>

<p class="quality">Quality: 3</p>

<p>A familiar which follows Isaac and spawns a blue flies as you're firing tears</p>

<p>Rotten Baby can only create one fly at a time, meaning if he has created a fly he cannot make another until it is used</p>

<p>Blue Flies do double your tear damage</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, dead, baby, green, red, bloody</p>

</span>

</a>

</li>

<li class="textbox" data-cid="96" data-sid="269" data-tid="82.3">

<a>

<div class="item reb-item-new re-item269" onclick=""></div>

<span>

<p class="item-title">Headless Baby</p>

<p class="r-itemid">ItemID: 269</p>

<p class="pickup">"Bloody friend"</p>

<p class="quality">Quality: 1</p>

<p>A familiar that follows Isaac and leaves blood creep on the floor as it floats, hurting enemies that walk over it for 2 damage per tick</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, bloody, red, pink, purple</p>

</span>

</a>

</li>

<li class="textbox" data-cid="640" data-sid="270" data-tid="93.5">

<a>

<div class="item reb-item-new re-item270" onclick=""></div>

<span>

<p class="item-title">Leech</p>

<p class="r-itemid">ItemID: 270</p>

<p class="pickup">"Blood sucker"</p>

<p class="quality">Quality: 1</p>

<p>Spawns a familiar leech on the ground that hunts down enemies and heals you for half a heart each time it eats one</p>

<p>The Leech deals 1.5 contact damage per tick</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, grey, gray, worm</p>

</span>

</a>

</li>

<li class="textbox" data-cid="448" data-sid="271" data-tid="132.2">

<a>

<div class="item reb-item-new re-item271" onclick=""></div>

<span>

<p class="item-title">Mystery Sack</p>

<p class="r-itemid">ItemID: 271</p>

<p class="pickup">"?"</p>

<p class="quality">Quality: 2</p>

<p>A bag that follows Isaac and drops a random heart, coin, bomb or key every 5-6 rooms (alternating, 5 rooms then 6, then repeats)</p>

<p>Can drop any kind of heart, coin, bomb or key</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Eden</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Beggar, Secret Room</p>

</ul>

<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, secret room pool, item room, treasure room, item room pool, mysterious sack, multiple sacks, bag, pouch, purse, question mark</p>

</span>

</a>

</li>

<li class="textbox" data-cid="710" data-sid="272" data-tid="8.5">

<a>

<div class="item reb-item-new re-item272" onclick=""></div>

<span>

<p class="item-title">BBF</p>

<p class="r-itemid">ItemID: 272</p>

<p class="pickup">"Big beautiful fly"</p>

<p class="quality">Quality: 1</p>

<p>A large familiar black fly that bounces around the room, exploding on contact with enemies dealing 70 damage</p>

<p>Does not explode if it hits Isaac, however if it explodes on an enemy while Isaac is in range, he will take damage</p>

<p>Respawns after 10 seconds or by moving to another room</p>

<p>Picking up this item as well as 2 other fly-type items will allow you to transform into Lord of the Flies</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, heart, smile</p>

</span>

</a>

</li>

<li class="textbox" data-cid="349" data-sid="273" data-tid="18.5">

<a>

<div class="item reb-item-new re-item273" onclick=""></div>

<span>

<p class="item-title">Bob's Brain</p>

<p class="r-itemid">ItemID: 273</p>

<p class="pickup">"Explosive thoughts"</p>

<p class="quality">Quality: 1</p>

<p>A green brain that launches in the direction you are firing your tears and will explode on contact with enemies, dealing damage and poisoning anything in the blast radius</p>

<p>Bob's Brain deals 100 damage and applies a poison damage over time effect, which deals double your tear damage per tick</p>

<p>Regenerates over time</p>

<p>Will hurt Isaac if he is in the blast radius</p>

<p>Counts as 1 of 3 poison items needed towards the Bob transformation</p><p><strong class="pri">REPENTANCE</strong> - Bob's Brain now has an increased delay before becoming available when entering rooms. Explosion damage has increased to 100 (from 60).</p><ul><li><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Rotten Beggar</p></li></ul><li class="tags"> golden chest pool, gold chest pool, item room, treasure room, item room pool, green, ball, bad damage, bobs brain</li></ul></span></a></li><li class="textbox" data-cid="27" data-sid="274" data-tid="10.5"><a><div class="item reb-item-new re-item274" onclick=""></div><span><p class="item-title">Best Bud</p><p class="r-itemid">ItemID: 274</p><p class="pickup">"Sworn protector"</p><p class="quality">Quality: 0</p><p>When Isaac takes damage, a white attack fly will spawn that orbits him at a similar distance to the Distant Admiration fly</p><p>The fly orbits a lot faster than Distant Admiration or Forever Alone and deals 10 damage per tick</p><p>Picking up this item as well as 2 other fly-type items will allow you to transform into Lord of the Flies</p><p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p><p><strong class="pri">REPENTANCE</strong> - Best Bud's contact damage has been increased to 10 (from 5)</p><ul><li><p>Type: Passive, Orbital</p><p>Item Pool: Item Room, Key Beggar</p></li></ul><p class="tags"> key master pool, key beggar pool, key judgement pool, item room, treasure room, item room pool, the lost item pool, white</p></span></a></li><li class="textbox" data-cid="634" data-sid="275" data-tid="95.5"><a><div class="item reb-item-new re-item275" onclick=""></div><span><p class="item-title">Lil Brimstone</p><p class="r-itemid">ItemID: 275</p><p class="pickup">"Evil friend"</p><p class="quality">Quality: 3</p><p>A familiar that follows Isaac and can fire up and charge brimstone shots, exactly how the normal Brimstone item works but with less damage</p><p>Each laser deals 2.5 damage per tick, up to 8 times for a total of 31.5 damage</p><p>A familiar found in the devil room</p><p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p><p><strong class="pri">REPENTANCE</strong> - Lil Brimstone is now unable to start charging until he is finished attacking. Beam damage has been decreased to 2.5 over 8 ticks (from 3.5 over 9 ticks)</p><ul><li><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Devil Room</p></li></ul><p class="tags"> devil pool, devil room pool, devil deal, item room, treasure room, item room pool, horns, baby, smile, lil' brimstone</p></span></a></li><li class="textbox" data-cid="129" data-sid="276" data-tid="89.2"><a><div class="item reb-item-new re-item276" onclick=""></div><span><p class="item-title">Isaac's Heart</p><p class="r-itemid">ItemID: 276</p><p class="pickup">"Protect it"</p><p class="quality">Quality: 0</p><p>Prevents Isaac from taking any damage, but instead summons a familiar heart that follows you around. If the heart is hit, Isaac will take damage</p><p>Most enemies will target the heart over Isaac himself</p><p>Blood donation machines and devil beggars can be used for free. Spikes and Curse Rooms no longer deal damage</p><p>Share Plug becomes useless with this item, due to how damage is prevented on Isaac's body</p><p><strong class="pri">REPENTANCE</strong> - Isaac's Heart has a charge attack, which pushes enemies away and fires blood tears in all directions. It will attempt to hide behind you when shooting. It also no longer prevents damage from self-harming mechanics e.g. Blood Donation machines</p><p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with The Lost</p><ul><li><p>Type: Passive, Familiar</p><p>Item Pool: Item Room</p></li></ul><p class="tags"> item room, treasure room, item room pool, red, isaacs heart</p></span></a></li><li class="textbox" data-cid="22" data-sid="277" data-tid="96.5"><a><div class="item reb-item-new re-item277" onclick=""></div><span><p class="item-title">Lil Haunt</p><p class="r-itemid">ItemID: 277</p><p class="pickup">"Fear him"</p><p class="quality">Quality: 1</p><p>A familiar ghost that follows Isaac around and chases enemies close-by, damaging them for 2 contact damage and causing a fear effect</p><ul><li><p>Type: Passive, Familiar</p><p>Item Pool: Item Room</p></li></ul><p class="tags"> item room, treasure room, item room pool, white, lil' haunt</p></span></a></li><li class="textbox" data-cid="639" data-sid="278" data-tid="53.7"><a><div class="item reb-item-new re-item278" onclick=""></div><span><p class="item-title">Dark Bum</p><p class="r-itemid">ItemID: 278</p><p class="pickup">"He wants to take your life"</p><p class="quality">Quality: 3</p><p>A familiar beggar similar to Bun Friend that follows Isaac and collects red hearts, giving Isaac black hearts, pills, cards, runes or spiders in return</p><p>For every 1.5 red hearts he takes, he will give a reward</p><p>Reward chances: Black Heart - 40%, Card/Rune - 20%, Pill - 20%, Blue Spider - 10%, Spider 10%</p><p>Counts as 1 of 3 bum items needed towards the Super Bum transformation</p><ul><li><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Devil Room, Demon Beggar</p></li></ul><p class="tags"> devil pool, devil room pool, devil deal, item room, treasure room, item room pool, celebrate good times come on, the lost item pool, qt 3.14, dark bum, otp, damn it reddit, horns, grey, graying, smile</p></span></a></li><li class="textbox" data-cid="295" data-sid="279" data-tid="12.5"><a><div class="item reb-item-new re-item279" onclick=""></div><span><p class="item-title">Big Fan</p><p class="r-itemid">ItemID: 279</p><p class="pickup">"Fat protector"</p><p class="quality">Quality: 2</p><p>A very large orbital that moves around Isaac very slowly, blocking shots and dealing 2 contact damage per tick</p><p>Affects the speed of all other orbitals, slowing them down a lot (NOTE: This effect does not happen until you get a new orbital after Big Fan)</p><p>Does not count as one of your three standard orbital slots</p><p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p><ul><li><p>Type: Passive, Orbital</p><p>Item Pool: Item Room</p></li></ul><p class="tags"> item room, treasure room, item room pool, fat, brown</p></span></a></li><li class="textbox" data-cid="424" data-sid="280" data-tid="162.7"><a><div class="item reb-item-new re-item280" onclick=""></div>

<span>

<p class="item-title">Sissy Long Legs</p>

<p class="r-itemid">ItemID: 280</p>

<p class="pickup">"She loves you"</p>

<p class="quality">Quality: 1</p>

<p>An adorable friendly blue spider that walks around the room laying other blue spiders which attack enemies</p>

<p>Blue Spiders do x2 of Isaac's damage</p>

<p>She can only spawn a maximum of up to 5 spiders at a time and will only do so while there are enemies in the room</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<p><strong class="pri">REPENTANCE</strong> - Sissy Longlegs now charms enemies upon contact</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags"> item room, treasure room, sissy longlegs item room pool, qt 3.14, dark bum, otp, damn it reddit, blue, derpface</li>

</span>

</a>

</li>

<li class="textbox" data-cid="524" data-sid="281" data-tid="146.5">

<a>

<div class="item reb-item-new re-item281" onclick=""></div>

<span>

<p class="item-title">Punching Bag</p>

<p class="r-itemid">ItemID: 281</p>

<p class="pickup">"Scape goat"</p>

<p class="quality">Quality: 1</p>

<p>Spawns a friendly Mulligan that walks around the room. Mulligan can be hit by enemy projectiles, making him a good shield</p>

<p>Enemies will sometimes target the Mulligan if he is closer</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags"> item room, treasure room, item room pool, sad, baby, lumpy, brown, pink</p>

</span>

</a>

</li>

<li class="textbox" data-cid="562" data-sid="282" data-tid="85.5">

<a>

<div class="item reb-item-new re-item282" onclick=""></div>

<span>

<p class="item-title">How To Jump</p>

<p class="r-itemid">ItemID: 282</p>

<p class="pickup">"It's time you learned how"</p>

<p class="quality">Quality: 1</p>

<p>When used, makes Isaac leap in the air, similar to the leaper enemies</p>

<p>Maintains momentum if you are already moving in the same direction</p>

<p>If you already have an item which gives you flying, this item becomes a dash effect instead</p>

<p>Can be used in the Isaac boss fight to jump over the beams of light he spawns</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant</p>

<p>Item Pool: Item Room, Library</p>

</ul>

<p class="tags"> library pool, library room, book room pool, item room, treasure room, item room pool, mario, cartridge, nes, grey, gray, orange

</p>

</span>

</a>

</li>

<li class="textbox" data-cid="57" data-sid="283" data-tid="49.7">

<a>

<div class="item reb-item-new re-item283" onclick=""></div>

<span>

<p class="item-title">D100</p>

<p class="r-itemid">ItemID: 283</p>

<p class="pickup">"REEROLLLL!"</p>

<p class="quality">Quality: 3</p>

<p>When used, rerolls each item you currently own into another item room pool item and any pedestal items and pickups in the room</p>

<p>Has the combined uses of the D4, D6 and D20</p>

<p><strong class="pri">REPENTANCE</strong> - Full run reroll effects (such as D4) are now able to remove heart containers and transformations if losing the respective items during the reroll</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with The Lost</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags"> item room, treasure room, item room pool, deathstar, death star, dice pip, white, circle, sphere</p>

</span>

</a>

</li>

<li class="textbox" data-cid="343" data-sid="284" data-tid="49.4">

<a>

<div class="item reb-item-new re-item284" onclick=""></div>

<span>

<p class="item-title">D4</p>

<p class="r-itemid">ItemID: 284</p>

<p class="pickup">"Reroll into something else"</p>

<p class="quality">Quality: 3</p>

<p>When used, the D4 re-rolls each item you currently have into another random item from the same item pool</p>

<p>If you have an item with no room pool (e.g. Blood Bag) it will be rerolled into a random Item Room item</p>

<p>Cannot remove Azazel's Brimstone laser, or The Lost's Holy Mantle</p>

<p><strong class="pri">REPENTANCE</strong> - Full run reroll effects are now able to remove heart containers and transformations if losing the respective items during the reroll</p>

<p class="r-unlock">UNLOCK: Unlock this item by blowing up 30 slot machines</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags"> item room, treasure room, item room pool, dice pip, starting, pyramid, green, triangle</p>

</span>

</a>

</li>

<li class="textbox" data-cid="227" data-sid="285" data-tid="49.5">

<a>

<div class="item reb-item-new re-item285" onclick=""></div>

<span>

<p class="item-title">D10</p>

<p class="r-itemid">ItemID: 285</p>

<p class="pickup">"Rerolls enemies"</p>

<p class="quality">Quality: 0</p>

<p>When used, rerolls all enemies in the room which are currently alive into another random type of enemy</p>

<p>Dangerous to use in early floors, it could replace a basement enemy with something usually found on later floors</p>

<p>Cannot reroll mini-bosses or bosses</p>

<p><strong class="pri">REPENTANCE</strong> - D10 now attempts to reroll enemies into enemies of similar health</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 1 room</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags"> item room, treasure room, item room pool, D10, dice pip, orange, brown, turban</p>

</span>

</a>

</li>

<li class="textbox" data-cid="47" data-sid="286" data-tid="13.5">

<a>

<div class="item reb-item-new re-item286" onclick=""></div>

<span>

<p class="item-title">Blank Card</p>

<p class="r-itemid">ItemID: 286</p>

<p class="pickup">"Card Mimic"</p>

<p class="quality">Quality: 2</p>

<p>When used, copies the effect of the card you are currently holding without consuming it</p>

<p>The charge time of this item depends on the quality of the card you're holding</p>

<p>Using this with the ? card will teleport you to the I AM ERROR room</p>

<p><strong class="pri">REPENTANCE</strong> - Blank Card now only works with cards. Charge time is now dependent on the held card, and will update with each activation</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Eden</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Varies</p>

<p>Item Pool: Shop, Secret Room</p>

</ul>

<p class="tags">\* secret room pool, shop room pool, shop item pool, item room, treasure room, item room pool, white, square</p>

</span>

</a>

</li>

<li class="textbox" data-cid="48" data-sid="287" data-tid="24.5">

<a>

<div class="item reb-item-new re-item287" onclick=""></div>

<span>

<p class="item-title">Book of Secrets</p>

<p class="r-itemid">ItemID: 287</p>

<p class="pickup">??????</p>

<p class="quality">Quality: 0</p>

<p>When used, you have a chance of getting one of the three following effects: Treasure Map (floor layout), Compass (map icons) or Blue Map (secret room locations)</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Book of Secrets now avoids giving mapping effects that the player already has. If the player has all mapping effects, it grants the "I can see forever!" effect for the floor</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Eden</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room, Library, Secret Room</p>

</ul>

<p class="tags">\* library pool, library room, book room pool, secret room pool, item room, treasure room, item room pool, question mark book, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="605" data-sid="288" data-tid="28.5">

<a>

<div class="item reb-item-new re-item288" onclick=""></div>

<span>

<p class="item-title">Box of Spiders</p>

<p class="r-itemid">ItemID: 288</p>

<p class="pickup">It's a box of spiders</p>

<p class="quality">Quality: 1</p>

<p>When used, spawns 4-8 friendly blue spiders on the floor</p>

<p>Blue Spiders do x2 of Isaac's damage</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Used to give 1-4 spiders per use</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool<gray>grey</p>

</span>

</a>

</li>

<li class="textbox" data-cid="114" data-sid="289" data-tid="150.8">

<a>

<div class="item reb-item-new re-item289" onclick=""></div>

<span>

<p class="item-title">Red Candle</p>

<p class="r-itemid">ItemID: 289</p>

<p class="pickup">Flame on</p>

<p class="quality">Quality: 2</p>

<p>Allows you to fire a red flame in front of you, similar to the Blue Candle item, however the flame will stay 10 seconds</p>

<p>Each flame deals 125 total damage before it disappears</p>

<p>The flame will shrink in size when deals damage to something and eventually disappear</p>

<p><strong class="pri">REPENTANCE</strong> - Red Candle flames now time out after ten seconds and automatically extinguish. They also no longer block player attacks or get extinguished by them</p>

<p class="r-unlock">UNLOCK: Unlock this item by donating 400 pennies to the Shop</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Timed (A few seconds)</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool</p>

</span>

</a>

</li>

<li class="textbox" data-cid="711" data-sid="290" data-tid="91">

<a>

<div class="item reb-item-new re-item290" onclick=""></div>

<span>

<p class="item-title">The Jar</p>

<p class="r-itemid">ItemID: 290</p>

<p class="pickup">Save your life</p>

<p class="quality">Quality: 0</p>

<p>Isaac can now pick up hearts while at full health, which will be stored in the Jar and can be spawned again using the spacebar</p>

<p>Up to 4 hearts can be stored in the Jar</p>

<p>Souls hearts and black hearts cannot be stored</p>

<p>If used in a Black heart or Eternal heart super secret room, it will spawn the relevant heart</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, the lost item pool, glass</p>

</span>

</a>

</li>

<li class="textbox" data-cid="598" data-sid="291" data-tid="68.7">

<a>

<div class="item reb-item-new re-item291" onclick=""></div>

<span>

<p class="item-title">FLUSH!</p>

<p class="r-itemid">ItemID: 291</p>

<p class="pickup">...</p>

<p class="quality">Quality: 1</p>

<p>When used, turns every normal enemy in the room into poop!</p>

<p>Does not work on mini-bosses and bosses</p>

<p>Kills poop bosses when used - Ding, Dangle and Brownie</p>

<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, silver spoon handle, grey, gray, white, toilet</p>

</span>

</a>

</li>

<li class="textbox" data-cid="695" data-sid="292" data-tid="160.5">

<a>

<div class="item reb-item-new re-item292" onclick=""></div>

<span>

<p class="item-title">Satanic Bible</p>

<p class="r-itemid">ItemID: 292</p>

<p class="pickup">Reusable evil... but at what cost?</p>

<p class="quality">Quality: 4</p>

<p>When used, gives Isaac +1 Black Heart</p>

<p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Using this book once before the boss dies, causes the boss item on the current floor to become a devil deal instead, where it will cost heart containers to pick up. Taking this item DOES count as a devil deal, preventing future angel rooms.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Azazel</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room, Library, Devil Room</p>

</ul>

<p class="tags">\* the satanic bible library pool, library room, book room pool, devil pool, devil room pool, devil deal, item room, treasure room, item room pool, the lost item pool, pentagram, star, grey, gray, red</p>

</span>

</a>

</li>

<li class="textbox" data-cid="716" data-sid="293" data-tid="82.2">

<a>

<div class="item reb-item-new re-item293" onclick=""></div>

<span>

<p class="item-title">Head of Krampus</p>

<p class="r-itemid">ItemID: 293</p>

<p class="pickup">Krampus rage</p>

<p class="quality">Quality: 2</p>

<p>When used, fires a 4 way brimstone laser in all cardinal directions, dealing a lot of damage to any enemies</p>

<p>Laser damage does not scale with your damage stat</p>

<p>Has a chance to drop after you beat Krampus</p>

<p>If you get close enough to an enemy that has a large hitbox, you can hit it with 2 of the laser beams, allowing you to deal more damage</p>

<p><strong class="pri">REPENTANCE</strong> - Head of Krampus now deals 10 damage over 19 ticks (from 22 damage over 20 ticks). Charge time has been reduced to 3 (from 6)</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Krampus (Krampus is unlocked by taking 20 devil deal items)</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: None (Krampus only)</p>

</ul>

<p class="tags">\*, horns, grey, gray, white, red, dead, tongue, krampus head</p>

</span>

</a>

</li>

<li class="textbox" data-cid="326" data-sid="294" data-tid="33.5">

<a>

<div class="item reb-item-new re-item294" onclick=""></div>

<span>

<p class="item-title">Butter Bean</p>

<p class="r-itemid">ItemID: 294</p>

<p class="pickup">Reusable knockback</p>

<p class="quality">Quality: 1</p>

<p>When used, farts on nearby enemies and knocks them backwards away from Isaac</p>

<p>Allows you to reflect projectiles away from Isaac</p>

<p><strong class="pri">REPENTANCE</strong> - Butter Bean now knocks back enemies and projectiles with significantly more force. If a pushed enemy hits a rock or wall forcefully enough, they take 10 damage</p>

<p class="r-unlock">UNLOCK: Unlock this item by destroying 100 poops</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Timed (A few seconds)</p>

<p>Item Pool: Item Room, Beggar</p>

</ul>

<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, item room, treasure room, item room pool, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="322" data-sid="295" data-tid="106.5">

<a>

<div class="item reb-item-new re-item295" onclick=""></div>

<span>

<p class="item-title">Magic Fingers</p>

<p class="r-itemid">ItemID: 295</p>

<p class="pickup">Pay to play</p>

<p class="quality">Quality: 1</p>

<p>Upon use, consumes a coin and deals damage to everything in the room</p>

<p>Damage dealt is equal to your tear damage \* 2 + 10</p>

<p><strong class="pri">REPENTANCE</strong> - Damage buffered, previously it was damage \* 2. Magic Fingers ignores the +40 flat damage with Ipecac, removing the synergy between these two</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant</p>

<p>Item Pool: Item Room, Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, item room, treasure room, item room pool, tissue, box, yellow, grey</p>

</span>

</a>

</li>

<li class="textbox" data-cid="438" data-sid="296" data-tid="44.7">

<a>

<div class="item reb-item-new re-item296" onclick=""></div>

<span>

<p class="item-title">Converter</p>

<p class="r-itemid">ItemID: 296</p>

<p class="pickup">Convert your soul</p>

<p class="quality">Quality: 2</p>

<p>When used, converts 1 soul/black heart into 1 red heart container</p>

<p>This item will take from your soul hearts first</p>

<p><strong class="pri">REPENTANCE</strong> - Converter now only costs one soul heart to use (previously costed two)</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, the lost item pool, blue, gray, grey, yellow, sprocket</p>

</span>

</a>

</li>

<li class="textbox condensed" data-cid="429" data-sid="297" data-tid="139.5">

<a>

<div class="item reb-item-new re-item297" onclick=""></div>

<span>

<p class="item-title">Pandora's Box</p>

<p class="r-itemid">ItemID: 297</p>

<p class="pickup">? ?</p>

<p class="quality">Quality: 2</p>

<p>When used, this item will spawn a set of items or consumables based on which chapter you are currently on</p>

<p>Basement 1: 2 Soul hearts. Basement 2: 2 Bombs + 2 Keys</p>

<p>Caves 1: 1 Boss Item. Caves 2: 1 Boss Item + 2 Soul Hearts</p>

<p>Depths 1: 4 Soul hearts. Depths 2: 20 coins</p>

<p>Womb 1: 2 Boss Items. Womb 2: Bible</p>

<p>Blue Womb: Nothing!. The Void: Nothing!</p>

<p>Sheol: 1 Devil Room Item + 1 Black Heart. Cathedral: 1 Angel Room Item + 1 Eternal Heart</p>

<p>Chest: 1 coin. Dark Room: Nothing!</p>

<p>Home: Gives Red Key.</p>

<p>Pandora's Box considers XL floors to always be the first floor of a chapter</p>

<p>Alternative floors drop the same stuff e.g. Corpse II drops same as Womb II</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Lazarus</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: One time use</p>

<p>Item Pool: Shop, Red Chest</p>

</ul>

<p class="tags">\* red chest pool, red chest item pool, shop room pool, shop item pool, blue box, pandoras box</p>

</span>

</a>

</li>

<li class="textbox" data-cid="65" data-sid="298" data-tid="187.5">

<a>

<div class="item reb-item-new re-item298" onclick=""></div>

<span>

<p class="item-title">Unicorn Stump</p>

<p class="r-itemid">ItemID: 298</p>

<p class="pickup">You feel stumped</p>

<p class="quality">Quality: 1</p>

<p>When used, turns Isaac invincible and gains +0.28 speed for a 5 seconds</p>

<p>You cannot fire tears while the stump is active</p>

<p>Very similar to the My Little Unicorn item but does not deal contact damage</p>

<p>When used with Mom's Knife, you can still deal contact damage but will be unable to change the way the knife faces while the effect is active</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 1 room</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, white, lump, grey, gray, blob</p>

</span>

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</li>

<li class="textbox" data-cid="412" data-sid="299" data-tid="180.5">

<a>

<div class="item reb-item-new re-item299" onclick=""></div>

<span>

<p class="item-title">Taurus</p>

<p class="r-itemid">ItemID: 299</p>

<p class="pickup">Speed down + rage is building</p>

<p class="quality">Quality: 1</p>

<p>-0.3 Speed Down</p>

<p>While in a hostile room your speed raises at a rate of +0.065 per game tick</p>

<p>When you hit a speed stat of 2.0, Isaac will gain an invincibility effect for 5 seconds, increasing speed and allowing him to run into enemies to deal 40 contact damage per hit</p>

<p>The time it takes for the effect to activate becomes shorter with a higher base Speed stat</p>

- <p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

</li>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, blue, glow, circle, horns</p>

</span>

</a>

</li>

<li class="textbox" data-cid="413" data-sid="300" data-tid="6.2">

<span>

<p class="item-title">Aries</p>

<p class="r-itemid">ItemID: 300</p>

<p class="pickup">"Ramming speed"</p>

<p class="quality">Quality: 2</p>

<p>+0.25 Speed up/>

<p>Gives huge horns which stick out, allowing you to deal 18 contact damage if you hit something with enough speed</p>

<p>Will not deal contact damage unless you are moving fast enough (at least 0.8 speed)</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<p><strong class="pri">REPENTANCE</strong> - Aries now prevents receiving contact damage if ramming and killing enemies at full speed</p>

- <p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, black, blue, cyan, glow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="414" data-sid="301" data-tid="34">

<span>

<div class="item reb-item-new re-item301" onclick=""></div>

<p class="item-title">Cancer</p>

<p class="r-itemid">ItemID: 301</p>

<p class="pickup">"HP up + you feel protected"</p>

<p class="quality">Quality: 3</p>

<p>+3 Soul Hearts/>

<p>After getting hit once, you gain a damage reduction for the rest of the room similar to The Wafer item (-50% damage taken)</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

- <p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, cyan, black, the lost item pool, blue, glow, 69</p>

</span>

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</li>

<li class="textbox" data-cid="415" data-sid="302" data-tid="92.8">

<span>

<div class="item reb-item-new re-item302" onclick=""></div>

<p class="item-title">Leo</p>

<p class="r-itemid">ItemID: 302</p>

<p class="pickup">"Stompy"</p>

<p class="quality">Quality: 1</p>

<p>Isaac increases in size, gets a lion's mane and now has the ability to crush rocks by walking over them</p>

<p>Crushed rocks and poop can fill holes if you walk in their direction</p>

<p>Allows you to crush Red Poops and sometimes not take damage. However, If you also have flying you will always take damage</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<p>Counts as 1 of 3 size-increasing items needed towards the Stompy transformation</p>

- <p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, blue, glow, circle, bomb</p>

</span>

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</li>

<li class="textbox" data-cid="416" data-sid="303" data-tid="187.8">

<span>

<div class="item reb-item-new re-item303" onclick=""></div>

<p class="item-title">Virgo</p>

<p class="r-itemid">ItemID: 303</p>

<p class="pickup">"You feel refreshed and protected"</p>

<p class="quality">Quality: 2</p>

<p>A random chance when you take damage to get an invincibility shield for 7 seconds</p>

<p>The chance to get an invincibility shield is affected by your luck stat and at +10 Luck it will activate every time you get hit</p>

<p>Converts all negative pills into their positive counterparts e.g. Stat Down becomes Stat Up, 'Bad Trip' turns into 'Balls of Steel' and 'Amnesia' turns into 'I can see forever'</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

- <p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, blue glow, m</p>

</span>

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</li>

<li class="textbox" data-cid="417" data-sid="304" data-tid="95">

<span>

<div class="item reb-item-new re-item304" onclick=""></div>

<p class="item-title">Libra</p>

<p class="r-itemid">ItemID: 304</p>

<p class="pickup">"You feel balanced"</p>

<p class="quality">Quality: 1</p>

<p>Gives you 6 keys, 6 bombs and 6 coins</p>

<p>Balances out your main stats to bring the high and low stats closer to an average value</p>

<p>All future stat upgrading items will now instead spread out across all other stats. For example, an item which usually gives +1 Damage would instead give a small 'all stats up'</p>

<p>Stats effected by this item are: Damage, Tears, Range, Speed</p>

<p>When taken with another item which gives an extreme value in a certain stat (e.g. Soy Milk) can lead to interesting synergies</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

- <p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, ohm, blue, glow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="418" data-sid="305" data-tid="161.5">

<span>

<div class="item reb-item-new re-item305" onclick=""></div>

<p class="item-title">Scorpio</p>

<p class="r-itemid">ItemID: 305</p>

<p class="pickup">"Poison tears"</p>

<p class="quality">Quality: 3</p>

<p>Isaac's tears turn bright green and always apply a poison effect to enemies which deals a total of double your tear damage</p>

<p>This is essentially a superior version of The Common Cold item</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

- <p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, m, tail, blue, glow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="419" data-sid="306" data-tid="160.4">

<span>

<div class="item reb-item-new re-item306" onclick=""></div>

<span>

<p class="item-title">Sagittarius</p>

<p class="r-itemid">306</p>

<p class="pickup">"Penetrative shot + speed up"</p>

<p class="quality">Quality: 3</p>

<p>+0.2 Speed Up</p>

<p>Grants piercing tears</p>

<p>Tears do not travel through rocks with this item</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, nys, notyoursagittarius, blue, glow, arrow, cross</p>

</span>

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</li>

<li class="textbox" data-cid="420" data-sid="307" data-tid="35.5">

<a>

<div class="item reb-item-new re-item307" onclick=""></div>

<span>

<p class="item-title">Capricorn</p>

<p class="r-itemid">307</p>

<p class="pickup">"All stats up"</p>

<p class="quality">Quality: 3</p>

<p>+1 HP Up</p>

<p>+0.5 Damage Up</p>

<p>-1 Tear Delay (Tears Up)</p>

<p>+0.1 Speed Up</p>

<p>+0.75 Range Up</p>

<p>+1 Key, +1 Bomb, +1 Coin</p>

<p>Heals one red heart container when picked up</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, cyan, black, blue, glow, n, tail</p>

</span>

</a>

</li>

<li class="textbox" data-cid="421" data-sid="308" data-tid="6.1">

<a>

<div class="item reb-item-new re-item308" onclick=""></div>

<span>

<p class="item-title">Aquarius</p>

<p class="r-itemid">308</p>

<p class="pickup">"A trail of tears"</p>

<p class="quality">Quality: 1</p>

<p>Leaves a trail of tears on the floor behind Isaac which damages enemies that walk over it for 2 damage per tick</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<p><strong class="pri">REPENTANCE</strong> - Aquarius now synergizes with tear effects</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, black, blue, cyan, blue, glow, lightning, bolt, hot garbage</p>

</span>

</a>

</li>

<li class="textbox" data-cid="422" data-sid="309" data-tid="142.5">

<a>

<div class="item reb-item-new re-item309" onclick=""></div>

<span>

<p class="item-title">Pisces</p>

<p class="r-itemid">309</p>

<p class="pickup">"Tears up + knockback shot"</p>

<p class="quality">Quality: 2</p>

<p>-1 Tear Delay (Tears Up)</p>

<p>+1.25 Tear Size Up</p>

<p>Tears now have a bigger knockback effect, which pushes enemies backwards</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, h, blue, glow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="647" data-sid="310" data-tid="67.4">

<a>

<div class="item reb-item-new re-item310" onclick=""></div>

<span>

<p class="item-title">Eve's Mascara</p>

<p class="r-itemid">310</p>

<p class="pickup">"Shot speed down + DMG up"</p>

<p class="quality">Quality: 2</p>

<p>x2 Damage Multiplier</p>

<p>Tears Down by exactly half (Tear delay \* 2)</p>

<p>-0.5 Shot Speed Down</p>

<p>The tears down from this item is a x2.0 multiplier after the formula, meaning it will always halve your tear rate (Unless you have Monstro's Lung or Soy Milk)</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Eve</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, makeup, make up, black, grey, gray, square, eves mascara</p>

</span>

</a>

</li>

<li class="textbox" data-cid="684" data-sid="311" data-tid="92.1">

<a>

<div class="item reb-item-new re-item311" onclick=""></div>

<span>

<p class="item-title">Judas' Shadow</p>

<p class="r-itemid">311</p>

<p class="pickup">"Sweet revenge"</p>

<p class="quality">Quality: 3</p>

<p>When you die with this item, you respawn in the previous room as Dark Judas with 2 black hearts for health</p>

<p>Dark Judas has a damage multiplier of 2.00 (double Isaac's damage) and an additional +0.1 Speed</p>

<p><strong class="pri">REPENTANCE</strong> - Dark Judas can no longer gain red heart containers, HP upgrades give soul hearts instead</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Judas</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool judas shadow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="207" data-sid="312" data-tid="105.5">

<a>

<div class="item reb-item-new re-item312" onclick=""></div>

<span>

<p class="item-title">Maggy's Bow</p>

<p class="r-itemid">312</p>

<p class="pickup">"HP up + you feel healthy"</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>Heals one red heart container when picked up</p>

<p>All future red hearts now heal for double. Half hearts heal a whole heart and full hearts heal 2 red hearts</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Maggy</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, pink, purple, candy</p>

</span>

</a>

</li>

<li class="textbox" data-cid="365" data-sid="313" data-tid="83.2">

<a>

<div class="item reb-item-new re-item313" onclick=""></div>

<span>

<p class="item-title">Holy Mantle</p>

<p class="r-itemid">ItemID: 313</p>

<p class="pickup">Holy shield</p>

<p class="quality">Quality: 4</p>

<p>Each time you enter a new room, damage is negated for the first time you get hit</p>

<p>Can be used to go in and out of a Curse Room without taking damage</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<p>The Lost starts with this item after donating 879 coins to the Greed Donation Machine.</p>

<p><strong class="pri">REPENTANCE</strong> - The Lost's Holy Mantle can no longer be re-rolled using an item like D4.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, starting, blue, white, glow, cross</p>

</span>

</a>

</li>

<li class="textbox" data-cid="321" data-sid="314" data-tid="182.5">

<a>

<div class="item reb-item-new re-item314" onclick=""></div>

<span>

<p class="item-title">Thunder Thighs</p>

<p class="r-itemid">ItemID: 314</p>

<p class="pickup">"HP + speed down + you feel strong"</p>

<p class="quality">Quality: 1</p>

<p>+1 HP Up</p>

<p>-0.4 Speed Down</p>

<p>You can now break obstacles by walking over them</p>

<p>Heals one red heart container when picked up</p>

<p>Holes in the ground can be filled by crushing adjacent rocks, similar to how this can be done with bombs</p>

<p>Allows you to crush Red Poops and sometimes not take damage. However, If you also have flying you will always take damage</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, cheetos, cheese, grey, gray, orange, jar</p>

</span>

</a>

</li>

<li class="textbox" data-cid="644" data-sid="315" data-tid="179.5">

<a>

<div class="item reb-item-new re-item315" onclick=""></div>

<span>

<p class="item-title">Strange Attractor</p>

<p class="r-itemid">ItemID: 315</p>

<p class="pickup">Magnetic tears</p>

<p class="quality">Quality: 0</p>

<p>Enemies and pickups (keys, bombs etc.) are now magnetically attracted to Isaac's tears</p>

<p>Can cause some enemies to have unpredictable movement</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, grey, gray, magnet</p>

</span>

</a>

</li>

<li class="textbox" data-cid="15" data-sid="316" data-tid="49.3">

<a>

<div class="item reb-item-new re-item316" onclick=""></div>

<span>

<p class="item-title">Cursed Eye</p>

<p class="r-itemid">ItemID: 316</p>

<p class="pickup">Cursed charged shot</p>

<p class="quality">Quality: 0</p>

<p>Tears are now charged up and fired rapidly in a burst of up to 5 shots at once</p>

<p>The amount of tears fired in the charge depends on how long you charge for</p>

<p>The eye has three states, white (not firing), black (first second of charging) and blinking between black and white. If you get hit while Cursed eye is a solid black colour you are guaranteed to be teleported to another random room on the floor. If you get hit in either of the other 2 states you will not be teleported</p>

<p>The Black Candle item will remove the Cursed Eye's teleportation effect</p>

<p><strong class="pri">REPENTANCE</strong> - Burst now has 5 shots instead of 4</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room, Secret Room</p>

</ul>

<p class="tags">\* secret room pool, item room, treasure room, item room pool, white, circle, pearl</p>

</span>

</a>

</li>

<li class="textbox" data-cid="339" data-sid="317" data-tid="132.2">

<a>

<div class="item reb-item-new re-item317" onclick=""></div>

<span>

<p class="item-title">Mysterious Liquid</p>

<p class="r-itemid">ItemID: 317</p>

<p class="pickup">Toxic splash damage</p>

<p class="quality">Quality: 3</p>

<p>When Isaac's tears hit anything, they leave a green toxic creep on the floor that damages enemies for 1 damage per tick</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, mystery liquid, grey, gray, green</p>

</span>

</a>

</li>

<li class="textbox" data-cid="423" data-sid="318" data-tid="71.5">

<a>

<div class="item reb-item-new re-item318" onclick=""></div>

<span>

<p class="item-title">Gemini</p>

<p class="r-itemid">ItemID: 318</p>

<p class="pickup">Conjoined friend</p>

<p class="quality">Quality: 1</p>

<p>A familiar that is attached to Isaac, which will seek out and damage any enemies close by for 3 contact damage</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, blue, glow</p>

</span>

</a>

</li>

<li class="textbox" data-cid="13" data-sid="319" data-tid="33.9">

<a>

<div class="item reb-item-new re-item319" onclick=""></div>

<span>

<p class="item-title">Cain's Other Eye</p>

<p class="r-itemid">ItemID: 319</p>

<p class="pickup">Near sighted friend</p>

<p class="quality">Quality: 0</p>

<p>A familiar eye that bounces around the room slowly and fires tears in the same direction as Isaac</p>

<p>Cain's Other Eye deals scaling damage equal to Isaac's tear damage</p>

<p><span>UNLOCK: Unlock this item by beating Boss Rush with Cain</span></p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, eyeball, white, circle, cataract, cains other eye</p>

</span>

</a>

</li>

<li class="textbox" data-cid="398" data-sid="320" data-tid="1.5">

<a>

<div class="item reb-item-new re-item320" onclick=""></div>

<span>

<p class="item-title">????'s Only Friend</p>

<p class="r-itemid">ItemID: 320</p>

<p class="pickup">Controlled friend</p>

<p class="quality">Quality: 2</p>

<p>A familiar fly that can be moved around via use of the arrow keys dealing 2.5 contact damage per tick, similar to the Ludovico Technique's mechanic</p>

<p>Counts as 1 of fly items needed towards the Beelzebub transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Blue Baby</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, blue fly, big fly, blue baby's only friend, fat, dead, ???s only friend, blue boozzy</p>

</span>

</a>

</li>

<li class="textbox" data-cid="643" data-sid="321" data-tid="160.45">

<a>

<div class="item reb-item-new re-item321" onclick=""></div>

<span>

<p class="item-title">Samson's Chains</p>

<p class="r-itemid">ItemID: 321</p>

<p class="pickup">The ol' ball and chain</p>

<p class="quality">Quality: 1</p>

<p>An iron ball and chain attached to Isaac, similar to Guppy's Hairball that you can fling around to deal 5 damage per tick</p>

<p>The ball will block enemy shots and also destroy environmental objects such as rocks, mushrooms and skulls</p>

<p>Does not decrease your movement speed stat at all however the ball has to be dragged around causing Isaac to slow down slightly when the chain is fully extended</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Samson</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Secret Room</p>

</ul>

<p class="tags">\* secret room pool, item room, treasure room, item room pool, grey, gray, shackle</p>

</span>

</a>

</li>

<li class="textbox" data-cid="523" data-sid="322" data-tid="127.4">

<a>

<div class="item reb-item-new re-item322" onclick=""></div>

<span>

<p class="item-title">Mongo Baby</p>

<p class="r-itemid">ItemID: 322</p>

<p class="pickup">Mongo friend</p>

<p class="quality">Quality: 2</p>

<p>A familiar that will follow Isaac and copy the effect of one of your other familiars</p>

<p>If you don't have any other familiars, he will just shoot normal tears</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Removed the double damage multiplier on Mongo Baby's attacks</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, pink, blue, grey, gray</p>

</span>

</a>

</li>

<li class="textbox" data-cid="406" data-sid="323" data-tid="89.5">

<a>

<div class="item reb-item-new re-item323" onclick=""></div>

<span>

<p class="item-title">Isaac's Tears</p>

<p class="r-itemid">ItemID: 323</p>

<p class="pickup">Collected tears</p>

<p class="quality">Quality: 0</p>

<p>A spacebar item that fires 8 of Isaac's tears in a circle around him</p>

<p>Tears spawned from this item keep most effect that Isaac currently has applied to his tears</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Isaac</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 1 bar per tear fired</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, glass, blue, water, isaacs tears</p>

</span>

</a>

</li>

<li class="textbox" data-cid="197" data-sid="324" data-tid="187.3">

<a>

<div class="item reb-item-new re-item324" onclick=""></div>

<span>

<p class="item-title">Undefined</p>

<p class="r-itemid">ItemID: 324</p>

<p class="pickup">Undefined</p>

<p class="quality">Quality: 2</p>

<p>Upon use, teleports you to one of the following rooms at random: Item room, Secret room, Super secret room, the I AM ERROR room or the Black Market (very low chance)</p>

<p>There are no I AM ERROR rooms on the final floors, preventing looping with this item</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Eden</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, pink, purple, red, broken</p>

</span>

</a>

</li>

<li class="textbox" data-cid="617" data-sid="325" data-tid="161.3">

<a>

<div class="item reb-item-new re-item325" onclick=""></div>

<span>

<p class="item-title">Scissors</p>

<p class="r-itemid">ItemID: 325</p>

<p class="pickup">Lose your head</p>

<p class="quality">Quality: 1</p>

<p>When used will cut your head from your body. Isaac's head will remain stationary and fire tears. His body can be controlled and spews blood nearby</p>

<p>Tears fired by the head do a flat 3.5 damage and don't scale</p>

<p><strong class="pri">REPENTANCE</strong> - Scissors has been redesigned. The stationary head is now affected by Isaac's stats and attack modifiers, and the body will spew a controllable fountain of blood shots. Charge time increased to 4 (from 2)</p>

<p class="r-unlock">UNLOCK: Unlock this item by dying 100 times</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, grey, gray</p>

</span>

</a>

</li>

<li class="textbox" data-cid="37" data-sid="326" data-tid="29.5">

<a>

<div class="item reb-item-new re-item326" onclick=""></div>

<span>

<p class="item-title">Breath of Life</p>

<p class="r-itemid">ItemID: 326</p>

<p class="pickup">Invincibility at a cost</p>

<p class="quality">Quality: 0</p>

<p>While you hold the spacebar down with this item, it will empty the charge bar gradually. When the charge bar gets to zero it will grant you a brief period of invincibility</p>

<p>If the spacebar is held for too long (about 1 second) when it has no charge, you will take damage</p>

<p>The invincibility effect is shown via a rapid flashing animation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Timed (1 bar per second)</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, white, blue, ball, circle</p>

</span>

</li>

<li class="textbox" data-cid="6" data-sid="327" data-tid="144.8">

<a>

<div class="item reb-item-new re-item327" onclick=""></div>

<span>

<p class="item-title">The Polaroid</p>

<p class="r-itemid">ItemID: 327</p>

<p class="pickup">Fate chosen</p>

<p class="quality">Quality: 2</p>

<p>After taking damage, if you have half a red heart or less, The Polaroid will give you an invincibility shield for 5 seconds</p>

<p>Grants access to the Chest floor</p>

<p>Allows you to open the door at the beginning of Depths II that leads to the Mausolum</p>

<p>When unlocked, is guaranteed to drop after the Mom's Foot boss fight</p>

<p>The Polaroid will always spawn on the left pedestal</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Isaac in the Cathedral 5 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None (Mom's foot boss only)</p>

</ul>

<p class="tags">\*, photo, family, kodak </p>

</span>

</a>

</li>

<li class="textbox" data-cid="688" data-sid="328" data-tid="132.75">

<a>

<div class="item reb-item-new re-item328" onclick=""></div>

<span>

<p class="item-title">The Negative</p>

<p class="r-itemid">ItemID: 328</p>

<p class="pickup">Fate chosen</p>

<p class="quality">Quality: 1</p>

<p>+1.0 Damage Up</p>

<p>After taking damage, if you have half a red heart or less, The Negative will deal 40 damage to all enemies in the room</p>

<p>Gives you access to the Dark Room floor</p>

<p>Allows you to open the door at the beginning of Depths II that leads to the Mausolum</p>

<p>When unlocked, is guaranteed to drop after the Mom's Foot boss fight</p>

<p>The Negative will always spawn on the right pedestal</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan in Sheol 5 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None (Mom's foot boss only)</p>

</ul>

<p class="tags">\* mom's foot, mom fight, mom boss, dark room, photo, family, kodak, inverted</p>

</span>

</a>

</li>

<li class="textbox" data-cid="91" data-sid="329" data-tid="103">

<a>

<div class="item reb-item-new re-item329" onclick=""></div>

<span>

<p class="item-title">The Ludovico Technique</p>

<p class="r-itemid">ItemID: 329</p>

<p class="pickup">Controlled tears</p>

<p class="quality">Quality: 2</p>

<p>You no longer shoot tears and instead now control a single large tear with the arrow keys</p>

<p>Items which increase your tears stat will cause the tear to deal damage at a faster rate</p>

<p>Items which increase your shot speed cause the tear to travel faster across the screen</p>

<p>Ludo and Brimstone create a large controllable red ring of death that does massive damage to anything in its path</p>

<p>Taking this with Mom's Knife allows you to remote control the knife around the room, dealing huge damage</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, eye, pink, grey, gray, robot</p>

</span>

</a>

</li>

<li class="textbox" data-cid="267" data-sid="330" data-tid="168">

<a>

<div class="item reb-item-new re-item330" onclick=""></div>

<span>

<p class="item-title">Soy Milk</p>

<p class="r-itemid">ItemID: 330</p>

<p class="pickup">DMG down + tears way up</p>

<p class="quality">Quality: 2c</p>

<p>Very High Tears Up: Tears \* 5.5</p>

<p>-80% Damage Down</p>

<p>x0.5 Tear Size</p>

<p><strong>pri</strong> - Soy Milk tears now cause drastically less knockback</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, white, glass, square</p>

</span>

</a>

</li>

<li class="textbox" data-cid="5" data-sid="331" data-tid="72.9">

<a>

<div class="item reb-item-new re-item331" onclick=""></div>

<span>

<p class="item-title">Godhead</p>

<p class="r-itemid">ItemID: 331</p>

<p class="pickup">God tears</p>

<p class="quality">Quality: 4</p>

<p>Isaac's tears become homing and have an aura around them, which will deal a flat 2 damage per tick to anything inside its radius</p>

<p>+0.5 Damage Up</p>

<p>-0.3 Tears Down</p>

<p>-0.3 Shot Speed Down</p>

<p>Multiple Godheads doesn't stack the aura damage</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by completing all post-it note marks in hard mode with The Lost character</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, yellow, blue, red, triangle, all seeing eye</p>

</span>

</a>

</li>

<li class="textbox" data-cid="79" data-sid="332" data-tid="92.7">

<a>

<div class="item reb-item-new re-item332" onclick=""></div>

<span>

<p class="item-title">Lazarus' Rags</p>

<p class="r-itemid">ItemID: 332</p>

<p class="pickup">Eternal life</p>

<p class="quality">Quality: 1</p>

<p>Gives Isaac an extra life or death, exactly the same as Lazarus' default respawn effect</p>

<p>When you die with this item, you respawn in the same room with 1 heart and the Anemic item</p>

<p>The game considers you to be a different character (Lazarus II) when this effect activates</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Lazarus</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, starting, bloody, white, bandages, lazarus rags</p>

</span>

</a>

</li>

<li class="textbox" data-cid="308" data-sid="333" data-tid="113.5">

<a>

<div class="item reb-item-new re-item333" onclick=""></div>

<span>

<p class="item-title">The Mind</p>

<p class="r-itemid">ItemID: 333</p>

<p class="pickup">I know all</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac a full mapping effect, revealing the entire floor and locations of all secret rooms</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with The Lost</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Angel Room</p></ul><p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, yellow, white, triangle</p></span></a></li><li class="textbox" data-cid="111" data-sid="334" data-tid="21.3"><a><div class="item reb-item-new re-item334" onclick=""></div><span><p class="item-title">The Body</p><p class="r-itemid">ItemID: 334</p><p class="pickup">"I feel all"</p><p class="quality">Quality: 3</p><p>+3 Health Up</p><p>The three heart containers are pre-filled with red hearts</p><p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with The Lost</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Angel Room</p></ul><p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, real platinum god, the lost item pool</p></span></a></li><li class="textbox" data-cid="366" data-sid="335" data-tid="167.8"><a><div class="item reb-item-new re-item335" onclick=""></div><span><p class="item-title">The Soul</p><p class="r-itemid">ItemID: 335</p><p class="pickup">"I am all"</p><p class="quality">Quality: 3</p><p>+2 Soul Hearts</p><p>Enemies projectiles will now slowly curve away from Isaac and avoid hitting him</p><p class="r-unlock">UNLOCK: Unlock this item by beating Dark Room with The Lost</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Angel Room</p></ul><p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, blue, white, triangle</p></span></a></li><li class="textbox" data-cid="542" data-sid="336" data-tid="56.5"><a><div class="item reb-item-new re-item336" onclick=""></div><span><p class="item-title">Dead Onion</p><p class="r-itemid">ItemID: 336</p><p class="pickup">"Toxic aura tears"</p><p class="quality">Quality: 3</p><p>Isaac's tears become large, brown and will penetrate all objects and enemies (piercing + spectral)</p><p>-1.2 Range Down</p><p>-0.4 Shot Speed Down</p><p>x1.5 Tear Size</p><p>Despite the increase in tear size, Dead Onion does NOT increase your damage stat. It also doesn't do poison damage despite having the tagline 'toxic aura tears'</p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, brown, pink, purple, plant</p></span></a></li><li class="textbox" data-cid="405" data-sid="337" data-tid="30.7"><a><div class="item reb-item-new re-item337" onclick=""></div><span><p class="item-title">Broken Watch</p><p class="r-itemid">ItemID: 337</p><p class="pickup">"I think its broken"</p><p class="quality">Quality: 1</p><p>Upon entering every 4th unexplored room, the Broken Watch will either slow down or speed up all enemies in the room</p><p>The slow effect is much more common than the speed up</p><p>An item only found in the Shop item pool</p><ul><p>Type: Passive</p><p>Item Pool: Shop</p></ul><p class="tags">\* shop room pool, shop item pool, blue, grey, gray, smashed, clock, broken stop watch, broken stopwatch</p></span></a></li><li class="textbox" data-cid="403" data-sid="338" data-tid="27.5"><a><div class="item reb-item-new re-item338" onclick=""></div><span><p class="item-title">Boomerang</p><p class="r-itemid">ItemID: 338</p><p class="pickup">"It will never leave you"</p><p class="quality">Quality: 1</p><p>A blue boomerang which can be thrown in a similar fashion to Mom's Knife, to stun any enemies it hits and deal damage</p><p>The damage dealt by the Boomerang is equal to double your tear damage</p><p>The boomerang can also be used to grab pickups and consumables from a distance, similar to the legend of zelda boomerang</p><p>The range of the boomerang is affected by range, with number one the distance is very short and makes the item a lot less effective</p><p>The Boomerang can be used to kill shopkeeper corpses, allowing you to farm their drops for coins, items, Steam Sale etc</p><p><strong class="pri">REPENTANCE</strong> - Boomerang is now piercing, and has far less downtime between throwing it and being able to fire tears again</p><ul><p>Type: Active</p><p>Recharge Time: Timed (A few seconds)</p><p>Item Pool: Shop</p></ul><p class="tags">\* shop room pool, shop item pool, crescent, moon, blue, grey, gray</p></span></a></li><li class="textbox" data-cid="627" data-sid="339" data-tid="160.3"><a><div class="item reb-item-new re-item339" onclick=""></div><span><p class="item-title">Safety Pin</p><p class="r-itemid">ItemID: 339</p><p class="pickup">"Evil up + range + shot speed"</p><p class="quality">Quality: 1</p><p>+1.5 Range Up</p><p>+0.16 Shot Speed Up</p><p>+1 Black Heart</p><p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room</p></ul><p class="tags">\* boss room pool, boss room item, grey, gray, punk</p></span></a></li><li class="textbox" data-cid="45" data-sid="340" data-tid="33.8"><a><div class="item reb-item-new re-item340" onclick=""></div><span><p class="item-title">Caffeine Pill</p><p class="r-itemid">ItemID: 340</p><p class="pickup">"Speed up + size down"</p>

<p class="quality">Quality: 1</p>

<p>+0.3 Speed Up</p>

<p>Decreases the size of Isaac, and your player hitbox, making you less likely to be hit</p>

<p>Gives you a random pill when picked up</p>

<p>An item only found in the boss room pool</p>

- <p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

<p class="tags">\* boss room pool, boss room item, pro plus, tablet, medicine, white</p>

</span>

</a>

</li>

<li class="textbox" data-cid="563" data-sid="341" data-tid="184.5">

<a>

<div class="item reb-item-new re-item341" onclick=""></div>

<span>

<p class="item-title">Torn Photo</p>

<p class="r-itemid">ItemID: 341</p>

<p class="pickup">"Tears + shot speed up"</p>

<p class="quality">Quality: 3</p>

<p>+0.7 Tears Up</p>

<p>+0.16 Shot Speed Up</p>

- <p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\* boss room pool, boss room item, grey, orange, family, picture</p>

</span>

</a>

</li>

<li class="textbox" data-cid="426" data-sid="342" data-tid="18">

<a>

<div class="item reb-item-new re-item342" onclick=""></div>

<span>

<p class="item-title">Blue Cap</p>

<p class="r-itemid">ItemID: 342</p>

<p class="pickup">"MP + tears + shot speed down"</p>

<p class="quality">Quality: 3</p>

<p>+1 HP Up</p>

<p>+0.7 Tears Up</p>

<p>+0.16 Shot Speed Down</p>

<p>Heals one red heart container when picked up</p>

<p>An item only found in the Boss Room pool</p>

<p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation</p>

- <p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, mushroom, fungi, fungus</p>

</span>

</a>

</li>

<li class="textbox" data-cid="517" data-sid="343" data-tid="93.3">

<a>

<div class="item reb-item-new re-item343" onclick=""></div>

<span>

<p class="item-title">Latch Key</p>

<p class="r-itemid">ItemID: 343</p>

<p class="pickup">"Luck up"</p>

<p class="quality">Quality: 2</p>

<p>+1 Luck Up</p>

<p>+1 Soul Heart</p>

<p>Spawns 2 keys on the ground</p>

- <p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest, Key Beggar</p>

</ul>

<p class="tags">\* boss room pool, boss room item, brass, bronze, brown, gold</p>

</span>

</a>

</li>

<li class="textbox" data-cid="82" data-sid="344" data-tid="111">

<a>

<div class="item reb-item-new re-item344" onclick=""></div>

<span>

<p class="item-title">Match Book</p>

<p class="r-itemid">ItemID: 344</p>

<p class="pickup">"Evil up"</p>

<p class="quality">Quality: 1</p>

<p>+1 Black Heart</p>

<p>+3 Bombs</p>

<p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p>

<p><strong>'pri'</strong>REPENTANCE - Also drops the Match Stick trinket</p>

- <p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\* boss room pool, boss room item, white, red</p>

</span>

</a>

</li>

<li class="textbox" data-cid="638" data-sid="345" data-tid="180.2">

<a>

<div class="item reb-item-new re-item345" onclick=""></div>

<span>

<p class="item-title">Synthoilo</p>

<p class="r-itemid">ItemID: 345</p>

<p class="pickup">"DMG up + range"</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up</p>

<p>+1.5 Range Up</p>

<p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p>

- <p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, syringe, needle, grey, purple, pink</p>

</span>

</a>

</li>

<li class="textbox" data-cid="537" data-sid="346" data-tid="167.5">

<a>

<div class="item reb-item-new re-item346" onclick=""></div>

<span>

<p class="item-title">A Snack</p>

<p class="r-itemid">ItemID: 346</p>

<p class="pickup">"HP up"</p>

<p class="quality">Quality: 1</p>

<p>+1 HP Up</p>

<p>Heals one red heart container when picked up</p>

- <p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, the lost item pool, dog, biscuit, brown, orange</p>

</span>

</a>

</li>

<div class="itm-popup" id="popup"></div> <h2>Afterbirth Items (95)</h2>

<li class="textbox" data-cid="16" data-sid="347" data-tid="1024">

<a>

<div class="ab-item-new item abn-item347" onclick=""></div>

<span>

<p class="item-title">Diplopia</p>

<p class="r-itemid">ItemID: 347</p>

<p class="pickup">"Double item vision"</p>

<p class="quality">Quality: 3</p>

<p>A one-time use item which when used, will duplicate any pedestal items or consumables in the current room</p>

<p>If used in a shop, the duplicated items can be taken for free</p>

<p>If used on a trinket, another random trinket will spawn instead of a duplicate</p>

<p>If used in the Boss Rush, all the duplicates can be taken for free as well as one of the original items</p>

<p>If used in a Devil Room or Black Market, the duplicates can be taken for free</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant (One time use)</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, white, button, eye </p>

</span>

</a>

</li>

<li class="textbox" data-cid="61" data-sid="348" data-tid="1071">

<a>

<div class="ab-item-new item abn-item348" onclick=""></div>

<span>

<p class="item-title">Placebo</p>

<p class="r-itemid">ItemID: 348</p>

<p class="pickup">Pill mimic</p>

<p class="quality">Quality: 2</p>

<p>When used, copies the effect of the pill you are currently holding without consuming it</p>

<p>The charge time of this item depends on the quality of the pill you're holding</p>

<p>Does not copy effects of Cards or Runes</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Varies</p>

<p>Item Pool: Shop, Greed Mode Shop</p>

</ul>

<p class="tags">\*, grey, gray, white, medicine, tablet </p>

</span>

</a>

</li>

<li class="textbox" data-cid="535" data-sid="349" data-tid="1093">

<a>

<div class="ab-item-new item abn-item349" onclick=""></div>

<span>

<p class="item-title">Wooden Nickel</p>

<p class="r-itemid">ItemID: 349</p>

<p class="pickup">Flip a coin</p>

<p class="quality">Quality: 1</p>

<p>When used, has a 50% chance to drop one random type of coin (penny, nickel or dime)</p>

<p class="r-unlock">UNLOCK: Unlock this item by donating 33 coins to the Greed Donation Machine</p>

<p class="r-unlock">UNLOCK: Keeper starts with this item after beating Isaac with Keeper</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 1 room</p>

<p>Item Pool: Shop, Greed Mode Item Room</p>

</ul>

<p class="tags">\* starting, brown, orange, cent, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="340" data-sid="350" data-tid="1090">

<a>

<div class="ab-item-new item abn-item350" onclick=""></div>

<span>

<p class="item-title">Toxic Shock</p>

<p class="r-itemid">ItemID: 350</p>

<p class="pickup">Mass poison</p>

<p class="quality">Quality: 3</p>

<p>With this item, at the start of every room you will deal double your tear damage to the entire room in a poison effect</p>

<p>Enemies killed now also leave a pool of creep on the ground where they died. This deals 1 damage per tick</p>

<p>High tear damage will cause this item to become very powerful for rooms with a lot of enemies, since they can die instantly and render the room harmless</p>

<p>Enemies which spawn after the first few seconds of each room are not affected by this item, e.g. Flies spawned from a Mulligan dying</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, green, glow, biohazard </p>

</span>

</a>

</li>

<li class="textbox" data-cid="203" data-sid="351" data-tid="1056">

<a>

<div class="ab-item-new item abn-item351" onclick=""></div>

<span>

<p class="item-title">Mega Bean</p>

<p class="r-itemid">ItemID: 351</p>

<p class="pickup">Giga fart!</p>

<p class="quality">Quality: 1</p>

<p>When used, the Mega Bean will freeze all enemies in the current room for a couple of seconds, deal 5 damage and poison any enemies in close proximity and send a wave of spikes across the room in the direction you are facing</p>

<p>The enemies in close range will take 5 damage then have a poison over time effect which deals your tear damage 4 or 6 times</p>

<p>The spike wave will deal 10 damage to any enemies in contact with it</p>

<p>Can be used to open secret rooms</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, pink, kidney</p>

</span>

</a>

</li>

<li class="textbox" data-cid="39" data-sid="352" data-tid="1036">

<a>

<div class="ab-item-new item abn-item352" onclick=""></div>

<span>

<p class="item-title">Glass Cannon</p>

<p class="r-itemid">ItemID: 352</p>

<p class="pickup">Be gentle...</p>

<p class="quality">Quality: 1</p>

<p>Glass Cannon allows you to fire one huge spectral tear that deals a lot of damage.</p>

<p>When taking damage, the cannon will break and remain broken until recharged (Recharge time: 4 rooms)</p>

<p>When you take damage and the cannon breaks, you take an additional 2 full hearts of damage and gain the Anemic effect for the room.</p>

<p>The damage done by Glass Cannon is calculated as follows:  $dmg = (dmg * 10) + 10$  (i.e. at base damage of 3.5, that's 45 damage)</p>

<p>Self-inflicted damage such as Blood Donation machines don't trigger this effect</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 5 seconds</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, silver</p>

</span>

</a>

</li>

<li class="textbox" data-cid="17" data-sid="353" data-tid="1005">

<a>

<div class="ab-item-new item abn-item353" onclick=""></div>

<span>

<p class="item-title">Bomber Boy</p>

<p class="r-itemid">ItemID: 353</p>

<p class="pickup">Explosive blast!</p>

<p class="quality">Quality: 2</p>

<p>5 bombs</p>

<p>Isaac's bombs will now explode in a large cross-shaped pattern (roughly 5 bombs explosions wide)</p>

<p>This also affects troll bombs</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\*, man, face, white </p>

</span>

</a>

</li>

<li class="textbox" data-cid="220" data-sid="354" data-tid="1016">

<a>

<div class="ab-item-new item abn-item354" onclick=""></div>

<span>

<p class="item-title">Crack Jacks</p>

<p class="r-itemid">ItemID: 354</p>

<p class="pickup">Don't swallow the prize!</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>Spawns a random trinket on the floor</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, brown, red, tup, carton, box, golden chest pool, gold chest pool,</p>

</span>

</a>

</li>

<li class="textbox" data-cid="67" data-sid="355" data-tid="1061">

<a>

<div class="ab-item-new item abn-item355" onclick=""></div>

<span>

<p class="item-title">Mom's Pearls</p>

<p class="r-itemid">ItemID: 355</p>

<p class="pickup">Range + luck up</p>

<p class="quality">Quality: 2</p>

<p>+0.3R Range Up</p>

<p>+1 Luck Up</p>

<p>+1 Soul Heart</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, white, necklace, grey, gray, moms pearls, mom pearls </p>

</span>

</a>

</li>

<li class="textbox" data-cid="697" data-sid="356" data-tid="1010">

<a>

<div class="ab-item-new item abn-item356" onclick=""></div>

<span>

<p class="item-title">Car Battery</p>

<p class="r-itemid">ItemID: 356</p>

<p class="pickup">Double charge!</p>

<p class="quality">Quality: 3</p>

<p>The Car Battery causes your spacebar item to activate twice on each use</p>

<p>For example, with Yum Heart you would heal 2 full red hearts instead of 1</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Greed Mode Shop</p>

</ul>

<p class="tags">\*, black, box, cube </p>

</span>

</a>

</li>

<li class="textbox" data-cid="247" data-sid="357" data-tid="1006">

<a>

<div class="ab-item-new item abn-item357" onclick=""></div>

<span>

<p class="item-title">Box of Friends</p>

<p class="r-itemid">ItemID: 357</p>

<p class="pickup">Double your friends</p>

<p class="quality">Quality: 1</p>

<p>Upon use, gives you a duplicate of each familiar you have for the current room</p>

<p>It will not 'double' your familiars as the tagline suggests - if you have 2 of one kind, it will only give you an extra one</p>

<p>If the familiar only appears when taking damage (i.e. Dead Bird) then Box of Friends will cause it to spawn but won't create duplicates</p>

<p>This can be used multiple times in the same room to generate more familiars, meaning you can get a level 4 meatboy or bandage girl by using this item 3 times in the same room</p>

<p>If used when you have no familiars, it will give you a Demon Baby temporarily</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Lilith</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Shop, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, gold, black </p>

</span>

</a>

</li>

<li class="textbox" data-cid="59" data-sid="358" data-tid="1089">

<a>

<div class="ab-item-new item abn-item358" onclick=""></div>

<span>

<p class="item-title">The Wiz</p>

<p class="r-itemid">ItemID: 358</p>

<p class="pickup">Double wiz shot!</p>

<p class="quality">Quality: 1</p>

<p>Isaac wears a dunce hat and fires 2 tears at once diagonally, similar to the R U A WIZARD pill tear pattern</p>

<p>Gives Isaac spectral tears which allows them to travel through objects in the environment (i.e. rocks)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\* Item Room, Greed Mode Item Room, dunce cap, white, hat, cone</p>

</span>

</a>

</li>

<li class="textbox" data-cid="611" data-sid="359" data-tid="1000">

<a>

<div class="ab-item-new item abn-item359" onclick=""></div>

<span>

<p class="item-title">8 Inch Nails</p>

<p class="r-itemid">ItemID: 359</p>

<p class="pickup">Stick it to 'em!</p>

<p class="quality">Quality: 3</p>

<p>+1.5 Damage Up</p>

<p>Replaces Isaac's tears with nails, which have increased knockback</p>

<p>The increased knockback will also affect Brimstone, which usually has no knockback at all</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room, Greed Mod Item Room</p>

</ul>

<p class="tags">\*, silver, grey, gray </p>

</span>

</a>

</li>

<li class="textbox" data-cid="690" data-sid="360" data-tid="1044">

<a>

<div class="ab-item-new item abn-item360" onclick=""></div>

<span>

<p class="item-title">Incubus</p>

<p class="r-itemid">ItemID: 360</p>

<p class="pickup">Dark friend!</p>

<p class="quality">Quality: 4</p>

<p>Gives you a familiar demon incubus that follows you and shoots tears that scale with your own tears in terms of damage, stats and also effects</p>

<p>It will mimic any tear effects you currently have and also copy your current stats, meaning it will fire with the same damage, fire rate and range</p>

<p>Lilith starts with this item</p>

<p>Incubus' damage is reduced by 25% when playing as characters other than Lilith</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Lilith</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Devil Room, Greed Mode Devil Room</p>

</ul>

<p class="tags">\* starting, black, red, eyes, wings, bat</p>

</span>

</a>

</li>

<li class="textbox" data-cid="425" data-sid="361" data-tid="1031">

<a>

<div class="ab-item-new item abn-item361" onclick=""></div>

<span>

<p class="item-title">Fate's Reward</p>

<p class="r-itemid">ItemID: 361</p>

<p class="pickup">Your fate beside you</p>

<p class="quality">Quality: 2</p>

<p>A familiar blue head that will follow Isaac and fire tears copying his tear damage and effects</p>

<p>This familiar is very similar to Incubus, however it only copies damage and is not affected by tears or range upgrades</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with ??? (Blue baby)</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, dead, blue, face, fates reward, fate reward </p>

</span>

</a>

</li>

<li class="textbox" data-cid="538" data-sid="362" data-tid="1049">

<a>

<div class="ab-item-new item abn-item362" onclick=""></div>

<span>

<p class="item-title">lil Chest</p>

<p class="r-itemid">ItemID: 362</p>

<p class="pickup">"What's in the box?"</p>

<p class="quality">Quality: 2</p>

<p>A familiar chest that follows Isaac and has a 25% chance to drop a pickup after clearing a room</p>

<p>Possible drops include hearts, coins, bombs, key, pills, card, runes, batteries, trinket</p>

<p>There's a 10% chance to spawn a trinket</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Isaac</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Beggar</p>

</ul>

<p class="tags">\* lil' chest, brown, orange, wooden</p>

</span>

</a>

</li>

<li class="textbox" data-cid="303" data-sid="363" data-tid="1085">

<a>

<div class="ab-item-new item abn-item363" onclick=""></div>

<span>

<p class="item-title">Sworn Protector</p>

<p class="r-itemid">ItemID: 363</p>

<p class="pickup">"Protective friend"</p>

<p class="quality">Quality: 3</p>

<p>An orbital angel which does 7 contact damage per tick and blocks shots</p>

<p>The angel will attract bullets towards it and block them</p>

<p>Sworn Protector will drop an eternal heart if it blocks 10 shots in one room. Can only happen once per room</p>

<p>Visually this is almost identical to the Guardian Angel item, but without a face</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with The Lost</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Angel Room, Greed Mode Angel Room</p>

</ul>

<p class="tags">\*, angel, wings, pink, white </p>

</span>

</a>

</li>

<li class="textbox" data-cid="28" data-sid="364" data-tid="1032">

<a>

<div class="ab-item-new item abn-item364" onclick=""></div>

<span>

<p class="item-title">Friend Zone</p>

<p class="r-itemid">ItemID: 364</p>

<p class="pickup">"Friendly fly"</p>

<p class="quality">Quality: 1</p>

<p>A white orbiting fly which deals 3 contact damage per tick to enemies</p>

<p>This familiar orbits Isaac at a middle length distance somewhere between Distant Admiration and Forever Alone</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Key Beggar</p>

</ul>

<p class="tags">\*, white, wings, grey, gray </p>

</span>

</a>

</li>

<li class="textbox" data-cid="29" data-sid="365" data-tid="1052">

<a>

<div class="ab-item-new item abn-item365" onclick=""></div>

<span>

<p class="item-title">Lost Fly</p>

<p class="r-itemid">ItemID: 365</p>

<p class="pickup">"Lost protector"</p>

<p class="quality">Quality: 1</p>

<p>A familiar fly that moves in a straight line and attaches itself to the first obstacle or wall it comes into contact with in each room.

</p>

<p>If any enemies walk into its path, it will deal 7 contact damage per tick</p>

<p>If the obstacle it is attached to is destroyed then it will continue rolling in the direction it was previously travelling until it meets another wall or obstacle</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Key Beggar</p>

</ul>

<p class="tags">\*, white, wings, grey, gray </p>

</span>

</a>

</li>

<li class="textbox" data-cid="659" data-sid="366" data-tid="1078">

<a>

<div class="ab-item-new item abn-item366" onclick=""></div>

<span>

<p class="item-title">Scatter Bombs</p>

<p class="r-itemid">ItemID: 366</p>

<p class="pickup">"We put bombs in your bombs!"</p>

<p class="quality">Quality: 1</p>

<p>+5 bombs</p>

<p>Causes your bombs to explode into 2-4 tiny bombs</p>

<p>The smaller bombs deal half damage and have a smaller explosion area. They also retain most of your bomb synergizing items</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\*, clear, transparent </p>

</span>

</a>

</li>

<li class="textbox" data-cid="18" data-sid="367" data-tid="1081">

<a>

<div class="ab-item-new item abn-item367" onclick=""></div>

<span>

<p class="item-title">Sticky Bombs</p>

<p class="r-itemid">ItemID: 367</p>

<p class="pickup">"Egg sack bombs!"</p>

<p class="quality">Quality: 1</p>

<p>+5 Bombs</p>

<p>This item causes your bombs to stick to enemies</p>

<p>When one of your bombs kills an enemy, a bunch of blue spiders are spawned to fight by your side, which deal x2 your current damage</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<ul>

<p>Type: Passive, Bomb Modifier</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Bomb Beggar, Bomb Beggar</p>

</ul>

<p class="tags">\*, white, cobweb, web </p>

</span>

</a>

</li>

<li class="textbox" data-cid="396" data-sid="368" data-tid="1027">

<a>

<div class="ab-item-new item abn-item368" onclick=""></div>

<span>

<p class="item-title">Epiphora</p>

<p class="r-itemid">ItemID: 368</p>

<p class="pickup">"Intensifying tears"</p>

<p class="quality">Quality: 1</p>

<p>Shooting in one direction increases your fire rate until a cap is reached</p>

<p>The maximum effect is to halve your delay, which takes roughly 10 seconds to achieve</p>

<p>The accuracy of your tears is also reduced as your fire rate increases</p>

<p>As soon as you change firing direction, your fire rate is reset to its normal amount</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, blue, drops, three, water </p>

</span>

</a>

</li>

<li class="textbox" data-cid="454" data-sid="369" data-tid="1015">

<a>

<div class="ab-item-new item abn-item369" onclick=""></div>

<span>

<p class="item-title">Continuum</p>

<p class="r-itemid">ItemID: 369</p>

<p class="pickup">"Transcendent tears"</p>

<p class="quality">Quality: 2</p>

<p>+3 Range Up</p>

<p>Tears will now travel through walls and appear out of the opposite wall, similar to a portal-type mechanic</p>

<p>Your tears can now also travel over rocks and objects in the environment</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, infinity, pink, purple, oo </p>

</span>

</a>

</li>

<li class="textbox" data-cid="304" data-sid="370" data-tid="1063">

<a>

<div class="ab-item-new item abn-item370" onclick=""></div>

<span>

<p class="item-title">Mr. Dolly</p>

<p class="r-itemid">ItemID: 370</p>

<p class="pickup">"Range + tears up"</p>

<p class="quality">Quality: 3</p>

<p>+0.7 Tears Up</p>

<p>+1.5 Range Up</p>

<p>Spawns 3 random types of hearts on the floor</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, pink, blonde, yellow, red, bow, baby mr dolly </p>

</span>

</a>

</li>

<li class="textbox" data-cid="436" data-sid="371" data-tid="1018">

<a>

<div class="ab-item-new item abn-item371" onclick=""></div>

<span>

<p class="item-title">Curse of The Tower</p>

<p class="r-itemid">ItemID: 371</p>

<p class="pickup">"You feel cursed..."</p>

<p class="quality">Quality: 1</p>

<p>Causes Isaac to spawn 6 troll bombs on the floor every time he gets hit, similar to the Anarchist Cookbook mechanic</p>

<p>Doesn't trigger on damage taken from blood donation machines and devil beggars (but still triggers on other forms of intentional self damage such as IV Bag)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Red Chest, Curse Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, blue, orange, poster, torn, paper, page, ripped </p>

</span>

</a>

</li>

<li class="textbox" data-cid="581" data-sid="372" data-tid="1013">

<a>

<div class="ab-item-new item abn-item372" onclick=""></div>

<span>

<p class="item-title">Charged Baby</p>

<p class="r-itemid">ItemID: 372</p>

<p class="pickup">"Bbbzzzzt!"</p>

<p class="quality">Quality: 3</p>

<p>A familiar baby that has a random chance to drop a battery pickup or freeze all enemies in the room for a short while</p>

<p>Charged Baby also has a chance to add one charge to your spacebar item</p>

<p>These effects can only occur while in a hostile room with enemies</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Shop, Greed Mode Shop</p>

</ul>

<p class="tags">\*, yellow, grey, gray, power </p>

</span>

</a>

</li>

<li class="textbox" data-cid="161" data-sid="373" data-tid="1022">

<a>

<div class="ab-item-new item abn-item373" onclick=""></div>

<span>

<p class="item-title">Dead Eye</p>

<p class="r-itemid">ItemID: 373</p>

<p class="pickup">"Accuracy brings power!"</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac a +25% damage up for every tear that successfully hits an enemy</p>

<p>The bonus from Dead Eye maxes out at double your damage (+100%)</p>

<p>If a tear misses an enemy, there is a chance for the multiplier to be reset back to 1. It's a 20% chance on first miss, 33% for a second miss and 50% for anything beyond that</p>

<p>Piercing shots work with this item and multiple hits with a single tear will each give a damage bonus</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mod Item Room</p>

</ul>

<p class="tags">\*, bullseye, target, grey, gray, black, red, circle </p>

</span>

</a>

</li>

<li class="textbox" data-cid="358" data-sid="374" data-tid="1041">

<a>

<div class="ab-item-new item abn-item374" onclick=""></div>

<span>

<p class="item-title">Holy Light!</p>

<p class="r-itemid">ItemID: 374</p>

<p class="pickup">"Holy shot!"</p>

<p class="quality">Quality: 3</p>

<p>Isaac has a random chance to fire a Holy tear, which when it hits an enemy, will spawn a light beam on the same enemy, dealing damage</p>

<p>The beams from this item deal damage equal to 400% of your tear damage (4x damage multiplier for the beams only)</p>

<p>The chance to fire a Holy tear is affected by your luck stat, maxing out at a 50% chance</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Angel Room</p>

</ul>

<p class="tags">\*, glow, blue, white, black, ball </p>

</span>

</a>

</li>

<li class="textbox" data-cid="637" data-sid="375" data-tid="1042">

<a>

<div class="ab-item-new item abn-item375" onclick=""></div>

<span>

<p class="item-title">Host Hat</p>

<p class="r-itemid">ItemID: 375</p>

<p class="pickup">"Nice hat!"</p>

<p class="quality">Quality: 3</p>

<p>A familiar host that sits on Isaac's head and has a 20% chance to block enemy shots</p>

<p>When a shot is blocked, Host Hat will fire 3 bullets back at the enemy</p>

<p>Causes you to become immune to explosions, but doesn't protect against stomps or shockwaves</p>

<p>Blocks damage from projectiles falling from above</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, skull, bone, grey, gray, zoidberg </p>

</span>  
</a>  
</li>  
<li class="textbox" data-cid="354" data-sid="376" data-tid="1075">  
<a>  
<div class="ab-item-new item abn-item376" onclick=""></div>  
<span>  
<p class="item-title">Restock</p>  
<p class="r-itemid">ItemID: 376</p>  
<p class="pickup">Never ending stores!</p>  
<p class="quality">Quality: 2</p>  
<p>Causes your shops to instantly restock their items when you buy them</p>  
<p>New items generated by Restock are from the shop item pool</p>  
<p>The cost increases exponentially every time you purchase an item. For Items it increases by 2 coins \* the number of purchases. For everything it increases by 1 coin \* the number of purchases</p>  
<p>The max price of an item is always 99c with this item</p>  
<p>Works with Keeper's Box and the Member Card extra shop</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop, Beggar</p>  
</ul>  
<p class="tags">\*, recycle, green, arrows </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="21" data-sid="377" data-tid="1008">  
<a>  
<div class="ab-item-new item abn-item377" onclick=""></div>  
<span>  
<p class="item-title">Bursting Sack</p>  
<p class="r-itemid">ItemID: 377</p>  
<p class="pickup">Spider love</p>  
<p class="quality">Quality: 1</p>  
<p>Most spider enemies no longer target or deal contact damage to Isaac</p>  
<p>This is very similar to a Skatole for spiders instead of flies</p>  
<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, egg, burst, pop, white, black </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="41" data-sid="378" data-tid="1067">  
<a>  
<div class="ab-item-new item abn-item378" onclick=""></div>  
<span>  
<p class="item-title">No. 2</p>  
<p class="r-itemid">ItemID: 378</p>  
<p class="pickup">Uh oh...</p>  
<p class="quality">Quality: 2</p>  
<p>Continuously firing or charging tears for 3 seconds causes Isaac to fart and drop a Butt Bomb</p>  
<p>Only 1 Butt Bomb can be dropped per charge, so you'll need to stop firing then start again to drop another one</p>  
<p>Butt Bombs explode for 50 damage like normal bombs, but also deal 10 damage to all enemies in the room and daze them for a short period of time</p>  
<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation.</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, yfront, y-front, underpants, underwear, white, grey, gray, no 2, number two, number 2, no two </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="9" data-sid="379" data-tid="1072">  
<a>  
<div class="ab-item-new item abn-item379" onclick=""></div>  
<span>  
<p class="item-title">Pupula Duplex</p>  
<p class="r-itemid">ItemID: 379</p>  
<p class="pickup">Wide shot</p>  
<p class="quality">Quality: 2</p>  
<p>Transforms Isaac's tears into a wide arc shape which doubles their size and hitbox</p>  
<p>Gives Isaac spectral tears which allows them to travel through objects in the environment (i.e. rocks)</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, flat, white, grey, gray, blue, drip, water, eyes </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="596" data-sid="380" data-tid="1069">  
<a>  
<div class="ab-item-new item abn-item380" onclick=""></div>  
<span>  
<p class="item-title">Pay To Play</p>  
<p class="r-itemid">ItemID: 380</p>  
<p class="pickup">Money talks</p>  
<p class="quality">Quality: 2</p>  
<p>+\$ coins</p>  
<p>This item turns all doors that require a key into doors which need a coin to enter instead</p>  
<p>This affects shops, item rooms, libraries and other key doors</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop, Greed Mode Item Room, Greed Mode Shop</p>  
</ul>  
<p class="tags">\*, grey, gray, metal, slot, rectangle, silver </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="46" data-sid="381" data-tid="1025">  
<a>  
<div class="ab-item-new item abn-item381" onclick=""></div>  
<span>  
<p class="item-title">Eden's Blessing</p>  
<p class="r-itemid">ItemID: 381</p>  
<p class="pickup">Your future shines brighter</p>  
<p class="quality">Quality: 3</p>  
<p>+0.7 Tears Up</p>  
<p>Gives you a random item at the start of your next run (You need to start a fresh run to receive the item)</p>  
<p>Important progression items such as Key Pieces or the Mom's Shovel pieces cannot be given by Eden's Blessing</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Eden's Blessing</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, white, rose, flower, petal </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="588" data-sid="382" data-tid="1033">  
<a>  
<div class="ab-item-new item abn-item382" onclick=""></div>  
<span>  
<p class="item-title">Friendly Ball</p>  
<p class="r-itemid">ItemID: 382</p>  
<p class="pickup">Gotta fetch 'em all!</p>  
<p class="quality">Quality: 2</p>  
<p>When used, can be thrown at enemies to capture them (similar to a Poké Ball)</p>  
<p>After capturing an enemy, the next use of the Friendly Ball will re-spawn the same enemy as a friendly companion which will attack other enemies</p>  
<p>The companion will persist between rooms and floors until it dies by taking enough damage</p>  
<p>Walking over the thrown ball after capturing an enemy will immediately recharge it</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 2 rooms</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, pokemon, grey, gray, blue, deathstar, circle </p>  
</span>  
</a>  
</li>

<li class="textbox" data-cid="427" data-sid="383" data-tid="1086">  
<>  
<div class="ab-item-new item abn-item383" onclick=""></div>  
<span>  
<p class="item-title">Tear Detonator</p>  
<p class="r-itemid">ItemID: 383</p>  
<p class="pickup">Remote tear detonation</p>  
<p class="quality">Quality: 1</p>  
<p>When used, will detonate any tears currently on the screen and cause each one to split into 6 more tears which will fire in a circle, similar to Tammy's Head</p>  
<p>Pluck-based items such as Holy Light are applied to each tear individually</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 15 seconds</p>  
<p>Item Pool: Shop, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, blue, tnt, boom </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="283" data-sid="384" data-tid="1050">  
<>  
<div class="ab-item-new item abn-item384" onclick=""></div>  
<span>  
<p class="item-title">Lil Gurdy</p>  
<p class="r-itemid">ItemID: 384</p>  
<p class="pickup">"A gurd of your own!"</p>  
<p class="quality">Quality: 2</p>  
<p>Gives Isaac a familiar Gurdy that will charge around the room dealing contact damage to enemies</p>  
<p>The Gurdy is charged by holding down the fire button and letting go. The longer the button is held the faster Gurdy will fling itself across the screen</p>  
<p>Deals a fixed amount of damage depending on charge level, at lowest being ~5 and at max being ~20</p>  
<p>Lil Gurdy bounces off of enemies and obstacles</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, pink, brown, circle, eye </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="287" data-sid="385" data-tid="1007">  
<>  
<div class="ab-item-new item abn-item385" onclick=""></div>  
<span>  
<p class="item-title">Bumbo</p>  
<p class="r-itemid">ItemID: 385</p>  
<p class="pickup">"Bumbo want coin!"</p>  
<p class="quality">Quality: 1</p>  
<p>A beggar head which floats around the room and picks up any nearby coins. Every 6 coins Bumbo will evolve to a new form except for level 4 which takes 12 coins</p>  
<p>Level 2: Bumbo gains a body and crawls around the room, sometimes dropping random pickups</p>  
<p>Level 3: It now fires tears in the same direction Isaac does</p>  
<p>Level 4: Bumbo no longer fires tears but instead will chase enemies slowly and deal contact damage. It will also sometimes randomly drop bombs</p>  
<p>After reaching level 4 (and at a much lower chance before level 4), Bumbo will also continue to collect coins and drop random pickups, similar to the Bum Friend item, but can also drop pedestal items very rarely.</p>  
</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Beggar</p>  
</ul>  
<p class="tags">\*, pink, face, round, smile, :D </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="428" data-sid="386" data-tid="1019">  
<>  
<div class="ab-item-new item abn-item386" onclick=""></div>  
<span>  
<p class="item-title">D12</p>  
<p class="r-itemid">ItemID: 386</p>  
<p class="pickup">"Rerolls rocks"</p>  
<p class="quality">Quality: 0</p>  
<p>When used, the D12 re-rolls any rocks into another random type of object (e.g. poop, pots, TNT, red poop, stone blocks etc.)</p>  
<p>Class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Cain</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 3 rooms</p>  
<p>Item Pool: Item Room, Greed Mode Shop</p>  
</ul>  
<p class="tags">\* die, dice, pip, blue, 12, circle</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="246" data-sid="387" data-tid="1011">  
<>  
<div class="ab-item-new item abn-item387" onclick=""></div>  
<span>  
<p class="item-title">Censer</p>  
<p class="r-itemid">ItemID: 387</p>  
<p class="pickup">"Peace with you!"</p>  
<p class="quality">Quality: 3</p>  
<p>Gives Isaac a familiar golden Censer which creates a huge aura of light that slows down any enemies inside it</p>  
<p>Class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Maggy</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Angel Room, Greed Mode Angel Room</p>  
</ul>  
<p class="tags">\*, gold, vase, cross </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="641" data-sid="388" data-tid="1046">  
<>  
<div class="ab-item-new item abn-item388" onclick=""></div>  
<span>  
<p class="item-title">Key Bum</p>  
<p class="r-itemid">ItemID: 388</p>  
<p class="pickup">"He wants your keys!"</p>  
<p class="quality">Quality: 0</p>  
<p>A familiar beggar similar to Bum Friend that follows Isaac and collects keys, giving random chests in return</p>  
<p>Doesn't pick up golden keys</p>  
<p>Counts as 1 of 3 bum items needed towards the Super Bum transformation</p>  
<p>Class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Lazarus</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Secret Room, Key Beggar</p>  
</ul>  
<p class="tags">\*, grey, gray, black, face, stone, rock, baby </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="457" data-sid="389" data-tid="1076">  
<>  
<div class="ab-item-new item abn-item389" onclick=""></div>  
<span>  
<p class="item-title">Rune Bag</p>  
<p class="r-itemid">ItemID: 389</p>  
<p class="pickup">"Rune generator"</p>  
<p class="quality">Quality: 3</p>  
<p>A bag that follows Isaac and drops a random Rune or Soul Stone every 7 or 8 rooms</p>  
<p>Class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Lilith</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Secret Room</p>  
</ul>  
<p class="tags">\*, purple, sack, pouch, pink </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="278" data-sid="390" data-tid="1079">  
<>  
<div class="ab-item-new item abn-item390" onclick=""></div>  
<span>

<p class="item-title">Seraphim</p>

<p class="r-itemid">ItemID: 390</p>

<p class="pickup">Sworn friend</p>

<p class="quality">Quality: 3</p>

<p>A familiar angel which follows Isaac and fires Sacred Heart tears which deal 10 damage at -25% shot speed and a reduced fire rate</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Angel Room, Greed Mode Angel Room</p>

</ul>

<p class="tags">\*, angel, halo, wings, blue, white, baby </p>

</span>

</a>

</li>

<li class="textbox" data-cid="103" data-sid="391" data-tid="1002">

<>

<div class="ab-item-new item abn-item391" onclick=""></div>

<span>

<p class="item-title">Betrayal</p>

<p class="r-itemid">ItemID: 391</p>

<p class="pickup">Turn your enemy</p>

<p class="quality">Quality: 0</p>

<p>Every time Isaac takes damage, a charm effect is applied to every enemy in the room, causing them to attack each other rather than Isaac</p>

<p>The effect will not trigger if there are less than 2 enemies in the room</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Judas</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Devil Room, Greed Mode Devil Room</p>

</ul>

<p class="tags">\*, red, silver, dagger, knife, bloody </p>

</span>

</a>

</li>

<li class="textbox" data-cid="54" data-sid="392" data-tid="1094">

<>

<div class="ab-item-new item abn-item392" onclick=""></div>

<span>

<p class="item-title">Zodiac</p>

<p class="r-itemid">ItemID: 392</p>

<p class="pickup">The heavens will change you</p>

<p class="quality">Quality: 1</p>

<p>Zodiac will give you a random zodiac item effect that changes after every floor</p>

<p>Possible item effects include: Taurus, Aries, Cancer, Leo, Virgo, Libra, Scorpio, Sagittarius, Capricorn, Aquarius, Gemini or Pisces</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with the Lost</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, cross, white, circle </p>

</span>

</a>

</li>

<li class="textbox" data-cid="344" data-sid="393" data-tid="1080">

<>

<div class="ab-item-new item abn-item393" onclick=""></div>

<span>

<p class="item-title">Serpent's Kiss</p>

<p class="r-itemid">ItemID: 393</p>

<p class="pickup">The kiss of death</p>

<p class="quality">Quality: 2</p>

<p>Tears now have a random chance to apply a poison effect, dealing damage equal to your tears each tick, for 2 ticks</p>

<p>Isaac now deals poison damage on contact with enemies similar to The Virus item (Damage over time 4 or 6 per tick)</p>

<p>Enemies that were poisoned by contact damage have a 20% chance to drop a black sin heart when killed. Only contact poison has this effect - poison from tears doesn't work</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Lilith</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, green, lips, kiss, drip, drop, serpents kiss, serpent kiss </p>

</span>

</a>

</li>

<li class="textbox" data-cid="140" data-sid="394" data-tid="1054">

<>

<div class="ab-item-new item abn-item394" onclick=""></div>

<span>

<p class="item-title">Marked</p>

<p class="r-itemid">ItemID: 394</p>

<p class="pickup">Directed tears</p>

<p class="quality">Quality: 1</p>

<p>Isaac will now fire tears automatically directed at a red target on the ground which is controlled by the player</p>

<p>This allows for a full 360 degree tear firing radius</p>

<p>Can be overridden by other tear modifiers such as Mom's Knife or Brimstone</p>

<p>Every time you leave the room this effect turns off until you press a shoot button again</p>

<p>+0.7 Tears Up</p>

<p>+3.0 Range Up</p>

<p>Has no effect with Lilith's Incubus</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, red, cross, circle </p>

</span>

</a>

</li>

<li class="textbox" data-cid="583" data-sid="395" data-tid="1087">

<>

<div class="ab-item-new item abn-item395" onclick=""></div>

<span>

<p class="item-title">Tech X</p>

<p class="r-itemid">ItemID: 395</p>

<p class="pickup">Laser ring tears</p>

<p class="quality">Quality: 4</p>

<p>Tears are replaced with the ability to charge and fire a laser ring that travels across the room</p>

<p>The size of the ring will depend on how long you charge it</p>

<p>The laser ring does damage scaling based on charge, from 25% at minimum to 100% at max</p>

<p>Rings have infinite range and travel until they hit a wall</p>

<p>Multiple Tech X stacks - every one taken adds another laser ring (doesn't affect your fire rate)</p>

<ul>

<p>Type: Passive, Tear modifier</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\* tech 10, tech ten, donut laser rings, vr, headset, visor</p>

</span>

</a>

</li>

<li class="textbox" data-cid="90" data-sid="396" data-tid="1092">

<>

<div class="ab-item-new item abn-item396" onclick=""></div>

<span>

<p class="item-title">Ventricle Razor</p>

<p class="r-itemid">ItemID: 396</p>

<p class="pickup">Short cutter</p>

<p class="quality">Quality: 1</p>

<p>Allows you to create one brown tunnel and one blue tunnel in the floor, that can be used to teleport between wherever you placed each one</p>

<p>This item will let you port out of the devil room but not back into it</p>

<p>Very useful in the boss rush and challenge rooms</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, scalpel, red, silver, white, grey, gray, metal, knife, cut </p>

</span>

</a>

</li>

<li class="textbox" data-cid="355" data-sid="397" data-tid="1091">

<>

<div class="ab-item-new item abn-item397" onclick=""></div>

<span>

<p class="item-title">Tractor Beam</p><p class="r-itemid">ItemID: 397</p><p class="pickup">Controlled tears</p><p class="quality">Quality: 3</p><p>Isaac's tears now travel directly forwards following a beam of light, but will also move sideways based on your player movement</p><p>+0.5 Tears Up</p><p>+1.5 Range Up</p><p>+0.15 Shot Speed Up</p><p>Allows for more accurate correction when firing tears, as their direction can be controlled even after they have been fired</p><p>If you switch the direction in which you are firing tears, the beam of light and all your tears will also be transported to the new direction</p></p><ul><p>Type: Passive, Tear Modifier</p><p>Item Pool: Item Room, Greed Mode Item Room</p></ul><p class="tags">\*, blue, glow, silver, grey, gray, light </p></span></a></li><li class="textbox" data-cid="271" data-sid="398" data-tid="1039"><a><div class="ab-item-new item abn-item398" onclick=""></div><span><p class="item-title">God's Flesh</p><p class="r-itemid">ItemID: 398</p><p class="pickup">Shrink shot!</p><p class="quality">Quality: 1</p><p>Tears now have a random chance to apply a shrinking effect, causing enemies to shrink in size for 5 seconds and also run away from Isaac</p><p>Shrunk enemies can be crushed and killed by walking over them</p><p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation</p></ul><p>Type: Passive</p><p>Item Pool: Item Room, Greed Mode Item Room</p></ul><p class="tags">\*, mushroom, pink, gods flesh, god flesh </p></span></a></li><li class="textbox" data-cid="137" data-sid="399" data-tid="1055"><a><div class="ab-item-new item abn-item399" onclick=""></div><span><p class="item-title">Maw of The Void</p><p class="r-itemid">ItemID: 399</p><p class="pickup">Consume thy enemy!</p><p class="quality">Quality: 4</p><p>After firing tears for 3 seconds, a red cross appears on Isaac's head that, upon releasing the fire button, creates a black ring which deals a lot of damage to any enemies inside it</p><p>The ring deals damage equal to your tear damage rapidly to any enemies in contact with it, for a total of 30 ticks of damage</p><p>You have to keep the fire button held down for the full 3 seconds to cause this effect</p><p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p><p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Azazel</p></ul><p>Type: Passive</p><p>Item Pool: Devil Room, Greed Mode Devil Room</p></ul><p class="tags">\*, red, circle, blood, paint </p></span></a></li><li class="textbox" data-cid="625" data-sid="400" data-tid="1082"><a><div class="ab-item-new item abn-item400" onclick=""></div><span><p class="item-title">Spear of Destiny</p><p class="r-itemid">ItemID: 400</p><p class="pickup">Your destiny</p><p class="quality">Quality: 1</p><p>In addition to tears, Isaac now holds a spear in front of him which deals damage equal to 2 times your tear damage</p><p>The spear occasionally inflicts fear on enemies it damages.</p><p>The spear cannot be thrown like Mom's Knife but deals damage while it is in contact with an enemy</p></ul><p>Type: Passive</p><p>Item Pool: Angel Room, Greed Mode Angel Room</p></ul><p class="tags">\*, grey, silver, sword, dagger, blade, knife </p></span></a></li><li class="textbox" data-cid="234" data-sid="401" data-tid="1029"><a><div class="ab-item-new item abn-item401" onclick=""></div><span><p class="item-title">Explosivo</p><p class="r-itemid">ItemID: 401</p><p class="pickup">Sticky bomb shot!</p><p class="quality">Quality: 2</p><p>Tears now have a random chance to become sticky bombs, which will attach to enemies and explode after a few seconds</p><p>The bomb explosion deals your tear damage + 60k</p><p><strong>REPENTANCE</strong> - Explosivo tears now deal damage upon impact</p></ul><p>Type: Passive</p><p>Item Pool: Item Room, Greed Mode Item Room</p></ul><p class="tags">\*, orange, black, ball, circle, explode </p></span></a></li><li class="textbox" data-cid="174" data-sid="402" data-tid="1012"><a><div class="ab-item-new item abn-item402" onclick=""></div><span><p class="item-title">Chaos</p><p class="r-itemid">ItemID: 402</p><p class="pickup">!!!</p><p class="quality">Quality: 3</p><p>When picked up, drops between 1-6 random pickups on the floor</p><p>Causes all item pedestals to be chosen from a random item pool instead of the pre-defined ones which normally exist</p><p>Fixed item drops won't be replaced - e.g. Cube of Meat after defeating a Horseman</p><p><strong>REPENTANCE</strong> - It is now possible to see items again that have been rerolled away, preventing emptying the item pool and 'Breakfasting'</p><p><strong>REPENTANCE</strong> - Chaos now assigns a "weight" to item pools based on how many items are in the pool. The more items in a pool, the more likely that pool will be picked</p></ul><p>Type: Passive</p><p>Item Pool: Shop, Secret Room</p></ul><p class="tags">\*, red, cross </p></span></a></li><li class="textbox" data-cid="572" data-sid="403" data-tid="1083"><a><div class="ab-item-new item abn-item403" onclick=""></div><span><p class="item-title">Spider Mod</p><p class="r-itemid">ItemID: 403</p><p class="pickup">Mod buddy!</p><p class="quality">Quality: 1</p><p>A familiar grey spider that wanders around and allows you to see your tear damage and the health bars of all enemies</p><p>The spider will inflict a random status effect on any enemies it comes into contact with (e.g. slow, shrink, fear)</p><p>Spider Mod will also randomly drop battery consumables or blue spiders when a room is completed</p><p>For the sake of simplicity for players, all damage values displayed are multiplied by 10 and rounded to the nearest number</p><p>This item is a reference to Spider853, creator of Spidermod for the original game and one of the lead developers that worked on Rebirth and its DLCs</p></ul><p>Type: Passive</p><p>Item Pool: Shop, Greed Mode Shop</p></ul><p class="tags">\*, robot, red, grey, gray, silver, metal, antenna </p></span></a></li><li class="textbox" data-cid="509" data-sid="404" data-tid="1030"><a>

<div class="ab-item-new item abn-item404" onclick=""></div>

<span>

<p class="item-title">Farting Baby</p>

<p class="r-itemid">ItemID: 404</p>

<p class="pickup">He farts!</p>

<p class="quality">Quality: 1</p>

<p>A familiar that follows Isaac and blocks tears</p>

<p>If a tear hits Farting Baby, there is a 10% chance for it to fart, with 3 possible effects: Charm, Poison or Knock back</p>

<p>Charm deals 5 damage. Poison deals 5 damage initially and then 3.5</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Isaac</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* fart baby, green, fat</p>

</span>

</a>

</li>

<li class="textbox" data-cid="2" data-sid="405" data-tid="1035">

<a>

<div class="ab-item-new item abn-item405" onclick=""></div>

<span>

<p class="item-title">GB Bug</p>

<p class="r-itemid">ItemID: 405</p>

<p class="pickup">Game breaking bug, right away!</p>

<p class="quality">Quality: 1</p>

<p><strong class="pri">REPENTANCE</strong> - GB Bug is now a thrown projectile, activated by double tapping an attack button. It rerolls enemies and pickups it comes into contact with, then despawns. It returns after a room has been cleared</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Eden</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Secret Room, Greed Mode Shop</p>

</ul>

<p class="tags">\*, red, yellow, green, white, square, rectangle</p>

</span>

</a>

</li>

<li class="textbox" data-cid="675" data-sid="406" data-tid="1021">

<a>

<div class="ab-item-new item abn-item406" onclick=""></div>

<span>

<p class="item-title">D8</p>

<p class="r-itemid">ItemID: 406</p>

<p class="pickup">Reroll stats</p>

<p class="quality">Quality: 2</p>

<p>When used, the D8 rerolls all of your stats</p>

<p>Will only effect your damage, tears, range and speed stats</p>

<p>Each stat is given a multiplier that applies after all other adjustments</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #28 (Pride Day)</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 Rooms</p>

<p>Item Pool: Item Room, Greed Mode Shop</p>

</ul>

<p class="tags">\* dice, pip, die, black, grey, gray, pyramid, triangle</p>

</span>

</a>

</li>

<li class="textbox" data-cid="70" data-sid="407" data-tid="1073">

<a>

<div class="ab-item-new item abn-item407" onclick=""></div>

<span>

<p class="item-title">Purity</p>

<p class="r-itemid">ItemID: 407</p>

<p class="pickup">Aura stat boost</p>

<p class="quality">Quality: 2</p>

<p>Purity will boost one of Isaac's stats depending on the colour of the aura around him</p>

<p>When you take damage, the aura will be removed and replaced with another random one when you enter the next room</p>

<p>Colour code is as follows:</p>

<p>Red = +4.0 Damage</p>

<p>Blue = -4 Tear Delay</p>

<p>Yellow = +0.5 Speed Up</p>

<p>Orange = +3.0 Range Up</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Maggy</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Greed Mode Angel Room</p>

</ul>

<p class="tags">\*, white, flower, lotus, petal, rose</p>

</span>

</a>

</li>

<li class="textbox" data-cid="629" data-sid="408" data-tid="1001">

<a>

<div class="ab-item-new item abn-item408" onclick=""></div>

<span>

<p class="item-title">Athame</p>

<p class="r-itemid">ItemID: 408</p>

<p class="pickup">Call to the void</p>

<p class="quality">Quality: 1</p>

<p>Now when you take damage, a black ring will appear around Isaac that damages any enemies in contact with it</p>

<p>The ring damage scales with your tear damage</p>

<p><strong class="pri">REPENTANCE</strong> - No longer has a chance to drop black hearts</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Eve</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room, Greed Mode Devil Room</p>

</ul>

<p class="tags">\*, grey, gray, silver, metal grabber, hand, robot</p>

</span>

</a>

</li>

<li class="textbox" data-cid="705" data-sid="409" data-tid="1025.5">

<a>

<div class="ab-item-new item abn-item409" onclick=""></div>

<span>

<p class="item-title">Empty Vessel</p>

<p class="r-itemid">ItemID: 409</p>

<p class="pickup">I reward an empty vessel</p>

<p class="quality">Quality: 2</p>

<p>+2 Black Hearts</p>

<p>When Isaac has no red hearts, this item gives Isaac the ability to fly. Every 40 seconds spent in the same room since last activating, when the timer displays 00, 20 or 40 seconds, a shield triggers, nullifying all types of damage for 10 seconds</p>

<p>As soon as Isaac has half a red heart or more, this item deactivates</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Lazarus</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\*, red, grey, gray, black, bomb</p>

</span>

</a>

</li>

<li class="textbox" data-cid="389" data-sid="410" data-tid="1028">

<a>

<div class="ab-item-new item abn-item410" onclick=""></div>

<span>

<p class="item-title">Evil Eye</p>

<p class="r-itemid">ItemID: 410</p>

<p class="pickup">Eye shot!</p>

<p class="quality">Quality: 2</p>

<p>While firing tears this item gives you a chance to fire an eye across the screen with a very slow shot speed, which will fire tears of its own in the same direction as Isaac</p>

<p>The evil eye shots will be destroyed if they come into contact with enemies or obstacles</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Cain</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, blue, glow, circle</p>

</span>

</a>  
</li>  
<li class="textbox" data-cid="173" data-sid="411" data-tid="1053">  
<a>  
<div class="ab-item-new item abn-item411" onclick=""></div>  
<span>  
<p class="item-title">Lusty Blood</p>  
<p class="r-itemid">ItemID: 411</p>  
<p class="pickup">Their blood brings rage!</p>  
<p class="quality">Quality: 3</p>  
<p>Each time Isaac kills an enemy, you get a temporary +0.5 damage up which lasts for the current room</p>  
<p>Each subsequent kill will stack further damage up to a maximum of +5 Damage Up after 10 kills</p>  
<p>This item is the same principle as the Bloody Lust item from the original flash game</p>  
<p><strong class="pri">REPENTANCE</strong> - Added to the Devil Room pool</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Samson</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Devil Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, red, heart, bleed, bloody </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="138" data-sid="412" data-tid="1009">  
<a>  
<div class="ab-item-new item abn-item412" onclick=""></div>  
<span>  
<p class="item-title">Cambion Conception</p>  
<p class="r-itemid">ItemID: 412</p>  
<p class="pickup">Feed them hate</p>  
<p class="quality">Quality: 2</p>  
<p>After taking enough damage you will gain a permanent demon familiar</p>  
<p>Possible familiars include: Dark Bum, Demon Baby, Leech, Lil' Brimstone, Succubus, Incubus, Lil Abaddon, Twisted Pair</p>  
<p>The effect is shown visually in 3 stages with the character's belly getting larger each time until it finally gives birth to a familiar.</p>  
<p>The first and second familiars spawn after 15 hits, then 30 hits for the third and fourth</p>  
<p>Cambion Conception cannot grant more than 4 familiars in total</p>  
<p>Lilith starts with this item</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating ??? with Lilith</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Greed Mode Devil Room</p>  
</ul>  
<p class="tags">\*, red, organ, lung, starting </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="26" data-sid="413" data-tid="1043">  
<a>  
<div class="ab-item-new item abn-item413" onclick=""></div>  
<span>  
<p class="item-title">Immaculate Conception</p>  
<p class="r-itemid">ItemID: 413</p>  
<p class="pickup">Feed them love</p>  
<p class="quality">Quality: 1</p>  
<p>After picking up 15 hearts, Isaac gains a permanent angelic familiar and a soul heart drops</p>  
<p>Possible familiars include: Holy Water, Guardian Angel, Sworn Protector, The Relic and Seraphim</p>  
<p>It is possible to get multiple followers by continuing to pick up hearts, at intervals of 15 hearts each</p>  
<p>After all 5 familiars have spawned, it will just drop a soul heart every 15 hearts collected</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Lilith</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Angel Room, Greed Mode Angel Room</p>  
</ul>  
<p class="tags">\*, white, halo </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="243" data-sid="414" data-tid="1062">  
<a>  
<div class="ab-item-new item abn-item414" onclick=""></div>  
<span>  
<p class="item-title">More Options</p>  
<p class="r-itemid">ItemID: 414</p>  
<p class="pickup">There are even more options!</p>  
<p class="quality">Quality: 3</p>  
<p>Two items now spawn in each of your item rooms, however only one can be taken and the other will disappear</p>  
<p>Doesn't work for half-sized item rooms</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags">\*, orange, question, mark, gold, ? </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="356" data-sid="415" data-tid="1017">  
<a>  
<div class="ab-item-new item abn-item415" onclick=""></div>  
<span>  
<p class="item-title">Crown of Light</p>  
<p class="r-itemid">ItemID: 415</p>  
<p class="pickup">The untainted gain power</p>  
<p class="quality">Quality: 4</p>  
<p>+2 Soul Hearts</p>  
<p>A crown that replaces normal tears with blue diamond tears while you don't have any empty red heart containers or bone hearts</p>  
<p>While the effect is active, tears do double damage, +1.5 Range Up and -0.30 Shot Speed</p>  
<p>The crown will glow blue while active, if inactive it will appear grey</p>  
<p>The effect will also deactivate for the rest of the current room when you take damage, regardless of your health</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Angel Room, Greed Mode Angel Room</p>  
</ul>  
<p class="tags">\*, blue, glow </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="609" data-sid="416" data-tid="1023">  
<a>  
<div class="ab-item-new item abn-item416" onclick=""></div>  
<span>  
<p class="item-title">Deep Pockets</p>  
<p class="r-itemid">ItemID: 416</p>  
<p class="pickup">More stuff to carry!</p>  
<p class="quality">Quality: 2</p>  
<p>Increases your money cap to 999</p>  
<p>When a room clear would otherwise yield no rewards, it now spawns 1-3 pennies</p>  
<p><strong class="pri">REPENTANCE</strong> - Deep Pockets no longer adds a pill/card slot, instead increases money cap to 999</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating The Chest floor with Keeper</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop, Greed Mode Item Room, Greed Mode Shop</p>  
</ul>  
<p class="tags">\*, grey, gray, bag, stone, rock </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="704" data-sid="417" data-tid="1084">  
<a>  
<div class="ab-item-new item abn-item417" onclick=""></div>  
<span>  
<p class="item-title">Succubus</p>  
<p class="r-itemid">ItemID: 417</p>  
<p class="pickup">Damage booster</p>  
<p class="quality">Quality: 3</p>  
<p>A flying familiar that bounces around the room with a damaging aura, dealing rapid damage to any enemies inside it and boosting Isaac's tear damage</p>  
<p>While standing in the black aura, Isaac has a temporary 1.5x damage multiplier (this will stack if you have more than one Succubus)</p>  
<p>The aura deals 2.5 damage per tick or about 7.5 - 10 damage per second</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating The Lamb with Lilith</p>  
<ul>  
<p>Type: Passive, Familiar</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\*, black, red, wings, grey, gray </p>

</span>

</a>

</li>

<li class="textbox" data-cid="539" data-sid="418" data-tid="1034">

<a>

<div class="ab-item-new item abn-item418" onclick=""></div>

<span>

<p class="item-title">Fruit Cake</p>

<p class="r-itemid">ItemID: 418</p>

<p class="pickup">"Rainbow effects!"</p>

<p class="quality">Quality: 2</p>

<p>Gives you a different tear effect with every tear that you fire</p>

<p>Tear effects include: Anti-Gravity, Ball of Bandages (Lvl 4), Bumbo (Lvl 3), Continuum, Cupid's Arrow, Compound Fracture, Euthanasia, Explosivo, Eye of Greed, Fire Mind, Flat Stone, Flat Worm, God's Flesh, Godhead, Head of the Keeper, Holy Light, Hook Worm, Ipecac, Iron Bar, Jacob's Ladder, Knockout Drops, Lachryphagy, Little Horn, Lodestone, Mom's Contacts, Mom's Eyeshadow, Mom's Perfume, Mucormycosis, My Reflection, Mysterious Liquid, Ocular Rift, Ouija Board, Ouroboros Worm, The Parasite, Parasitoid, Polymehus, Pop!, Proptosis, Pulse Worm, Rotten Tomato, Rubber Cement, Serpent's Kiss, Sinus Infection, Spider Bite, Strange Attractor, Sulfuric Acid, Technology Zero, Tiny Planet, Trisagon and Wiggle Worm</p>

<p>With Dr. Fetus, this item will also cycle through random Bomb Modifiers (e.g. Butt Bombs, Hot Bombs)</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, brown, red, green, orange, pile, dirt </p>

</span>

</a>

</li>

<li class="textbox" data-cid="314" data-sid="419" data-tid="1088">

<a>

<div class="ab-item-new item abn-item419" onclick=""></div>

<span>

<p class="item-title">Teleport 2.0</p>

<p class="r-itemid">ItemID: 419</p>

<p class="pickup">"I-teleport!"</p>

<p class="quality">Quality: 3</p>

<p>When used will teleport you to another random room that has not been explored yet</p>

<p>After all the normal rooms have been explored, the hierarchy of rooms chosen is: Super Secret Room, Shop, Item Room, Sacrifice Room, Dice Room, Library, Curse Room, Miniboss, Challenge Room, Bedroom, Arcade, Vault, Secret Room, Devil/Angel Room, I AM ERROR</p>

<p>This ordering means a Devil and I Am Error room can both be forced if all others have been visited</p>

<p>If used in a normal room with enemies it will teleport you out and back into the exact same room</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, golden, yellow, robot, antenna, black, teleport two, teleport 20 </p>

</span>

</a>

</li>

<li class="textbox" data-cid="665" data-sid="420" data-tid="1004">

<a>

<div class="ab-item-new item abn-item420" onclick=""></div>

<span>

<p class="item-title">Black Powder</p>

<p class="r-itemid">ItemID: 420</p>

<p class="pickup">"Spin the black circle!"</p>

<p class="quality">Quality: 1</p>

<p>Walking in a circle will spawn a pentagram symbol on the floor, which deals 10 damage per tick to any enemies inside it</p>

<p>The trail of black powder left on the floor will quickly disappear, meaning you are limited on the size of the pentagram symbol you can create</p>

<p><strong class="pri">REPENTANCE</strong> - Black Powder's pentagram can now damage flying enemies</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\*, black, grey, gray, bag, sack, pouch </p>

</span>

</a>

</li>

<li class="textbox" data-cid="133" data-sid="421" data-tid="1047">

<a>

<div class="ab-item-new item abn-item421" onclick=""></div>

<span>

<p class="item-title">Kidney Bean</p>

<p class="r-itemid">ItemID: 421</p>

<p class="pickup">"Love toots!"</p>

<p class="quality">Quality: 1</p>

<p>When used, applies the charm effect to any enemies in close range and deals 5 damage</p>

<p>Charmed enemies will prioritize attacking other enemies in the room, otherwise they will still attack Isaac</p>

<p><strong class="pri">REPENTANCE</strong> - Kidney Bean now has a bigger effect radius, no longer deals damage to the enemies it's charming, and charge time has been reduced to 1 (from 2).</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 1 Rooms</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, red </p>

</span>

</a>

</li>

<li class="textbox" data-cid="357" data-sid="422" data-tid="1038">

<a>

<div class="ab-item-new item abn-item422" onclick=""></div>

<span>

<p class="item-title">Glowing Hour Glass</p>

<p class="r-itemid">ItemID: 422</p>

<p class="pickup">"Turn back time"</p>

<p class="quality">Quality: 3</p>

<p>When used, this item will rewind time and put you back in the previous room, in the same state you were in at that moment</p>

<p>This means any damage taken or consumables used in the current room will be reset back to the previous state</p>

<p>Can be used to check the contents of an Item Room without affecting Planetarium spawn chances</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 3 rooms</p>

<p>Item Pool: Item Room, Shop</p>

</ul>

<p class="tags">\* hourglass, hour glass, egg, timer, blue, brown Glowing Hourglass</p>

</span>

</a>

</li>

<li class="textbox" data-cid="60" data-sid="423" data-tid="1014">

<a>

<div class="ab-item-new item abn-item423" onclick=""></div>

<span>

<p class="item-title">Circle of Protection</p>

<p class="r-itemid">ItemID: 423</p>

<p class="pickup">"Protect me from myself"</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac a large white halo around him, that deals a bit of damage to any enemies in contact with the ring</p>

<p>Every time an enemy bullet enters the ring, there is a chance it will reflect a homing tear back at the enemy</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room, Greed Mode Angel Room</p>

</ul>

<p class="tags">\*, white, bandana, circle, bandage </p>

</span>

</a>

</li>

<li class="textbox" data-cid="522" data-sid="424" data-tid="1077">

<a>

<div class="ab-item-new item abn-item424" onclick=""></div>

<span>

<p class="item-title">Sack Head</p>

<p class="r-itemid">ItemID: 424</p>

<p class="pickup">"More sacks!"</p>

<p class="quality">Quality: 3</p>

<p>Coins have a 10% chance to be replaced with Sack. Bombs, keys, cards, runes and batteries have a 20% chance</p>

<p>Spawns a sack when picked up</p>

<p>Can lead to game-breaking combinations with the D20 due to the amount of consumables and batteries spawned by the item sacks</p>

<p><strong class="pri">REPENTANCE</strong> - Added to the Secret Room pool</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Secret Room</p></ul><p class="tags">\*, bag, grey, cry, blue, tear, shia paper bag sackhead, sad,</p></span></a></li><li class="textbox" data-cid="390" data-sid="425" data-tid="1066"><a><div class="ab-item-new item abn-item425" onclick=""></div><span><p class="item-title">Night Light</p><p class="r-itemid">ItemID: 425</p><p class="pickup">Scared of the dark?</p><p class="quality">Quality: 2</p><p>Gives Isaac a cone of light in front of him that slows any enemies inside it and their tears</p><p>The light faces the direction that you are facing, not the direction you are firing</p><p>Removes Curse of Darkness for the current floor, if picked up on a floor where the curse is active</p><ul><p>Type: Passive</p><p>Item Pool: Shop, Greed Mode Item Room</p></ul><p class="tags">\* Shop, Greed Mode Item Room, white, blue, inhaler</p></span></a></li><li class="textbox" data-cid="462" data-sid="426" data-tid="1074"><a><div class="ab-item-new item abn-item426" onclick=""></div><span><p class="item-title">Obsessed Fan</p><p class="r-itemid">ItemID: 426</p><p class="pickup">Follows my every move...</p><p class="quality">Quality: 0</p><p>A purple familiar fly that follows your exact movement on a 1 second delay and deals 2 contact damage to enemies</p><p>Counts as 1 of 3 fly items needed towards the Beelzebul transformation</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Key Beggar</p></ul><p class="tags">\*, purple, fly </p></span></a></li><li class="textbox" data-cid="229" data-sid="427" data-tid="1059"><a><div class="ab-item-new item abn-item427" onclick=""></div><span><p class="item-title">Mine Crafter</p><p class="r-itemid">ItemID: 427</p><p class="pickup">Booom!</p><p class="quality">Quality: 1</p><p>When used, places an explosive TNT barrel next to you</p><p>The TNT barrel can be pushed and used to explode rocks or damage enemies</p><p>If used a second time in the same room while the last TNT barrel is still there, it will remotely explode the first TNT and not spawn another</p><ul><p>Type: Active</p><p>Recharge time: 1 room</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, orange, brown </p></span></a></li><li class="textbox" data-cid="407" data-sid="428" data-tid="1070"><a><div class="ab-item-new item abn-item428" onclick=""></div><span><p class="item-title">PJs</p><p class="r-itemid">ItemID: 428</p><p class="pickup">You feel cozy!</p><p class="quality">Quality: 2</p><p>+4 Soul Hearts</p><p>Fully restores your red health</p><p><strong class='pri'>REPENTANCE</strong> - Added to the Gold Chest Pool</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Gold/Stone Chest</p></ul><p class="tags">\*, blue, baby, grow, headless, golden chest pool, gold chest pool,</p></span></a></li><li class="textbox" data-cid="559" data-sid="429" data-tid="1040"><a><div class="ab-item-new item abn-item429" onclick=""></div><span><p class="item-title">Head of the Keeper</p><p class="r-itemid">ItemID: 429</p><p class="pickup">Penny tears!</p><p class="quality">Quality: 2</p><p>Isaac's tears become coins and now have a 5% chance to drop pennies on the floor upon successfully hitting an enemy</p><p>Has a chance to drop when exploding a dead shopkeeper</p><ul><p>Type: Passive</p><p>Item Pool: Dead shopkeeper</p></ul><p class="tags">\*, gold, eyes, grey, gray </p></span></a></li><li class="textbox" data-cid="400" data-sid="430" data-tid="1068"><a><div class="ab-item-new item abn-item430" onclick=""></div><span><p class="item-title">Papa Fly</p><p class="r-itemid">ItemID: 430</p><p class="pickup">Turret follower</p><p class="quality">Quality: 1</p><p>A familiar blue fly that will follow Isaac's movement pattern but delayed by 1 second</p><p>Papa Fly will fire tears at nearby enemies that deal damage equal to Isaac's tear damage</p><p>Counts as 1 of 3 fly items needed towards the Beelzebul transformation</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Key Beggar</p></ul><p class="tags">\*, blue </p></span></a></li><li class="textbox" data-cid="607" data-sid="431" data-tid="1064"><a><div class="ab-item-new item abn-item431" onclick=""></div><span><p class="item-title">Multidimensional Baby</p><p class="r-itemid">ItemID: 431</p><p class="pickup">yddub Buddy</p><p class="quality">Quality: 2</p><p>A familiar baby that will follow your movement pattern on a 2 second delay</p><p>Tears that pass through the baby will double up and gain x1.33 speed boost</p><p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Greed Mode Item Room, Devil Room, Greed Mode Devil Room</p></ul><p class="tags">\*, grey, gray, black, ghost </p></span></a></li><li class="textbox" data-cid="211" data-sid="432" data-tid="1037"><a><div class="ab-item-new item abn-item432" onclick=""></div>

<span>

<p class="item-title">Glitter Bombs</p>

<p class="r-itemid">ItemID: 432</p>

<p class="pickup">Prize bombs!</p>

<p class="quality">Quality: 2</p>

<p>+5 bombs</p>

<p>Isaac's normal bombs become pink and causes them to drop random pickups when they explode (e.g. keys, coins, bombs, trinkets)</p>

<p>Bombs have a chance to charm enemies</p>

<ul>

<p>Type: Passive, Bomb Modifier</p>

<p>Item Pool: Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\*, pink, sparkle </p>

</span>

</li>

<li class="textbox" data-cid="685" data-sid="433" data-tid="1065">

<>

<div class="ab-item-new item abn-item433" onclick=""></div>

<span>

<p class="item-title">My Shadow</p>

<p class="r-itemid">ItemID: 433</p>

<p class="pickup">Me! And my shaaaaadow!</p>

<p class="quality">Quality: 0</p>

<p>Each time you take damage, My Shadow will apply a fear effect to all enemies in the room and spawn a familiar black charger that will attack for you</p>

<p>The charger deals 5 damage, and will be killed if it is hurt too much</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Judas</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Greed Mode Devil Room</p>

</ul>

<p class="tags">\*, black, outline, upside, down </p>

</span>

</li>

<li class="textbox" data-cid="626" data-sid="434" data-tid="1045">

<>

<div class="ab-item-new item abn-item434" onclick=""></div>

<span>

<p class="item-title">Jar of Flies</p>

<p class="r-itemid">ItemID: 434</p>

<p class="pickup">Gotta catch 'em all?</p>

<p class="quality">Quality: 2</p>

<p>Every time you kill an enemy a fly will be added to the Jar, allowing you to stack up to 20</p>

<p>Using the Jar of Flies will release all the flies that are currently in the jar as friendly flies that will damage enemies</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Instant</p>

<p>Item Pool: Shop, Greed Mode Item Room, Greed Mode Shop</p>

</ul>

<p class="tags">\*, glass, bottle </p>

</span>

</li>

<li class="textbox" data-cid="154" data-sid="435" data-tid="1051">

<>

<div class="ab-item-new item abn-item435" onclick=""></div>

<span>

<p class="item-title">Lil Loki</p>

<p class="r-itemid">ItemID: 435</p>

<p class="pickup">4-way buddy!</p>

<p class="quality">Quality: 1</p>

<p>A Loki familiar that follows Isaac and shoots tears 4 tears in a cross pattern, dealing a flat 3.5 damage each</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, red, devil, baby, face </p>

</span>

</li>

<li class="textbox" data-cid="40" data-sid="436" data-tid="1058">

<>

<div class="ab-item-new item abn-item436" onclick=""></div>

<span>

<p class="item-title">Milk!</p>

<p class="r-itemid">ItemID: 436</p>

<p class="pickup">Dont cry over it...</p>

<p class="quality">Quality: 1</p>

<p>Gives Isaac a familiar glass of milk that follows him and spills on the floor upon taking damage</p>

<p>After being split, the milk gives you a -2 Tear Delay (Tears up) for the rest of the room</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, glass, white, cup </p>

</span>

</li>

<li class="textbox" data-cid="606" data-sid="437" data-tid="1020">

<>

<div class="ab-item-new item abn-item437" onclick=""></div>

<span>

<p class="item-title">D7</p>

<p class="r-itemid">ItemID: 437</p>

<p class="pickup">Reroll rewards!</p>

<p class="quality">Quality: 1</p>

<p>When used, the D7 will restart the current room and bring back all enemies once again, enabling you to farm rewards that spawn at the end after beating the room</p>

<p>Can be used to generate infinite consumable combinations, gaining as many coins/keys/bombs as you need</p>

<p>Will teleport you to out of the room if used in a Boss Room or Devil Room</p>

<p>This item has no effect in Greed Mode, Challenge Rooms and rooms that had no enemies in originally</p>

<p>If used in a Boss Room or Angel/Devil Room, you get teleported to another random room, which is reset instead of the boss/angel/devil room you were in</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 3 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* dice, pip, die, turban, white, grey, gray</p>

</span>

</li>

<li class="textbox" data-cid="393" data-sid="438" data-tid="1003">

<>

<div class="ab-item-new item abn-item438" onclick=""></div>

<span>

<p class="item-title">Binky</p>

<p class="r-itemid">ItemID: 438</p>

<p class="pickup">"Memories..."</p>

<p class="quality">Quality: 3</p>

<p>+1 Soul heart</p>

<p>+0.75 Tears Up</p>

<p>Isaac size down</p>

<p>Makes Isaac very small like a baby, reducing his hitbox size</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\* pacifier, dummy, baby, blue, white</p>

</span>

</li>

<li class="textbox" data-cid="464" data-sid="439" data-tid="1060">

<>

<div class="ab-item-new item abn-item439" onclick=""></div>

<span>

<p class="item-title">Mom's Box</p>

<p class="r-itemid">ItemID: 439</p>

<p class="pickup">"What's inside?"</p>

<p class="quality">Quality: 3</p>

<p>When used, Mom's Box will drop a random trinket on the ground</p>

<p>+1 Luck while held</p>

<p>While held, doubles the effect of trinkets which make sense to be doubled (e.g. +4 damage from Curved Horn instead of 2, -4 Tear Delay from Cancer instead of 2)</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Shop, Greed Mode Shop</p>

</ul>

<p class="tags">\*, black, purple, mom box, moms box </p>

</span>

</a>

</li>

<li class="textbox" data-cid="488" data-sid="440" data-tid="1048">

<a>

<div class="ab-item-new item abn-item40" onclick=""></div>

<span>

<p class="item-title">Kidney Stone</p>

<p class="r-itemid">ItemID: 440</p>

<p class="pickup">Matt's kidney stone</p>

<p class="quality">Quality: 2</p>

<p>Randomly while firing tears, Isaac will stop firing and turn red, where he will charge and release a lot of 'tears' in one go. In the burst of tears is a kidney stone which deals a lot of damage</p>

<p><strong class="pri">REPENTANCE</strong> - Kidney Stone is no longer a speed downgrade</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #29 (Onan's Streak)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, bloody, brown, hair, wig, scalp </p>

</span>

</a>

</li>

<li class="textbox" data-cid="706" data-sid="441" data-tid="1057">

<a>

<div class="ab-item-new item abn-item41" onclick=""></div>

<span>

<p class="item-title">Mega Blast</p>

<p class="r-itemid">ItemID: 441</p>

<p class="pickup">Laser breath</p>

<p class="quality">Quality: 4</p>

<p>Upon use, fires a huge Mega Satan laser for 15 seconds, dealing your tear damage \* 5 per tick to anything in its path and pushing Isaac back by the force</p>

<p>The laser persists for the entire 15 seconds even between rooms and floors</p>

<p>This item appears in the Devil Room but is weighted to be about 5 times rarer than all other devil room items</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mega Satan with every character</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 12 rooms</p>

<p>Item Pool: Devil Room, Greed Mode Devil Room</p>

</ul>

<p class="tags">\*, red, grey, gray, brown, black, red, eyes </p>

</span>

</a>

<h2>Afterbirth Plus Items <span class="a-item-ttl">(111)</span></h2>

<li class="textbox" data-cid="671" data-sid="442" data-tid="">

<a>

<div class="ap-item-new item apn-item42" onclick=""></div>

<span>

<p class="item-title">Dark Prince's Crown</p>

<p class="r-itemid">ItemID: 442</p>

<p class="pickup">Loss is power</p>

<p class="quality">Quality: 1</p>

<p>A crown appears above your head and while at exactly 1 full red heart of health, you gain a +1.5 Range Up, +2.0 Tears Up and +0.20 Shot Speed Up</p>

<p>Any time your health changes to be not exactly 1 red heart you lose the effect</p>

<p>This item does nothing with The Lost</p>

<p><strong class="pri">REPENTANCE</strong> - Dark Prince's Crown now grants more of an increase in rate of fire, and the bonus now breaks the soft tears cap.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Azazel</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room</p>

</ul>

<p class="tags">\*, red, glow, Dark Prince's Crown, dark prince's crown, dark prince crown</p>

</span>

</a>

</li>

<li class="textbox" data-cid="116" data-sid="443" data-tid="">

<a>

<div class="ap-item-new item apn-item43" onclick=""></div>

<span>

<p class="item-title">Apple</p>

<p class="r-itemid">ItemID: 443</p>

<p class="pickup">Trick or treat?</p>

<p class="quality">Quality: 3</p>

<p>Gives you a 6.68% chance to fire a razor blade which deals x4 damage</p>

<p>+0.3 Tears Up</p>

<p>This item also turns your tears red, but does not change your actual damage stat or the damage your normal tears do</p>

<p>The chance to fire a razor blade depends on your luck stat, and at +14 luck you will fire a razor blade every time</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, red, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="223" data-sid="444" data-tid="">

<a>

<div class="ap-item-new item apn-item44" onclick=""></div>

<span>

<p class="item-title">Lead Pencil</p>

<p class="r-itemid">ItemID: 444</p>

<p class="pickup">Hes a bleeder!</p>

<p class="quality">Quality: 3</p>

<p>With every 15 tears fired, Isaac will fire a cluster of 12 tears instead of your normal tear</p>

<p>Causes your normal tears to fire out of one eye, which means tears will fire in a near-perfect line instead of slightly off-center</p>

<p><strong class="pri">REPENTANCE</strong> - Lead Pencil's tear barrage no longer deals double damage</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, yellow, pen </p>

</span>

</a>

</li>

<li class="textbox" data-cid="33" data-sid="445" data-tid="">

<a>

<div class="ap-item-new item apn-item45" onclick=""></div>

<span>

<p class="item-title">Dog Tooth</p>

<p class="r-itemid">ItemID: 445</p>

<p class="pickup">Bark at the moon!</p>

<p class="quality">Quality: 1</p>

<p>+0.3 Damage Up</p>

<p>+0.1 Speed Up</p>

<p>When entering a room connected to a Secret Room or Super Secret Room, a howling sound will play</p>

<p>When entering a room with a crawl space trapdoor in it, a barking sound will play</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, white, silver </p>

</span>

</a>

</li>

<li class="textbox" data-cid="504" data-sid="446" data-tid="">

<a>

<div class="ap-item-new item apn-item46" onclick=""></div>

<span>

<p class="item-title">Dead Tooth</p>

<p class="r-itemid">ItemID: 446</p>

<p class="pickup">Halitosis</p>

<p class="quality">Quality: 1</p>

<p>While firing, you gain a green aura that poisons any enemies which touch it. The poison deals your tear damage per tick, for 2 ticks</p>

<p>Has no effect on Lilith, as she cannot fire tears</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, grey, gray, brown, face, rabbit </p>

</span>

</a>

</li>

<li class="textbox" data-cid="204" data-sid="447" data-tid="">

<a>

<div class="ap-item-new item apn-item447" onclick=""></div>

<span>

<p class="item-title">Linger Bean</p>

<p class="r-itemid">ItemID: 447</p>

<p class="pickup">Crying makes me toot</p>

<p class="quality">Quality: 0</p>

<p>While firing tears constantly for 7.5 seconds, you spawn a poop cloud, which deals periodic damage to any enemies which come near it</p>

<p>The cloud deals damage equal to your base tear damage per tick, roughly 5 times per second</p>

<p>Clouds last 15 seconds before disappearing</p>

<p>The cloud can be pushed slightly by firing tears at it</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Beggar</p>

</ul>

<p class="tags">\*, pink </p>

</span>

</a>

</li>

<li class="textbox" data-cid="370" data-sid="448" data-tid="">

<a>

<div class="ap-item-new item apn-item448" onclick=""></div>

<span>

<p class="item-title">Shard of Glass</p>

<p class="r-itemid">ItemID: 448</p>

<p class="pickup">Blood and guts!</p>

<p class="quality">Quality: 1</p>

<p>Upon taking damage, Isaac starts to bleed, leaving a trail of blood and spraying blood tears everywhere which deal damage to nearby enemies</p>

<p>While bleeding, Isaac takes damage every 30 seconds</p>

<p>The blood sprays in the direction you are current firing, or just randomly near Isaac if not shooting your tears</p>

<p>The blood spray scales with your current tear damage and any future damage increases</p>

<p>This effect lasts until you pick up a red heart</p>

<p>Upon taking damage, this item gives a 25% chance to drop a full red heart</p>

<p><strong><sup>pri</sup>REPENTANCE</strong> - This entire item has been reworked</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, blue, triangle, pyramid </p>

</span>

</a>

</li>

<li class="textbox" data-cid="603" data-sid="449" data-tid="">

<a>

<div class="ap-item-new item apn-item449" onclick=""></div>

<span>

<p class="item-title">Metal Plate</p>

<p class="r-itemid">ItemID: 449</p>

<p class="pickup">It itches...</p>

<p class="quality">Quality: 1</p>

<p>+1 Soul Heart</p>

<p>Enemy bullets have a 25% chance to be deflected back at the enemy, which will hurt them and apply the concussive status effect, causing it to be stunned for a few seconds</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, silver, metal, grey, gray </p>

</span>

</a>

</li>

<li class="textbox" data-cid="600" data-sid="450" data-tid="">

<a>

<div class="ap-item-new item apn-item450" onclick=""></div>

<span>

<p class="item-title">Eye of Greed</p>

<p class="r-itemid">ItemID: 450</p>

<p class="pickup">Gold tears!</p>

<p class="quality">Quality: 2</p>

<p>Every 20th tear fired will also fire a golden coin tear at the same time. This tear turns enemies to gold for a few seconds and causes them to drop 1-4 coins if killed while golden (similar to the Midas' Touch item)</p>

<p>When the Midas Touch tear effect triggers, it will remove 1 coin from your current total</p>

<p>The golden tear deals double your tear damage</p>

<p>The effect can still trigger even if you have no held coins</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode with Keeper</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, cent, coin, silver, metal, grey, gray </p>

</span>

</a>

</li>

<li class="textbox" data-cid="461" data-sid="451" data-tid="">

<a>

<div class="ap-item-new item apn-item451" onclick=""></div>

<span>

<p class="item-title">Tarot Cloth</p>

<p class="r-itemid">ItemID: 451</p>

<p class="pickup">I see the future</p>

<p class="quality">Quality: 3</p>

<p>Drops a random card on pickup</p>

<p>Duplicates the effect of most tarot cards. A slow pulsing outline HUD effect appears for cards that would be buffed by Tarot Cloth</p>

<p>To see the full list of Tarot Card effects, check out the <strong><sup>pri</sup>Mechanics &gt; Tarot Cloth</strong> page</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Curse Room</p>

</ul>

<p class="tags">\*, purple, grey, bag </p>

</span>

</a>

</li>

<li class="textbox" data-cid="169" data-sid="452" data-tid="">

<a>

<div class="ap-item-new item apn-item452" onclick=""></div>

<span>

<p class="item-title">Varicose Veins</p>

<p class="r-itemid">ItemID: 452</p>

<p class="pickup">I'm leaking...</p>

<p class="quality">Quality: 2</p>

<p>Every time you take damage, 10 high damage tears are fired in a circle around you (similar to the Tammy's Head effect)</p>

<p>Tear damage is equal to Isaac's tear damage + 25 flat damage</p>

<p>Additionally, has a chance to activate the Anemic effect when taking damage for 2 seconds</p>

<p>Similar to Tammy's Head, this item synergizes with a lot of items (i.e. with Brimstone it fires 10 lasers)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, red, tube </p>

</span>

</a>

</li>

<li class="textbox" data-cid="76" data-sid="453" data-tid="">

<a>

<div class="ap-item-new item apn-item453" onclick=""></div>

<span>

<p class="item-title">Compound Fracture</p>

<p class="r-itemid">ItemID: 453</p>

<p class="pickup">Bone tears!</p>

<p class="quality">Quality: 2</p>

<p>Turns your tears into bones, which shatter into 1-3 smaller bone shards upon hitting any object or enemy</p>

<p>The smaller bone shards deal damage equal to half your normal tear damage</p>

<p>+0.38 Range Up</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Lazarus</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, bone, broken, snapped, white, bloody </p>

</span>

</a>

</li>

<li class="textbox" data-cid="272" data-sid="454" data-tid="">

<a>

<div class="ap-item-new item apn-item454" onclick=""></div>

<span>

<p class="item-title">Polydactyl</p>

<p class="r-itemid">ItemID: 454</p>

<p class="pickup">Hold me!</p>

<p class="quality">Quality: 2</p>

<p>Allows Isaac to carry two cards, runes or pills (or any combination of these) at the same time</p>

<p>Drops a random card, pill or rune on pickup</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, pink </p>

</span>

</a>

</li>

<li class="textbox" data-cid="599" data-sid="455" data-tid="">

<a>

<div class="ap-item-new item apn-item455" onclick=""></div>

<span>

<p class="item-title">Dad's Lost Coin</p>

<p class="r-itemid">ItemID: 455</p>

<p class="pickup">I remember this...</p>

<p class="quality">Quality: 2</p>

<p>+0.38 Range Up</p>

<p>Drops a lucky penny</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greedier Mode with The Lost</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Beggar, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, silver, metal, grey, gray, omega, dads lost coin, dad lost coin, dad coin </p>

</span>

</a>

</li>

<li class="textbox" data-cid="520" data-sid="456" data-tid="">

<a>

<div class="ap-item-new item apn-item456" onclick=""></div>

<span>

<p class="item-title">Midnight Snack</p>

<p class="r-itemid">ItemID: 456</p>

<p class="pickup">HP up</p>

<p class="quality">Quality: 1</p>

<p>+1 HP Up</p>

<p><strong>pi</strong> REPENTANCE - This was renamed from Moldy Bread</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Beggar, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, sandwich, toast, brown, green, bite, bitten </p>

</span>

</a>

</li>

<li class="textbox" data-cid="273" data-sid="457" data-tid="">

<a>

<div class="ap-item-new item apn-item457" onclick=""></div>

<span>

<p class="item-title">Cone Head</p>

<p class="r-itemid">ItemID: 457</p>

<p class="pickup">Hard headed!</p>

<p class="quality">Quality: 2</p>

<p>+1 Soul Heart</p>

<p>Each time you take damage from any source, Cone Head has a 20% chance to prevent it from reducing your health</p>

<p>Isaac flashes blue very briefly when damage is negated by this item</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, northernlion, nl, northern lion, ryan letourneau, egg, egg father, egg daddy, dad, BALD, northernlion's head resembles an egg much like this item, isn't that hilarious?, pink </p>

</span>

</a>

</li>

<li class="textbox" data-cid="276" data-sid="458" data-tid="">

<a>

<div class="ap-item-new item apn-item458" onclick=""></div>

<span>

<p class="item-title">Belly Button</p>

<p class="r-itemid">ItemID: 458</p>

<p class="pickup">What's in there?</p>

<p class="quality">Quality: 3</p>

<p>Drops one random trinket on pickup</p>

<p>Gives you an extra trinket slot</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, pink, circle, cross </p>

</span>

</a>

</li>

<li class="textbox" data-cid="338" data-sid="459" data-tid="">

<a>

<div class="ap-item-new item apn-item459" onclick=""></div>

<span>

<p class="item-title">Sinus Infection</p>

<p class="r-itemid">ItemID: 459</p>

<p class="pickup">Booger tears!</p>

<p class="quality">Quality: 3</p>

<p>Isaac's tears have a random chance to be a booger instead, which stick on to enemies and deal periodic poison damage until they die</p>

<p>Each tick of poison damage is equal to your normal tear damage</p>

<p>Each booger persists until the enemy is dead or 60 seconds has passed</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, bogey, boger, green, drop, drip, boogey,</p>

</span>

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</li>

<li class="textbox" data-cid="14" data-sid="460" data-tid="">

<a>

<div class="ap-item-new item apn-item460" onclick=""></div>

<span>

<p class="item-title">Glaucoma</p>

<p class="r-itemid">ItemID: 460</p>

<p class="pickup">Blind tears!</p>

<p class="quality">Quality: 2</p>

<p>Adds a chance to shoot a concussive tear, which will cause enemies to walk around dazed in confusion</p>

<p>The daze effect is effectively permanent for normal enemies, and has a much longer duration for bosses compared to other status effects</p>

<p>Makes all rooms slightly darker</p>

<p>The visual effect of a Glaucoma tear is hard to notice, however it is slightly lighter than normal tears and is not a perfect circle shape</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, white, circle, eye, circle </p>

</span>

</a>

</li>

<li class="textbox" data-cid="399" data-sid="461" data-tid="">

<>

<div class="ap-item-new item apn-item461" onclick=""></div>

<span>

<p class="item-title">Parasitoid</p>

<p class="r-itemid">ItemID: 461</p>

<p class="pickup">Egg tears!</p>

<p class="quality">Quality: 3</p>

<p>This item gives you a chance that instead of firing tears you will fire an egg sack, which slows enemies on hit and drops a pool of white slowing creep below them</p>

<p>If a parasitoid shot successfully hits an enemy, a blue friendly fly or spider is spawned</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation.</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, blue, fly </p>

</span>

</a>

</li>

<li class="textbox" data-cid="152" data-sid="462" data-tid="">

<>

<div class="ap-item-new item apn-item462" onclick=""></div>

<span>

<p class="item-title">Eye of Belial</p>

<p class="r-itemid">ItemID: 462</p>

<p class="pickup">Possessed tears!</p>

<p class="quality">Quality: 3</p>

<p>Causes your tears to become piercing, allowing them to travel through enemies</p>

<p>After hitting its first enemy, each tear will double in damage and gain a homing effect</p>

<p>+0.38 Range Up/>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode with Judas</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, red, circle </p>

</span>

</a>

</li>

<li class="textbox" data-cid="316" data-sid="463" data-tid="">

<>

<div class="ap-item-new item apn-item463" onclick=""></div>

<span>

<p class="item-title">Sulfuric Acid</p>

<p class="r-itemid">ItemID: 463</p>

<p class="pickup">Acid tears!</p>

<p class="quality">Quality: 2</p>

<p>+0.3 Damage Up/>

<p>Each tear has a chance to become acidic, allowing it to break rocks, pots and other breakable objects</p>

<p>Acidic tears can also be used to open secret rooms</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, orange, yellow, bottle, X </p>

</span>

</a>

</li>

<li class="textbox condensed" data-cid="375" data-sid="464" data-tid="">

<>

<div class="ap-item-new item apn-item464" onclick=""></div>

<span>

<p class="item-title">Glyph of Balance</p>

<p class="r-itemid">ItemID: 464</p>

<p class="pickup">A gift from above</p>

<p class="quality">Quality: 2</p>

<p>+2 Soul Hearts</p>

<p>This item will modify drops from room clearing and champion enemies based on your current player state. The priority list of what will drop from champion enemies in order is as follows:</p>

<p><strong>Soul Hearts</strong> - When you have no red heart containers and less than 2 soul hearts</p>

<p><strong>Red Hearts (Full hearts)</strong> - While at 0.5 red hearts</p>

<p><strong>Keys</strong> - When you have no keys</p>

<p><strong>Bombs</strong> - When you have no Bombs</p>

<p><strong>Red Hearts (Full hearts)</strong> - When you have at least half a red heart container empty</p>

<p><strong>Coins</strong> - While at less than 15 cents</p>

<p><strong>Bombs</strong> - When you have less than 5 bombs</p>

<p><strong>Trinkets</strong> - If you have no trinkets and there are no trinkets on the ground in the room</p>

<p><strong>Soul Hearts</strong> - When you have less than 6 total heart containers of any kind</p>

<p>If none of the above conditions are true, champions will resume dropping their regular pickups</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier mode with Maggy</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, blue, triangle </p>

</span>

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</li>

<li class="textbox" data-cid="623" data-sid="465" data-tid="">

<>

<div class="ap-item-new item apn-item465" onclick=""></div>

<span>

<p class="item-title">Analog Stick</p>

<p class="r-itemid">ItemID: 465</p>

<p class="pickup">360 tears!</p>

<p class="quality">Quality: 2</p>

<p>+0.35 Tears Up/>

<p>Allows you to fire tears diagonally by holding down two of the fire buttons at once</p>

<p>If you are using a gamepad, this item allows you to fire in any direction</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, grey, gray, mushroom </p>

</span>

</a>

</li>

<li class="textbox" data-cid="145" data-sid="466" data-tid="">

<>

<div class="ap-item-new item apn-item466" onclick=""></div>

<span>

<p class="item-title">Contagion</p>

<p class="r-itemid">ItemID: 466</p>

<p class="pickup">Outbreak!</p>

<p class="quality">Quality: 2</p>

<p>The first enemy you kill in each new room will now explode and poison all nearby enemies, causing them to take periodic damage until they also die and explode</p>

<p>If you have lots of enemies near each other this can cause a chain reaction, killing lots of enemies in one go</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, red, glow, biological, danger </p>

</span>

</a>

</li>

<li class="textbox" data-cid="275" data-sid="467" data-tid="">

<>

<div class="ap-item-new item apn-item467" onclick=""></div>

<span>

<p class="item-title">Finger!</p>

<p class="r-itemid">ItemID: 467</p>

<p class="pickup">Watch where you point that!</p>

<p class="quality">Quality: 1</p>

<p>Gives Isaac a finger which floats in front of him and points in the same direction he is facing or firing. The finger deals 10% of your normal damage to all enemies in the same direction that the finger is pointing</p>

<p>The finger will also deal damage to entities such as fires and poops</p>

<p>Applies on-hit status effects such as the burning debuff from Fire Mind</p>

<p>Spawns guppy flies if you have the Guppy transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, thumb, toe, pink, bone </p>

</span>

</a>

</li>

<li class="textbox" data-cid="442" data-sid="468" data-tid="">

<>

<div class="ap-item-new item apn-item468" onclick=""></div>

<span>

<p class="item-title">Shade</p>

<p class="r-itemid">ItemID: 468</p>

<p class="pickup">It follows</p>

<p class="quality">Quality: 0</p>

<p>Isaac gains a shadow familiar that will follow Isaac's movement pattern delayed by 1 second and deal 2 contact damage to enemies per tick</p>

<p>Isaac is absorbed by Isaac after dealing 600 damage. This spawns friendly charger enemies and causes Isaac to deal 2 contact damage (same as the shade did). This effect stacks with multiple shades, scaling the contact damage each time</p>

<p>UNLOCK: Unlock this item by defeating Delirium in The Void floor with Judas</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Devil Room, Curse Room</p>

</ul>

<p class="tags">\*, blue, white, eyes </p>

</span>

</a>

</li>

<li class="textbox" data-cid="449" data-sid="469" data-tid="">

<>

<div class="ap-item-new item apn-item469" onclick=""></div>

<span>

<p class="item-title">Depression</p>

<p class="r-itemid">ItemID: 469</p>

<p class="pickup">"(</p>

<p class="quality">Quality: 1</p>

<p>Isaac gains a cloud familiar that follows him and leaves a trail of tears on the floor which damages enemies for 2 damage per tick</p>

<p>Enemies touching the cloud have a chance to activate the Crack the Sky effect, which spawns a light beam that deals damage equal to your tear damage + 20</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, pink, purple, cloud, smoke </p>

</span>

</a>

</li>

<li class="textbox" data-cid="441" data-sid="470" data-tid="">

<>

<div class="ap-item-new item apn-item470" onclick=""></div>

<span>

<p class="item-title">Hushy</p>

<p class="r-itemid">ItemID: 470</p>

<p class="pickup">Lil hush!</p>

<p class="quality">Quality: 0</p>

<p>Gives Isaac a small Hush familiar that bounces diagonally around the room dealing 2 contact damage per tick</p>

<p>While you're firing tears Hushy will stop moving, which allows you to keep it in one place</p>

<p>Hushy will block enemy tears and projectiles</p>

<p>UNLOCK: Unlock this item by beating Hush with Apollyon</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, blue, pacman, ghost, face </p>

</span>

</a>

</li>

<li class="textbox" data-cid="282" data-sid="471" data-tid="">

<>

<div class="ap-item-new item apn-item471" onclick=""></div>

<span>

<p class="item-title">Lil Monstro</p>

<p class="r-itemid">ItemID: 471</p>

<p class="pickup">"Ain't he cute?"</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac a small Monstro familiar, who's tears can be charged and released in a shotgun style effect, much like Monstro's main attack</p>

<p>Lil Monstro's tears each deal base damage (3.5) and does not scale with damage upgrades</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, head, cleft, lip, palate, hairlip, tooth </p>

</span>

</a>

</li>

<li class="textbox" data-cid="440" data-sid="472" data-tid="">

<>

<div class="ap-item-new item apn-item472" onclick=""></div>

<span>

<p class="item-title">King Baby</p>

<p class="r-itemid">ItemID: 472</p>

<p class="pickup">"Lord of the dead!"</p>

<p class="quality">Quality: 1</p>

<p>A baby familiar that follows you and causes other familiars to follow it. It stops moving while Isaac is firing tears and upon releasing the fire button, King Baby will teleport back to your location</p>

<p>King Baby will always appear first in the queue of familiars</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p><strong class="pri">REPENTANCE</strong> - Familiars now automatically aim at enemies when being commanded by King Baby</p>

<p>UNLOCK: Unlock this item by beating Delirium on The Void floor with ???</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, blue, crown, gold, yellow </p>

</span>

</a>

</li>

<li class="textbox" data-cid="328" data-sid="473" data-tid="">

<>

<div class="ap-item-new item apn-item473" onclick=""></div>

<span>

<p class="item-title">Big Chubby</p>

<p class="r-itemid">ItemID: 473</p>

<p class="pickup">"Chub chub!"</p>

<p class="quality">Quality: 1</p>

<p>A familiar that follows Isaac and charges forwards very slowly, dealing 2.7 damage per tick to any enemies it comes into contact with</p>

<p>Almost identical to the Little Chubby familiar, but this one moves much more slowly and deals less damage</p>

<p><strong class="pri">REPENTANCE</strong> - The damage tick rate on Big Chubby has been increased</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, face, yellow, brown </p>

</span>

</a>

</li>

<li class="textbox" data-cid="150" data-sid="475" data-tid="">

<>

<div class="ap-item-new item apn-item475" onclick=""></div>

<span>

<p class="item-title">Plan C</p>

<p class="r-itemid">ItemID: 475</p>

<p class="pickup">"Use with caution"</p>

<p class="quality">Quality: 0</p>

<p>Upon use, this item deals 9,999,999 damage to all enemies in the room and then kills you 3 seconds later</p>

<p>This is a single use active item, meaning it is destroyed after using it</p>

<p>Does not kill both phases of multi-phase bosses like Hush or Ultra Greed</p>

<p>If used to kill a boss, the kill still counts as a victory for post-it note completion marks, but the run will still get a game over</p>

<p>Delirium's death animation takes longer than 3 seconds, meaning you will die before it can count as a completion mark. One exception to this is if you are playing as Lazarus or have Lazarus' Rags - you will remain in the same room and get the kill</p>

<p>Plan C is 5 times rarer than other items in the same item pool, making it less likely to appear</p>

<p>UNLOCK: Unlock this item by defeating Greedier Mode with Lazarus</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: One time use</p>

<p>Item Pool: Shop, Devil Room, Curse Room, Red Chest, Demon Beggar</p>

</ul>

<li class="tags">\*, red, pill, medicine, drug </p>

</span>

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</li>

<li class="textbox" data-cid="55" data-sid="476" data-tid="">

<>

<div class="ap-item-new item apn-item476" onclick=""></div>

<span>

<p class="item-title">D1</p>

<p class="r-itemid">ItemID: 476</p>

<p class="pickup">"What will it be?"</p>

<p class="quality">Quality: 3</p>

<p>When used, the D1 duplicates 1 random pickup in the current room. This works with all normal pickups, including cards, runes, chests and trinkets. Duplicated items might not be identical copies of the original - for example duplicating a card may spawn a different card</p>

<p>Jera runes and trinkets cannot be duplicated using the D1</p>

<p>Duplicated chests can turn into another kind of chest randomly (e.g. Red chests)</p>

<p>Can be used in a shop to duplicate pickups which have not yet been purchased, and take the duplicate pickup for free</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode with Isaac</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<li>

<p class="tags">\*, white, grey, gray, dice pip, one </p>

</span>

</a>

</li>

<li class="textbox" data-cid="470" data-sid="477" data-tid="">

<>

<div class="ap-item-new item apn-item477" onclick=""></div>

<span>

<p class="item-title">Void</p>

<p class="r-itemid">ItemID: 477</p>

<p class="pickup">"Consume"</p>

<p class="quality">Quality: 4</p>

<p>When used, Void will consume any pedestal items in the current room</p>

<p>If an active item is consumed, its effect will be added to Void's effect when used, allowing you to consume multiple items and combine their effects</p>

<p>If a passive item is consumed, you gain a small stat upgrade to a random stat</p>

<p>Possible stat changes include: +1.0 flat damage, +0.5 tears, +0.2 speed, +0.2 shot speed, +0.5 range, +1.0 luck</p>

<p>Void does not work on devil deal or shop items unless they have been bought first</p>

<p>Using Void to absorb items in Boss Rush or Challenge Rooms counts as taking the items and will cause the encounter to start</p>

<p>Using Void on time use items such as Mama Mega or Diplopia will cause their effect to instantly trigger and will not give you further uses through activating Void again</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Delirium in The Void floor with Apollyon</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Devil Room, Angel Room</p>

</ul>

<li>

<p class="tags">\*, purple, swirl, spin, black </p>

</span>

</a>

</li>

<li class="textbox" data-cid="342" data-sid="478" data-tid="">

<>

<div class="ap-item-new item apn-item478" onclick=""></div>

<span>

<p class="item-title">Pause</p>

<p class="r-itemid">ItemID: 478</p>

<p class="pickup">"Stop!"</p>

<p class="quality">Quality: 1</p>

<p>Upon use, this item freezes all enemies in the room until you press the fire button again or 30 seconds passes (whichever happens first)</p>

<p>Unlike other active items, bosses are not immune to this effect</p>

<p>Touching a frozen enemy will still hurt you</p>

<p>This item doesn't affect troll bombs - they will still explode</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 2 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<li>

<p class="tags">\*, green, robot, antenna </p>

</span>

</a>

</li>

<li class="textbox" data-cid="553" data-sid="479" data-tid="">

<>

<div class="ap-item-new item apn-item479" onclick=""></div>

<span>

<p class="item-title">Smelter</p>

<p class="r-itemid">ItemID: 479</p>

<p class="pickup">"Trinket smelter!"</p>

<p class="quality">Quality: 3</p>

<p>Upon use, the Smelter will destroy your currently held trinket and give you the effect permanently, allowing you to stack up lots of different trinket effects</p>

<p>Holding the Smelter increases the chance for a trinket to drop. (2% chance for the end of room drop to become a trinket)</p>

<p>If a trinket has been smelted, it won't appear a second time unless the entire trinket pool is exhausted or you restart the run (e.g. by doing a victory lap)</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's Heart on Hard Mode with Apollyon</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Shop</p>

</ul>

<li>

<p class="tags">\*, grey, gray, brown, orange, steam, coffee, tea, drink, cup </p>

</span>

</a>

</li>

<li class="textbox" data-cid="548" data-sid="480" data-tid="">

<>

<div class="ap-item-new item apn-item480" onclick=""></div>

<span>

<p class="item-title">Compost</p>

<p class="r-itemid">ItemID: 480</p>

<p class="pickup">"Gain more friends!"</p>

<p class="quality">Quality: 2</p>

<p>When used, Compost doubles up the current number of blue flies and spiders you have</p>

<p>When picked up, Compost will also destroy every consumable on the ground in the current room and turn each of them into a blue fly or blue spider</p>

<p>If you have no pickups on the ground in the current room and no other flies or spiders, Compost will spawn 1 blue fly or blue spider</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 2 rooms</p>

<p>Item Pool: Shop</p>

</ul>

<li>

<p class="tags">\*, green, brown, grey, gray, ball, lump</p>

</span>

</a>

</li>

<li class="textbox" data-cid="158" data-sid="481" data-tid="">

<>

<div class="ap-item-new item apn-item481" onclick=""></div>

<span>

<p class="item-title">Dataminer</p>

<p class="r-itemid">ItemID: 481</p>

<p class="pickup">"100"</p>

<p class="quality">Quality: 0</p>

<p>When used, this item will distort all the sprites and music, rotating graphics 90 degrees and translating them diagonally up/left, while leaving the hitbox in the same place. This can make it confusing while navigating the room</p>

<p>Enemy hitboxes remain the same</p>

<p>Dataminer will randomly increase or decrease one of your stats by a small amount when used</p>

<p>Gives you the Fruit Cake effect for the room when used, which will give a random tear effect with every tear fired</p>

<p>All visual and tear effects reset after leaving the room</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<li>

<p class="tags">\* data miner, red, pickaxe, minecraft, pixel</p>

</span>

</a>

</li>

<li class="textbox" data-cid="689" data-sid="482" data-tid="">

<a>  
<div class="ap-item-new item apn-item482" onclick=""></div>  
<span>  
<p class="item-title">Clicker</p>  
<p class="r-itemid">ItemID: 482</p>  
<p class="pickup">Change</p>  
<p class="quality">Quality: 0</p>  
<p>When used, this item will randomly change you into another character and remove the last item you picked up</p>  
<p>All stat changes of the new character are applied (e.g. character damage multipliers)</p>  
<p>This item can only reduce your heart containers and will not increase them if you change back into a character with more health. This means if you roll into The Lost, changing back to another character will leave you with only 1/2 of a soul heart</p>  
<p>Cannot turn you into a character that isn't unlocked yet</p>  
<p>Also includes Lazarus II (Lazarus' revived form) and Dark Judas (effect of Judas' Shadow)</p>  
<p>It's also possible that this item will pick the same character, making it seem like nothing happened</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 6 rooms</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, grey, gray, black, remote, zapper, changer, building </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="579" data-sid="483" data-tid="">  
<a>  
<div class="ap-item-new item apn-item483" onclick=""></div>  
<span>  
<p class="item-title">MaMa Mega!</p>  
<p class="r-itemid">ItemID: 483</p>  
<p class="pickup">"8000000000000000!"</p>  
<p class="quality">Quality: 3</p>  
<p>A one time use item that when used will explode all objects (i.e. rocks, poop) in the room and deal 200 damage to all enemies in the current room, as well as every other room for the remainder of the floor</p>  
<p>Also opens the boss rush door after Mom's Foot, blue womb door after Mom's Heart, secret rooms and super secret rooms</p>  
<p>Like all single-use items, this item cannot be absorbed and used multiple times by the Void item</p>  
<p>Entering a room with an angel statue will destroy it and automatically spawn one of the Angel mini bosses</p>  
<p><strong class="pri">REPENTANCE</strong> - This now blows up machines, beggars and fireplaces too</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: One time use</p>  
<p>Item Pool: Shop, Bomb Beggar</p>  
</ul>  
<p class="tags">\*, bomb, face, red, lips </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="266" data-sid="484" data-tid="">  
<a>  
<div class="ap-item-new item apn-item484" onclick=""></div>  
<span>  
<p class="item-title">Wait What?</p>  
<p class="r-itemid">ItemID: 484</p>  
<p class="pickup">"I can't believe it's not butter bean!"</p>  
<p class="quality">Quality: 1</p>  
<p>Upon use, this item will fart, pushing enemies away and causing a wave of rocks to spawn that spread outwards from Isaac in a circle, dealing 10 damage per hit to any enemies caught in it</p>  
<p>Can be used to open secret rooms</p>  
<p>Visually this item is very similar to Butter Bean</p>  
<p>The rock waves can destroy destructible objects, e.g. poop</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 10 seconds</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, white, yellow, bean </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="516" data-sid="485" data-tid="">  
<a>  
<div class="ap-item-new item apn-item485" onclick=""></div>  
<span>  
<p class="item-title">Crooked Penny</p>  
<p class="r-itemid">ItemID: 485</p>  
<p class="pickup">"50/50"!</p>  
<p class="quality">Quality: 1</p>  
<p>When used, you have a 50% chance to double all items, consumables and chests in the current room</p>  
<p>If the effect fails, all pickups and items are deleted and Crooked Penny spawns 1 coin</p>  
<p>If there are no consumables currently on the floor, Crooked Penny spawns 1 coin</p>  
<p>This item works with items which can be purchased such as shop items, allowing you to spawn a free version if the effect triggers</p>  
<p>If used in a shop and the effect fails, a Restock box can be used to restore the shop items. This mechanic is very useful on Greed and Greedier modes</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Keeper</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 4 rooms</p>  
<p>Item Pool: Item Room, Shop, Beggar</p>  
</ul>  
<p class="tags">\*, orange, brown, yellow, gold, coin, cent </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="502" data-sid="486" data-tid="">  
<a>  
<div class="ap-item-new item apn-item486" onclick=""></div>  
<span>  
<p class="item-title">Dull Razor</p>  
<p class="r-itemid">ItemID: 486</p>  
<p class="pickup">"I feel numb..."</p>  
<p class="quality">Quality: 1</p>  
<p>Upon use this item hurts Isaac without actually taking health away, allowing you to activate any items which trigger when taking damage without losing health</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium on The Void floor with Eve</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 2 rooms</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags">\*, blue, pink, purple </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="534" data-sid="487" data-tid="">  
<a>  
<div class="ap-item-new item apn-item487" onclick=""></div>  
<span>  
<p class="item-title">Potato Peeler</p>  
<p class="r-itemid">ItemID: 487</p>  
<p class="pickup">"A pound of flesh..."</p>  
<p class="quality">Quality: 2</p>  
<p>When used, this item permanently removes one of your red heart containers and gives you a flat +0.2 Damage Up, the Anemic effect (+1.5 Range Up + red creep trail) and a Cube of Meat</p>  
<p>The Anemic effect will only last for the current room, but the Cube of Meat and Damage Up are both permanent</p>  
<p>Only works for red hearts and has no effect when used if you only have soul/black hearts</p>  
<p>Has no recharge time and can be used as often as you like</p>  
<p>It is possible to generate multiple meatboys by stacking more than 4 Cubes of Meat</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: None</p>  
<p>Item Pool: Shop, Demon Beggar</p>  
</ul>  
<p class="tags">\*, brown, metal, silver, grey, gray </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="500" data-sid="488" data-tid="">  
<a>  
<div class="ap-item-new item apn-item488" onclick=""></div>  
<span>  
<p class="item-title">Metronome</p>  
<p class="r-itemid">ItemID: 488</p>  
<p class="pickup">"Waggle a finger"</p>  
<p class="quality">Quality: 1</p>  
<p>When used, this item gives you the effect of a random item for the rest of the room</p>  
<p>Using this item multiple times in the same room will replace the previous item's effect with a new one</p>

<p>Certain items can be activated with this item which have unexpected effects and many items will do nothing</p><p>Items do not grant consumable drops which would normally occur when that item is picked up</p><p>Most flight-granting items have cosmetic effects only, and will not allow you to fly</p><p>Items that usually give HP up will not give extra health when gained from Metronome</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode with Eden</p><ul><p>Type: Active</p><p>Recharge time: 2 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, grey, gray, brown </p></span></a></li><li class="textbox" data-cid="290" data-sid="489" data-tid=""><a><div class="ap-item-new item apn-item489" onclick=""></div><span><p class="item-title">D Infinity</p><p class="r-itemid">ItemID: 489</p><p class="pickup">Reroll forever</p><p class="quality">Quality: 4</p><p>This dice allows you to press the Drop key to cycle between all possible dice effects and pick one to use</p><p>Charge time scales based on the chosen dice, updating every time you use it</p><p>Possible dice include: D1, D4, D6, D8, D10, D12, D20, D100</p><p><strong class="pri">REPENTANCE</strong> - This item was completely reworked for Repentance and no longer forces a random dice use each time. You can pick which dice you want to use.</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Isaac</p><ul><p>Type: Active</p><p>Recharge time: Varies</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, grey, gray, cube, box, oo, square </p></span></a></li><li class="textbox" data-cid="362" data-sid="490" data-tid=""><a><div class="ap-item-new item apn-item490" onclick=""></div><span><p class="item-title">Eden's Soul</p><p class="r-itemid">ItemID: 490</p><p class="pickup">...</p><p class="quality">Quality: 3</p><p>A one time use active item that when used, will spawn 2 random item pedestals from the item pool associated with the current room (e.g. in an Angel room, this will spawn 2 Angel room items)</p><p>Starts with 0 charge and requires 12 charges to use</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Eden</p><ul><p>Type: Active</p><p>Recharge time: 12 rooms (one time use)</p><p>Item Pool: Angel Room</p></ul><p class="tags">\*, blue, circle, spikes </p></span></a></li><li class="textbox" data-cid="491" data-sid="491" data-tid=""><a><div class="ap-item-new item apn-item491" onclick=""></div><span><p class="item-title">Acid Baby</p><p class="r-itemid">ItemID: 491</p><p class="pickup">Pills pills pills!</p><p class="quality">Quality: 2</p><p>Every 6-7 rooms Acid Baby will drop a random pill</p><p>The first pill drops after 2 rooms</p><p>Every time you use a pill, Acid Baby will deal 10 damage to all enemies and poison them for 6-7 ticks</p><p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p><p><strong class="pri">REPENTANCE</strong> - Poison effect is stronger, but Acid Baby's pill drop rate has been reduced to every 6-7 rooms (previously every 2-3 rooms)</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, brown, yellow, face, red, eyes, ghost </p></span></a></li><li class="textbox" data-cid="345" data-sid="492" data-tid=""><a><div class="ap-item-new item apn-item492" onclick=""></div><span><p class="item-title">Yo LISTEN!</p><p class="r-itemid">ItemID: 492</p><p class="pickup">Yo listen!</p><p class="quality">Quality: 2</p><p>#i Luck Up</p><p>A familiar fairy that will float around the room and highlight the location of any secret room doors, tinted rocks or trapdoors under rocks</p><p>Upon entering a new room, if there is an undiscovered secret room or tinted rock, it will move directly to the point of interest, otherwise it will just randomly fly around the room</p><p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation.</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Key Beggar</p></ul><p class="tags">\*, navi, blue, green, fly</p></span></a></li><li class="textbox" data-cid="215" data-sid="493" data-tid=""><a><div class="ap-item-new item apn-item493" onclick=""></div><span><p class="item-title">Adrenaline</p><p class="r-itemid">ItemID: 493</p><p class="pickup">Panic - power</p><p class="quality">Quality: 1</p><p>For every empty red heart container, Isaac gains Damage Up and his body increases in size</p><p>Only works on full hearts - damage does not change if Isaac is missing 1/2 of a heart in one container</p><p>Healing empty red heart containers will remove the damage increases</p><p>Has no effect for The Lost and ???, as they cannot gain red heart containers (except for counting towards the Spun transformation)</p><p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p><p><strong class="pri">REPENTANCE</strong> - Adrenaline now grants an increasingly higher damage bonus the more empty heart containers Isaac has</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Demon Beggar</p></ul><p class="tags">\*, Adderline, pink, syringe, needle, injection</p></span></a></li><li class="textbox" data-cid="587" data-sid="494" data-tid=""><a><div class="ap-item-new item apn-item494" onclick=""></div><span><p class="item-title">Jacob's Ladder</p><p class="r-itemid">ItemID: 494</p><p class="pickup">Electric tears</p><p class="quality">Quality: 3</p><p>Isaac gains electric tears, which fire 1-2 sparks of electricity in random directions upon hitting any object or enemy</p><p>The electricity will chain between nearby enemies</p><p>The electricity deals half of your normal tear damage</p><p>Tear effects will still apply to your electricity sparks in a lot of cases. Spoon Bender will give them a homing effect, and status effects like fear/poison will spread onto all enemies the electricity chains to</p><p>Tears which fall naturally to the floor at max range do not generate sparks</p><p>It's possible to fire tears at a wall to create electricity that damages enemies on the other side of the wall</p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, silver, metal, grey, gray, blue, jacob ladder, jacobs ladder </p></span></a>

</li>

<li class="textbox" data-cid="53" data-sid="495" data-tid="">

<>

<div class="ap-item-new item apn-item495" onclick=""></div>

<span>

<p class="item-title">Ghost Pepper</p>

<p class="r-itemid">ItemID: 495</p>

<p class="pickup">Flame tears</p>

<p class="quality">Quality: 3</p>

<p>Each tear now has a small chance to be a spectral blue flame instead, which deals damage to enemies that come in contact with it</p>

<p>The fire will remain in place and shrink in size when deals damage to something. After dealing enough damage it will eventually disappear</p>

<p>At full size the flame deals 6x your tear damage, scaling down to 3x at its smallest size</p>

<p>The chance to for each tear to become a flame is affected by your luck stat and at +10 Luck it will activate 50% of the time (starts at 8.33% at +0 Luck)</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, white, face </p>

</span>

</a>

</li>

<li class="textbox" data-cid="687" data-sid="496" data-tid="">

<>

<div class="ap-item-new item apn-item496" onclick=""></div>

<span>

<p class="item-title">Euthanasia</p>

<p class="r-itemid">ItemID: 496</p>

<p class="pickup">Needle shot</p>

<p class="quality">Quality: 3</p>

<p>Each tear now has a small chance (3.3%) to be a needle instead, which deals 3 times your tear damage</p>

<p>If a needle hits a non-boss enemy it will instantly kill it and will explode into a circle of 10 more needles</p>

<p>The 10 spawned needles will also deal 3 times your tear damage, but won't instantly kill enemies or explode into more needles</p>

<p>The chance to for each tear to become a needle is affected by your luck stat and at +15 Luck it will activate 50% of the time</p>

<p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Lilith</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Curse Room, Demon Beggar</p>

</ul>

<p class="tags">\*, black, syringe, injection, euthansia, dang, dan gheesling, dangheesling, dangDEB8, you piece</p>

</span>

</a>

</li>

<li class="textbox" data-cid="209" data-sid="497" data-tid="">

<>

<div class="ap-item-new item apn-item497" onclick=""></div>

<span>

<p class="item-title">Camo Undies</p>

<p class="r-itemid">ItemID: 497</p>

<p class="pickup">Camo kid</p>

<p class="quality">Quality: 0</p>

<p>Upon entering a new room, Isaac will become camouflaged and enemies won't attack until you start firing tears</p>

<p>Bosses are immune to this effect</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, pink, purple, goggles underwear under wear</p>

</span>

</a>

</li>

<li class="textbox" data-cid="7" data-sid="498" data-tid="">

<>

<div class="ap-item-new item apn-item498" onclick=""></div>

<span>

<p class="item-title">Duality</p>

<p class="r-itemid">ItemID: 498</p>

<p class="pickup">You feel very balanced</p>

<p class="quality">Quality: 1</p>

<p>Any time a devil or angel room door opens after a boss, the other one will also spawn</p>

<p>The extra door will only spawn if a devil or angel room was randomly chosen to spawn already</p>

<p>After entering one of the doors, the other will disappear</p>

<p>If there isn't an available wall for the extra door to spawn on, only one door will spawn (i.e. in a small boss room)</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode with Lilith</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Angel Room</p>

</ul>

<p class="tags">\*, black, white, circle </p>

</span>

</a>

</li>

<li class="textbox" data-cid="251" data-sid="499" data-tid="">

<>

<div class="ap-item-new item apn-item499" onclick=""></div>

<span>

<p class="item-title">Eucharist</p>

<p class="r-itemid">ItemID: 499</p>

<p class="pickup">Peace be with you</p>

<p class="quality">Quality: 3</p>

<p>Gives you a 100% chance to find an Angel Room on every valid floor after defeating the boss</p>

<p>Doesn't spawn an angel room on any floor where it is normally not possible to find one (e.g. Basement 1, Cathedral, Sheol etc.)</p>

<p>Keeps the chance at 100% even after entering and leaving the angel room, meaning the door will not close after visiting</p>

<p>Makes it impossible to find Devil Rooms again, unless you find a way to remove or reroll this item away, or find the Duality item</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Maggy</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, golden, yellow, white, cross </p>

</span>

</a>

</li>

<li class="textbox" data-cid="507" data-sid="500" data-tid="">

<>

<div class="ap-item-new item apn-item500" onclick=""></div>

<span>

<p class="item-title">Sack of Sacks</p>

<p class="r-itemid">ItemID: 500</p>

<p class="pickup">Gives Sacks!</p>

<p class="quality">Quality: 3</p>

<p>A sack familiar that drops a sack every 5 or 6 rooms cleared (alternates between 5 and 6)</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode as Cain</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\* back in black, ac/dc, bag, brown, pouch, pocket, bulge</p>

</span>

</a>

</li>

<li class="textbox" data-cid="508" data-sid="501" data-tid="">

<>

<div class="ap-item-new item apn-item501" onclick=""></div>

<span>

<p class="item-title">Greed's Gullet</p>

<p class="r-itemid">ItemID: 501</p>

<p class="pickup">Money = Health!</p>

<p class="quality">Quality: 1</p>

<p>Gives you an extra heart container for every 25 coins you are currently holding, up to a maximum of 4 extra HP at 99 coins held</p>

<p>If your coin counter goes below the required amount for a heart container, you will lose it again</p>

<p>This item works for the Keeper, allowing him to exceed his usual 2 health containers</p>

<p>However, if Keeper drops to under 2 health coins as a result of Greed's Gullet, he is unable to use a HP Up to increase his health back to 2, and has to regain the lost coins to do so</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #35 (Pong)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, dollar, cash, sack, bag, pouch, greeds gullet, greed gullet </p>

</span>

</a>

</li>

<li class="textbox" data-cid="301" data-sid="502" data-tid="">

<>

<div class="ap-item-new item apn-item502" onclick=""></div>

<span>

<p class="item-title">Large Zitz</p>

<p class="r-itemid">ItemID: 502</p>

<p class="pickup">Creep shots</p>

<p class="quality">Quality: 1</p>

<p>Gives you a random chance while firing tears to also fire a creep shot, which deals double your tear damage and places white creep on the floor in front of you that slows enemies down if they walk through it</p>

<p>Unlike some similar tear effects, your luck stat does not alter the chance for this effect to activate</p>

<p>A creep shot is also fired in a random direction after taking damage</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, pink, yellow, toe, nail, tooth </p>

</span>

</a>

</li>

<li class="textbox" data-cid="679" data-sid="503" data-tid="">

<>

<div class="ap-item-new item apn-item503" onclick=""></div>

<span>

<p class="item-title">Little Horn</p>

<p class="r-itemid">ItemID: 503</p>

<p class="pickup">Science!</p>

<p class="quality">Quality: 3</p>

<p>While firing tears you have a 5% chance to fire a void tear, that will instantly kill any non-boss enemy it comes into contact with</p>

<p>The chance to for each tear to become a void tear is affected by your luck stat and at +15 Luck it will activate 20% of the time</p>

<p>Isaac also grows a horn on his head, which causes you to deal contact damage to enemies by running into them (this effect deals base damage of 3.5 per tick)</p>

<p>Void tears from this item can also destroy blue/purple fires, spiked blocks and stone grimaces</p>

<p><strong class="pri">REPENTANCE</strong> - The visual effect was changed on this. Instead of just killing the enemy Big Horn now appears and grabs them, instantly killing them. Tears are no longer piercing</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Curse Room, Demon Beggar</p>

</ul>

<p class="tags">\*, black, tooth, devil, azazel, demon, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="540" data-sid="504" data-tid="">

<>

<div class="ap-item-new item apn-item504" onclick=""></div>

<span>

<p class="item-title">Brown Nugget</p>

<p class="r-itemid">ItemID: 504</p>

<p class="pickup">Friendly Fly</p>

<p class="quality">Quality: 0</p>

<p>When used, will spawn a fly turret that doesn't move and fires tears at nearby enemies</p>

<p>Only persists for the current room</p>

<p>The fly's bullets deal 3.5 damage each and do not scale with your own damage stat</p>

<p><strong class="pri">REPENTANCE</strong> - Brown Nugget flies now have faster shot speed, and their damage has been increased to 3.5 (from 2).</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Ultra Greed as Apollyon</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 7 seconds</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, brown, cube, rock, brownie, dirt </p>

</span>

</a>

</li>

<li class="textbox" data-cid="346" data-sid="505" data-tid="">

<>

<div class="ap-item-new item apn-item505" onclick=""></div>

<span>

<p class="item-title">Poke Go</p>

<p class="r-itemid">ItemID: 505</p>

<p class="pickup">Gotta catch em...</p>

<p class="quality">Quality: 1</p>

<p>At the start of each new hostile room, you have a 20% chance to gain a random charmed familiar which will fight for you</p>

<p>The charmed enemy has its own health bar and will die if it takes enough damage</p>

<p>Charmed enemies persist between each room and floor for as long as they stay alive</p>

<p>Allows you to have more than one charmed familiar at a time if you can keep them alive</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* pokemon, phone, black, green, blue, gps</p>

</span>

</a>

</li>

<li class="textbox" data-cid="104" data-sid="506" data-tid="">

<>

<div class="ap-item-new item apn-item506" onclick=""></div>

<span>

<p class="item-title">BackStabber</p>

<p class="r-itemid">ItemID: 506</p>

<p class="pickup">Watch your back!</p>

<p class="quality">Quality: 1</p>

<p>Every time one of your tears hits an enemy, it has a chance to start bleeding, which will cause it to take damage equal to 10% of its maximum health every 5 seconds</p>

<p>Damaging enemies from behind gives the bleed effect a 100% chance to apply</p>

<p>The tear that inflicts the bleed effect also deals double damage</p>

<p>The bleed effect cannot be applied to immune enemies (e.g. bosses and mini bosses)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, knife, dagger, red, heart, silver, knife </p>

</span>

</a>

</li>

<li class="textbox" data-cid="373" data-sid="507" data-tid="">

<>

<div class="ap-item-new item apn-item507" onclick=""></div>

<span>

<p class="item-title">Sharp Straw</p>

<p class="r-itemid">ItemID: 507</p>

<p class="pickup">More blood!</p>

<p class="quality">Quality: 2</p>

<p>When used, Sharp Straw will deal damage to all enemies in the room</p>

<p>The damage dealt is equal to Isaac's current tear damage plus 10% of the enemy's max health</p>

<p>Every time this item deals damage, it has a 15% chance to drop 1/2 red hearts</p>

<p><strong class="pri">REPENTANCE</strong> - Sharp Straw is now only able to generate half red hearts (previously, it generated half soul hearts if the player had no heart containers)</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 8 seconds</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, blue, white, stripe </p>

</span>

</a>

</li>

<li class="textbox" data-cid="212" data-sid="508" data-tid="">

<>

<div class="ap-item-new item apn-item508" onclick=""></div>

<span>

<p class="item-title">Mom's Razor</p>

<p class="r-itemid">ItemID: 508</p>

<p class="pickup">It's sharp!</p>

<p class="quality">Quality: 0</p>

<p>A razor blade orbital that deals contact damage and applies the bleeding status effect to enemies, which will cause them to take damage equal to 10% of their total health every 5 seconds</p>

<p>The contact damage dealt by Mom's Razor is equal to 20% of your current tear damage (scales with damage upgrades)</p>

<p>Does not block enemy shots</p>

<p>The bleed effect does not affect bosses</p>

<p>Its speed is not affected by the Guardian Angel item</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Curse Room</p>

</ul>

<li class="tags">\*, pink, mom's razor, mom razor </p>

</span>

</a>

</li>

<li class="textbox" data-cid="98" data-sid="509" data-tid="">

<>

<div class="ap-item-new item apn-item509" onclick=""></div>

<span>

<p class="item-title">Bloodshot Eye</p>

<p class="r-itemid">ItemID: 509</p>

<p class="pickup">Bloody friend</p>

<p class="quality">Quality: 1</p>

<p>An eye orbital that shoots tears that deal 3.5 damage and deals 2 contact damage per tick to enemies</p>

<p>The damage dealt by this orbital does not scale with damage upgrades</p>

<p>Its speed is not affected by the Guardian Angel item</p>

<p><strong class="pri">REPENTANCE</strong> - Bloodshot Eye now blocks enemy shots, has increased shot speed and rate of fire, and now only shoots when lined up with enemies</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags">\*, pink, red </p>

</span>

</a>

</li>

<li class="textbox" data-cid="264" data-sid="510" data-tid="">

<>

<div class="ap-item-new item apn-item510" onclick=""></div>

<span>

<p class="item-title">Delirious</p>

<p class="r-itemid">ItemID: 510</p>

<p class="pickup">"Unleash the power!"</p>

<p class="quality">Quality: 1</p>

<p>When used, spawns a charmed random white delirium version of a boss, that will fight for you and kill other enemies for the rest of the current room</p>

<p>Possible bosses spawned include most bosses in the game</p>

<p>Some bosses' effects can harm Isaac. For example if the spawned boss leaves creep, it can damage Isaac</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium for the first time on any character</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 12 rooms</p>

<p>Item Pool: Angel Room</p>

</ul>

<li class="tags">\*, yellow, eyes, face, round </p>

</span>

</a>

</li>

<li class="textbox" data-cid="117" data-sid="511" data-tid="511">

<>

<div class="bp-item-new item bpn-item511" onclick=""></div>

<span>

<p class="item-title">Angry Fly</p>

<p class="r-itemid">ItemID: 511</p>

<p class="pickup">"He's violent"</p>

<p class="quality">Quality: 1</p>

<p>A familiar fly that orbits around a random enemy in the room until that enemy dies, dealing 2 contact damage to other enemies</p>

<p>Angry Fly will move to the next enemy after the one it is currently orbiting dies, until the room is cleared, at which point it will return to orbiting Isaac</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Custom Phase</p>

<p class="r-unlock">UNLOCK: Unlock this item by transforming into Beelzebub (Achieved by picking up 3 fly related items, see Transformations page for full list)</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags">\*, red, cube, wings, face </p>

</span>

</a>

</li>

<li class="textbox" data-cid="458" data-sid="512" data-tid="512">

<>

<div class="bp-item-new item bpn-item512" onclick=""></div>

<span>

<p class="item-title">Black Hole</p>

<p class="r-itemid">ItemID: 512</p>

<p class="pickup">"Nothing can escape"</p>

<p class="quality">Quality: 1</p>

<p>A throwable active item that places a black hole on the ground where it lands, sucking all enemies into it for 6 seconds</p>

<p>Enemies stuck inside the black hole take rapid damage over time</p>

<p>The Black Hole will also suck Isaac into it, but with a much weaker effect than to enemies</p>

<p>The Black Hole will destroy nearby obstacles such as rocks and pots</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Custom Phase</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags">\*, pink, purple, black, planet </p>

</span>

</a>

</li>

<li class="textbox" data-cid="87" data-sid="513" data-tid="513">

<>

<div class="bp-item-new item bpn-item513" onclick=""></div>

<span>

<p class="item-title">Bozo</p>

<p class="r-itemid">ItemID: 513</p>

<p class="pickup">"Party time!"</p>

<p class="quality">Quality: 2</p>

<p>+0.1 Damage Up</p>

<p>+1 Soul Heart</p>

<p>Adds a random chance for an enemy in the current room to become charmed or feared briefly</p>

<p>Adds a random chance to spawn a rainbow poop upon taking damage</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Electoon</p>

<p class="r-unlock">UNLOCK: Unlock this item by breaking 5 rainbow poops</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags">\*, red, white, stripe, hat, clown, waldo, wally </p>

</span>

</a>

</li>

<li class="textbox" data-cid="708" data-sid="514" data-tid="514">

<>

<div class="bp-item-new item bpn-item514" onclick=""></div>

<span>

<p class="item-title">Broken Modem</p>

<p class="r-itemid">ItemID: 514</p>

<p class="pickup">"LAG!"</p>

<p class="quality">Quality: 2</p>

<p>Causes random enemies to 'lag' at random intervals, causing them to freeze in place for a second</p>

<p>The lag effect can also apply to tears, projectiles and consumables on the ground</p>

<p>While held, this item has a 25% chance to double up any end of room drops (similar to the Contract from Below effect)</p>

<p>Isaac's Luck stat affects how often the lag effect occurs</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Freezenification</p>

<p class="r-unlock">UNLOCK: Complete 7 Daily Challenges (30 on console)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<li class="tags">\*, black, cube, red, vcr, vhs </p>

</span>

</a>

</li>

<li class="textbox" data-cid="331" data-sid="515" data-tid="515">

<>

<div class="bp-item-new item bpn-item515" onclick=""></div>

<span>

<p class="item-title">Mystery Gift</p>

<p class="r-itemid">ItemID: 515</p>

<p class="pickup">"Wrapped up nice for you!"</p>

<p class="quality">Quality: 3</p><p>A one-time use item that spawns a random item from the current room's item pool, with a chance for it to spawn Lump of Coal or The Poop instead</p><p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Mills</p><ul><p>Type: Active</p><p>Recharge time: One time use</p><p>Item Pool: Shop</p></ul><p class="tags">\*, green, red, present, bow, xmas, christmas </p></span></a></li><li class="textbox" data-cid="586" data-sid="516" data-tid="516"><a><div class="bp-item-new item bpn-item516" onclick=""></div><span><p class="item-title">Sprinkler</p><p class="r-itemid">ItemID: 516</p><p class="pickup">Sprinkles.</p><p class="quality">Quality: 2</p><p>When used, spawns a Sprinkler that rotates in a circle, spraying tears in all directions</p><p>Will also synergize with some other items, such as Mom's Eye, Brimstone, Dr. Fetus, Tech X or Loki's Horns</p><p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Kieran and Stewartisme</p><ul><p>Type: Active</p><p>Recharge time: 4 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, grey, gray, silver, metal, eye, stick </p></span></a></li><li class="textbox" data-cid="588" data-sid="517" data-tid="517"><a><div class="bp-item-new item bpn-item517" onclick=""></div><span><p class="item-title">Fast Bombs</p><p class="r-itemid">ItemID: 517</p><p class="pickup">"Faster Bomb Drops!"</p><p class="quality">Quality: 1</p><p>7 Bombs</p><p>Allows you to rapidly place bombs on the ground</p><p>Added as part of the Afterbirth+ Booster Pack #1</p><p><strong><span>REPARANCE</span></strong> - Bombs no longer knock each other around when the player has Fast Bombs, allowing for a more controlled line of explosions.</p><p><span>UNLOCK: Unlock this item by defeating Lil Horn 20 times</span></p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, lightning, bolt, yellow, black </p></span></a></li><li class="textbox" data-cid="86" data-sid="518" data-tid="518"><a><div class="bp-item-new item bpn-item518" onclick=""></div><span><p class="item-title">Buddy in a Box</p><p class="r-itemid">ItemID: 518</p><p class="pickup">"What could it be?"</p><p class="quality">Quality: 2</p><p>When picked up, gives Isaac a random familiar which has a random sprite and tear effect</p><p>The familiar will be fully randomized again upon entering the next floor</p><p>The appearance is chosen from a random co-op baby sprite</p><p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p><p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Ashkait and Scayze</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Shop</p></ul><p class="tags">\*, brown, orange, snake, mgs, cardboard </p></span></a></li><li class="textbox" data-cid="263" data-sid="519" data-tid="519"><a><div class="bp-item-new item bpn-item519" onclick=""></div><span><p class="item-title">Lil Delirium</p><p class="r-itemid">ItemID: 519</p><p class="pickup">"He's Delirious"</p><p class="quality">Quality: 2</p><p>A familiar that will transform into another random familiar every 10 seconds, copying their behaviour and effect</p><p>Can be any other familiar, including (but not limited to) Lil Brimstone, Bob's Brain, BFF, Meatboy, Rotten Baby</p><p>Familiars appear as a white Delirium version of the original</p><p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Ashkait and Scayze</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Angel Room, Devil Room</p></ul><p class="tags">\*, white, yellow, eyes, face, circle </p></span></a></li><li class="textbox" data-cid="712" data-sid="520" data-tid="520"><a><div class="bp-item-new item bpn-item520" onclick=""></div><span><p class="item-title">Jumper Cables</p><p class="r-itemid">ItemID: 520</p><p class="pickup">"Bloody recharge!"</p><p class="quality">Quality: 3</p><p>This item gives you 1 bar of charge on your active item for every 15 enemies you kill</p><p>Added as part of the Afterbirth+ Booster Pack #2 and based on the Steam Workshop mod created by Ashkait and Scayze</p><p><span>UNLOCK: Unlock this item by picking up any 3 of these items in a single run: 9 Volt, The Battery, Car Battery, AAA Battery, Watch Battery</span></p><ul><p>Type: Passive</p><p>Item Pool: Greed Mode Item Room, Shop</p></ul><p class="tags">\*, red, black, metal, crocodile, clips </p></span></a></li><li class="textbox" data-cid="330" data-sid="521" data-tid="521"><a><div class="bp-item-new item bpn-item521" onclick=""></div><span><p class="item-title">Coupon</p><p class="r-itemid">ItemID: 521</p><p class="pickup">"Allow 6 weeks for delivery"</p><p class="quality">Quality: 2</p><p>When used, the coupon causes one random item in the shop to become free</p><p>While held, guarantees a random item or pickup from the shop to be half price</p><p>The effect of this item also works in Devil Rooms, allowing you to take one random item for free</p><p>Added as part of the Afterbirth+ Booster Pack #2 and based on the Steam Workshop mod created by Plumbo</p><ul><p>Type: Active</p><p>Recharge time: 6 rooms</p><p>Item Pool: Item room, Shop, Beggar</p></ul><p class="tags">\*, paper, square, green, pink, white, barcode, letter, postcard </p></span></a></li><li class="textbox" data-cid="388" data-sid="522" data-tid="522"><a><div class="bp-item-new item bpn-item522" onclick=""></div><span><p class="item-title">Telekinesis</p><p class="r-itemid">ItemID: 522</p>

<p class="pickup">The power of mind!</p>

<p class="quality">Quality: 1</p>

<p>An active that causes all enemy tears to be held in place and then thrown back away from Isaac for a period of 3 seconds</p>

<p>The aura from this item will repel nearby enemies</p>

<p>Added as part of the Afterbirth+ Booster Pack #2</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 seconds</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, blue, glow, hand </p>

</span>

</a>

</li>

<li class="textbox" data-cid="226" data-sid="523" data-tid="523">

<a>

<div class="bp-item-new item bpn-item523" onclick=""></div>

<span>

<p class="item-title">Moving Box</p>

<p class="r-itemid">ItemID: 523</p>

<p class="pickup">Pack and unpack</p>

<p class="quality">Quality: 1</p>

<p>When used, the box will pick up a maximum of 6 items. Using the box again will put the picked up items back on the floor again, allowing you to move things between rooms</p>

<p>Can move any of the following: Batteries, Items, Trinkets, Hearts, Keys, Bombs, Coins, Chests and more</p>

<p>Using Moving Box with Car Battery will trigger 2 interactions at the same time: First it will drop all items currently inside the box and secondly will then pick up the current room's contents</p>

<p>When used in a room with 2 items you can choose from (e.g. There's Options, Double item room, Boss Rush) the Moving Box will pick only one of the items at random</p>

<p>Added as part of the Afterbirth+ Booster Pack #2 and based on the Steam Workshop mod created by HurleyFarrill</p>

<p class="r-unlock">UNLOCK: Unlock this item by using Pandora's Box in the Dark Room floor</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, brown, orange, cardboard </p>

</span>

</a>

</li>

<li class="textbox" data-cid="584" data-sid="524" data-tid="524">

<a>

<div class="bp-item-new item bpn-item524" onclick=""></div>

<span>

<p class="item-title">Technology Zero</p>

<p class="r-itemid">ItemID: 524</p>

<p class="pickup">Static tears!</p>

<p class="quality">Quality: 3</p>

<p>Your tears will now be connected together by beams of electricity which deals damage to enemies they hit</p>

<p>The lasers from this item deal 30% of your current damage stat</p>

<p>Added as part of the Afterbirth+ Booster Pack #2 and based on the Steam Workshop mod created by Ashkait and Scayze</p>

<p><strong class="pri">REPENTANCE</strong> - Technology Zero's lasers now deal 30% of the player's damage stat per tick (from 100%)</p>

<p class="r-unlock">UNLOCK: Unlock this item by having 2 technology items at once!</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, black, white, grey, gray, round, circle, eye, key, hole, coin, slot, laser </p>

</span>

</a>

</li>

<li class="textbox" data-cid="284" data-sid="525" data-tid="525">

<a>

<div class="bp-item-new item bpn-item525" onclick=""></div>

<span>

<p class="item-title">Leprosy</p>

<p class="r-itemid">ItemID: 525</p>

<p class="pickup">You're tearing me apart!</p>

<p class="quality">Quality: 1</p>

<p>Taking damage will spawn an orbital that rotates around Isaac, dealing contact damage to enemies and blocking enemy projectiles</p>

<p>A maximum of 3 Leprocy orbitals can be active at one time</p>

<p>Using the orbital to deal damage to enemies can cause it to break</p>

<p>Added as part of the Afterbirth+ Booster Pack #2. Based loosely on the Steam Workshop mod created by Extreme Ninja Home Makeover with changes by Edmund McMillen</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, leprosy, leprasy, leprosy, pink, red, bloody, lump</p>

</span>

</a>

</li>

<li class="textbox" data-cid="488.5" data-sid="526" data-tid="526">

<a>

<div class="bp-item-new item bpn-item526" onclick=""></div>

<span>

<p class="item-title">7 Seals</p>

<p class="r-itemid">ItemID: 526</p>

<p class="pickup">Lil Harbingers!</p>

<p class="quality">Quality: 2</p>

<p>Gives you a random Harbinger familiar that changes every 10 seconds</p>

<p>Each harbinger behaves differently, based on any of the original 5 horsemen bosses</p>

<p><strong class="pri">REPENTANCE</strong> - The harbingers will also randomly spawn their relevant Locust variant. The locust fly will do different things for each harbinger - e.g. poison effect for Pestilence</p>

<p>Added as part of the Afterbirth+ Booster Pack #3. Based on the Steam Workshop mod created by Scayze and Ashkait</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Angel Room</p>

</ul>

<p class="tags">\*, bloody, paper, script, white, red, toilet paper, seven seals</p>

</span>

</a>

</li>

<li class="textbox" data-cid="501" data-sid="527" data-tid="527">

<a>

<div class="bp-item-new item bpn-item527" onclick=""></div>

<span>

<p class="item-title">Mr. ME!</p>

<p class="r-itemid">ItemID: 527</p>

<p class="pickup">Caaaan Do!</p>

<p class="quality">Quality: 3</p>

<p>Upon use, this item summons a ghost near Isaac that will follow him around. Also summons a blue crosshair which can be moved around freely. After a few seconds, the crosshair will disappear, and the Ghost will do certain things based on what you targeted</p>

<p>Items, pickups, trinkets: Brings them to Isaac. Works in shops and devil deals as well, allowing you to take them for no cost. Stealing an item has a chance to fail (a buzzer sound will play if it fails)</p>

<p>Buttons: Presses the button</p>

<p>Enemies: Attacks the enemy until either the ghost or the enemy dies</p>

<p>Doors: Opens the door, even if it is locked</p>

<p>Secret room entrances: Explodes and opens the entrance</p>

<p>Boss rush door: Will open the Boss Rush door from either side, allowing you get into and escape the Boss Rush</p>

<p>Slot machines, dead shopkeepers: Charges towards them and explodes them</p>

<p>Added as part of the Afterbirth+ Booster Pack #3. Based on the Steam Workshop mod created by Jean-Alphonse</p>

<p class="r-unlock">UNLOCK: Unlock this item by opening 20 locked chests</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Shop, Key Beggar</p>

</ul>

<p class="tags">\*, mr me!, Mr Meeseeks, rick and morty, brown, chest, szechuan sauce, mister me!</p>

</span>

</a>

</li>

<li class="textbox" data-cid="4" data-sid="528" data-tid="528">

<a>

<div class="bp-item-new item bpn-item528" onclick=""></div>

<span>

<p class="item-title">Angelic Prism</p>

<p class="r-itemid">ItemID: 528</p>

<p class="pickup">Eclipsed by the moon</p>

<p class="quality">Quality: 3</p>

<p>Grants a prism orbital with a large orbital radius</p>

<p>Isaac's tears that pass through the prism split into four multi-colored tears</p>

<p>Does not deal contact damage to enemies that it passes over</p>

<p>Added as part of the Afterbirth+ Booster Pack #3. Based on the Steam Workshop mod created by electo and Erfly</p>

<ul>

<p>Type: Passive, Orbital</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, dark side of the moon, rainbow, red, yellow, green, white, triangle, pink floyd, thought</p>

</span>

</a>

</li>

<li class="textbox" data-cid="93" data-sid="529" data-tid="529">

<>

<div class="bp-item-new item bpn-item529" onclick=""></div>

<span>

<p class="item-title">Pop!</p>

<p class="r-itemid">ItemID: 529</p>

<p class="pickup">Eyeball tears!</p>

<p class="quality">Quality: 2</p>

<p>Replaces Isaac's tears with eyeballs that can bounce off of each other</p>

<p>Isaac's tears are no longer limited by range, and will instead dissipate when they stop moving or when hitting an enemy or obstacle</p>

<p>Added as part of the Afterbirth+ Booster Pack #3. Based on the Steam Workshop mod created by Scayze and Ashkait</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, eyes, eyeball, bloody, white, red, googly googley, bank shot</p>

</span>

</a>

</li>

<li class="textbox" data-cid="490" data-sid="530" data-tid="530">

<>

<div class="bp-item-new item bpn-item530" onclick=""></div>

<span>

<p class="item-title">Death's List</p>

<p class="r-itemid">ItemID: 530</p>

<p class="pickup">Just hope you're not next</p>

<p class="quality">Quality: 2</p>

<p>Upon entering a room, a skull appears over a random enemy's head</p>

<p>Killing the marked enemy will cause the skull to move to a different enemy</p>

<p>If all enemies in the room are cleared in the order they are marked, Isaac gains a random reward from one of the following: Soul heart, Key, Pill, Bomb, Nickel, +0.2 Speed, +0.5 Range, +0.5 Tears, +1 Flat damage or +1 luck</p>

<p>Killing enemies in the wrong order will end the streak and deny you any extra rewards</p>

<p>Added as part of the Afterbirth+ Booster Pack #4. Based on the Steam Workshop mod created by Merlo</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, parchment, quill, script, pact, feather, scroll, death list, deaths list, paper, contract, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="123" data-sid="531" data-tid="531">

<>

<div class="bp-item-new item bpn-item531" onclick=""></div>

<span>

<p class="item-title">Haemolacria</p>

<p class="r-itemid">ItemID: 531</p>

<p class="pickup">I'm seeing red...</p>

<p class="quality">Quality: 3</p>

<p>With Haemolacria, Isaac's tears become bloody and now fire by in the air in an arc</p>

<p>Upon hitting the floor, an obstacle or enemy, the bloody tear will burst and fire lots of smaller tears at random directions around the impact point</p>

<p>Tear Down - (Tear delay \* 2) + 10</p>

<p>Your damage stat is unaffected by this item, however the large bloody tear does +31% of your tear damage and the smaller scattering tears deal 50-80% of your tear damage</p>

<p>Added as part of the Afterbirth+ Booster Pack #4. Based on the Steam Workshop mod (originally called Water Balloon) created by HiHowAreYou</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, water balloon, blood, haemolacria</p>

</span>

</a>

</li>

<li class="textbox" data-cid="367" data-sid="532" data-tid="532">

<>

<div class="bp-item-new item bpn-item532" onclick=""></div>

<span>

<p class="item-title">Lachryphagy</p>

<p class="r-itemid">ItemID: 532</p>

<p class="pickup">Feed them!</p>

<p class="quality">Quality: 2</p>

<p>Isaac's tears slow down over time while moving across the room, and upon stopping completely or hitting an object will burst into 8 smaller tears which fire in all directions</p>

<p>This item will also allow you to 'feed' a tear with other tears. Doing so will cause it to increase in size, and also increase their damage and the damage of the burst tears</p>

<p>Once a tear is fed 5 times, it will immediately burst</p>

<p>Tears in the burst will deal half the damage the main tear would have</p>

<p>Means which hit an enemy do not burst</p>

<p>Added as part of the Afterbirth+ Booster Pack #4. Based on the Steam Workshop mod (originally called Hungry Tears) created by Echo</p>

<p class="r-unlock">UNLOCK: Unlock this item by taking 10 Tears Up items or pills in the same run</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="36" data-sid="533" data-tid="533">

<>

<div class="bp-item-new item bpn-item533" onclick=""></div>

<span>

<p class="item-title">Trisagion</p>

<p class="r-itemid">ItemID: 533</p>

<p class="pickup">Smite thy enemy!</p>

<p class="quality">Quality: 2</p>

<p>Isaac's tears are replaced with piercing holy flashes of light, which travel across the room in a similar speed to regular tears</p>

<p>Trisagion tears deal roughly 33% of your usual tear damage, however due to the size of the holy flash it is likely to hit enemies multiple times</p>

<p>Trisagion tears cause no knockback on enemies and simply travel through them (piercing tears)</p>

<p>Added as part of the Afterbirth+ Booster Pack #4. Based on the Steam Workshop mod (originally called Lightshot) created by Wyvern and TRPG</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="544" data-sid="534" data-tid="534">

<>

<div class="bp-item-new item bpn-item534" onclick=""></div>

<span>

<p class="item-title">Schoolbag</p>

<p class="r-itemid">ItemID: 534</p>

<p class="pickup">Extra active item room</p>

<p class="quality">Quality: 3</p>

<p>Gives you an extra active item slot</p>

<p>Pressing the CTRL key (R2 on PS4, RT on XB1, ZR on Switch) allows you to switch active items</p>

<p>Some items that give temporary effects like The Nail might deactivate if switched to the other slot</p>

<p>Added as part of the Afterbirth+ Booster Pack #4</p>

<p class="r-unlock">UNLOCK: Unlock this item by entering every Shop from the first floor up to Mom's Foot (Depths 2) in one run</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, backpack back pack school bag</p>

</span>

</a>

</li>

<li class="textbox" data-cid="408" data-sid="535" data-tid="535">

<>

<div class="bp-item-new item bpn-item535" onclick=""></div>

<span>

<p class="item-title">Blanket</p>

<p class="r-itemid">ItemID: 535</p>

<p class="pickup">You feel safe!</p>

<p class="quality">Quality: 2</p>

<p>+1 Soul Heart</p>

<p>Heals 1 red heart when picked up</p>

<p>Grants you a shield when entering the Boss Room, which prevents damage from 1 hit, then disappears. This shield stacks with Holy Mantle, giving you 2 free hits</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Ratiah</p>

<p class="r-unlock">UNLOCK: Unlock this item by sleeping in 10 different beds</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<span>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="193" data-sid="536" data-tid="536">

<a>

<div class="bp-item-new item bpn-item536" onclick=""></div>

<span>

<p class="item-title">Sacrificial Altar</p>

<p class="r-itemid">ItemID: 536</p>

<p class="pickup">"He demands a sacrifice"</p>

<p class="quality">Quality: 2</p>

<p>When used, this item will sacrifice up to 2 of your familiars (chosen at random), and spawn a random Devil Room item for each familiar sacrificed this way</p>

<p>In addition to the familiars, any blue flies or spiders will be converted to 1 coin each</p>

<p>If Guardian Angel, Sworn Protector, or Seraphim is sacrificed, Satan will be extra happy and reward you with 2 black hearts</p>

<p>Incubus won't be sacrificed if you're playing as Lilith</p>

<p>If used while you have no familiar, this item will do nothing and won't consume the item</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Niro</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Single use</p>

<p>Item Pool: Devil Room, Curse Room</p>

</ul>

<span>

<p class="tags">\*, sacrificial, sacrifice</p>

</span>

</a>

</li>

<li class="textbox" data-cid="280" data-sid="537" data-tid="537">

<a>

<div class="bp-item-new item bpn-item537" onclick=""></div>

<span>

<p class="item-title">Lil Spewer</p>

<p class="r-itemid">ItemID: 537</p>

<p class="pickup">"Puking buddy"</p>

<p class="quality">Quality: 1</p>

<p>A familiar with a charged attack, that spawns a line of creep on the floor which damages enemies that walk over it</p>

<p>Spawns 1 random pill when picked up</p>

<p>The familiar and its creep will change randomly when Isaac uses a pill</p>

<p>Possible creep types include green (deals damage), black (slows enemies), red (deals damage, forms a line with a larger puddle), yellow (deals damage, forms a short-range cone) and white (slows enemies, forms a ring)</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Strawrat and Aczom</p>

<p class="r-unlock">UNLOCK: Unlock this item by dying to your own Ipecac explosion</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<span>

<p class="tags">\*, face</p>

</span>

</a>

</li>

<li class="textbox" data-cid="506" data-sid="538" data-tid="538">

<a>

<div class="bp-item-new item bpn-item538" onclick=""></div>

<span>

<p class="item-title">Marbles</p>

<p class="r-itemid">ItemID: 538</p>

<p class="pickup">"Choking hazard"</p>

<p class="quality">Quality: 2</p>

<p>Spawns 3 random trinkets when picked up</p>

<p>Upon taking damage, you have a random chance to consume one of your currently held trinkets, gaining its effect permanently</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Amethyst</p>

<p class="r-unlock">UNLOCK: Unlock this item by using 5 Gulp! pills in one run</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<span>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="297" data-sid="539" data-tid="539">

<a>

<div class="bp-item-new item bpn-item539" onclick=""></div>

<span>

<p class="item-title">Mystery Egg</p>

<p class="r-itemid">ItemID: 539</p>

<p class="pickup">"Sacrificial insemination"</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac and, upon taking damage, will spawn a charmed enemy that will fight for you</p>

<p>When the charmed enemy is spawned the egg will crack, but regenerate in the next room</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Strawrat and Aczom</p>

<p class="r-unlock">UNLOCK: Unlock this item by spawning 3 charmed enemies in a single room</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<span>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="437" data-sid="540" data-tid="540">

<a>

<div class="bp-item-new item bpn-item540" onclick=""></div>

<span>

<p class="item-title">Flat Stone</p>

<p class="r-itemid">ItemID: 540</p>

<p class="pickup">"Skipping tears"</p>

<p class="quality">Quality: 2</p>

<p>Flat Stone causes your tears to bounce across the room</p>

<p>Whenever a tear bounces, it deals splash damage to nearby enemies for 25% of your tear damage</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Maddogs</p>

<p class="r-unlock">UNLOCK: Unlock this item by picking up Rubber Cement 5 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<span>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="115" data-sid="541" data-tid="541">

<a>

<div class="bp-item-new item bpn-item541" onclick=""></div>

<span>

<p class="item-title">Marrow</p>

<p class="r-itemid">ItemID: 541</p>

<p class="pickup">"HP up?"</p>

<p class="quality">Quality: 1</p>

<p>+1 Bone Heart</p>

<p>Spawns 3 red hearts on the ground when picked up</p>

<p>Added as part of the Afterbirth+ Booster Pack #5</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mom's Heart on hard mode as The Forgotten</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<span>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="30" data-sid="542" data-tid="542">

<a><div class="bp-item-new item bpn-item542" onclick=""></div><span><p class="item-title">Slipped Rib</p><p class="r-itemid">ItemID: 542</p><p class="pickup">Projectile shield</p><p class="quality">Quality: 2</p><p>This item gives you an orbital, which will reflect projectiles back at enemies</p><p>Unlike some other orbitals, Slipped Rib doesn't deal contact damage to enemies</p><p>Added as part of the Afterbirth+ Booster Pack #5</p><p class="r-unlock">UNLOCK: Unlock this item by defeating the Isaac boss as The Forgotten</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Greed Mode Item Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="360" data-sid="543" data-tid="543"><a><div class="bp-item-new item bpn-item543" onclick=""></div><span><p class="item-title">Hallowed Ground</p><p class="r-itemid">ItemID: 543</p><p class="pickup">Portable sanctuary</p><p class="quality">Quality: 1</p><p>A familiar which follows Isaac and spawns a white poop when you take damage</p><p>The white poop gives an aura that cuts your tear delay in half (Tears up) and has a chance to block damage</p><p>The aura disappears if the poop is destroyed</p><p>Added as part of the Afterbirth+ Booster Pack #5</p><p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation.</p><p>Can cause white poops through other item effects such as A Card Against Humanity or Re-Lax pills.</p><p><strong class="pri">REPENTANCE</strong> - White poop from Hallowed Ground is now more durable, similar to golden poop. While standing in the aura, Isaac's damage is now also increased by 25%, and his tears gain a homing effect</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush as The Forgotten</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Angel Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="84" data-sid="544" data-tid="544"><a><div class="bp-item-new item bpn-item544" onclick=""></div><span><p class="item-title">Pointy Rib</p><p class="r-itemid">ItemID: 544</p><p class="pickup">Stabbing time</p><p class="quality">Quality: 2</p><p>A familiar that can be aimed with the fire buttons similar to the Finger item, dealing contact damage to enemies equal to your tear damage</p><p>Added as part of the Afterbirth+ Booster Pack #5</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Satan as The Forgotten</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Greed Mode Item Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="655" data-sid="545" data-tid="545"><a><div class="bp-item-new item bpn-item545" onclick=""></div><span><p class="item-title">Book of the Dead</p><p class="r-itemid">ItemID: 545</p><p class="pickup">Rise from the grave</p><p class="quality">Quality: 3</p><p>When used, this item will spawn a bone orbital or charmed Bony for each enemy killed in the current room</p><p>The orbitals and charmed enemies persist when travelling between rooms</p><p>Bone orbitals break after dealing enough damage or blocking too many shots</p><p>Added as part of the Afterbirth+ Booster Pack #5</p><p>Counts as 1 of 3 book items needed towards the Bookworm transformation.</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor as The Forgotten</p><ul><p>Type: Active</p><p>Recharge time: 6 rooms</p><p>Item Pool: Item Room, Library, Devil Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="249" data-sid="546" data-tid="546"><a><div class="bp-item-new item bpn-item546" onclick=""></div><span><p class="item-title">Dad's Ring</p><p class="r-itemid">ItemID: 546</p><p class="pickup">Father's blessing</p><p class="quality">Quality: 3</p><p>A passive item that puts a yellow ring around Isaac. Enemies are frozen in place while touching the yellow ring</p><p>Enemies touching the ring will stay permanently frozen until you move away, except for bosses which only get a temporary freeze effect after touching it</p><p>Added as part of the Afterbirth+ Booster Pack #5</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Ultra Greedier as The Forgotten</p><ul><p>Type: Passive</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, dads ring, dad ring</p></span></a></li><li class="textbox" data-cid="77" data-sid="547" data-tid="547"><a><div class="bp-item-new item bpn-item547" onclick=""></div><span><p class="item-title">Divorce Papers</p><p class="r-itemid">ItemID: 547</p><p class="pickup">Tears up + you feel empty</p><p class="quality">Quality: 3</p><p>+1 Bone Heart</p><p>+0.7 Tears Up</p><p>When you pick this item up, the Mysterious Paper trinket is spawned on the ground</p><p>Added as part of the Afterbirth+ Booster Pack #5</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Boss Rush as The Forgotten</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="31" data-sid="548" data-tid="548"><a><div class="bp-item-new item bpn-item548" onclick=""></div><span><p class="item-title">Jaw Bone</p><p class="r-itemid">ItemID: 548</p><p class="pickup">Fetch</p><p class="quality">Quality: 1</p><p>A familiar that flies across the room every few seconds while firing and damages enemies (2x your tear damage)</p><p>Can also be used like the Boomerang to pick up consumables on the ground</p><p>Added as part of the Afterbirth+ Booster Pack #5</p><p class="r-unlock">UNLOCK: Unlock this item by defeating ??? in The Chest floor as The Forgotten</p><ul><p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="34" data-sid="549" data-tid="549">

<a>

<div class="bp-itm-new item bpn-item549" onclick=""></div>

<span>

<p class="item-title">Brittle Bones</p>

<p class="r-itemid">ItemID: 549</p>

<p class="pickup">Everything hurts</p>

<p class="quality">Quality: 3</p>

<p>When picked up, this item replaces all of your red heart containers with 6 Bone Hearts</p>

<p>Every time you lose a bone heart, lots of bones fire in all directions damaging any enemies hit and you gain a permanent +0.5 Tears Up</p>

<p>For the Lost and Keeper characters, this item simply gives a permanent Tears Up</p>

<p>Added as part of the Afterbirth+ Booster Pack #5</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Lamb in the Dark Room floor as The Forgotten</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="465" data-sid="550" data-tid="550">

<a>

<div class="bp-itm-new item bpn-item550" onclick=""></div>

<span>

<p class="item-title">Broken Shovel</p>

<p class="r-itemid">ItemID: 550</p>

<p class="pickup">It feels cursed</p>

<p class="quality">Quality: 4</p>

<p>Obtained by beating the Basement 1 boss within 1 minute, then bombing the large shadow that appears in the middle of the starting room</p>

<p>While held, Mom's Foot will stomp on you from above twice every few seconds, and she will continue to stomp for as long as you hold this item</p>

<p>Using the Broken Shovel will stop Mom stomping you for the rest of the current room (or current wave if you're in the boss rush or challenge room)</p>

<p>Beating the Boss Rush while holding this item will drop the second half of the Broken Shovel, which combine to create Mom's Shovel, which is used to unlock The Forgotten character</p>

<p>Dropping the Broken Shovel will cause it to disappear if you leave the room</p>

<p>NOTE: This item will not drop unless you have beaten The Lamb at least once</p>

<p>Added as part of the Afterbirth+ Booster Pack #5 and used in the quest to unlock The Forgotten character</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="466" data-sid="551" data-tid="551">

<a>

<div class="bp-itm-new item bpn-item551" onclick=""></div>

<span>

<p class="item-title">Broken Shovel</p>

<p class="r-itemid">ItemID: 551</p>

<p class="pickup">Lost but not forgotten</p>

<p class="quality">Quality: 4</p>

<p>Drops after beating the Boss Rush while holding the other half of the Broken Shovel (see previous item for more details)</p>

<p>Combines with the first Broken Shovel piece to create Mom's Shovel (see next item for more details)</p>

<p>Added as part of the Afterbirth+ Booster Pack #5 and used in the quest to unlock The Forgotten character</p>

<ul>

<p>Type: Passive</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="467" data-sid="552" data-tid="552">

<a>

<div class="bp-itm-new item bpn-item552" onclick=""></div>

<span>

<p class="item-title">Mom's Shovel</p>

<p class="r-itemid">ItemID: 552</p>

<p class="pickup">Lost but not forgotten</p>

<p class="quality">Quality: 4</p>

<p>When used, spawns a trapdoor that leads to the next floor (has a 10% chance to be a crawl space instead)</p>

<p>Unlocks The Forgotten character when used on a mound of dirt that appears in a room in The Dark Room floor</p>

<p>Obtained by combining the two Broken Shovel pieces. The first piece drops by beating the first floor boss within 1 minute then bombing the shadow in the first room. The second piece drops after beating the Boss Rush as long as you are holding the first Broken Shovel piece (see previous 2 items for full details)</p>

<p>After The Forgotten is unlocked, using it on the mound of dirt again just spawns a random type of chest</p>

<p>Added as part of the Afterbirth+ Booster Pack #5 and used in the quest to unlock The Forgotten character</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

</ul>

<p class="tags">\*, mom's shovel, mom shovel</p>

</span>

</a>

</li>

## Repentance Items <span class="rep-item-ttl">(172)</span></h2>

<li class="textbox" data-cid="42" data-sid="263" data-tid="42.5">

<a>

<div class="item reb-item-new re-item263" onclick=""></div>

<span>

<p class="item-title">Clear Rune</p>

<p class="r-itemid">ItemID: 263</p>

<p class="pickup">Rune mimic</p>

<p class="quality">Quality: 2</p>

<p>When used, copies the effect of the Rune or Soul stone you are holding (like the Blank Card)</p>

<p>Drops a random rune on the floor when picked up</p>

<p>The recharge time of this item depends on the Rune/Soul Stone held:</p>

<p>1 room: Soul of Lazarus</p>

<p>2 rooms: Rune of Ansuz, Rune of Berkano, Rune of Hagalaz, Soul of Cain</p>

<p>3 rooms: Rune of Alziz, Blank Rune, Soul of Magdalene, Soul of Judas, Soul of ???, Soul of the Lost</p>

<p>4 rooms: Rune of Ehwaz, Rune of Perthro, Black Rune, Soul of Isaac, Soul of Eve, Soul of Eden, Soul of the Forgotten, Soul of Jacob and Esau</p>

<p>6 rooms: Rune of Dagaz, Soul of Samson, Soul of Azzazel, Soul of Apollo, Soul of Bethany</p>

<p>12 rooms: Rune of Jera, Soul of Lilith, Soul of the Keeper</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Varies</p>

<p>Item Pool: Secret Room, Crane Game</p>

</ul>

<p class="tags">\* Secret Room</p>

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<li class="textbox" data-cid="445" data-sid="553" data-tid="553">

<a>

<div class="item rep-item rep553" onclick=""></div>

<span>

<p class="item-title">Mucormycosis</p>

<p class="r-itemid">ItemID: 553</p>

<p class="pickup">Spore shot</p>

<p class="quality">Quality: 3</p>

<p>Items have a chance to fire a fungus tear that sticks to enemies. It grows rapidly in size then explodes into a gas cloud that damages nearby enemies</p>

<p>When the explosion happens, more homing fungus tears fire out in random directions. Those tears will cause the same effect if they happen to hit other enemies</p>

<p>Effects that replace your tears such as Brimstone simply have a chance to apply this effect</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="172" data-sid="554" data-tid="554">

<a>

<div class="item rep-item rep554" onclick=""></div>

<span>

<p class="item-title">2Spooky</p>

<p class="r-itemid">ItemID: 554</p>

<p class="pickup">Ame</p>

<p class="quality">Quality: 2</p>

<p>Any enemies that come within close range of Isaac will become feared, which causes them to flee</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="248" data-sid="555" data-tid="555">

<a>

<div class="item rep-item rep555" onclick=""></div>

<span>

<p class="item-title">Golden Razor</p>

<p class="r-itemid">ItemID: 555</p>

<p class="pickup">Pain from gain</p>

<p class="quality">Quality: 2</p>

<p>+5 coins when picked up</p>

<p>When used, this item takes away 5 of your coins and gives a +1.2 Damage Up that lasts for the current room</p>

<p>Can stack as many times as you want. Using it with less than 5 coins does nothing</p>

<p class="unlock">UNLOCK: Unlock this item by collecting 99 coins then spending all of them in the same run</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Instant</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, </p>

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<li class="textbox" data-cid="147" data-sid="556" data-tid="556">

<a>

<div class="item rep-item rep556" onclick=""></div>

<span>

<p class="item-title">Sulfur</p>

<p class="r-itemid">ItemID: 556</p>

<p class="pickup">Temporary demon form</p>

<p class="quality">Quality: 2</p>

<p>Upon use, grants use of Brimstone for the current room</p>

<p>If used twice in the same room, the brimstone layer becomes massive and deals +1.8 more damage</p>

<p>Using it more than twice in the same room will give a damage increase each time</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation.</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 3 rooms</p>

<p>Item Pool: Devil Room</p>

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<p class="tags">\*, </p>

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</li>

<li class="textbox" data-cid="515" data-sid="557" data-tid="557">

<a>

<div class="item rep-item rep557" onclick=""></div>

<span>

<p class="item-title">Fortune Cookie</p>

<p class="r-itemid">ItemID: 557</p>

<p class="pickup">Reusable fortunes</p>

<p class="quality">Quality: 2</p>

<p>Upon use, displays a random fortune and has a chance to drop either a soul heart, a card (including dice shards), rune/soul stone or a trinket</p>

<p>Soul hearts and tarot cards are much more common than trinkets</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 2 rooms</p>

<p>Item Pool: Item Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="92" data-sid="558" data-tid="558">

<a>

<div class="item rep-item rep558" onclick=""></div>

<span>

<p class="item-title">Eye Sore</p>

<p class="r-itemid">ItemID: 558</p>

<p class="pickup">More eyes</p>

<p class="quality">Quality: 2</p>

<p>With each tear fired, you have a chance to fire 1-3 extra tears in random directions</p>

<p>The extra tears scale with your other damage increasing items</p>

<p>Synergises with other items that replace your tears, like Brimstone or Technology</p>

<p>The chance to fire extra tears is not affected by luck</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="8" data-sid="559" data-tid="559">

<a>

<div class="item rep-item rep559" onclick=""></div>

<span>

<p class="item-title">120 Volt</p>

<p class="r-itemid">ItemID: 559</p>

<p class="pickup">Zap!</p>

<p class="quality">Quality: 2</p>

<p>This item will fire electricity at nearby enemies, dealing roughly x0.75 of your tear damage rapidly</p>

<p>The electricity can chain up to 4 enemies if they are close enough</p>

<p>On floors with water on the ground (Downpour, Flooded Caves, Dross) this effect chain onto enemies further away than it normally would</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="577" data-sid="560" data-tid="560">

<a>

<div class="item rep-item rep560" onclick=""></div>

<span>

<p class="item-title">It Hurts</p>

<p class="r-itemid">ItemID: 560</p>

<p class="pickup">No it doesn't...</p>

<p class="quality">Quality: 1</p>

<p>Taking damage causes Isaac to fire a circle of 10 tears around him, each dealing 10 damage</p>

<p>After taking damage, you also gain a +1.2 Tears Up for the rest of the current room. Any subsequent hits give +0.4 Tears Up and will ignore the normal fire rate cap</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="391" data-sid="561" data-tid="561">

<a>

<div class="item rep-item rep561" onclick=""></div>

<span>

<p class="item-title">Almond Milk</p>

<p class="r-itemid">ItemID: 561</p>

<p class="pickup">DMG down + tears up + you feel nutty</p>

<p class="quality">Quality: 1</p>

<p>Greatly increases tears (x4 fire rate)</p>

<p>Greatly decreases damage (x0.33 damage multiplier)</p>

<p>Individual tears gain random worm effects (e.g. Hook Worm, Wiggle Worm etc.)</p>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="591" data-sid="562" data-tid="562">

<a>

<div class="item rep-item rep562" onclick=""></div>

<span>

<p class="item-title">Rock Bottom</p>

<p class="r-itemid">ItemID: 562</p>

<p class="pickup">It's only up from there</p>

<p class="quality">Quality: 2</p>

<p>Prevents your stats from being reduced any more for the rest of the run</p>

<p>e.g. Stat Down pills do nothing, and items like Experimental Treatment increase stats but don't reduce any</p>

<p>This effect works on items that apply negative stat modifiers, such as Soy Milk</p>

<p>This effect works for anything that gives temporary buffs, like Devil/Strength cards, or kill bonuses like Bloody Lust</p>

<p>If you somehow lose Rock Bottom, your stats will go back to normal</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating the Boss Rush as Jacob & Esau</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

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<p class="tags">\*, </p>

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</li>

<li class="textbox" data-cid="210" data-sid="563" data-tid="563">

<a>

<div class="item rep-item rep563" onclick=""></div>

<span>

<p class="item-title">Nancy Bombs</p>

<p class="r-itemid">ItemID: 563</p>

<p class="pickup">"Random blast +5 bombs"</p>

<p class="quality">Quality: 1</p>

<p>+5 Bombs</p>

<p>Bombs now explode with a random effect (e.g. Poison, Homing, Prize Bombs)</p>

<p>In Antibirth this was called Enigma Bombs</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="51" data-sid="564" data-tid="564">

<a>

<div class="item rep-item rep564" onclick=""></div>

<span>

<p class="item-title">A Bar of Soap</p>

<p class="r-itemid">ItemID: 564</p>

<p class="pickup">"Tears + shot speed up"</p>

<p class="quality">Quality: 3</p>

<p>+0.5 Tears Up</p>

<p>+0.2 Shot Speed Up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="157" data-sid="565" data-tid="565">

<a>

<div class="item rep-item rep565" onclick=""></div>

<span>

<p class="item-title">Blood Puppy</p>

<p class="r-itemid">ItemID: 565</p>

<p class="pickup">"What a cute little thing!"</p>

<p class="quality">Quality: 1</p>

<p>Spawns a red worm familiar that chases enemies nearby around the room and deals 2 contact damage per tick</p>

<p>After killing a 15 enemies, Blood Puppy transforms into an aggressive version that will also attack Isaac by charging at him. Damaging the aggressive Blood Puppy will eventually return it to its normal state.</p>

<p>While aggressive, Blood Puppy deals 7.5 damage and drops half a red heart for every 10 enemies it kills.</p>

<p>After killing a 25 more enemies, it transforms again dealing 15 damage and destroying obstacles it charges into. Isaac takes a full heart if hurt by Blood Puppy and it drops a full red heart for every 10 enemies it kills.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Lilith</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Red Chest, Curse Room</p>

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<li class="textbox" data-cid="444" data-sid="566" data-tid="566">

<a>

<div class="item rep-item rep566" onclick=""></div>

<span>

<p class="item-title">Dream Catcher</p>

<p class="r-itemid">ItemID: 566</p>

<p class="pickup">"Sweet dreams"</p>

<p class="quality">Quality: 2</p>

<p>During the transition between floors, this item shows you a preview of the item that will spawn in the item room, and the boss that will appear</p>

<p>This effect will work even if you have Curse of the Blind, but the item will still appear as a ? when entering the item room</p>

<p>Gives +1 Soul Heart when starting each new floor after picking this up</p>

<p>On XL floors both items are shown</p>

<p>Currently this effect doesn't work in Greed Mode - it will show 2 items but the item rooms will have different items in them</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="219" data-sid="567" data-tid="567">

<a>

<div class="item rep-item rep567" onclick=""></div>

<span>

<p class="item-title">Pascual Candle</p>

<p class="r-itemid">ItemID: 567</p>

<p class="pickup">"Keep the flame burning"</p>

<p class="quality">Quality: 3</p>

<p>Gives +0.4 Tears Up for each room completed without taking damage, up to a maximum of +2.0 Tears Up</p>

<p>When you take damage, the tears bonus is reset</p>

<p>Picking this item up counts and gives you a temporary +0.4 Tears Up as well</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="324" data-sid="568" data-tid="568">

<a>

<div class="item rep-item rep568" onclick=""></div>

<span>

<p class="item-title">Divine Intervention</p>

<p class="r-itemid">ItemID: 568</p>

<p class="pickup">"Double tap shield"</p>

<p class="quality">Quality: 2</p>

<p>Allows you to double-tap the shoot button to create a holy shield for 1 second that pushes enemies back and deals 10 damage to them if they touch it</p>

<p>The shield also reflects enemy shots and beams back at them for some extra damage</p>

<p>Can only be activated every 3 seconds (Shown by a white glow and a ticking noise)</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush as Bethany</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="574" data-sid="569" data-tid="569">

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<span>

<p class="item-title">Blood Oath</p>

<p class="r-itemid">ItemID: 569</p>

<p class="pickup">Bleed or dry</p>

<p class="quality">Quality: 2</p>

<p>At the beginning of each new floor, this item will stab Isaac and reduce your red health down as much as it can without killing you. In exchange it gives you +0.05 Speed Up and Damage Up for every half a heart this item removes</p>

<p>The amount of Damage Up is (0.15 \* FullHeartsRemoved ^ 2)</p>

<p>If Isaac is already at half a red heart when stabbed, no damage or speed increases are given</p>

<p>The damage from being stabbed can be avoided with invincibility, however no damage or speed stat increases are gained if you do</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="499" data-sid="570" data-tid="570">

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<span>

<p class="item-title">Playdough Cookie</p>

<p class="r-itemid">ItemID: 570</p>

<p class="pickup">Tasty rainbow</p>

<p class="quality">Quality: 3</p>

<p>Your individual tears each gain a random effect from either: Poison, Fear, Slow, Freeze, Charm, Burning, Homing, Bleeding, x2 Damage or Reduced damage</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="447" data-sid="571" data-tid="571">

<a>

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<span>

<p class="item-title">Orphan Socks</p>

<p class="r-itemid">ItemID: 571</p>

<p class="pickup">Speed up + your feet feel stronger</p>

<p class="quality">Quality: 2</p>

<p>+2 Soul Hearts</p>

<p>+0.3 Speed Up</p>

<p>Allows you to walk on harmful floor effects without taking damage (e.g. spikes, creep). Doesn't include Curse Room doors or spiked rocks</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="142" data-sid="572" data-tid="572">

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<span>

<p class="item-title">Eye of the Occult</p>

<p class="r-itemid">ItemID: 572</p>

<p class="pickup">DMG up + range up + controlled tears</p>

<p class="quality">Quality: 3</p>

<p>Tears can be controlled mid-flight using the directional keys</p>

<p>+1 Damage Up</p>

<p>+2.0 Range Up</p>

<p>-0.16 Shot Range Down</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="189" data-sid="573" data-tid="573">

<a>

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<span>

<p class="item-title">Immaculate Heart</p>

<p class="r-itemid">ItemID: 573</p>

<p class="pickup">Halo of tears</p>

<p class="quality">Quality: 3</p>

<p>In addition to regular tears, Isaac will sometimes fire extra spectral tears that orbit around him</p>

<p>+1 HP Up</p>

<p>+20% damage multiplier (x1.2)</p>

<p>Fully heals all your red heart containers</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="240" data-sid="574" data-tid="574">

<a>

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<span>

<p class="item-title">Monstrance</p>

<p class="r-itemid">ItemID: 574</p>

<p class="pickup">Purifying light</p>

<p class="quality">Quality: 2</p>

<p>Isaac now emits a large light aura that damages nearby enemies 5 times per second while touching it</p>

<p>The visual effect is similar to the effect given to tears by the GodHead item</p>

<p>The aura deals more damage towards the center, ranging from 0.75 at max range to 4 damage when touching Isaac</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="693" data-sid="575" data-tid="575">

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<span>

<p class="item-title">The Intruder</p>

<p class="r-itemid">ItemID: 575</p>

<p class="pickup">Invasive friend</p>

<p class="quality">Quality: 3</p>

<p>In addition to normal tears, Isaac now also fires a set of 4 quadshot tears with a slowing effect</p>

<p>The quadshot tears deal 1.5 damage each and do not scale with your damage upgrades</p>

<p>Upon taking damage, you have a chance to dislodge the spider from your face. It leaps at enemies, dealing contact damage and firing quad shots at them for the rest of the room</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, ew gross face spider in face</p>

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<li class="textbox" data-cid="486" data-sid="576" data-tid="576">

<a>

<div class="item rep-item rep576" onclick=""></div>

<span>

<p class="item-title">Dirty Mind</p>

<p class="r-itemid">ItemID: 576</p>

<p class="pickup">"Filthy friends"</p>

<p class="quality">Quality: 2</p>

<p>Each time you destroy a poop, this item will spawn 1-4 friendly Dip familiars that follow you, block shots and attack nearby enemies</p>

<p>Different poop types will spawn different types of Dip, each with their own effect</p>

<p>Golden poop dips can petrify enemies, turning them to gold for a few seconds. If the enemy dies while in this state they will drop 1-4 coins</p>

<p>Corn poop dips spawn 1 blue fly on death</p>

<p>Rainbow poop Dips charm enemies and have a chance to spawn 1/2 a red heart on death</p>

<p>Black poop Dips leave a trail of creep</p>

<p>White poop Dips have a small Hallowed Ground aura effect, increasing your damage and fire rate while standing in it.</p>

<p>Poops spawned by Tainted ??? and IBS also have special effects: Stone Dips deal 3.5 more damage and can take 6 hits before they die. Toxic Dips release a poison cloud when they move/die. Fire Dips burn enemies and leave a fire behind on death</p>

<p>All enemy dips become friendly.</p>

<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating challenge #36 (Scat Man)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

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<li class="textbox" data-cid="564" data-sid="577" data-tid="577">

<a>

<div class="item rep-item rep656" onclick=""></div>

<span>

<p class="item-title">Damocles</p>

<p class="r-itemid">ItemID: 577</p>

<p class="pickup">"A King's fortune... but at what cost?"</p>

<p class="quality">Quality: 2</p>

<p>When used, places a sword directly above Isaac's head and while active, will spawn an extra item for every item pedestal spawned</p>

<p>After getting hit once with the item activated, at any time without warning, the sword may fall, instantly killing Isaac regardless of his health</p>

<p>After being hit the sword has a 1/1000 chance every 4 frames to fall. This chance doesn't change if you take further damage</p>

<p>You effectively have a 4.4% chance for every minute that passes after taking damage to die</p>

<p>Self-inflicted damage i.e. Curse Rooms and Blood Donation Machines don't trigger this effect</p>

<p>Items with a price will spawn the extra item free of charge (i.e. in shops or devil rooms)</p>

<p>The only way to survive the falling sword is either through extra lives, by using items that would make you invincible, such as Gnawed Leaf or playing as The Lost. After the sword falls, extra items will no longer spawn</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Lamb as Jacob & Esau</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: One time use</p>

<p>Item Pool: Devil Room</p>

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<li class="textbox" data-cid="318" data-sid="578" data-tid="578">

<a>

<div class="item rep-item rep578" onclick=""></div>

<span>

<p class="item-title">Free Lemonade</p>

<p class="r-itemid">ItemID: 578</p>

<p class="pickup">"Party time!"</p>

<p class="quality">Quality: 1</p>

<p>Upon use, spawns a giant puddle of lemonade that deals 8 damage per tick to any enemies which come in contact with it</p>

<p>Lasts for about 19 seconds</p>

<p>A similar effect to the Lemon Party pill</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room</p>

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<p class="tags">\*, </p>

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<li class="textbox" data-cid="252" data-sid="579" data-tid="579">

<a>

<div class="item rep-item rep579" onclick=""></div>

<span>

<p class="item-title">Spirit Sword</p>

<p class="r-itemid">ItemID: 579</p>

<p class="pickup">"Divine blade"</p>

<p class="quality">Quality: 3</p>

<p>Your tears are replaced with a sword which can be swung to deal damage (Damage \* 3 + Base Damage)</p>

<p>Holding the fire button charges a spin attack (Damage \* 8 + 10). The charge time is based on your tears stat.</p>

<p>While at full red health you also shoot a projectile across the room with each swing, dealing your current Damage + 2 (similar to the Master Sword in Zelda)</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating challenge #39 (Isaac's Awakening)</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="176" data-sid="580" data-tid="580">

<a>

<div class="item rep-item rep580" onclick=""></div>

<span>

<p class="item-title">Red Key</p>

<p class="r-itemid">ItemID: 580</p>

<p class="pickup">"Explore the other side"</p>

<p class="quality">Quality: 3</p>

<p>While held, a red outline of a door will appear on certain walls. Using the Red Key near it will spawn a red room</p>

<p>This room will randomly choose from many types, including (but not limited to) any regular room from that floor, treasure rooms, curse rooms, devil rooms, angel rooms, I AM ERROR rooms and more</p>

<p>In rooms with multiple door outlines, the closest one will be opened</p>

<p>Attempting to create a room outside the maximum boundary (13 x 13 rooms) of the map will take you to an I AM ERROR room. You can't use the Red Key to leave this room</p>

<p>The Red Key can be used to open the secret room in the Home floor, which is the method for unlocking alternative 'Tainted' characters</p>

<p class="r-unlock">UNLOCK: Unlock this item by opening Mom's Box in the Home floor</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Secret Room, Red Chest, Curse Room, Key Beggar, Mom's Chest</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="455" data-sid="581" data-tid="581">

<a>

<div class="item rep-item rep581" onclick=""></div>

<span>

<p class="item-title">Psy Fly</p>

<p class="r-itemid">ItemID: 581</p>

<p class="pickup">"Flamboyant protector"</p>

<p class="quality">Quality: 4</p>

<p>Gives Isaac an orbital fly, that will rapidly charge around and deflect any incoming tears that would hit Isaac.</p>

<p>It isn't 100% effective but the effect is very strong and will deflect most shots under a bullet hell situation.</p>

<p>Deflected tears turn into homing tears and fire back at enemies, dealing 2 damage.</p>

<p>After reflecting a certain number of projectiles, Psy Fly enters a brief cooldown period</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Key Beggar</p>

</ul>

<p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="670" data-sid="582" data-tid="582"><a><div class="item rep-item rep582" onclick=""></div><span><p class="item-title">Wavy Cap</p><p class="r-itemid">ItemID: 582</p><p class="pickup">"Tears up. A mini changing experience!"</p><p class="quality">Quality: 1</p><p>Every time you use Wavy Cap, it gives +0.75 Tears Up and -0.03 Speed Down</p><p>Also when used, this item will distort the screen and sound slightly, stacking every time you use it</p><p>All of these effects stack for the rest of the floor, meaning if used too many times the screen will be distorted so much it becomes unplayable</p><p>Each room you clear removes one use worth of effect - reducing the screen distortion slightly and giving +0.06 Speed Up and -0.3 Tears Down</p><p>This item was called Black Mushroom in Antibirth</p><p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation.</p><ul><p>Type: Active</p><p>Recharge time: Starts at 1 second, increasing by every time you use it. After 10 uses it stops auto recharging.</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="561" data-sid="583" data-tid="583"><a><div class="item rep-item rep583" onclick=""></div><span><p class="item-title">Rocket in a Jar</p><p class="r-itemid">ItemID: 583</p><p class="pickup">"Rocket propulsion +5 bombs"</p><p class="quality">Quality: 2</p><p>+5 Bombs</p><p>Placing a bomb while pressing a fire button will fire an explosive rocket in that direction</p><p>Placing a bomb while standing still will place a regular bomb</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Bomb Beggar</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="364" data-sid="584" data-tid="584"><a><div class="item rep-item rep584" onclick=""></div><span><p class="item-title">Book of Virtues</p><p class="r-itemid">ItemID: 584</p><p class="pickup">"Spiritual companionship"</p><p class="quality">Quality: 3</p><p>Upon use, spawns a flame familiar that fires spectral tears and deals contact damage to enemies. After taking two hits, the fire will be extinguished</p><p>The Book can be held at the same time as another active item. When used, this will combine with your other active item, creating a unique flame and possibly giving special effects</p><p>The recharge time of this item is based on your 2nd active item, otherwise it's 4 rooms</p><p>While held, guarantees the first Devil/Angel Room encountered to be an Angel Room, and increases the overall chance of getting one</p><p>A maximum of 16 flames can be active at one time around Isaac</p><p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p><p>r-unlock</p><p>UNLOCK: Unlock this item by defeating Isaac as Bethany</p><ul><p>Type: Active/Passive Item</p><p>Recharge time: Varies</p><p>Item Pool: Angel Room, Library</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="73" data-sid="585" data-tid="585"><a><div class="item rep-item rep585" onclick=""></div><span><p class="item-title">Alabaster Box</p><p class="r-itemid">ItemID: 585</p><p class="pickup">"A sacred offering"</p><p class="quality">Quality: 2</p><p>A single use active item that will spawn 3 soul hearts and 2 items from the Angel Room pool</p><p>Starts fully uncharged and gains charges only through picking up soul and black. (6 full hearts to fully charge)</p><p>Unless fully charged, hearts picked up are consumed by the Alabaster Box, instead of being added to your life total</p><p>If a devil deal was already taken this run, it spawns 2 soul hearts and 1 Angel Room item instead.</p><p>Picking up Bone Hearts while at 12 hearts will remove charges from the Box</p><p>r-unlock</p><p>UNLOCK: Unlock this item by defeating The Lamb as Bethany</p><ul><p>Type: Active</p><p>Recharge time: 12 charges (one time use)</p><p>Item Pool: Shop</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="253" data-sid="586" data-tid="586"><a><div class="item rep-item rep586" onclick=""></div><span><p class="item-title">The Stairway</p><p class="r-itemid">ItemID: 586</p><p class="pickup">"Stairway to heaven"</p><p class="quality">Quality: 3</p><p>Spawns a ladder in the starting room of all future floors, which leads to an Angel Room</p><p>Angel rooms accessed by The Stairway are different - They sell angel room items and soul hearts for money, similar to the Shop</p><p>Pedestal items cost 15c, all other items (eternal/soul hearts, keys and holy cards) cost 5c. Sales can be randomly applied just like regular shops</p><p>The ladder disappears after leaving the starting room, even if you haven't used it yet</p><p>In Antibirth this was called Jacob's Ladder, which had to be renamed as Afterbirth+ already had an item with this name</p><p>r-unlock</p><p>UNLOCK: Unlock this item by defeating Isaac as Jacob & Esau</p><ul><p>Type: Passive</p><p>Item Pool: Angel Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="376" data-sid="588" data-tid="588"><a><div class="item rep-item rep588" onclick=""></div><span><p class="item-title">Sol</p><p class="r-itemid">ItemID: 588</p><p class="pickup">"Radiant victory"</p><p class="quality">Quality: 2</p><p>Permanently shows the location of the boss room on the map</p><p>After defeating the shown boss fight, this item will activate a use of the Sun card (full heal and map reveal), fully recharge your active item, remove curses from the floor, gives +3 Damage Up and +1 Luck up for the rest of the floor</p><p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p><p>In The Void floor it shows a random boss room, which isn't necessarily Delirium's room</p><ul><p>Type: Passive</p><p>Item Pool: Planetarium</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="377" data-sid="589" data-tid="589"><a><div class="item rep-item rep589" onclick=""></div><span><p class="item-title">Luna</p>

<p class="r-itemid">ItemID: 589</p>

<p class="pickup">More secrets</p>

<p class="quality">Quality: 2</p>

<p>Adds one extra secret room and one extra super secret room to each floor</p>

<p>Each secret room contains a beam of light, that gives half a soul heart, and a Tears Up for the rest of the floor. These stack with multiple secret rooms - The first one gives +1.00 Tears Up, then all future ones give +0.5.</p>

<p>Reveals the location of one secret room on the minimap.</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

- <p>Type: Passive</p>

<p>Item Pool: Planetarium</p>

</span>

- </li>
- <li class="textbox" data-cid="378" data-sid="590" data-tid="590">
- <a>

</div>

<span>

<p class="item-title">Mercurius</p>

<p class="r-itemid">ItemID: 590</p>

<p class="pickup">Speed up + you feel elusive</p>

<p class="quality">Quality: 3</p>

<p>+0.4 Speed Up/>

<p>Doors remain open when entering a room with enemies in it. This means you can leave rooms before defeating the enemies inside</p>

<p>Doesn't open locked doors, or the door that leads to the Boss Room</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

- <p>Type: Passive</p>
- <p>Item Pool: Planetarium</p>

</span>

- </li>
- <li class="textbox" data-cid="379" data-sid="591" data-tid="591">
- <a>

</div>

<span>

<p class="item-title">Venus</p>

<p class="r-itemid">ItemID: 591</p>

<p class="pickup">HP up + you feel pretty</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up/>

<p>Heals one red heart container when picked up/>

<p>This item causes nearby enemies to be affected by the charm effect, causing them to attack other nearby enemies</p>

<p>The charm effect will wear off very quickly when enemies move away from Isaac</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

- <p>Type: Passive</p>
- <p>Item Pool: Planetarium</p>

</span>

- </li>
- <li class="textbox" data-cid="380" data-sid="592" data-tid="592">
- <a>

</div>

<span>

<p class="item-title">Terra</p>

<p class="r-itemid">ItemID: 592</p>

<p class="pickup">Born to rock</p>

<p class="quality">Quality: 3</p>

<p>This item causes your tears to become rocks, which have increased knockback and can break other rocks and objects. This includes key blocks and secret room doors</p>

<p>+1.0 Damage Up, but each rock tear has a random damage modifier that can go up or down ( $x0.5$  to  $x2$ )</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

- <p>Type: Passive, Tear Modifier</p>
- <p>Item Pool: Planetarium</p>

</span>

- </li>
- <li class="textbox" data-cid="381" data-sid="593" data-tid="593">
- <a>

</div>

<span>

<p class="item-title">Mars</p>

<p class="r-itemid">ItemID: 593</p>

<p class="pickup">Double tear dash</p>

<p class="quality">Quality: 2</p>

<p>Allows Isaac to charge by double tapping the same direction, dealing damage to any enemies caught</p>

<p>You are invincible while charging (doesn't include self-damage like Blood Donation machines)</p>

<p>Can be used multiple times per room</p>

<p>The dash deals  $\times 4$  your current tear damage + 8</p>

<p>Doesn't have to be in a straight line, you can hold another button to curve it</p>

<p>Has a 3 second cooldown before it can be used again</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

- <p>Type: Passive</p>
- <p>Item Pool: Planetarium</p>

</span>

- </li>
- <li class="textbox" data-cid="382" data-sid="594" data-tid="594">
- <a>

</div>

<span>

<p class="item-title">Jupiter</p>

<p class="r-itemid">ItemID: 594</p>

<p class="pickup">You're a gas giant!</p>

<p class="quality">Quality: 2</p>

<p>+2 HP Up (only half a heart is filled)</p>

<p>-0.3 Speed Down/>

<p>While not moving your speed rapidly increases up to a bonus of +0.5</p>

<p>While you have this +0.5 bonus, moving will cause Isaac to fart around the room, spawning poison gas clouds</p>

<p>The farts stop spawning once you reach your regular movement speed</p>

<p>Poison deals damage equal to half your tears per tick</p>

<p>Isaac is immune to Poison from enemies, such as Gasbag</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

- <p>Type: Passive</p>
- <p>Item Pool: Planetarium</p>

</span>

- </li>
- <li class="textbox" data-cid="383" data-sid="595" data-tid="595">
- <a>

</div>

<span>

<p class="item-title">Saturnus</p>

<p class="r-itemid">ItemID: 595</p>

<p class="pickup">Ring of tears</p>

<p class="quality">Quality: 2</p>

<p>Gives you a wide circle halo which grants 7 orbital tears upon entering a new room</p>

<p>The tears orbit for 13 seconds before dropping off</p>

<p>Has a chance to absorb any enemy tears and add them to the orbiting tears. They can be used to damage enemies</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

- <p>Type: Passive</p>
- <p>Item Pool: Planetarium</p>

</span>

- </li>

</a>  
</li>  
<li class="textbox" data-cid="384" data-sid="596" data-tid="596">  
<a>  
<div class="item rep-item rep596" onclick=""></div>  
<span>  
<p class="item-title">Uranus</p>  
<p class="r-itemid">ItemID: 596</p>  
<p class="pickup">Ice tears</p>  
<p class="quality">Quality: 3</p>  
<p>Isaac now shoots ice tears that slow enemies. Enemies that are killed by the ice tears will become frozen</p>  
<p>Frozen enemies never unfreeze and are considered dead by the game. Kicking a frozen enemy will push it into the wall, where it shatters and fires ice shards everywhere (these can then freeze other enemies)</p>  
</p>  
<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Planetarium</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="385" data-sid="597" data-tid="597">  
<a>  
<div class="item rep-item rep597" onclick=""></div>  
<span>  
<p class="item-title">Neptunus</p>  
<p class="r-itemid">ItemID: 597</p>  
<p class="pickup">Open the floodgates</p>  
<p class="quality">Quality: 3</p>  
<p>Isaac will now automatically charge up tears, allowing you to store them up and fire them rapidly for a short time</p>  
<p>Any time you aren't firing tears, the charge bar will start filling up, for up to 3 seconds. Holding down the fire button again will quickly release all stored teared</p>  
<p>The charge time and max tears stored scales with your current tears stat</p>  
<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>  
<ul>  
<p>Type: Passive, Tear Modifier</p>  
<p>Item Pool: Planetarium</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="386" data-sid="598" data-tid="598">  
<a>  
<div class="item rep-item rep598" onclick=""></div>  
<span>  
<p class="item-title">Pluto</p>  
<p class="r-itemid">ItemID: 598</p>  
<p class="pickup">Size down</p>  
<p class="quality">Quality: 3</p>  
<p>+0.7 Tears Up</p>  
<p>Greatly reduce Isaac's size, to an extent where some enemy tears will now travel straight over him without dealing damage if they are high off the ground. Tears can still hit Isaac if gravity applies for t  
oo long</p>  
<p>Allows Isaac to squeeze between some objects</p>  
<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Planetarium</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="573" data-sid="599" data-tid="599">  
<a>  
<div class="item rep-item rep599" onclick=""></div>  
<span>  
<p class="item-title">Voodoo Head</p>  
<p class="r-itemid">ItemID: 599</p>  
<p class="pickup">Extra curse rooms</p>  
<p class="quality">Quality: 1</p>  
<p>This item has a chance to spawn an additional curse room on each future floor</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop, Crane Game</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="63" data-sid="600" data-tid="600">  
<a>  
<div class="item rep-item rep600" onclick=""></div>  
<span>  
<p class="item-title">Eye Drops</p>  
<p class="r-itemid">ItemID: 600</p>  
<p class="pickup">Tears up</p>  
<p class="quality">Quality: 3</p>  
<p>Tears fired from your left eye gain roughly +28% fire rate increase</p>  
<p>Causes your tears to be fired at staggered rates</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room</p>  
</ul>  
<p class="tags">\*, bottle container dropper medicine</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="493" data-sid="601" data-tid="601">  
<a>  
<div class="item rep-item rep601" onclick=""></div>  
<span>  
<p class="item-title">Act of Contrition</p>  
<p class="r-itemid">ItemID: 601</p>  
<p class="pickup">Tears up, you feel forgiven</p>  
<p class="quality">Quality: 3</p>  
<p>+1 Eternal Heart</p>  
<p>+0.7 Tears Up</p>  
<p>Allows Angel Rooms to appears even if a Devil deal has been taken before</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Angel Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="250" data-sid="602" data-tid="602">  
<a>  
<div class="item rep-item rep602" onclick=""></div>  
<span>  
<p class="item-title">Member Card</p>  
<p class="r-itemid">ItemID: 602</p>  
<p class="pickup">Exclusive access!</p>  
<p class="quality">Quality: 1</p>  
<p>All shops now contain a trapdoor with a ladder, which leads down to a special shop</p>  
<p>The special shop contains various consumables and items at a higher price from the Devil/Angel room, Boss room and Secret room pools.</p>  
<p>Items cost 15-30c, trinkets cost 15c, cards/runes cost 6-8c, black/bone hearts 8c, eternal hearts 15c, rotten hearts 5c</p>  
<p class="r-unlock">UNLOCK: Unlock this item by spending 40+ coins in the same shop</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags">\*, gold</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="254" data-sid="603" data-tid="603">  
<a>  
<div class="item rep-item rep603" onclick=""></div>  
<span>

<p class="item-title">Battery Pack</p><p class="r-itemid">ItemID: 603</p><p class="pickup">Instant energy!</p><p class="quality">Quality: 1</p><p><When picked up, this item fully recharges your currently held active item and drops between 2-4 battery pickups. These can be smaller or big batteries</p><ul><p>Type: Passive</p><p>Item Pool: Shop, Battery Beggar</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="242" data-sid="604" data-tid="604"><a><div class="item rep-item rep604" onclick=""></div><span><p class="item-title">Mom's Bracelet</p><p class="r-itemid">ItemID: 604</p><p class="pickup">Mother's strength</p><p class="quality">Quality: 2</p><p>Upon use, Mom's Bracelet allows you to grab objects in the room and throw them, damaging any enemies which are hit for 40 damage</p><p>Most objects can be thrown including pots, rocks, poops, tnt etc</p><p>Pressing the activate button again will drop the object where you stand, which doesn't consume a charge of use</p><p>Allows you to remove the skull on top of Host enemies, turning them into the red version</p><p>Counts as 1 of 3 mom items needed towards the Mom transformation</p><ul><p>Type: Active</p><p>Recharge time: 1 second</p><p>Item Pool: Shop, Crane Game, Mom's Chest</p></ul><p class="tags">\*, arm, moms, ring, bracers, zelda, gold band, golden band, power bracelet</p></span></a></li><li class="textbox" data-cid="619" data-sid="605" data-tid="605"><a><div class="item rep-item rep605" onclick=""></div><span><p class="item-title">The Scooper</p><p class="r-itemid">ItemID: 605</p><p class="pickup">"Plop!"</p><p class="quality">Quality: 0</p><p>When used, this item spawns a Peeker familiar for the current room, which deals 12 contact damage per tick to enemies and leaves red creep in its path</p><p>Using this item removes Isaac's right eye, causing tears from this eye to deal x1.5 your normal tear damage</p><p>Using it more than once in the same room will spawn multiple Peeker familiars</p><ul><p>Type: Active</p><p>Recharge time: 3 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="136" data-sid="606" data-tid="606"><a><div class="item rep-item rep606" onclick=""></div><span><p class="item-title">Ocular Rift</p><p class="r-itemid">ItemID: 606</p><p class="pickup">"Stare into the abyss"</p><p class="quality">Quality: 3</p><p>Fire tears now have a chance to summon a rift when they land on the ground</p><p>The spawned rift sucks in enemies, projectiles and pickups and deals damage to enemies caught inside for 2 seconds</p><p>The chance to fire the rift tear can improve based on your luck stat. At +0 Luck theres a ~2.5% chance for this effect to activate</p><p>The size of the rift scales with your tear damage</p><p>Rifts deal half your damage per tick</p><p>In Antibirth this item was called Oculus Rift</p><ul><p>Type: Passive</p><p>Item Pool: Devil Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="156" data-sid="607" data-tid="607"><a><div class="item rep-item rep607" onclick=""></div><span><p class="item-title">Boiled Baby</p><p class="r-itemid">ItemID: 607</p><p class="pickup">"Messy friend"</p><p class="quality">Quality: 1</p><p>A familiar boil that randomly fires bursts of tears, similar to the Boil enemy</p><p>Tears either deal 5.3 or 3.5 damage</p><p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="368" data-sid="608" data-tid="608"><a><div class="item rep-item rep608" onclick=""></div><span><p class="item-title">Freezer Baby</p><p class="r-itemid">ItemID: 608</p><p class="pickup">"Iced iced baby"</p><p class="quality">Quality: 2</p><p>A familiar baby that fires tears which have a chance to freeze or petrify enemies</p><p>Frozen enemies never unfreeze and are considered dead by the game. Kicking a frozen enemy will push it into the wall, where it shatters and fires ice shards everywhere (these can then freeze other enemies)</p><ul><p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p><p>Type: Passive, Familiar</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="56" data-sid="609" data-tid="609"><a><div class="item rep-item rep609" onclick=""></div><span><p class="item-title">Eternal D6</p><p class="r-itemid">ItemID: 609</p><p class="pickup">"??"</p><p class="quality">Quality: 3</p><p>When used, rerolls all items in the room into another random item from the current room's item pool, however the item also has a 30% chance to disappear</p><p>The chance associated with this item does NOT scale with your Luck stat - it's always 30%</p><p>In the game files this item is called 'Florians Dice', which is a reference to the Eternal update for the original Binding of Isaac game, which changed the D6 to act as this item does</p><ul><p>Type: Active</p><p>Recharge time: 2 rooms</p><p>Item Pool: Item Room, Secret Room, Crane Game</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="632" data-sid="610" data-tid="610"><a><div class="item rep-item rep610" onclick=""></div><span>

<p class="item-title">Bird Cage</p>

<p class="r-itemid">ItemID: 610</p>

<p class="pickup">Fat buddy</p>

<p class="quality">Quality: 1</p>

<p>Taking damage for the first time in a room spawns a familiar which targets an enemy and jumps on them, releasing a rock wave outwards</p>

<p>For the remainder of the room the familiar then continues to attack enemies similar to the Dead Bird item dealing 3 contact damage per tick</p>

<p>Deals 45 damage to enemies it lands on. The rock wave deals 10 damage.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Eve</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="97" data-sid="611" data-tid="611">

<a>

<div class="item rep-item rep611" onclick=""></div>

<span>

<p class="item-title">Larynx</p>

<p class="r-itemid">ItemID: 611</p>

<p class="pickup">Hear my pain</p>

<p class="quality">Quality: 2</p>

<p>When used, this item does a shout-type attack, with its effect increasing in damage and size the more charges you have</p>

<p>Larynx can be used with any number of charges. At 1 charge it deals 48 damage to any enemies close to Isaac. At the full 12 charges Isaac does a massive shout, dealing 356 damage to all enemies on the screen</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Samson</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 12 rooms (Can be used with partial charges)</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="24" data-sid="612" data-tid="612">

<a>

<div class="item rep-item rep612" onclick=""></div>

<span>

<p class="item-title">Lost Soul</p>

<p class="r-itemid">ItemID: 612</p>

<p class="pickup">Protect him</p>

<p class="quality">Quality: 2</p>

<p>This item gives you a familiar version of The Lost character which dies instantly upon hit</p>

<p>If the familiar survives an entire floor you get one of: 3 soul hearts, 2 eternal hearts or a random item/angel room item</p>

<p>Regenerates at the start of each floor if dead</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as The Lost</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Secret Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="120" data-sid="614" data-tid="614">

<a>

<div class="item rep-item rep614" onclick=""></div>

<span>

<p class="item-title">Blood Bombs</p>

<p class="r-itemid">ItemID: 614</p>

<p class="pickup">Bloody blast + HP up</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>Restores 5 empty red heart containers</p>

<p>Bombs now spawn a puddle of red creep upon explosion, dealing 2 damage per tick to enemies touching it</p>

<p>While at 0 bombs, you can also place further bombs now at the cost of 1/2 of a heart (kills The Lost if used like this). Placing a bomb this way will not affect your devil/angel room chances</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="281" data-sid="615" data-tid="615">

<a>

<div class="item rep-item rep615" onclick=""></div>

<span>

<p class="item-title">Lil Dumpy</p>

<p class="r-itemid">ItemID: 615</p>

<p class="pickup">Puffy buddy</p>

<p class="quality">Quality: 0</p>

<p>Lil Dumpy floats around and farts when it gets hit or touched by enemies</p>

<p>Random farts are chosen from the 3 below:</p>

<p>A fart that pushes away enemies and enemy projectiles but deals no damage</p>

<p>A fart that deals 3 damage and stuns enemies</p>

<p>A fart that deals 5 damage and poisons enemies</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, round, ball, eyes</p>

</span>

</a>

</li>

<li class="textbox" data-cid="188" data-sid="616" data-tid="616">

<a>

<div class="item rep-item rep616" onclick=""></div>

<span>

<p class="item-title">Bird's Eye</p>

<p class="r-itemid">ItemID: 616</p>

<p class="pickup">It burns</p>

<p class="quality">Quality: 3</p>

<p>You have a chance alongside each tear to shoot a red flame, which deals damage to enemies that come in contact with it</p>

<p>Damage starts at x4 your current tear damage, and scales down each time an enemy touches the fire</p>

<p>The chance to create a fire scales with your Luck stat, at +11 Luck you have a 50% chance to shoot one</p>

<p>The flames from this item can destroy shopkeepers, which is handy since doing this once per floor increases your devil/angel room chances slightly</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, pepper, chili, face, birds</p>

</span>

</a>

</li>

<li class="textbox" data-cid="650" data-sid="617" data-tid="617">

<a>

<div class="item rep-item rep617" onclick=""></div>

<span>

<p class="item-title">Lodestone</p>

<p class="r-itemid">ItemID: 617</p>

<p class="pickup">Magnetizing tears</p>

<p class="quality">Quality: 3</p>

<p>Tears now have a chance to cause enemies to be magnetized,</p>

<p>Magnetized enemies attract other enemies, tears (including Isaac's) and enemy projectiles, causing them to be pulled in towards them</p>

<p>Enemy tears that get pulled into other enemies will hurt them</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Crane Game</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="187" data-sid="618" data-tid="618">

<a>

<div class="item rep-item rep618" onclick=""></div>

<span>

<p class="item-title">Rotten Tomato</p>

<p class="r-itemid">ItemID: 618</p>

<p class="pickup">Delicious!</p>

<p class="quality">Quality: 2</p>

<p>You have a chance to fire a tear that marks enemies red and slow them</p>

<p>Marked enemies will be attacked by other enemies either until it is killed or it kills all the other enemies attacking it</p>

<p>Chance to fire a marking tear scales with your luck stat</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Rotten Beggar</p>

</ul>

</span>

</li>

<li class="textbox" data-cid="489" data-sid="619" data-tid="619">

<a>

<div class="item rep-item rep619" onclick=""></div>

<span>

<p class="item-title">Birthright</p>

<p class="r-itemid">ItemID: 619</p>

<p class="pickup">????</p>

<p class="quality">Quality: 3</p>

<p>This item has a different effect for each character. See next icon for Tainted character effects</p>

<p>Isaac - All new pedestal items cycle through two options</p>

<p>Maggy - +1 HP up. Increases the maximum heart limit to 18.</p>

<p>Cain - +1 Luck. All floors guaranteed to have an Arcade except the Chest & Dark Room floors</p>

<p>Judas - Gives a passive Book of Belial item similar to Book of Virtues. Using active items gives a damage up that scales with the charge time</p>

<p>??? - Every HP upgrade is now worth 2 soul hearts. Health down effects still only remove 1 heart</p>

<p>Eve - Whore of Babylon and Dead Bird effects are always active</p>

<p>Samson - Bloody Lust can gain 4 more damage boosts, for a new max total of +14 Damage</p>

<p>Azazel - His beam becomes much wider, no effect on damage</p>

<p>Lazarus - When Lazarus dies for the first time, gives +21.6 Damage Up, slowly fading over time.</p>

<p>Eden - Spawns 3 items from any pools, you can only take 1</p>

<p>The Lost - Useless items like HP upgrades, spectral tears or flight are removed from the item pools</p>

<p>Lilith - Causes all your offensive familiars to stack tightly in front of Lilith for more controlled damage</p>

<p>Keeper - +1 HP up. Increases HP cap by 1</p>

<p>Apollyon - Void has a chance to spawn a previously destroyed item as well. More items consumed = more chance for this effect</p>

<p>The Forgotten - Your Soul is now unchained and free to move.</p>

<p>Bethany - Activating an item using soul charges is sometimes free</p>

<p>Jacob & Esau - The character who picks up Birthright gains copies of three of the other character's passive items</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating ??? as Jacob & Esau</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

</span>

</li>

<li class="textbox" data-cid="489" data-sid="619" data-tid="619">

<a>

<div class="item rep-item rep619" onclick=""></div>

<span>

<p class="item-title">Birthright (Tainted)</p>

<p class="r-itemid">ItemID: 619</p>

<p class="pickup">????</p>

<p class="quality">Quality: 3</p>

<p>This item has a different effect for each character. See previous icon for normal character effects</p>

<p>Tainted Isaac - Adds 4 more spaces for passive items</p>

<p>Tainted Maggy - Adds 1 extra real heart container that doesn't deplete</p>

<p>Tainted Cain - Doubles picks dropped when touching an item</p>

<p>Tainted Judas - Increases the range in which Dark Arts hits enemies and tears</p>

<p>Tainted ??? - Allows you to hold up to 29 poops</p>

<p>Tainted Eve - Clots created only from red hearts spawn a heart that disappears after 2 seconds when they die</p>

<p>Tainted Samson - Chaining kills adds 3 seconds to the Berserk timer instead of 1x</p>

<p>Tainted Azazel - Doubles his sneeze size</p>

<p>Tainted Lazarus - The inactive character moves alongside you like Esau. Can fire tears but is immune to damage</p>

<p>Tainted Eden - Items taken before Birthright no longer get rerolled when taking damage</p>

<p>Tainted Lost - Grants an extra life. Deals 200 damage to nearby enemies when reviving</p>

<p>Tainted Lilith - All familiars now attach to her Umbilical cord like the Gello item</p>

<p>Tainted Keeper - Nearby coins dropped by enemies move towards you quickly</p>

<p>Tainted Apollyon - Holding the fire button causes locusts to stay near enemies and damage them instead of returning</p>

<p>Tainted Forgotten - Grants the Recall ability. When used, it retrieves the Forgotten skull, causing it to shoot back into your arms</p>

<p>Tainted Bethany - Spawns four random item wisps of high quality with significantly higher HP than normal</p>

<p>Tainted Jacob - Dark Esau splits into 2. Both charge at the same time and using Anima Sola chains both in the same spot</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating ??? as Jacob & Esau</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

</span>

</li>

<li class="textbox" data-cid="565" data-sid="621" data-tid="621">

<a>

<div class="item rep-item rep621" onclick=""></div>

<span>

<p class="item-title">Red Stew</p>

<p class="r-itemid">ItemID: 621</p>

<p class="pickup">Full HP + temporary DMG up</p>

<p class="quality">Quality: 2</p>

<p>Fully heals all red heart containers</p>

<p>Significantly increases damage by +21.6, however the damage boost wears off slowly over time at a rate of roughly -0.04 per second</p>

<p>Every enemy you kill adds +0.02 Damage to the timed effect of Red Stew</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Satan as Jacob & Esau</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Ultra Secret Room</p>

</ul>

</span>

</li>

<li class="textbox" data-cid="363" data-sid="622" data-tid="622">

<a>

<div class="item rep-item rep622" onclick=""></div>

<span>

<p class="item-title">Genesis</p>

<p class="r-itemid">ItemID: 622</p>

<p class="pickup">In the beginning</p>

<p class="quality">Quality: 2</p>

<p>When used, removes all your passive items and teleports you to Isaac's Bedroom</p>

<p>For every passive item removed, you are given a choice of 3 random pedestal items from any item pool. Essentially you are rerolling all your items, but each new item you get to choose between 3 random options</p>

<p>The bedroom also contains a random trinket, 2 chests, 2 sacks and Isaac's bed, which can be used to full heal your red heart health</p>

<p>The only way to exit Isaac's bedroom is teleporting out or via the trapdoor, which takes you to the next floor. This will deviate you from the alt path if you are currently on it</p>

<p>Since this item resets your stats, this item can remove Broken Hearts</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode as Jacob & Esau</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: One time use</p>

<p>Item Pool: Angel Room, Greed Mode Angel Room</p>

</ul>

</span>

</li>

<li class="textbox" data-cid="85" data-sid="623" data-tid="623">

<a>

<div class="item rep-item rep623" onclick=""></div>

<span>

<p class="item-title">Sharp Key</p>

<p class="r-itemid">ItemID: 623</p>

<p class="pickup">Open your enemies</p>

<p class="quality">Quality: 1</p>

<p>+5 Keys</p>

<p>Upon use, allows you to consume 1 key and fire it at an enemy, piercing enemies and dealing significant damage</p>

<p>The damage done by the key projectile pierces through enemies and scales with your damage upgrades (x5 damage + 30)</p>

<p>Keys fired by this item can open locked doors/chests, secret rooms and destroy objects in the room, such as rocks</p>

<p>Cannot be used if you don't have any keys</p>

<p>Enemies killed by Sharp Key have a ~10% chance to spawn random items that appear in a chests. This can be anything that would normally drop from a chest including pedestal items</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Instant</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, </p>

</li>

</li>

<li class="textbox" data-cid="224" data-sid="624" data-tid="624">

<a>

<div class="item rep-item rep624" onclick=""></div>

<span>

<p class="item-title">Booster Pack</p>

<p class="r-itemid">ItemID: 624</p>

<p class="pickup">Collect them all!</p>

<p class="quality">Quality: 1</p>

<p>Spawns 5 random cards</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Shop</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="255" data-sid="625" data-tid="625">

<a>

<div class="item rep-item rep625" onclick=""></div>

<span>

<p class="item-title">Mega Mush</p>

<p class="r-itemid">ItemID: 625</p>

<p class="pickup">"I'm a big boy now!"</p>

<p class="quality">Quality: 4</p>

<p>When used, this item causes Isaac to become humongous for 30 seconds</p>

<p>While huge, Isaac is invincible and can crush objects, doors and enemies</p>

<p>For the duration of the effect this gives you a x4 Damage Multiplier and +2.0 Range Up, but your rate of fire goes way down</p>

<p>Deals significant contact damage to enemies while active (1600 dps).</p>

<p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by getting all hard mode completion marks for the 17 non-tainted characters</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 12 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="547" data-sid="626" data-tid="626">

<a>

<div class="item rep-item rep626" onclick=""></div>

<span>

<p class="item-title">Knife Piece 1</p>

<p class="r-itemid">ItemID: 626</p>

<p class="pickup">????</p>

<p class="quality">Quality: 0</p>

<p>Combine with Knife Piece 2 to create a Knife which can be fired across the room, dealing 25 damage to any enemies it comes into contact with</p>

<p>In the Downpour/Dross II, you will find a white flame somewhere, and a room with a mirror in it. Touching the white flame temporarily turns you into The Lost, but allows you to walk through the mirror into a mirrored version of this floor. You have the Holy Mantle effect to prevent one hit per room, but taking another hit will kill you. The Knife Piece 1 is located in the Item Room in the mirrored area. Returning back through the mirror door returns you back to normal again</p>

<p>If you haven't unlocked Holy Mantle for The Lost yet, you won't gain the effect after touching a white fire so be careful!</p>

<p>The mirrored floor rooms have respawned enemies, and allows you to optionally fight the Boss a second time for an extra item</p>

<p>When combined with Knife Piece 2, can be used to stab the fleshy door in the Mausoleum II, which then leads to the Corpse floor and the Mother boss</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None (see above)</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="593" data-sid="627" data-tid="627">

<a>

<div class="item rep-item rep627" onclick=""></div>

<span>

<p class="item-title">Knife Piece 2</p>

<p class="r-itemid">ItemID: 627</p>

<p class="pickup">????</p>

<p class="quality">Quality: 0</p>

<p>Combine with Knife Piece 1 to create a Knife which can be fired across the room, dealing 25 damage to any enemies it comes into contact with</p>

<p>In the Mines/Ashpit II, there's a room with a minecart and a broken track. Pressing 3 yellow buttons on the floor causes the minecart to be rideable. Following the path takes you to an abandoned mineshaft, which leads you to a pedestal with the Knife Piece. Taking it will cause Mom's Shadow to spawn and chase you. You must make it back through the path solving a few bomb puzzles while avoiding her, to get back to the regular floor. All your items and consumables are temporarily removed while in the abandoned mine</p>

<p>The room to access Knife Piece 2 only appears if you have Knife Piece 1 already/>

<p>You can skip pressing the 3 yellow buttons if you have the ability to fly and have 2 bombs to force open the door</p>

<p>When combined with Knife Piece 1, can be used to stab the fleshy door in the Mausoleum II, which then leads to the Corpse floor and the Mother boss</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None (see above)</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="371" data-sid="628" data-tid="628">

<a>

<div class="item rep-item rep628" onclick=""></div>

<span>

<p class="item-title">Death Certificate</p>

<p class="r-itemid">ItemID: 628</p>

<p class="pickup">"Where am I?"</p>

<p class="quality">Quality: 4</p>

<p>This is a one time use item that teleports you to an alternate floor, which contains every single item in the game</p>

<p>The items are spread between several different rooms all on pedestals. You may take only one of the items, before being teleported back to where you were</p>

<p>It's literally every item, that includes items not in item pools like Knife Pieces</p>

<p class="r-unlock">UNLOCK: Unlock this item by completing every post-it note for every character, including the Tainted characters</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 1 time use</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="571" data-sid="629" data-tid="629">

<a>

<div class="item rep-item rep629" onclick=""></div>

<span>

<p class="item-title">Bot Fly</p>

<p class="r-itemid">ItemID: 629</p>

<p class="pickup">"Defense drone"</p>

<p class="quality">Quality: 3</p>

<p>Gives you a robot fly familiar that orbits around Isaac and fires shielded tears at incoming projectiles</p>

<p>Deals contact damage to enemies it touches</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Key Beggar, Crane Game</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="594" data-sid="631" data-tid="631">

<a>

<div class="item rep-item rep631" onclick=""></div>

<span>  
<p class="item-title">Meat Cleaver</p>  
<p class="r-itemid">ItemID: 631</p>  
<p class="pickup">"Slice but no dice"</p>  
<p class="quality">Quality: 1</p>  
<p>When used, the Meat Cleaver will split all enemies in the room into 2 smaller versions with ~40% health each</p>  
<p>For enemies that have multiple parts to them (e.g. Larry Jr.) it will split them into 2 smaller enemies with half the number of sections they used to have</p>  
<p>If the enemy normally has a mechanic that splits it (e.g. Teratoma, Envy) then Meat Cleaver will deal a lot of damage and trigger the splitting effect</p>  
<p>If the split enemy has low enough health, it will just die instead of splitting</p>  
<p>Doesn't work on end-game bosses except Delirium, where it will deal a chunk of damage and spawn a 2nd Delirium to deal with</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Isaac</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 2 rooms</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="411" data-sid="632" data-tid="632">  
<a>  
<div class="item rep-item rep632" onclick=""></div>  
<span>  
<p class="item-title">Evil Charm</p>  
<p class="r-itemid">ItemID: 632</p>  
<p class="pickup">"Luck up + you feel protected"</p>  
<p class="quality">Quality: 2</p>  
<p>+2 Luck Up</p>  
<p>You no longer take damage from poison/toxic gas/burn effects, and become immune to fear/confusion</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Secret Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="624" data-sid="633" data-tid="633">  
<a>  
<div class="item rep-item rep633" onclick=""></div>  
<span>  
<p class="item-title">Dogma</p>  
<p class="r-itemid">ItemID: 633</p>  
<p class="pickup">"Ascended"</p>  
<p class="quality">Quality: 0</p>  
<p>This item isn't available in any item pools - you are automatically given it after defeating Dogma, just before The Beast sequence</p>  
<p>+0.1 Speed Up</p>  
<p>+2.0 Damage Up</p>  
<p>Grants you the ability to fly</p>  
<p>Grants a one-time use of the Holy Mantle effect</p>  
<p>On normal mode this grants The Wafer effect, causing all damage to do a maximum of half a heart each time</p>  
<p>Sets your health to 6 hearts if you have fewer than 6. This will heal red hearts and then give soul hearts up to a total of 6. This doesn't work with The Lost characters</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: None</p>  
</ul>  
<p class="tags">\*, godma</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="75" data-sid="634" data-tid="634">  
<a>  
<div class="item rep-item rep634" onclick=""></div>  
<span>  
<p class="item-title">Purgatory</p>  
<p class="r-itemid">ItemID: 634</p>  
<p class="pickup">"Help from beyond"</p>  
<p class="quality">Quality: 2</p>  
<p>While in a room with enemies, red cracks will appear on the floor in random locations</p>  
<p>Walking over the crack spawns a white soul familiar, that launches itself into the nearest enemy, exploding and dealing double your tear damage to everything near it</p>  
<p>Cracks will keep appearing but only one can exist in the room at a time</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating challenge #38 (Baptism by Fire)</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Angel Room</p>  
</ul>  
<p class="tags">\*, ghost</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="510" data-sid="635" data-tid="635">  
<a>  
<div class="item rep-item rep635" onclick=""></div>  
<span>  
<p class="item-title">Stitches</p>  
<p class="r-itemid">ItemID: 635</p>  
<p class="pickup">"Bait and switch"</p>  
<p class="quality">Quality: 1</p>  
<p>While held, this item spawns a familiar that can be moved around using the arrow keys and deals 1.5 damage per tick to any enemies it touches</p>  
<p>When activated, you teleport, swapping places with wherever Stitches was positioned</p>  
<p>Teleporting next to fires will extinguish them (including blue fires) and on top of shopkeepers will destroy them (gives +10% devil/angel room chance as normal)</p>  
<p>If used while stitches is on top of an enemy, it can be used to telefrag enemies, dealing x3.5 your damage + 40</p>  
<p>Can be used to enter/exit Curse Rooms for free by teleporting in front of the door while holding the direction key to move in immediately. Also works for opening Spiked Chests and Mimic Chests without taking damage</p>  
<ul>  
<p>Type: Active, Familiar</p>  
<p>Recharge time: 3 seconds</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="260" data-sid="636" data-tid="636">  
<a>  
<div class="item rep-item rep636" onclick=""></div>  
<span>  
<p class="item-title">R Key</p>  
<p class="r-itemid">ItemID: 636</p>  
<p class="pickup">"Time to start over"</p>  
<p class="quality">Quality: 4</p>  
<p>When used, this item restarts the game and places you back on the first floor with all your currently collected items, similar to doing a Victory Lap</p>  
<p>The game timer does not reset</p>  
<p>Allows angel rooms to be found in the new run if a devil deal was taken in the first run</p>  
<p>In Greed Mode and while playing as Tainted Keeper, this item costs 99 coins instead of 15</p>  
<p>When used in the backwards path after picking up Dad's Note, R key will skip you to the Basement 1 version of this path, which leads directly to the Home floor. This may cause you to skip floors where you left a trinket to spawn a Cracked Key.</p>  
<p>Donation machines become fixed if they were jammed before using the R Key</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: Single use</p>  
<p>Item Pool: Secret Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="714" data-sid="637" data-tid="637">  
<a>  
<div class="item rep-item rep637" onclick=""></div>  
<span>  
<p class="item-title">Knockout Drops</p>  
<p class="r-itemid">ItemID: 637</p>  
<p class="pickup">"They pack a punch!"</p>  
<p class="quality">Quality: 3</p>  
<p>Isaac now has a chance to fire a fist instead of normal tears, which have a much higher knockback effect and confuse enemies for a few seconds</p>  
<p>Enemies that are knocked back will take 10 damage and knock back any enemy they are knocked into, dealing damage to them as well</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="206" data-sid="638" data-tid="638">

<a>

<div class="item rep-item rep638" onclick=""></div>

<span>

<p class="item-title">Eraser</p>

<p class="r-itemid">ItemID: 638</p>

<p class="pickup">Erase thy enemy</p>

<p class="quality">Quality: 2</p>

<p>An active item that allows you to throw an eraser at any enemy, which will kill it and prevent it from appearing for the rest of the run</p>

<p>Enemies that are erased create a puff of smoke instead of spawning</p>

<p>Works on bosses, except it doesn't kill them it just deals 15 damage</p>

<p>Can only be used once per floor - batteries also cannot be used to recharge it to bypass this restriction</p>

<p>The first use will raise it above your head, then by pressing the fire button it will be thrown in that direction</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 1 room (Can only be used once per floor)</p>

<p>Item Pool: Shop, Crane Game</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="333" data-sid="639" data-tid="639">

<a>

<div class="item rep-item rep639" onclick=""></div>

<span>

<p class="item-title">Yuck Heart</p>

<p class="r-itemid">ItemID: 639</p>

<p class="pickup">"Gross!"</p>

<p class="quality">Quality: 2</p>

<p>When used, this item will give you +1 Rotten Heart</p>

<p>Rotten Hearts act as red hearts and each one you currently have spawns 2 blue flies upon successfully clearing a room</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Maggy</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room, Rotten Beggar</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="72" data-sid="640" data-tid="640">

<a>

<div class="item rep-item rep640" onclick=""></div>

<span>

<p class="item-title">Urn of Souls</p>

<p class="r-itemid">ItemID: 640</p>

<p class="pickup">"Unleash their sorrow"</p>

<p class="quality">Quality: 3</p>

<p>Enemies now create a soul upon death, which is automatically sucked into the Urn giving it +1 charge. Mini-bosses and bosses create 2-3 souls</p>

<p>When activated, the urn can be fired as a high damage flamethrower in any direction</p>

<p>A charge is consumed roughly every 0.5 seconds of use</p>

<p>Multi-part enemies such as Envy or Teratoma create a soul per each part killed</p>

<p>A maximum of 20 souls can be held in the urn at one time</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan as Bethany</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: None (see above)</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="192" data-sid="641" data-tid="641">

<a>

<div class="item rep-item rep641" onclick=""></div>

<span>

<p class="item-title">Akeldama</p>

<p class="r-itemid">ItemID: 641</p>

<p class="pickup">"Spill your guts"</p>

<p class="quality">Quality: 2</p>

<p>With each shot fired, another bloody tear will spawn behind Isaac</p>

<p>Spawning multiple tears will form a trail of tears that follow Isaac as he moves, bursting and dealing damage upon contact with enemies</p>

<p>The effect from this item will only work while in a hostile room that contains at least 1 enemy</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Judas</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="274" data-sid="642" data-tid="642">

<a>

<div class="item rep-item rep642" onclick=""></div>

<span>

<p class="item-title">Magic Skin</p>

<p class="r-itemid">ItemID: 642</p>

<p class="pickup">"All your desires fulfilled"</p>

<p class="quality">Quality: 2</p>

<p>Upon use, this item consumes 1 heart container or 2 soul hearts and spawns one item pedestal from the current room's pool</p>

<p>Every use gives a broken heart, meaning that slot is permanently broken and the maximum health limit is reduced by 1 for the rest of the run</p>

<p>If Isaac has 12 broken hearts, he dies instantly (this also applies to The Lost despite having no health)</p>

<p>Magic Skin will continue to appear after finding it once if you are not still holding it - the chance for it to replace an item is  $1 \div (12 - \text{number of times used})$  up to a maximum of 50%</p>

<p>Broken hearts are empty heart containers that cannot be removed or refilled and will override other types of hearts when you reach 12 total. Replacing all 12 containers with broken hearts will kill you instantly. The only way to remove broken hearts is by donating to a Confessional Machine</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Jacob & Esau</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Shop, Red Chest, Curse Room</p>

</ul>

<p class="tags">\*, blood</p>

</span>

</a>

</li>

<li class="textbox" data-cid="323" data-sid="643" data-tid="643">

<a>

<div class="item rep-item rep643" onclick=""></div>

<span>

<p class="item-title">Revelation</p>

<p class="r-itemid">ItemID: 643</p>

<p class="pickup">"Awaken your faith"</p>

<p class="quality">Quality: 4</p>

<p>+2 Soul Hearts</p>

<p>Grants you the ability to fly</p>

<p>Holding the fire button charges up a light beam attack similar to Brimstone</p>

<p>The light beam deals damage equal to your current tear damage per tick to any enemies touching it</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Bethany</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="485" data-sid="644" data-tid="644">

<a>

<div class="item rep-item rep644" onclick=""></div>

<span>

<p class="item-title">Consolation Prize</p>

<p class="r-itemid">ItemID: 644</p>

<p class="pickup">i1 to lowest stat</p>

<p class="quality">Quality: 1</p>

<p>When picked up, this item gives you a stat increase, based on which is currently the lowest. Stat options are: +1.0 Damage, +0.6 Tears, +0.2 Speed, +5.25 Range</p>

<p>Also drops either a bomb, a key or 3 coins on the ground. This is decided by whatever you have the least of. Keys and bombs are equal to 3 coins for deciding which to give</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Golden Chest, Crane Game</p>

</ul>

<li class="tags">\*, </li>

<li class="textbox" data-cid="666" data-sid="645" data-tid="645">

<a>

<div class="item rep-item rep645" onclick=""></div>

<span>

<p class="item-title">Tinytoma</p>

<p class="r-itemid">ItemID: 645</p>

<p class="pickup">Itching for revenge</p>

<p class="quality">Quality: 1</p>

<p>Grants a large orbital that rotates around Isaac</p>

<p>When the orbital takes a few hits, they split into two smaller ones</p>

<p>After the smaller orbitals take another hit, they explode into 2 blue spiders</p>

<p>This item will respawn after a period of time</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Lazarus</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags">\*, </li>

<li class="textbox" data-cid="707" data-sid="646" data-tid="646">

<a>

<div class="item rep-item rep646" onclick=""></div>

<span>

<p class="item-title">Brimstone Bombs</p>

<p class="r-itemid">ItemID: 646</p>

<p class="pickup">Demon blast +5 bombs</p>

<p class="quality">Quality: 3</p>

<p>+5 Bombs</p>

<p>Your bombs now explode and fire 4 Brimstone lasers in all cardinal directions</p>

<p>Each brimstone laser deals 8 damage per tick for 13 total hits</p>

<p class="r-unlock">UNLOCK: Unlock this item by killing Hornfel before he can escape after breaking his minecart</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Bomb Beggar, Greed Mode Devil Room</p>

</ul>

<li class="tags">\*, </li>

<li class="textbox" data-cid="715" data-sid="647" data-tid="647">

<a>

<div class="item rep-item rep647" onclick=""></div>

<span>

<p class="item-title">4.5 Volt</p>

<p class="r-itemid">ItemID: 647</p>

<p class="pickup">Beat the juice out of them!</p>

<p class="quality">Quality: 2</p>

<p>Active items no longer charge up as normal from clearing rooms</p>

<p>Enemies taking damage now charges your item instead. This includes damage you deal, and environmental damage they take e.g. from Fireplaces</p>

<p>60 damage dealt = 1 charge</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Battery Beggar</p>

</ul>

<li class="tags">\*, </li>

<li class="textbox" data-cid="453" data-sid="649" data-tid="649">

<a>

<div class="item rep-item rep649" onclick=""></div>

<span>

<p class="item-title">Fruity Plum</p>

<p class="r-itemid">ItemID: 649</p>

<p class="pickup">Bouncy friend</p>

<p class="quality">Quality: 1</p>

<p>Gives you a familiar which is a smaller version of the Plum boss, which sprays tears and propels itself around the room</p>

<p>Deals contact damage to any enemies it runs into</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Baby Plum 10 times</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Key Beggar</p>

</ul>

<li class="tags">\*, extremely cute omg :plumsmug:</li>

</li>

<li class="textbox" data-cid="109" data-sid="650" data-tid="650">

<a>

<div class="item rep-item rep650" onclick=""></div>

<span>

<p class="item-title">Plum Flute</p>

<p class="r-itemid">ItemID: 650</p>

<p class="pickup">Play time!</p>

<p class="quality">Quality: 2</p>

<p>When used, this item calls a friendly version of the Plum boss to fight for you for 10 seconds</p>

<p>It will jump to the nearest enemy, slam on the ground and fire tears around it, then propel itself around the room, dealing contact damage to any enemies it touches before disappearing</p>

<p>It's possible to get a guaranteed spawn of this item by encountering the Baby Plum boss and not damaging her. After a minute or so of not hurting her she will fly away and spawn Plum Flute</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by allowing Baby Plum to escape instead of killing her</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<li class="tags">\*, extremely cute omg :plumsmug:</li>

</li>

<li class="textbox" data-cid="35" data-sid="651" data-tid="651">

<a>

<div class="item rep-item rep651" onclick=""></div>

<span>

<p class="item-title">Star of Bethlehem</p>

<p class="r-itemid">ItemID: 651</p>

<p class="pickup">Follow the light!</p>

<p class="quality">Quality: 3</p>

<p>Spawns a star with a white aura around it, that floats very slowly through each room on the floor, making its way towards the boss room</p>

<p>While standing inside the aura, you gain a big Tears Up (x2.5 fire rate), Damage Up (damage \* 1.2 + 1) and homing tears</p>

<p>The star continues to make its way through the floor, even if you aren't in the same room as it</p>

<p>On the Void floor, it will move towards the boss room containing Delirium</p>

<p>Doesn't travel into the Hush or Mega Satan boss room</p>

<p>It may travel through secret/curse rooms on its route to the boss room</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Bethany</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Angel Room</p>

</ul>

<li class="tags">\*, </li>

<li class="textbox" data-cid="372" data-sid="652" data-tid="652">

<a>  
<div class="item rep-item rep652" onclick=""></div>  
<span>  
<p class="item-title">Cube Baby</p>  
<p class="r-itemid">ItemID: 652</p>  
<p class="pickup">Kick it!</p>  
<p class="quality">Quality: 1</p>  
<p>Gives you a baby in an ice cube, which can be kicked around the room by walking into it</p>  
<p>Enemies take damage from Cube Baby depending on how fast it was travelling when it hit them. Having a higher movement speed allows you to kick it harder</p>  
<p>Enemies hit by the cube while moving have a high chance to become frozen. Frozen enemies never unfreeze and are considered dead by the game. Kicking a frozen enemy will push it into the wall, where it shatters and fires ice shards everywhere (these can then freeze other enemies)</p>  
<p>Enemies touching the cube while it's not moving or moving slowly will become slowed for a few seconds, and take a small amount of damage</p>  
<p>Cube Baby and enemies frozen will block enemy shots</p>  
<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="554" data-sid="653" data-tid="653">  
<a>  
<div class="item rep-item rep653" onclick=""></div>  
<span>  
<p class="item-title">Vade Retro</p>  
<p class="r-itemid">ItemID: 653</p>  
<p class="pickup">Regone!</p>  
<p class="quality">Quality: 3</p>  
<p>Enemies that die now spawn a red ghost, that floats in place of where the enemy died</p>  
<p>Activating the item causes all red ghosts in the room to explode, dealing damage to any enemies near them</p>  
<p>The explosion doesn't deal damage to Isaac</p>  
<p>Damage dealt by each ghost is  $3 + 0.04x$  the HP of the enemy it spawned from</p>  
<p>Larger enemies such as minibosses will spawn a larger red ghost that causes 3 explosions</p>  
<p>The red ghosts can be moved around slightly by firing tears through them</p>  
<p>Using the item will instantly kill any enemy or boss that has the 'ghost' tag and is at 50% or less HP. Enemies include Candler, Lil' Haunt, Polty, Red Ghost, Wizobob and The Forsaken, The Haunt, The Heretic and The Rainmaker bosses. This effect also works on Delirium if it is currently transformed into The Haunt while below half health</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier mode as Bethany</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: Instant</p>  
<p>Item Pool: Angel Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="100" data-sid="654" data-tid="654">  
<a>  
<div class="item rep-item rep654" onclick=""></div>  
<span>  
<p class="item-title">False PHD</p>  
<p class="r-itemid">ItemID: 654</p>  
<p class="pickup">Worse pills + evil up</p>  
<p class="quality">Quality: 2</p>  
<p>Identified all pills on pickup, and converts them to their worse counterparts (e.g. Stat Up becomes Stat Down)</p>  
<p>Any 'Stat down' pills you take give you a permanent +0.6 Damage Up (Horse pills +1.2)</p>  
<p>Most other pills spawn a black heart when used, including R U A Wizard?, Amnesia, Bad Trip, ???, Paralysis, Retro Vision, I'm Excited</p>  
<p>+1 Black Heart when picked up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room</p>  
</ul>  
<p class="tags">\*, p.h.d ph.d p.hd paper blood</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="0" data-sid="655" data-tid="655">  
<a>  
<div class="item rep-item rep655" onclick=""></div>  
<span>  
<p class="item-title">Spin to Win</p>  
<p class="r-itemid">ItemID: 655</p>  
<p class="pickup">Let it rip!</p>  
<p class="quality">Quality: 1</p>  
<p>While held, gives you an orbital that blocks enemy shots and deals contact damage equal to 3.5 per tick</p>  
<p>While the active key is held down, Isaac gains +0.5 Speed and all of your orbitals spin faster and deal more damage</p>  
<p>Orbital damage is equal to  $1.5 \times$  OrbitalDamage + 6 while this effect is active</p>  
<ul>  
<p>Type: Active & Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="178" data-sid="657" data-tid="657">  
<a>  
<div class="item rep-item rep657" onclick=""></div>  
<span>  
<p class="item-title">Vasculitis</p>  
<p class="r-itemid">ItemID: 657</p>  
<p class="pickup">Clogged enemies</p>  
<p class="quality">Quality: 2</p>  
<p>On death enemies now fire tears in random directions, which can damage other enemies</p>  
<p>The amount of tears created by this effect depends on the total health of the enemy killed. Smaller enemies spawn 2-3 tears, and bosses spawn a maximum of 16</p>  
<p>Tears from this effect maintain tear modifiers and status effects that Isaac currently has</p>  
<p>Isaac doesn't take damage from the tears created by this item</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="286" data-sid="658" data-tid="658">  
<a>  
<div class="item rep-item rep658" onclick=""></div>  
<span>  
<p class="item-title">Giant Cell</p>  
<p class="r-itemid">ItemID: 658</p>  
<p class="pickup">Micro friends</p>  
<p class="quality">Quality: 1</p>  
<p>Every time you take damage, a tiny Isaac familiar will spawn, which follows you and shoots tears at nearby enemies that deal 1.3 Damage</p>  
<p>The mini-Isaacs stay with you between floors, but can die if they take too much damage</p>  
<p>Maximum number of mini-Isaacs is 16 at one time</p>  
<p>Mini-Isaac's keep some of the abilities and appearance that Isaac has - e.g. the ability to fly. As Azazel they fire brimstone and as The Forgotten they use a bone club</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="89" data-sid="659" data-tid="659">  
<a>  
<div class="item rep-item rep659" onclick=""></div>  
<span>  
<p class="item-title">Tropicamide</p>  
<p class="r-itemid">ItemID: 659</p>  
<p class="pickup">Tear size + range up</p>  
<p class="quality">Quality: 1</p>  
<p>+1.5 Range Up</p>  
<p>Tear Size Up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room</p>  
</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="305" data-sid="660" data-tid="660">

<a>

<div class="item rep-item rep660" onclick=""></div>

<span>

<p class="item-title">Card Reading</p>

<p class="r-itemid">ItemID: 660</p>

<p class="pickup">A link to your future</p>

<p class="quality">Quality: 3</p>

<p>At the beginning of all future floors, two portals will appear, that can take you to either the Boss room (Red portal), Item room (Yellow portal) or Secret room (Blue portal)</p>

<p>After Chapter 3 (The Depths floors) only one portal will spawn</p>

<p>Portals disappear if you leave the starting room</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, paper, tarot card</p>

</span>

</a>

</li>

<li class="textbox" data-cid="677" data-sid="661" data-tid="661">

<a>

<div class="item rep-item rep661" onclick=""></div>

<span>

<p class="item-title">Quints</p>

<p class="r-itemid">ItemID: 661</p>

<p class="pickup">They lurk inside</p>

<p class="quality">Quality: 2</p>

<p>Every time an enemy dies, a random familiar spawns where it was killed for the rest of the room</p>

<p>The familiar cannot move, but continues to do its usual abilities</p>

<p>Possible familiars include: Abel, Boiled Baby, Brother Bobby, Sister Maggy, Little Steven, Demon Baby, Multidimensional Baby, Freezer Baby, Rotten Baby, Harlequin Baby, Ghost Baby, Guardian Angel, Lil Brimstone, Robo-Baby and Seraphim</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="622" data-sid="663" data-tid="663">

<a>

<div class="item rep-item rep663" onclick=""></div>

<span>

<p class="item-title">Tooth and Nail</p>

<p class="r-itemid">ItemID: 663</p>

<p class="pickup">You feel prickly</p>

<p class="quality">Quality: 2</p>

<p>Every 5 seconds you become spiky for a second, becoming immune and dealing 40 contact damage to any enemies that touch you</p>

<p>The effect is indicated by 4 white flashes, where the item activates on the 4th flash</p>

<p>If timed well, can be used to enter curse rooms and open spiky chests without taking damage. You still take damage however when using Blood Donation machines and Devil Beggars</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, spikes, spike, spike rock, greyhost, grey host</p>

</span>

</a>

</li>

<li class="textbox" data-cid="497" data-sid="664" data-tid="664">

<a>

<div class="item rep-item rep664" onclick=""></div>

<span>

<p class="item-title">Binge Eater</p>

<p class="r-itemid">ItemID: 664</p>

<p class="pickup">All you can eat</p>

<p class="quality">Quality: 4</p>

<p>Causes all pedestal items to show up as rotating items, that swap every 1 second between the original spawned item and a HP up item. This allows you to choose between the item that originally spawned and a HP upgrade every time</p>

<p>This effect applies to most items, including those in the shop and devil room. Doesn't apply to progress items like The Polaroid</p>

<p>When you pick up an item that increases your maximum HP, you gain 2 permanent stat increases, and a temporary damage boost that slowly goes down over time. Starts at +3.6 damage and goes to 0 after 30 seconds</p>

<p>While this temporary damage boost is active, each enemy you kill increases your damage slightly, allowing you to quickly kill multiple enemies and chain the effect for longer</p>

<p>This item also gives a -0.03 Speed Down for every food item held</p>

<p>The 2 permanent stat increases depend on the item taken:</p>

<p>A Snack = +0.2 shot speed, +1 luck. Breakfast = +0.2 shot speed, +1.5 range. Dessert = +1 flat damage, +0.2 shot speed. Dinner = +0.5 tears, +0.2 shot speed.</p>

<p>Lunch = +0.5 tears, +1.5 range. Midnight Snack = +1 flat damage, +1 luck. Rotten Meat = +1 flat damage, +1.5 range. Supper = +0.5 tears, +1 luck.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, dog, food, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="237" data-sid="665" data-tid="665">

<a>

<div class="item rep-item rep665" onclick=""></div>

<span>

<p class="item-title">Guppy's Eye</p>

<p class="r-itemid">ItemID: 665</p>

<p class="pickup">An eye for secrets</p>

<p class="quality">Quality: 2</p>

<p>Shows you to see the contents of chests, sacks, shopkeepers and items that will drop from fires before you destroy them</p>

<p>Doesn't work on tinted rocks and other obstacles (e.g. poop, pots)</p>

<p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Cain</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Red Chest</p>

</ul>

<p class="tags">\*, guppies eye, guppy eye </p>

</span>

</a>

</li>

<li class="textbox" data-cid="604" data-sid="667" data-tid="667">

<a>

<div class="item rep-item rep667" onclick=""></div>

<span>

<p class="item-title">Strawman</p>

<p class="r-itemid">ItemID: 667</p>

<p class="pickup">A helping hand</p>

<p class="quality">Quality: 2</p>

<p>Spawns a Keeper familiar, that shoots triple tears and follows your exact movements as you walk</p>

<p>The keeper has 3 health coins and can die if it takes enough damage. He can pick up coins to restore health</p>

<p>Similar to other familiars of this kind, you can hold the drop key to cause him to stand still</p>

<p>If he dies, his corpse turns into a few blue spiders. He won't respawn even if you move to a new floor</p>

<p>Will always match your current movement speed</p>

<p>+1 Bomb</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Keeper</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="258" data-sid="668" data-tid="668">

<a>

<div class="item rep-item rep668" onclick=""></div>

<span>

<p class="item-title">Dad's Note</p>

<p class="r-itemid">ItemID: 668</p>

<p class="pickup">...</p>

<p class="quality">Quality: 0</p>

<p>Only found in the Mausoleum/Gehenna II boss room.</p><p>The item itself has no effect, but triggers the ascent through the backwards path towards the Home floor.</p><p>Once you've beaten Mother once, a door will appear at the starting room in Depths II, which leads to the Mausoleum/Gehenna floors. The door can only be opened if you have The Polaroid, The Negative or Fade d Polaroid (the item/trinket is taken away when it opens). This means you need a way to teleport out of the Mom's Foot boss fight. If you didn't find one before this point, there will be a tinted Skull somewhere on Depths II, which contains a Fool card when blown up.</p><p>Cannot be rerolled by 4-pip dice rooms and Spindown Dice.</p><ul><p>Type: Passive</p><p>Item Pool: None (see above)</p></ul><p class="tags">\*, dads note, dad note, paper, </p></span></a></li><li class="textbox" data-cid="108" data-sid="669" data-tid="669"><a><div class="item rep-item rep669" onclick=""></div><span><p class="item-title">Sausage</p><p class="r-itemid">ItemID: 669</p><p class="pickup">All stats up</p><p class="quality">Quality: 3</p><p>+1 HP</p><p>+0.2 Speed Up</p><p>+0.5 Tears Up</p><p>+0.5 Damage Up</p><p>+1.5 Range Up</p><p>+0.16 Shot Speed Up</p><p>+1 Luck Up</p><p>+6.9% Devil/Angel Room chance</p><p>+6.9% Planetarium chance</p></ul><p>Type: Passive</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, sosig, meat, food, </p></span></a></li><li class="textbox" data-cid="602" data-sid="670" data-tid="670"><a><div class="item rep-item rep670" onclick=""></div><span><p class="item-title">Options?</p><p class="r-itemid">ItemID: 670</p><p class="pickup">There might be options</p><p class="quality">Quality: 2</p><p>Clearing a room will spawn an extra reward, however only one can be picked up - the other one will disappear</p><p>UNLOCK: Unlock this item by defeating The Beast as Isaac</p><ul><p>Type: Passive</p><p>Item Pool: Shop</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="131" data-sid="671" data-tid="671"><a><div class="item rep-item rep671" onclick=""></div><span><p class="item-title">Candy Heart</p><p class="r-itemid">ItemID: 671</p><p class="pickup">Power of love</p><p class="quality">Quality: 2</p><p>Every half red heart you pick up gives a small but permanent stat increase</p><p>Randomly picks between +0.10 Damage Up, +0.05 Tears Up, +0.15 Range Up, +0.02 Speed Up, +0.1 Luck Up, +0.02 Shot Speed Up per half red heart</p><p>Spawns 1 Red Heart when picked up</p><p>UNLOCK: Unlock this item by defeating The Beast as Magdalene</p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="703" data-sid="672" data-tid="672"><a><div class="item rep-item rep672" onclick=""></div><span><p class="item-title">A Pound of Flesh</p><p class="r-itemid">ItemID: 672</p><p class="pickup">Blood money</p><p class="quality">Quality: 1</p><p>This item causes Devil deals to cost money instead of hearts, and shop items to cost hearts instead of money</p><p>Shop items cost heart containers, and pickups have spikes around them</p><p>The Devil deal conversion rate is 1 heart container to 15 coins</p><p>Devil deal items can be on discount similar to the shop, making it 1 heart container = 7 coins instead</p><p>UNLOCK: Unlock this item by defeating The Beast as Cain</p><ul><p>Type: Passive</p><p>Item Pool: Devil Room, Demon Beggar</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="361" data-sid="673" data-tid="673"><a><div class="item rep-item rep673" onclick=""></div><span><p class="item-title">Redemption</p><p class="r-itemid">ItemID: 673</p><p class="pickup">Deliver me from evil</p><p class="quality">Quality: 2</p><p>Every time you enter a devil room and choose not to take an item, you get +1 Damage Up upon entering the next floor</p><p>The effect is shown via a cross above Isaac's head. Taking a Devil deal breaks the cross and prevents the damage up next floor</p><p>Taking free pickups such as Black hearts in the Devil room also count</p><p>UNLOCK: Unlock this item by defeating The Beast as Judas</p><ul><p>Type: Passive</p><p>Item Pool: None</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="387" data-sid="674" data-tid="674"><a><div class="item rep-item rep674" onclick=""></div><span><p class="item-title">Spirit Shackles</p><p class="r-itemid">ItemID: 674</p><p class="pickup">Unfinished business</p><p class="quality">Quality: 2</p><p>When you die, you turn into a ghost with 1/2 a red heart and flying, that is chained to your body for 10 seconds. This allows you to stay alive as long as you don't get hit during this 10 second period</p><p>After this effect occurs, it cannot activate again until Isaac gains a half or full Soul Heart or a Black Heart. Soul Hearts that are used to charge Spirit Shackles will not be added to your health as normal</p><p>UNLOCK: Unlock this item by defeating The Beast as The Forgotten</p><ul><p>Type: Passive</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="592.5" data-sid="675" data-tid="675"><a><div class="item rep-item rep675" onclick=""></div>

<span>  
<p class="item-title">Cracked Orb</p>  
<p class="r-itemid">ItemID: 675</p>  
<p class="pickup">Shards of knowledge</p>  
<p class="quality">Quality: 1</p>  
<p>Taking damage triggers a random room on the minimap, and automatically opens certain doors in the current room. Possible doors include any needing a key to open (Item Room, Shop, Alt Path doors), secret rooms and crawl spaces</p>  
<p>Cracked Orb can also reveal the location of the red room that contains a pedestal item. The Red Key item is required to access it, but it shows the direction to get there</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Eve</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Secret Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="702" data-sid="676" data-tid="676">  
<a>  
<div class="item rep-item rep676" onclick=""></div>  
<span>  
<p class="item-title">Empty Heart</p>  
<p class="r-itemid">ItemID: 676</p>  
<p class="pickup">It multiplies</p>  
<p class="quality">Quality: 2</p>  
<p>Upon entering each new floor, if you have one red heart or less, another one is added</p>  
<p>This effect works while moving up floors in the backwards path</p>  
<p>This item has no effect for characters with non-red health i.e. ???, Keeper and The Forgotten</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Samson</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Demon Beggar</p>  
</ul>  
<p class="tags">\*, blood</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="74" data-sid="677" data-tid="677">  
<a>  
<div class="item rep-item rep677" onclick=""></div>  
<span>  
<p class="item-title">Astral Projection</p>  
<p class="r-itemid">ItemID: 677</p>  
<p class="pickup">The true out-of-body experience!</p>  
<p class="quality">Quality: 2</p>  
<p>The first time you take damage in a room, Isaac will become a ghost and time will stop for 3 seconds</p>  
<p>During this ghost effect, you gain flight, spectral tears and the damage from the next hit you take is negated</p>  
<p>Isaac returns to his body if you either clear the room or take damage while in ghost form</p>  
<p>Only happens once per room - taking damage a second time does not turn you into a ghost again</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Lazarus</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Secret Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="106" data-sid="678" data-tid="678">  
<a>  
<div class="item rep-item rep678" onclick=""></div>  
<span>  
<p class="item-title">C Section</p>  
<p class="r-itemid">ItemID: 678</p>  
<p class="pickup">Fetus shots</p>  
<p class="quality">Quality: 4</p>  
<p>Your tears are replaced with a charge attack that fires a homing, spectral fetus</p>  
<p>The fetus tears deal damage equal to your current tear damage while in contact with enemies, roughly 5 times per second</p>  
<p>Can't be held down like normal charge attacks, they will release automatically at full charge</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Lilith</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="698" data-sid="679" data-tid="679">  
<a>  
<div class="item rep-item rep679" onclick=""></div>  
<span>  
<p class="item-title">Lil Abaddon</p>  
<p class="r-itemid">ItemID: 679</p>  
<p class="pickup">Abyssal friend</p>  
<p class="quality">Quality: 3</p>  
<p>Gives you a familiar that can be charged up to release a black ring, that damages any enemies that touch it with rapid hits (similar to Maw of the Void / Athame effects)</p>  
<p>The effect does a decent amount of damage, but doesn't scale with your damage upgrades</p>  
<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Azazel</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Devil Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="533" data-sid="680" data-tid="680">  
<a>  
<div class="item rep-item rep680" onclick=""></div>  
<span>  
<p class="item-title">Montezuma's Revenge</p>  
<p class="r-itemid">ItemID: 680</p>  
<p class="pickup">Oh no...</p>  
<p class="quality">Quality: 3</p>  
<p>While firing tears, you now charges up a poop attack for 3 seconds that when released, fires from Isaac's behind</p>  
<p>The poop attack deals your current tear damage to any enemies caught in the blast</p>  
<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as ???</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, Montezumas revenge </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="463" data-sid="681" data-tid="681">  
<a>  
<div class="item rep-item rep681" onclick=""></div>  
<span>  
<p class="item-title">Lil Portal</p>  
<p class="r-itemid">ItemID: 681</p>  
<p class="pickup">It hungers</p>  
<p class="quality">Quality: 1</p>  
<p>Gives Isaac a little portal familiar, that moves across the screen as you're firing</p>  
<p>The portal will suck up any consumables and trinkets it travels over, causing it to become larger and deal more contact damage</p>  
<p>When the portal sucks up 4 pickups, it turns into a portal that can be used to teleport to unexplored rooms around the floor. It can take you to rooms that require bombs/keys, e.g. the Secret Room or the S hop</p>  
<p>Every time the portal sucks up an item, it spawns a blue attack fly for you</p>  
<p>Once every room has been explored, the portal does nothing</p>  
<p>Cannot take you to rooms that aren't a part of the floor structure e.g. Devil Rooms / I AM ERROR rooms</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother as Apollyon</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>

</li>

<li class="textbox" data-cid="177" data-sid="682" data-tid="682">

<>

<div class="item rep-item rep682" onclick=""></div>

<span>

<p class="item-title">Worm Friend</p>

<p class="r-itemid">ItemID: 682</p>

<p class="pickup">Clingy buddy</p>

<p class="quality">Quality: 3</p>

<p>You gain a familiar that lives under the floor. Every so often it will come up and attempt to grab onto a random enemy in the room, holding them in place and dealing damage</p>

<p>The Worm Friend deals 4 damage for 8 ticks total.</p>

<p>If the enemy moves quickly enough it can miss its attack</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Apollyon</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

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</li>

<li class="textbox" data-cid="32" data-sid="683" data-tid="683">

<>

<div class="item rep-item rep683" onclick=""></div>

<span>

<p class="item-title">Bone Spurs</p>

<p class="r-itemid">ItemID: 683</p>

<p class="pickup">Break your enemies</p>

<p class="quality">Quality: 2</p>

<p>Enemies that die will leave behind 1-2 floating bone shards where they die, until you leave the room</p>

<p>Other enemies that touch the bone shards will take 3.5 damage, with a chance to either bounce off them or cause it to break and disappear</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother as The Forgotten</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

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<p class="tags">\*, </p>

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</li>

<li class="textbox" data-cid="171" data-sid="684" data-tid="684">

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<div class="item rep-item rep684" onclick=""></div>

<span>

<p class="item-title">Hungry Soul</p>

<p class="r-itemid">ItemID: 684</p>

<p class="pickup">Out for blood</p>

<p class="quality">Quality: 3</p>

<p>Each time an enemy dies, a friendly red soul appears. It will hunt down other enemies, dealing contact damage which scales with your tear damage</p>

<p>After 5 seconds the red soul explodes (Isaac doesn't take damage from this effect)</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as The Lost</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, this item is irrelevant 99.94% of you wont kill the beast as the lost me included :(</p>

</span>

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</li>

<li class="textbox" data-cid="245" data-sid="685" data-tid="685">

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<div class="item rep-item rep685" onclick=""></div>

<span>

<p class="item-title">Jar of Wisps</p>

<p class="r-itemid">ItemID: 685</p>

<p class="pickup">Your faith grows</p>

<p class="quality">Quality: 2</p>

<p>When used, gives you number of blue flame orbitals based on the number shown over this item</p>

<p>It starts at 1, and increments each activation, giving you more familiars each time you use it</p>

<p>The flames fire tears at the same time Isaac does, that deal a flat 3 damage</p>

<p>If a flame touches an enemy, it deals contact damage equal to double your current tear damage and then disappears</p>

<p>You can have a maximum of 24 flame orbitals at once</p>

<p>Each flame has a chance to spawn as one of many variants, such as green flames that poison enemies, or a crucifix flame that spawns a random horseman familiar + Locusts when it is extinguished</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Bethany</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 12 rooms</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

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</li>

<li class="textbox" data-sid="433" data-sid="686" data-tid="686">

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<div class="item rep-item rep686" onclick=""></div>

<span>

<p class="item-title">Soul Locket</p>

<p class="r-itemid">ItemID: 686</p>

<p class="pickup">Power of faith</p>

<p class="quality">Quality: 2</p>

<p>Spawns 1 soul heart on the floor</p>

<p>Soul hearts give you small permanent stat increases when picked up</p>

<p>Possible stats include +0.3 Range Up, +0.2 Luck Up, +0.2 Damage Up, +0.1 Tears Up, +0.04 Speed Up</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greed Mode as Bethany</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

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<li class="textbox" data-cid="265" data-sid="687" data-tid="687">

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<div class="item rep-item rep687" onclick=""></div>

<span>

<p class="item-title">Friend Finder</p>

<p class="r-itemid">ItemID: 687</p>

<p class="pickup">Best friends forever!</p>

<p class="quality">Quality: 3</p>

<p>Spawns a random charmed enemy which fights by your side and copies your exact movements, similar to how Jacob & Esau work</p>

<p>The familiars fire tears at the same time as Isaac, and have a visible health bar showing how much damage they can take before dying</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Jacob & Esau</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room, Crane Game</p>

</ul>

<p class="tags">\*, </p>

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</li>

<li class="textbox" data-cid="299" data-sid="688" data-tid="688">

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<div class="item rep-item rep688" onclick=""></div>

<span>

<p class="item-title">Inner Child</p>

<p class="r-itemid">ItemID: 688</p>

<p class="pickup">Let him free!</p>

<p class="quality">Quality: 2</p>

<p>Gives you an extra life</p>

<p>You respawn as a tiny version of Isaac, with a greatly reduced hitbox and +0.2 Speed Up</p>

<p>When the effect activates you deal 35 damage to nearby enemies</p>

<p>Once unlocked, if you have already unlocked the tainted version of the character you're playing as, Inner Child is guaranteed to spawn in the hidden closet on the Home floor</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greed Mode as Jacob & Esau</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, </p>

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<span>

Glitched Crown

ItemID: 689</p>

?????

Quality: 4</p>

Item pedestals now cycle between 5 random items

UNLOCK: Unlock this item by defeating The Beast as Tainted Isaac

<ul>

Type: Passive

Item Pool: Secret Room

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<span>

Belly Jelly

ItemID: 690</p>

Bounce away!

Quality: 3</p>

Enemies that touch Isaac will now bounce off him and fly off in the opposite direction

Bounced enemies will take 10 damage if they slam into the wall

This item also gives a random chance for enemy shots to bounce off you without taking damage

UNLOCK: Unlock this item by defeating The Beast as Tainted Magdalene

<ul>

Type: Passive

Item Pool: Item Room

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<span>

Sacred Orb

ItemID: 691</p>

Destined for greatness

Quality: 4</p>

Increases the quality of generated items

Rerolls items with a quality of 0 or 1</p>

33% chance to reroll items with a quality of 2</p>

Quality is a hidden mechanic in Repetance for all items and ranges from 0-4. Certain items consider Quality for picking what item to spawn, allowing better items to spawn under certain conditions

Counts as 1 of 3 angel items needed towards the Seraphim transformation

UNLOCK: Unlock this item by defeating The Beast as Tainted Lost

<ul>

Type: Passive

Item Pool: Angel Room, Secret Room

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<span>

Sanguine Bond

ItemID: 692</p>

He awaits your offering

Quality: 1</p>

Spawns a special set of spikes in the Devil Room

Taking damage from the spikes has a chance to spawn a reward

Nothing - 37.5% chance

6 Pennies - 17% chance

+0.5 Damage Up - 27.5% chance

2 Black Hearts - 9.5% chance

Random Item - 5.5% chance

L Leviathan trasformation - 3% chance

UNLOCK: Unlock this item by defeating The Beast as Tainted Judas

<ul>

Type: Passive

Item Pool: Devil Room, Curse Room

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<span>

The Swarm

ItemID: 693</p>

Infest

Quality: 2</p>

When picked up, this gives you 9 orbital flies

Each time a fly blocks an enemy shot, it will turn into a blue fly and attack nearby enemies, leaving you with one less orbital

Every room clear gives you +1 orbital fly, up to a maximum of 9

Counts as 1 of 3 fly items needed towards the Beelzebub transformation

UNLOCK: Unlock this item by defeating The Beast as Tainted Blue Baby

<ul>

Type: Passive

Item Pool: Item Room, Key Beggar

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<span>

Heartbreak

ItemID: 694</p>

Eternal sorrow

Quality: 3</p>

Gives you +0.25 Damage Up for every broken heart you have

Gives 3 broken hearts when picked up

Every hit of damage that would kill you, instead adds 2 more broken hearts and deal 40 damage to all enemies in the room

Heartbreak cannot kill you on pickup

Broken hearts are empty heart containers that cannot be removed or refilled and will override other types of hearts when you reach 12 total. Replacing all 12 containers with broken hearts will kill you instantly. The only way to remove broken hearts is by donating to a Confessional Machine

UNLOCK: Unlock this item by defeating The Beast as Tainted Eve

<ul>

Type: Passive

Item Pool: Devil Room, Curse Room

</ul>

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- <a>

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<span>

Bloody Gust

ItemID: 695</p>

May your rage bring haste

Quality: 3</p>

Every time you take damage, you gain a Speed Up and a Tears Up

<p>The stat increases start small, and scale up each time you take damage (+0.25 Tears Up for the first hit, +0.75 Tears Up for the 6th hit)</p><p>The effect maxes out at +3 Tears Up and +1 Speed Up after taking damage 6 times. This brings you to the maximum possible speed</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Mother as Samson</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Devil Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="374" data-sid="696" data-tid="696"><a><div class="item rep-item rep696" onclick=""></div><span><p class="item-title">Salvation</p><p class="r-itemid">ItemID: 696</p><p class="pickup">Divine protection</p><p class="quality">Quality: 3</p><p>Isaac gains a halo of light around him. When an enemy touches the halo for couple of seconds, a beam of light will come down and deal a burst of damage to it</p><p>The triggered beam also fires in all 4 cardinal directions, dealing damage to anything it touches</p><p>Every time Isaac takes damage, the halo grows slightly bigger up to a maximum of 10 times. The size resets when leaving the floor</p><p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Lazarus</p><ul><p>Type: Passive</p><p>Item Pool: Angel Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="268" data-sid="697" data-tid="697"><a><div class="item rep-item rep697" onclick=""></div><span><p class="item-title">Vanishing Twin</p><p class="r-itemid">ItemID: 697</p><p class="pickup">He wants revenge</p><p class="quality">Quality: 3</p><p>A fetus familiar follows Isaac, and upon entering the Boss room on each floor, it will transform into a copy of the boss</p><p>This makes bosses a lot harder, however you now get 2 boss item drops</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush as Jacob & Esau</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Secret Room, Curse Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="699" data-sid="698" data-tid="698"><a><div class="item rep-item rep698" onclick=""></div><span><p class="item-title">Twisted Pair</p><p class="r-itemid">ItemID: 698</p><p class="pickup">Double trouble!</p><p class="quality">Quality: 4</p><p>You gain two familiar demons, that stay by Isaac's side and fire shots in the same direction as you</p><p>The familiars deal roughly 40% of Isaac's damage, scaling with damage upgrades you get</p><p>They sit near and rotate around Isaac depending on which way you're firing tears. They do not block enemy shots</p><p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Lilith</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Devil Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="701" data-sid="699" data-tid="699"><a><div class="item rep-item rep699" onclick=""></div><span><p class="item-title">Azazel's Rage</p><p class="r-itemid">ItemID: 699</p><p class="pickup">Ancient power</p><p class="quality">Quality: 3</p><p>Isaac builds rage each time you clear a new room. This is shown by the Azazel skin spreading on Isaac's face</p><p>After 4 rooms, Isaac's face will flash red. The next room you enter he will automatically fire a massive red brimstone laser for 4 seconds, dealing huge damage</p><p>The rage resets back to zero, and the cycle continues every 5 rooms cleared</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Azazel</p><ul><p>Type: Passive</p><p>Item Pool: Devil Room</p></ul><p class="tags">\*, azazels rage, azazel rage</p></span></a></li><li class="textbox" data-cid="107" data-sid="700" data-tid="700"><a><div class="item rep-item rep700" onclick=""></div><span><p class="item-title">Echo Chamber</p><p class="r-itemid">ItemID: 700</p><p class="pickup">I can see see the future future future</p><p class="quality">Quality: 2</p><p>When using a card, pill, or rune, you also use a copy of the last 3 cards/pills/runes you used after picking up Echo Chamber</p><p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Apollyon</p><ul><p>Type: Passive</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="550" data-sid="701" data-tid="701"><a><div class="item rep-item rep701" onclick=""></div><span><p class="item-title">Isaac's Tomb</p><p class="r-itemid">ItemID: 701</p><p class="pickup">Buried memories</p><p class="quality">Quality: 3</p><p>Spawns an Old Chest at the start of all future floors</p><p>Old Chests work the same as Golden Chests, requiring a key to open but contain different items</p><p>The Old chest can contain: 3 trinkets (42% chance), 1-3 soul hearts (43% chance), a random item from the Old Chest pool (10% chance) or an angel room item (5% chance)</p><p>Spawns a second chest in the mirrored floor of Downpour II or Dross II, but only if you had this item before entering the floor</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Forgotten</p><ul><p>Type: Passive</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, isaacs tomb, isaac tomb </p></span></a></li><li class="textbox" data-cid="110" data-sid="702" data-tid="702"><a><div class="item rep-item rep702" onclick=""></div><span><p class="item-title">Vengeful Spirit</p><p class="r-itemid">ItemID: 702</p><p class="pickup">Hot blooded</p><p class="quality">Quality: 2</p><p>Spawns an Old Chest at the start of all future floors</p><p>Old Chests work the same as Golden Chests, requiring a key to open but contain different items</p><p>The Old chest can contain: 3 trinkets (42% chance), 1-3 soul hearts (43% chance), a random item from the Old Chest pool (10% chance) or an angel room item (5% chance)</p><p>Spawns a second chest in the mirrored floor of Downpour II or Dross II, but only if you had this item before entering the floor</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Forgotten</p><ul><p>Type: Passive</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, </p></span></a></li>

<p>Each time you take damage, a red flame orbital will appear around Isaac for the remainder of the floor, up to a maximum of 6</p><p>The flames deal contact damage which scales with your tear damage</p><p>Upon reaching 6 flames, they will also start to fire tears along with Isaac, dealing a flat 3.2 damage per tear</p><p>When entering a new floor, all the flames disappear</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Bethany</p>- <ul><p>Type: Passive</p><p>Item Pool: Devil Room, Curse Room</p></ul><p class="tags">\*, </p></a></li><li class="textbox" data-cid="175" data-sid="703" data-tid="703"><a><div class="item rep-item rep703" onclick=""></div><span><p class="item-title">Esau Jr</p><p class="r-itemid">ItemID: 703</p><p class="pickup">Lost brother</p><p class="quality">Quality: 2</p><p>Using this item swaps you between the character you started as, and Esau, which has 3 black hearts, +2 base damage and the ability to fly</p><p>This character keeps its own separate health and items. Items picked up are not shared between the two characters</p><p>If either character dies it's game over</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Jacob</p><ul><p>Type: Active</p><p>Recharge time: 1 room</p><p>Item Pool: Item Room, Secret Room</p></ul><p class="tags">\*, </p></a></li><li class="textbox" data-cid="95" data-sid="704" data-tid="704"><a><div class="item rep-item rep704" onclick=""></div><span><p class="item-title">Berserk</p><p class="r-itemid">ItemID: 704</p><p class="pickup">Rip and tear</p><p class="quality">Quality: 3</p><p>When activated, Isaac's tears are replaced by a bone sword and he goes on a killing rampage, gaining +0.4 Speed, +3 Flat Damage Up for 5 seconds</p><p>The sword deals x3 damage if used at close range, or x1.5 damage if charged up and thrown</p><p>Clearing rooms doesn't charge this item - charge is added equal to damage taken by enemies. This includes all sources of damage, including environmental damage to enemies</p><p>Killing an enemy while berserk will increase the duration of the effect by 1 second</p><p>You don't die while in Berserk mode, but taking lethal damage will kill you after the effect wears off</p><p>The bone sword from this item is similar to Donkey Jawbone from Antibirth</p><p>Tainted Samson starts with a passive version of this item</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Samson</p><ul><p>Type: Active</p><p>Recharge time: Enemy damage taken = charge</p><p>Item Pool: Devil Room</p></ul><p class="tags">\*, berzerk, bamson</p></a></li><li class="textbox" data-cid="101" data-sid="705" data-tid="705"><a><div class="item rep-item rep705" onclick=""></div><span><p class="item-title">Dark Arts</p><p class="r-itemid">ItemID: 705</p><p class="pickup">One with the shadows</p><p class="quality">Quality: 2</p><p>When used, Isaac turns into a ghost for 1 second and his speed goes up to maximum (2.0). During this time he can walk over enemies to mark them for death. When the effect wears off, Isaac quickly runs between each marked enemy, dealing high damage to each one rapidly (roughly x2.5 your tear damage)</p><p>The damage caused by this effect scales up with every target it hits in a row</p><p>Tainted Judas starts with this item</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Judas</p><ul><p>Type: Active</p><p>Recharge time: 7 seconds</p><p>Item Pool: Devil Room</p></ul><p class="tags">\*, budas, jubas, sword, blood, omae wa mou shindeiru</p></a></li><li class="textbox" data-cid="135" data-sid="706" data-tid="706"><a><div class="item rep-item rep706" onclick=""></div><span><p class="item-title">Abyss</p><p class="r-itemid">ItemID: 706</p><p class="pickup">Come forth from the depths</p><p class="quality">Quality: 4</p><p>When used, Abyss consumes all pedestal items in the current room and converts them into Red attack flies</p><p>Red attack flies will charge across the room in the same direction Isaac is shooting, dealing contact damage to enemies equal to Isaac's tear damage</p><p>The flies don't block enemy shots, but this also means they never die and stay with Isaac forever</p><p>Tainted Apollyon starts with this item</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Apollyon</p><ul><p>Type: Active</p><p>Recharge time: 4 rooms</p><p>Item Pool: Devil Room</p></ul><p class="tags">\*, </p></a></li><li class="textbox" data-cid="511" data-sid="707" data-tid="707"><a><div class="item rep-item rep707" onclick=""></div><span><p class="item-title">Supper</p><p class="r-itemid">ItemID: 707</p><p class="pickup">HP up</p><p class="quality">Quality: 1</p><p>+1 HP Up</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room</p></ul><p class="tags">\*, </p></a></li><li class="textbox" data-cid="631" data-sid="708" data-tid="708"><a><div class="item rep-item rep708" onclick=""></div><span><p class="item-title">Stapler</p><p class="r-itemid">ItemID: 708</p><p class="pickup">DMG up</p><p class="quality">Quality: 3</p><p>+1.0 Damage Up</p><p>Staples one of Isaac's eyes shut, meaning he only shoots tears from one eye. This means some effects such as R U A WIZARD pills only fire tears in one direction</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room</p></ul><p class="tags">\*, </p></a></li><li class="textbox" data-cid="233" data-sid="709" data-tid="709"><a><div class="item rep-item rep709" onclick=""></div>

<span>  
<p class="item-title">Suplex!</p>  
<p class="r-itemid">ItemID: 709</p>  
<p class="pickup">Angel breaker</p>  
<p class="quality">Quality: 3</p>  
<p>When used, you charge forwards for a second. If you touch an enemy in that time, Isaac will pick it up and slam it on the ground, killing it and sending a shockwave around the impact</p>  
<p>In the brief period while holding the enemy you can move a target to decide where it lands</p>  
<p>Actually does work on bosses! However after the attack you end up near the boss, which puts you in danger of taking damage too</p>  
<p>Scales in damage and area of effect with the player's size</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Jacob & Esau</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 8 seconds</p>  
<p>Item Pool: Item Room, Crane Game</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="505" data-sid="710" data-tid="710">  
<a>  
<div class="item rep-item rep710" onclick=""></div>  
<span>  
<p class="item-title">Bag of Crafting</p>  
<p class="r-itemid">ItemID: 710</p>  
<p class="pickup">Make your destiny</p>  
<p class="quality">Quality: 4</p>  
<p>When used will do a swipe attack in any direction. Can be used to store up to 8 consumables in, such as hearts, coins, keys, bombs, cards etc</p>  
<p>When the bag has 8 items you can hold down the activate button for 2 seconds to craft yourself a brand new random item</p>  
<p>Bag of Crafting's recipes are based on your current seed, but there are some fixed recipes that exist in every run, e.g. 8 coins = Slot Machine</p>  
<p>While playing as Tainted Cain you get a visual interface to see what items are in the bag, allowing you to see what item will be created and swap out specific consumables</p>  
<p>Has other uses - Will deal 3 damage to enemies it hits, and can be used to quickly push bombs and objects across rooms</p>  
<p>Tainted Cain starts with this item, but can be used by any character after unlocking it and finding it in the item room</p>  
<p>Check out the <strong class="pri">Mechanics &gt; Bag of Crafting</strong> page for more info and a tool that shows what consumables create which items!</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Cain</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: Instant</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, Bain</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="144" data-sid="711" data-tid="711">  
<a>  
<div class="item rep-item rep711" onclick=""></div>  
<span>  
<p class="item-title">Flip</p>  
<p class="r-itemid">ItemID: 711</p>  
<p class="pickup">Life and death</p>  
<p class="quality">Quality: 4</p>  
<p>While holding flip, a ghost item will appear behind item pedestals upon entering Item Rooms and Shop that cannot be interacted with</p>  
<p>When activated, all real items in the room will be swapped with the ghost items behind them</p>  
<p>The ghost item stays there even if you take the regular item, allowing you to use Flip to get both of them</p>  
<p>Does nothing with item pedestals that don't have a ghost item behind them</p>  
<p>When playing as Tainted Lazarus, activating Flip also changes you between Lazarus and Dead Lazarus</p>  
<p>Tainted Lazarus starts with this item, but can be used by any character after unlocking it and finding it in the item room</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Lazarus</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 6 rooms</p>  
<p>Item Pool: Curse Room, Secret Room, Shop</p>  
</ul>  
<p class="tags">\*, Bazaar</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="549" data-sid="712" data-tid="712">  
<a>  
<div class="item rep-item rep712" onclick=""></div>  
<span>  
<p class="item-title">Lemegoton</p>  
<p class="r-itemid">ItemID: 712</p>  
<p class="pickup">Item summoner</p>  
<p class="quality">Quality: 3</p>  
<p>When used, gives you an orbital flame which represents another random passive item in the game. While you have this flame you also have that item's effect</p>  
<p>The flame deals double your tear damage to any enemies that touch it, but if it takes too much damage the flame will disappear and you lose the item's effect</p>  
<p>Tainted Bethany starts with this item</p>  
<p>Wisps are randomly chosen from Item Room, Boss Room and Shop item pools, with a 25% chance to pick the same pool as the current room</p>  
<p>Counts as 1 of 3 book items needed towards the Bookworm transformation.</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Bethany</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 6 rooms</p>  
<p>Item Pool: Devil Room, Library</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="575" data-sid="713" data-tid="713">  
<a>  
<div class="item rep-item rep713" onclick=""></div>  
<span>  
<p class="item-title">Sumptorium</p>  
<p class="r-itemid">ItemID: 713</p>  
<p class="pickup">Return</p>  
<p class="quality">Quality: 3</p>  
<p>When used, removes half a heart of health and creates a clot familiar</p>  
<p>Clot familiars follow Isaac's exact movements including flight, firing tears and tear effects</p>  
<p>Holding down the swap button will cause all your clots to stay in place</p>  
<p>Works differently as Tainted Eve - instead clots are created by firing for 2 seconds, down to a minimum of half a red heart. Using Sumptorium as her will then cause all Clots to be consumed and return your hearts back to you. Clots returning back to Eve deal 3x damage as they suck back in</p>  
<p>The type of heart consumed to create a clot will give it different abilities: Soul Hearts = More health, Black Hearts = Dark Matter effect, Eternal Hearts = Sacred Heart effect, Gold Hearts = Midas Touch effect, Bone Hearts = Compound Fracture effect, Rotten Hearts = Less health</p>  
<p>Tainted Eve starts with this item, but can be used by any character after unlocking it and finding it in the item room</p>  
<p class="r-unlock">UNLOCK: This item comes along with Tainted Eve. The achievement 'Sumptorium' is unlocked by defeating Delirium as Tainted Eve</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 10 seconds</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="369" data-sid="714" data-tid="714">  
<a>  
<div class="item rep-item rep714" onclick=""></div>  
<span>  
<p class="item-title">Recall</p>  
<p class="r-itemid">ItemID: 714</p>  
<p class="pickup">Come back</p>  
<p class="quality">Quality: 0</p>  
<p>When used, this will retrieve the Tainted Forgotten's skeleton back to its owner's hands from any distance</p>  
<p>Tainted Forgotten's Birthright effect: Cannot be obtained and has no use for any other character</p>  
<p>Birthright is a Shop item that has unique effects depending on what character you're playing as</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 3 seconds</p>  
<p>Item Pool: None</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="230" data-sid="715" data-tid="715">  
<a>  
<div class="item rep-item rep715" onclick=""></div>  
<span>

<p class="item-title">Hold</p>

<p class="r-itemid">ItemID: 715</p>

<p class="pickup">Saved for later</p>

<p class="quality">Quality: 0</p>

<p>This is the item Tainted Blue Baby (???) uses as his main mechanic</p>

<p>Killing or damaging enemies spawns various poops, which add to his collection. Pressing the bomb button will put the next poop into the 'Hold' jar. Pressing it again allows you to throw it at enemies. Each poop has random effects like Butt Bombs, Fire Poops etc</p>

<p>Tainted Blue Baby starts with this item, and is the only one who can use it</p>

- <p>Type: Active</p>

<p>Recharge time: Instant</p>

<p>Item Pool: None</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="633" data-sid="716" data-tid="716">

<a>

<div class="item rep-item rep716" onclick=""></div>

<span>

<p class="item-title">Keeper's Sack</p>

<p class="r-itemid">ItemID: 716</p>

<p class="pickup">Spending power</p>

<p class="quality">Quality: 3</p>

<p>Spawns 3 random coins and a key when picked up</p>

<p>Buying items from the shop gives you random stat upgrades. The more you spend the higher the stat increase</p>

<p>Possible stats include Speed, Damage and Range</p>

<p>15c items give all 3 stats: +1 Damage Up, +0.03 or +0.06 Speed Up, +0.25 or +0.5 Range Up</p>

<p>5c items give 1 or 2 stats: +0.5 Damage Up \*\*OR\*\* +0.25 Range and +0.03 Speed Up</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother as The Keeper</p>

- <p>Type: Passive</p>

<p>Item Pool: Shop, Secret Room</p>

- <p class="tags">\*, keepers sack, keeper sack</p>

</span>

</a>

</li>

<li class="textbox" data-cid="589" data-sid="717" data-tid="717">

<a>

<div class="item rep-item rep717" onclick=""></div>

<span>

<p class="item-title">Keeper's Kin</p>

<p class="r-itemid">ItemID: 717</p>

<p class="pickup">Under a rock</p>

<p class="quality">Quality: 2</p>

<p>While in a room with enemies, blue spiders will randomly spawn from objects in the room (e.g. rocks, pots, stone blocks)</p>

<p>All rocks spawn 0-2 blue spiders when destroyed</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Keeper</p>

- <p>Type: Passive</p>

<p>Item Pool: Item Room, Secret Room</p>

- <p class="tags">\*, keepers kin, keeper kin</p>

</span>

</a>

</li>

<li class="textbox" data-cid="530" data-sid="719" data-tid="719">

<a>

<div class="item rep-item rep719" onclick=""></div>

<span>

<p class="item-title">Keeper's Box</p>

<p class="r-itemid">ItemID: 719</p>

<p class="pickup">Portable shop</p>

<p class="quality">Quality: 2</p>

<p>When used, spawns a random shop item or consumable, however you have to pay the relevant cost to pick it up</p>

<p>Can include anything that would appear in the shop</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Keeper</p>

- <p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Shop, Secret Room, Wooden Chest</p>

- <p class="tags">\*, keepers box, keeper box</p>

</span>

</a>

</li>

<li class="textbox" data-cid="446" data-sid="720" data-tid="720">

<a>

<div class="item rep-item rep720" onclick=""></div>

<span>

<p class="item-title">Everything Jar</p>

<p class="r-itemid">ItemID: 720</p>

<p class="pickup">Anything is possible</p>

<p class="quality">Quality: 2</p>

<p>With every bar of charge this item has, a different consumable is shown inside the Jar. 1 = poop, 2 = penny, 3 = bomb, 4 = key, 5 = red heart, 6 = pill, 7 = card, 8 = soul heart, 9 = gold heart, 10 = gold key, 11 = gold bomb</p>

<p>At the full 12 charges, a completely random effect will happen. It can be anything including spawning a bunch of consumables, spawning a glitched pedestal item, creating a bunch of light beams, spawning tr oll bombs or nothing at all</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Eden</p>

- <p>Type: Active</p>

<p>Recharge time: 12 rooms</p>

<p>Item Pool: Item Room, Crane Game</p>

- <p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="270" data-sid="721" data-tid="721">

<a>

<div class="item rep-item rep721" onclick=""></div>

<span>

<p class="item-title">TMTRAINER</p>

<p class="r-itemid">ItemID: 721</p>

<p class="pickup">Isaac and his mother lived alone in a small house on a hill</p>

<p class="quality">Quality: 2</p>

<p>When picked up, all future items become 'glitched', causing them to become random combinations of 2-3 effects based on other items</p>

<p>Glitched items can be passive or active and are completely randomly generated with infinite possibilities (similar to other 'Randomizer' games)</p>

<p>Random effects combine effects that exist on other items, and assign them to a random event (e.g. on enemy death, on room clear, on damage taken etc.)</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Eden</p>

- <p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

- <p class="tags">\*, tm trainer, glitched items, glitch item, tmt trainer, tmelt, t melt</p>

</span>

</a>

</li>

<li class="textbox" data-cid="700" data-sid="722" data-tid="722">

<a>

<div class="item rep-item rep722" onclick=""></div>

<span>

<p class="item-title">Anima Sola</p>

<p class="r-itemid">ItemID: 722</p>

<p class="pickup">Repent</p>

<p class="quality">Quality: 2</p>

<p>When used, it puts the closest enemy in chains for 5 seconds, preventing it from moving. You can release the enemy early by using it again</p>

<p>Tainted Jacob starts with this item. While playing as him Anima Sola will always target Dark Esau. Releasing Dark Esau will cause him to charge directly at Jacob and deal damage to anything in his path. If used in a room with no enemies, Dark Esau will instantly spawn</p>

<p>Will chain up to two targets if you have Car Battery, if only one valid target is present it will be chained for twice the duration</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Jacob</p>

- <p>Type: Active</p>

<p>Recharge time: 15 seconds</p>

<p>Item Pool: Item Room</p>

- <p class="tags">\*, Bacob</p>

</span>

</li>

<li class="textbox" data-cid="691" data-sid="723" data-tid="723">

<a>

<div class="item rep-item rep723" onclick=""></div>

<span>

<p class="item-title">Spindown Dice</p>

<p class="r-itemid">ItemID: 723</p>

<p class="pickup">"1"</p>

<p class="quality">Quality: 4</p>

<p>Rerolls all pedestal items, lowering all their internal item IDs by 1</p>

<p>For example: Brimstone's ID = 118, so it would be rerolled into Dead Bird (ID = 117)</p>

<p>Sad Onion (ID = 1) will reroll into nothing</p>

<p>There are some gaps in item IDs which are skipped if no item exists, or will reroll into unexpected items if hidden items are present at that ID. For example rerolling Plan C (ID = 475) changes it into the Broken Glass Cannon, which is a hidden item with ID = 474</p>

<p>Items that are yet to be unlocked will also be skipped over, preventing you from getting items you don't have access to yet</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Isaac</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Item Room, Secret Room, Crane Game</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>

<li class="textbox" data-cid="162" data-sid="724" data-tid="724">

<a>

<div class="item rep-item rep724" onclick=""></div>

<span>

<p class="item-title">Hypercoagulation</p>

<p class="r-itemid">ItemID: 724</p>

<p class="pickup">"Thick blooded"</p>

<p class="quality">Quality: 3</p>

<p>Upon taking damage you have a chance to drop the heart that you just lost. It gives you 2 seconds to pick it up again to re-heal, before it disappears</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Magdalene</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>

<li class="textbox" data-cid="200" data-sid="725" data-tid="725">

<a>

<div class="item rep-item rep725" onclick=""></div>

<span>

<p class="item-title">IBS</p>

<p class="r-itemid">ItemID: 725</p>

<p class="pickup">"Your stomach rumbles"</p>

<p class="quality">Quality: 2</p>

<p>Whenever you deal damage to an enemy, has a chance to give the effect of one of Tainted ???'s unique poops</p>

<p>Corn poop - Spawns a blue fly every 2 seconds</p>

<p>Flaming poop - Leaves behind fire that damages enemies</p>

<p>Stinky poop - Emits a toxic cloud</p>

<p>Black poop - Creates slowing black creep. Confuses all enemies briefly when destroyed</p>

<p>White poop - Same effect as Hallowed Ground</p>

<p>Stone poop - Deals extra thrown damage, can hit multiple enemies. Takes more shots before breaking</p>

<p>Bomb poop - Throws a butt bomb that explodes after 2 seconds</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Blue Baby</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>

<li class="textbox" data-cid="139" data-sid="726" data-tid="726">

<a>

<div class="item rep-item rep726" onclick=""></div>

<span>

<p class="item-title">Hemoptysis</p>

<p class="r-itemid">ItemID: 726</p>

<p class="pickup">"Double tap sneeze"</p>

<p class="quality">Quality: 3</p>

<p>Allows you to quickly double tap a shoot button to sneeze on nearby enemies, dealing x1.5 your tear damage and pushing them back slightly</p>

<p>If an enemy is pushed into a wall or object it takes 10 damage</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Azazel</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>

<li class="textbox" data-cid="52" data-sid="727" data-tid="727">

<a>

<div class="item rep-item rep727" onclick=""></div>

<span>

<p class="item-title">Ghost Bombs</p>

<p class="r-itemid">ItemID: 727</p>

<p class="pickup">"Spooky blast +5 bombs"</p>

<p class="quality">Quality: 2</p>

<p>+5 Bombs</p>

<p>Bombs become spectral and can now pass through objects</p>

<p>Bombs spawn a friendly white soul, which will hunt down other enemies, dealing contact damage which scales with your tear damage</p>

<p>After 10 seconds the white soul explodes dealing 7 damage to nearby enemies. Isaac doesn't take damage from this effect</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Lost</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>

<li class="textbox" data-cid="191" data-sid="728" data-tid="728">

<a>

<div class="item rep-item rep728" onclick=""></div>

<span>

<p class="item-title">Gello</p>

<p class="r-itemid">ItemID: 728</p>

<p class="pickup">"Demonic gestation"</p>

<p class="quality">Quality: 3</p>

<p>Spawns a familiar that's attached via an Umbilical Cord, but will move and shoot in the same direction Isaac is shooting</p>

<p>When activated you first need to throw the familiar, which deals x3 your tear damage to any enemies it touches</p>

<p>Gello's tears deal x0.75 your tear damage (x1.0 if Lilith)</p>

<p>Can be used multiple times per room to spawn more familiars, however they only last for the current room</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Lilith</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 2 rooms</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>

<li class="textbox" data-cid="279" data-sid="729" data-tid="729">

<a>

<div class="item rep-item rep729" onclick=""></div>

<span>

<p class="item-title">Decap Attack</p>

<p class="r-itemid">ItemID: 729</p>

<p class="pickup">"Chuck away!"</p>

<p class="quality">Quality: 2</p>

<p>When used, this item allows you to throw your head where it will sit as a stationary sentry firing bullets until you walk over and pick it up again</p>

<p>Throwing Isaac's head deals 24 damage to anything it hits while being thrown</p>

<p>Your hitbox remains with the body. Enemies touching the head don't hurt Isaac</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Forgotten</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 seconds</p>

<p>Item Pool: Item Room, </p>

</ul>

<p class="tags">\*, </p>

</a>

</li>

<li class="textbox" data-cid="8.5" data-sid="730" data-tid="730">

<a>

<div class="item rep-item rep730" onclick=""></div>

<span>

<p class="item-title">Glass Eye</p>

<p class="r-itemid">ItemID: 730</p>

<p class="pickup">"DMG + luck up"</p>

<p class="quality">Quality: 3</p>

<p>+0.75 Damage Up</p>

<p>+1 Luck Up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Crane Game, Golden Chest</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="276.5" data-sid="731" data-tid="731">

<a>

<div class="item rep-item rep731" onclick=""></div>

<span>

<p class="item-title">Strye</p>

<p class="r-itemid">ItemID: 731</p>

<p class="pickup">"DMG + range up"</p>

<p class="quality">Quality: 2</p>

<p>+28% Damage Up (right eye only)</p>

<p>+7 Range Up (right eye only)</p>

<p>-0.3 Shot Speed Down (right eye only)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="241.1" data-sid="732" data-tid="732">

<a>

<div class="item rep-item rep732" onclick=""></div>

<span>

<p class="item-title">Mom's Ring</p>

<p class="r-itemid">ItemID: 732</p>

<p class="pickup">"DMG up"</p>

<p class="quality">Quality: 3</p>

<p>+1 Damage Up</p>

<p>Drops 1 random rune or soul stone when picked up</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Golden Chest, Mom's Chest</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>

<div class="allitems">

<h2>Rebirth Trinkets <span class="r-trink-ttl"></span></h2>

<li class="textbox" data-cid="872" data-sid="10001" data-tid="68">

<a>

<div class="item trinket trinket001" onclick=""></div>

<span>

<p class="item-title">Swallowed Penny</p>

<p class="r-itemid">TrinketID: 1</p>

<p class="pickup">"Gulp"</p>

<p>Each time you get hit, you drop a coin or two</p>

<p><strong class="pri">REPENTANCE</strong> - No longer guaranteed to drop coins as The Keeper</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #15 (Slow Roll)</p>

<p class="tags">\*, the lost item pool, cent, gold, water, wet, blue</p>

</span>

</a>

</li>

<li class="textbox" data-cid="954" data-sid="10002" data-tid="53">

<a>

<div class="item trinket trinket002" onclick=""></div>

<span>

<p class="item-title">Petrified Poop</p>

<p class="r-itemid">TrinketID: 2</p>

<p class="pickup">"It feels lucky!"</p>

<p>While held, Isaac has a significantly higher chance to find drops when breaking poops</p>

<p class="tags">\*, grey, gray </p>

</span>

</a>

</li>

<li class="textbox" data-cid="938" data-sid="10003" data-tid="3">

<a>

<div class="item trinket trinket003" onclick=""></div>

<span>

<p class="item-title">AAA Battery</p>

<p class="r-itemid">TrinketID: 3</p>

<p class="pickup">"Trickle charge"</p>

<p>lowers your spacebar item charge rate by 1</p>

<p>Cannot lower the charge of your spacebar item below 1 room</p>

<p>For example, you will now be able to use a 3 room charge item after 2 rooms instead</p>

<p class="tags">\*, bullet, grey, gray, yellow </p>

</span>

</a>

</li>

<li class="textbox" data-cid="955" data-sid="10004" data-tid="8.5">

<a>

<div class="item trinket trinket004" onclick=""></div>

<span>

<p class="item-title">Broken Remote</p>

<p class="r-itemid">TrinketID: 4</p>

<p class="pickup">"It's broken!"</p>

<p>Does the teleport effect every time you use your current spacebar item</p>

<p>Can be used infinitely every room if you have Guppy's Paw and no red heart containers (Can be exploited to get to the boss room without clearing any other rooms)</p>

<p class="tags">\*, joystick, grey, gray </p>

</span>

</a>

</li>

<li class="textbox" data-cid="916" data-sid="10005" data-tid="58.5">

<a>

<div class="item trinket trinket005" onclick=""></div>

<span>

<p class="item-title">Purple Heart</p>

<p class="r-itemid">TrinketID: 5</p>

<p class="pickup">"Challenge up"</p>

<p>Higher chance for champion enemies while held</p>

<p class="tags">\* </p>

</span>

</a>

</li>

<li class="textbox" data-cid="846" data-sid="10006" data-tid="8">

<a>

<div class="item trinket trinket006" onclick=""></div>

<span>

<p class="item-title">Broken Magnet</p>

<p class="r-itemid">TrinketID: 6</p>

<p class="pickup">"It kinda works"</p>

<p>Has a partial Magneto effect and will attract coins, pulling them into Isaac from a distance</p>

<p>Does not attract other pickups like the full Magneto item does</p>

<p class="tags">\*, red </p>

</span>

</a>

</li>

<li class="textbox" data-cid="851" data-sid="10007" data-tid="62.5">

<a>

<div class="item trinket trinket007" onclick=""></div>

<span>

<p class="item-title">Rosary Bead</p>

<p class="r-itemid">TrinketID: 7</p>

<p class="pickup">Faith up</p>

<p>Increases your chances to find an Angel Room instead of a Devil Room</p>

<p>Normally there is a 50%/50% chance of a Angel or Devil room with if a door spawns after the boss. The Rosary Bead changes this to a 75%/25% chance of an angel or devil room (respectively)</p>

<p class="tags">\*, red, black, circle </p>

</span>

</a>

</li>

<li class="textbox" data-cid="937" data-sid="10008" data-tid="14">

<a>

<div class="item trinket trinket008" onclick=""></div>

<span>

<p class="item-title">Cartridge</p>

<p class="r-itemid">TrinketID: 8</p>

<p class="pickup">"I remember these"</p>

<p>When Isaac takes damage, there is a chance he will gain the Gamekid effect, turning him invincible and dealing contact damage to any enemies he touches</p>

<p>The chance to activate the invincibility effect is affected by your luck stat and at +38 Luck it will activate every time you get hit</p>

<p class="tags">\*, the lost item pool, nes, game, grey, gray</p>

</span>

</a>

</li>

<li class="textbox" data-cid="811" data-sid="10009" data-tid="58">

<a>

<div class="item trinket trinket009" onclick=""></div>

<span>

<p class="item-title">Pulse Worm</p>

<p class="r-itemid">TrinketID: 9</p>

<p class="pickup">"Wub wub!"</p>

<p>Tears shrink and grow in size as they go across the room</p>

<p>Does not appear to affect your damage and only the hitbox size of tears</p>

<p class="tags">\*, white, lump </p>

</span>

</a>

</li>

<li class="textbox" data-cid="814" data-sid="10010" data-tid="73">

<a>

<div class="item trinket trinket010" onclick=""></div>

<span>

<p class="item-title">Wiggle Worm</p>

<p class="r-itemid">TrinketID: 10</p>

<p class="pickup">"Wiggle wiggle!"</p>

<p>Tears now move in a wave fashion across the room</p>

<p>Grants spectral tears</p>

<p>+0.4 Tears up</p>

<p class="tags">\*, white, s, snake </p>

</span>

</a>

</li>

<li class="textbox" data-cid="813" data-sid="10011" data-tid="62">

<a>

<div class="item trinket trinket011" onclick=""></div>

<span>

<p class="item-title">Ring Worm</p>

<p class="r-itemid">TrinketID: 11</p>

<p class="pickup">"Woop woop!"</p>

<p>While held, tears move in a spiral pattern across the screen at high speed</p>

<p>Grants spectral tears</p>

<p>+0.4 Tears up</p>

<p>Effectively increases your range due to the tear pattern</p>

<p class="tags">\*, white, circle, snake </p>

</span>

</a>

</li>

<li class="textbox" data-cid="810" data-sid="10012" data-tid="28">

<a>

<div class="item trinket trinket012" onclick=""></div>

<span>

<p class="item-title">Flat Worm</p>

<p class="r-itemid">TrinketID: 12</p>

<p class="pickup">"Blub blub!"</p>

<p>Tears become flat and disc shaped giving them a larger hitbox</p>

<p>Higher knockback effect with your tears</p>

<p class="tags">\*, grey, gray, eyes </p>

</span>

</a>

</li>

<li class="textbox" data-cid="945" data-sid="10013" data-tid="67.5">

<a>

<div class="item trinket trinket013" onclick=""></div>

<span>

<p class="item-title">Store Credit</p>

<p class="r-itemid">TrinketID: 13</p>

<p class="pickup">"YES!"</p>

<p>While this trinket is held, all items in the Shop cost 0 coins</p>

<p>After buying any 0 cent item in the Shop, the trinket disappears</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Lazarus</p>

<p class="tags">\*, grey, gray, dollar, bill, note, cash, money </p>

</span>

</a>

</li>

<li class="textbox" data-cid="889" data-sid="10014" data-tid="12">

<a>

<div class="item trinket trinket014" onclick=""></div>

<span>

<p class="item-title">Callus</p>

<p class="r-itemid">TrinketID: 14</p>

<p class="pickup">"Your feet feel stronger"</p>

<p>Isaac no longer takes damage from walking over spikes and blood creep while this trinket is held</p>

<p class="tags">\*, the lost item pool, brown, pink, lump, ball, spot</p>

</span>

</a>

</li>

<li class="textbox" data-cid="956" data-sid="10015" data-tid="42">

<a>

<div class="item trinket trinket015" onclick=""></div>

<span>

<p class="item-title">Lucky Rock</p>

<p class="r-itemid">TrinketID: 15</p>

<p class="pickup">"There's something inside"</p>

<p>33% chance to drop a coin for every rock that you destroy</p>

<p><strong class="pri">REPENTANCE</strong> - Previously was 100%, now 33%</p>

<p class="r-unlock">UNLOCK: Unlock this item by destroying 100 rocks</p>

<p class="tags">\*, grey, gray, stone, square </p>

</span>

</a>

</li>

<li class="textbox" data-cid="879" data-sid="10016" data-tid="51.2">

<a>

<div class="item trinket trinket016" onclick=""></div>

<span>

<p class="item-title">Mom's Toenail</p>

<p class="r-itemid">TrinketID: 16</p>

<p class="pickup">"??"</p>

<p>Mom's Leg will now appear every 60 seconds and stomp down randomly in the room dealing 300 damage to enemies, similar to how Daddy Longlegs works but less frequent</p>

<p>Be warned though, Mom's leg can also stomp and hurt Isaac too!</p>

<p class="tags">\*, mustache, moustache, white, yellow, moms toenail</p>

</span>

</a>

</li>

<li class="textbox" data-cid="963" data-sid="10017" data-tid="6.5">

<a>  
<div class="item trinket trinket017" onclick=""></div>  
<span>  
<p class="item-title">Black Lipstick</p>  
<p class="r-itemid">TrinketID: 17</p>  
<p class="pickup">"Evil up"/>  
<p>Increases the chance for Black hearts to spawn</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Eve</p>  
<p class="tags">\*, the lost item pool, grey, gray, makeup</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="961" data-sid="10018" data-tid="6">  
<a>  
<div class="item trinket trinket018" onclick=""></div>  
<span>  
<p class="item-title">Bible Tract</p>  
<p class="r-itemid">TrinketID: 18</p>  
<p class="pickup">"Faith up"/>  
<p>Gives you a higher chance of eternal hearts</p>  
<p>Contrary to popular belief, the Bible Tract doesn't allow Angel Rooms to appear after paying for a Devil Deal</p>  
<p class="tags">\*, the lost item pool, grey, gray, black, book</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="946" data-sid="10019" data-tid="52.5">  
<a>  
<div class="item trinket trinket019" onclick=""></div>  
<span>  
<p class="item-title">Paper Clip</p>  
<p class="r-itemid">TrinketID: 19</p>  
<p class="pickup">"Master of lockpicking"</p>  
<p>Allows you to unlock golden chests without needing a key</p>  
<p>Does not work on locked rooms</p>  
<p>Cain starts with this trinket after donating 68 coins to the Greed Donation Machine</p>  
<p class="tags">\*, starting, grey, gray, metal, wire</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="890" data-sid="10020" data-tid="51.5">  
<a>  
<div class="item trinket trinket020" onclick=""></div>  
<span>  
<p class="item-title">Monkey Paw</p>  
<p class="r-itemid">TrinketID: 20</p>  
<p class="pickup">"Wish granted"</p>  
<p>When you reach half a heart of life remaining, a black heart will spawn</p>  
<p>After three black hearts have spawned, the trinket disappears</p>  
<p class="tags">\*, the lost item pool, hand, brown, monkeys paw, monkey's paw</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="826" data-sid="10021" data-tid="51.8">  
<a>  
<div class="item trinket trinket021" onclick=""></div>  
<span>  
<p class="item-title">Mysterious Paper</p>  
<p class="r-itemid">TrinketID: 21</p>  
<p class="pickup">"??"</p>  
<p>Imitates the behaviours of some of the other 'paper' items/trinkets</p>  
<p>A Missing Page: When taking damage, Isaac has a chance to deal damage to the entire room in a Necronomicon style effect</p>  
<p>Has a chance to trigger the Polaroid or Negative effect every time you take damage with half a red heart or less</p>  
<p>Missing Poster: Dying in a sacrifice room while holding this trinket will reveal a puzzle piece on the death screen. Finding all the puzzle pieces will help you to reveal the final secret, unlocking the hidden character 'The Lost'</p>  
<p>If held when you touch the chest after the Satan or Isaac fight and you don't have the relevant item to go to the next floor (Polaroid or Negative), you have a small chance to be taken there anyway</p>  
<p class="tags">\*, white, grey, gray, page </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="973" data-sid="10022" data-tid="22">  
<a>  
<div class="item trinket trinket022" onclick=""></div>  
<span>  
<p class="item-title">Daemon's Tail</p>  
<p class="r-itemid">TrinketID: 22</p>  
<p class="pickup">"Evil up"/>  
<p>80% of heart drops are replaced with keys</p>  
<p>Hearts turn into black hearts where possible. This doesn't convert hearts that dropped before picking up this trinket, and doesn't apply to set heart drops, i.e. the eternal hearts that drop in angel theme du secret rooms</p>  
<p>All heart drops from Ace of Hearts will be Black Hearts</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Azazel</p>  
<p class="tags">\*, black, devil, pointy, daemons tail, demons tail, demon tail</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="941" data-sid="10023" data-tid="50">  
<a>  
<div class="item trinket trinket023" onclick=""></div>  
<span>  
<p class="item-title">Missing Poster</p>  
<p class="r-itemid">TrinketID: 23</p>  
<p class="pickup">"??"</p>  
<p>Dying in a sacrifice room while holding this trinket will unlock The Lost character</p>  
<p>After The Lost is unlocked, dying anywhere with this trinket will bring you back to life as The Lost and the trinket will be deleted</p>  
<p>When playing as Tainted Lost, you don't swap to being regular Lost, it simply acts as an extra life</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Dark Room with Isaac</p>  
<p class="tags">\*, page, paper, isaac, white, writing </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="931" data-sid="10024" data-tid="10">  
<a>  
<div class="item trinket trinket024" onclick=""></div>  
<span>  
<p class="item-title">Butt Penny</p>  
<p class="r-itemid">TrinketID: 24</p>  
<p class="pickup">"Wealth of gas"</p>  
<p>Everytime you pick up a coin, you fart, inflicting poison damage to nearby enemies</p>  
<p>Greatly increases the chance of coins dropping from poops</p>  
<p class="tags">\*, brown, orange, flat </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="929" data-sid="10025" data-tid="51.7">  
<a>  
<div class="item trinket trinket025" onclick=""></div>  
<span>  
<p class="item-title">Mysterious Candy</p>  
<p class="r-itemid">TrinketID: 25</p>  
<p class="pickup">"Uh-oh!"</p>  
<p>Causes Isaac to create poops randomly</p>  
<p class="tags">\*, chocolate, brown, rectangle </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="817" data-sid="10026" data-tid="31">  
<a>  
<div class="item trinket trinket026" onclick=""></div>  
<span>  
<p class="item-title">Hook Worm</p>  
<p class="r-itemid">TrinketID: 26</p>  
<p class="pickup">"Zip zoop!"</p>  
<p>Tears now move forwards at right angles, shifting left and right across the room</p>  
<p>+0.4 Tears up</p>  
<p>Grants spectral tears</p>  
<p>Increases your range stat by +10.0 while held but due to the fire pattern, your tears travel a similar distance to normal</p>  
<p class="tags">\*, white, snake, square</p>  
</span>  
</a>  
</li>

<li class="textbox" data-cid="816" data-sid="10027" data-tid="72">  
<>  
<div class="item trinket trinket027" onclick=""></div>  
<span>  
<p class="item-title">Whip Worm</p>  
<p class="r-itemid">TrinketID: 27</p>  
<p class="pickup">Wooosh!</p>  
<p>+0.5 Shot Speed Up/>  
<p>Your tears now whip across the room at a very high shot speed/>  
<p>Shot speed gives your tears more effective range, but doesn't increase your range stat directly</p>  
<p class="tags">\*, snake, white </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="960" data-sid="10028" data-tid="8.2">  
<>  
<div class="item trinket trinket028" onclick=""></div>  
<span>  
<p class="item-title">Broken Ankh</p>  
<p class="r-itemid">TrinketID: 28</p>  
<p class="pickup">Eternal life?</p>  
<p>Has a 22.2% chance to respawn with 3 Soul hearts as Blue Baby when you die</p>  
<p>UNLOCK: Unlock this item by beating Satan with Lazarus</p>  
<p class="tags">\*, ank, grey, gray </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="892" data-sid="10029" data-tid="25">  
<>  
<div class="item trinket trinket029" onclick=""></div>  
<span>  
<p class="item-title">Fish Head</p>  
<p class="r-itemid">TrinketID: 29</p>  
<p class="pickup">It stinks!</p>  
<p>Everytime Isaac takes damage, one blue fly will spawn</p>  
<p class="tags">\*, the lost item pool, green, red, bloody, dead</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="843" data-sid="10030" data-tid="57">  
<>  
<div class="item trinket trinket030" onclick=""></div>  
<span>  
<p class="item-title">Pinky Eye</p>  
<p class="r-itemid">TrinketID: 30</p>  
<p class="pickup">Poison shots</p>  
<p>Isaac's tears have a chance to poison enemies</p>  
<p>The poison effect leaves a damage over time, which deals 4 or 6 damage per tick</p>  
<p>The chance to poison enemies is affected by your luck stat and at +18 Luck it will activate every time</p>  
<p class="tags">\*, red </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="906" data-sid="10031" data-tid="59">  
<>  
<div class="item trinket trinket031" onclick=""></div>  
<span>  
<p class="item-title">Push Pin</p>  
<p class="r-itemid">TrinketID: 31</p>  
<p class="pickup">Piercing shots</p>  
<p>Isaac now has a chance to make a spectral and piercing tear</p>  
<p>The chance to fire a piercing tear is affected by your luck stat and at +18 Luck it will activate every time</p>  
<p class="tags">\*, blue</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="958" data-sid="10032" data-tid="41">  
<>  
<div class="item trinket trinket032" onclick=""></div>  
<span>  
<p class="item-title">Liberty Cap</p>  
<p class="r-itemid">TrinketID: 32</p>  
<p class="pickup">Touch fuzzy, get dizzy!</p>  
<p>While held, this trinket gives a random mushroom effect each room</p>  
<p>Possible mushrooms include: Mini Mush, Odd Mushroom (Thin), Odd Mushroom (Thick), The Compass</p>  
<p class="tags">\*, ping, pong, paddle, grey, gray, mushroom</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="864" data-sid="10033" data-tid="71">  
<>  
<div class="item trinket trinket033" onclick=""></div>  
<span>  
<p class="item-title">Umbilical Cord</p>  
<p class="r-itemid">TrinketID: 33</p>  
<p class="pickup">Fetal protection</p>  
<p>While at 1/2 a red heart of health, you gain a little Steve familiar that follows you and shoots homing tears</p>  
<p>**RENTANCE** - Umbilical Cord now has a high chance to spawn a Gemini familiar for the room when Isaac takes damage. This effect is stackable</p>  
<p class="tags">\*, the lost item pool, pink, red, guts, intestine, tube</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="853" data-sid="10034" data-tid="15">  
<>  
<div class="item trinket trinket034" onclick=""></div>  
<span>  
<p class="item-title">Child's Heart</p>  
<p class="r-itemid">TrinketID: 34</p>  
<p class="pickup">It calls out to its brothers</p>  
<p>Gives Isaac a higher chance to find hearts from drops after clearing a room and from chests</p>  
<p class="tags">\*, the lost item pool, red, purple, childs heart, child heart </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="888" data-sid="10035" data-tid="21">  
<>  
<div class="item trinket trinket035" onclick=""></div>  
<span>  
<p class="item-title">Curved Horn</p>  
<p class="r-itemid">TrinketID: 35</p>  
<p class="pickup">DMG up</p>  
<p>+2 Damage Up/>  
<p>UNLOCK: Unlock this item by beating the Dark Room with Judas</p>  
<p class="tags">\*, pink, purple, twisted</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="926" data-sid="10036" data-tid="63">  
<>  
<div class="item trinket trinket036" onclick=""></div>  
<span>  
<p class="item-title">Rusted Key</p>  
<p class="r-itemid">TrinketID: 36</p>  
<p class="pickup">It feels lucky!</p>  
<p>Gives Isaac a higher chance to find keys and chests</p>  
<p class="tags">\*, brown, wooden, broken </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="976" data-sid="10037" data-tid="29">  
<>  
<div class="item trinket trinket037" onclick=""></div>  
<span>  
<p class="item-title">Goat Hoof</p>  
<p class="r-itemid">TrinketID: 37</p>  
<p class="pickup">Speed up!</p>  
<p>+0.15 Speed Up/>  
<p class="tags">\*, grey, gray, bloody, square</p>  
</span>  
</a>  
</li>

<li class="textbox" data-cid="807" data-sid="10038" data-tid="51">  
<></li>  
<div class="item trinket trinket038" onclick=""></div>  
<span>  
<p class="item-title">Mom's Pearl</p>  
<p class="r-itemid">TrinketID: 38</p>  
<p class="pickup">It emanates purity</p>  
<p>Grants a secondary chance of any non-specific heart drop turning into a soul heart</p>  
<p class="tags">\*, the lost item pool, white, grey, gray, circle, round, moms pearl</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="975" data-sid="10039" data-tid="13">  
<></li>  
<div class="item trinket trinket039" onclick=""></div>  
<span>  
<p class="item-title">Cancer</p>  
<p class="r-itemid">TrinketID: 39</p>  
<p class="pickup">"Yay, cancer!"</p>  
<p>-2 Tear Delay (Tears Up)</p>  
<p>The fire rate increase is applied in such a way that the higher your tear stat is, the more effective Cancer is</p>  
<p>Breaks the normal fire rate cap, allowing you to fire faster than the normal maximum</p>  
<p class="tags">\*, green, brown, red, saddle, tube</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="861" data-sid="10040" data-tid="61">  
<></li>  
<div class="item trinket trinket040" onclick=""></div>  
<span>  
<p class="item-title">Red Patch</p>  
<p class="r-itemid">TrinketID: 40</p>  
<p class="pickup">"Your rage grows"</p>  
<p>You have a chance when taking damage to gain +1.8 Damage Up for the rest of the room</p>  
<p class="tags">\*, the lost item pool</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="865" data-sid="10041" data-tid="47">  
<></li>  
<div class="item trinket trinket041" onclick=""></div>  
<span>  
<p class="item-title">Match Stick</p>  
<p class="r-itemid">TrinketID: 41</p>  
<p class="pickup">"Tastes like burning"</p>  
<p>Gives Isaac a higher chance to find bombs</p>  
<p>Picking up the Match Stick is the only way to remove the Tick trinket</p>  
<p class="tags">\*, red, white </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="838" data-sid="10042" data-tid="43">  
<></li>  
<div class="item trinket trinket042" onclick=""></div>  
<span>  
<p class="item-title">Lucky Toe</p>  
<p class="r-itemid">TrinketID: 42</p>  
<p class="pickup">"Luck up!"</p>  
<p>+1 Luck Up while held</p>  
<p class="unlock">UNLOCK: Unlock this item by blowing up 20 shop keepers (this includes the ones in the secret room)</p>  
<p class="tags">\*, finger, thumb, nail, bone </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="808" data-sid="10043" data-tid="19">  
<></li>  
<div class="item trinket trinket043" onclick=""></div>  
<span>  
<p class="item-title">Cursed Skull</p>  
<p class="r-itemid">TrinketID: 43</p>  
<p class="pickup">"Cursed?"</p>  
<p>When you take damage while on 1/2 a heart, you are teleported back to the previous room</p>  
<p class="tags">\*, the lost item pool, head, bone, grey, gray, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="821" data-sid="10044" data-tid="65">  
<></li>  
<div class="item trinket trinket044" onclick=""></div>  
<span>  
<p class="item-title">Safety Cap</p>  
<p class="r-itemid">TrinketID: 44</p>  
<p class="pickup">"Don't swallow it!"</p>  
<p>Gives Isaac a higher chance to find pills</p>  
<p class="tags">\*, white, pill </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="805.5" data-sid="10045" data-tid="5">  
<></li>  
<div class="item trinket trinket045" onclick=""></div>  
<span>  
<p class="item-title">Ace of Spades</p>  
<p class="r-itemid">TrinketID: 45</p>  
<p class="pickup">"Luck of the draw"</p>  
<p>Gives Isaac a higher chance to find Tarot cards after clearing a room or from chests</p>  
<p class="tags">\*, card </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="949" data-sid="10046" data-tid="33">  
<></li>  
<div class="item trinket trinket046" onclick=""></div>  
<span>  
<p class="item-title">Isaac's Fork</p>  
<p class="r-itemid">TrinketID: 46</p>  
<p class="pickup">"Consume thy enemy!"</p>  
<p>After clearing a room, you have a chance to heal for half a red heart</p>  
<p class="tags">\*, the lost item pool, silver, metal, grey, gray, isaacs fork</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="839" data-sid="10048" data-tid="49">  
<></li>  
<div class="item trinket trinket048" onclick=""></div>  
<span>  
<p class="item-title">A Missing Page</p>  
<p class="r-itemid">TrinketID: 48</p>  
<p class="pickup">"It glows with power!"</p>  
<p>When taking damage, Isaac has a chance to deal damage to the entire room in a Necronomicon style effect</p>  
<p>The chance to damage enemies is affected by your luck stat and at +50 or more Luck it will activate 50% of the time</p>  
<p class="tags">\*, the lost item pool, pink, purple, paper, red</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="847" data-sid="10049" data-tid="7">  
<></li>  
<div class="item trinket trinket049" onclick=""></div>  
<span>  
<p class="item-title">Bloody Penny</p>  
<p class="r-itemid">TrinketID: 49</p>  
<p class="pickup">"Wealth of health"</p>  
<p>Everytime you pick up a penny, you have a 25% chance to spawn a red heart on the floor</p>  
<p class="unlock">UNLOCK: Unlock this item by beating the Chest with Samson</p>  
<p class="tags">\*, the lost item pool, red, coin, cent, money </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="957" data-sid="10050" data-tid="9">  
<></li>  
<div class="item trinket trinket050" onclick=""></div>

<span>

<p class="item-title">Burnt Penny</p>

<p class="r-itemid">TrinketID: 50</p>

<p class="pickup">Wealth of chaos</p>

<p>Everytime you pick up a coin, you have a 25% chance to spawn a bomb on the floor</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #13 (Beans!)</p>

<p class="tags">\*, money, silver, gray, steam, smoke, cent</p>

</span>

</a>

</li>

<li class="textbox" data-cid="942" data-sid="10051" data-tid="27">

<a>

<div class="item trinket trinket051" onclick=""></div>

<span>

<p class="item-title">Flat Penny</p>

<p class="r-itemid">TrinketID: 51</p>

<p class="pickup">Wealth of answers</p>

<p>Everytime you pick up a coin, you have a 25% chance to spawn a key</p>

<p class="tags">\*, white, grey, gray, coin, cent, money, cash </p>

</span>

</a>

</li>

<li class="textbox" data-cid="873" data-sid="10052" data-tid="17">

<a>

<div class="item trinket trinket052" onclick=""></div>

<span>

<p class="item-title">Counterfeit Penny</p>

<p class="r-itemid">TrinketID: 52</p>

<p class="pickup">Wealth of wealth</p>

<p>When picking up a coin, you have a chance to automatically gain one more coin</p>

<p class="r-unlock">UNLOCK: Unlock this item by playing the shell game in the arcade 100 times</p>

<p class="tags">\*, yellow, golden, coin, cent, money, cash, sparkle</p>

</span>

</a>

</li>

<li class="textbox" data-cid="923" data-sid="10053" data-tid="69">

<a>

<div class="item trinket trinket053" onclick=""></div>

<span>

<p class="item-title">Tick</p>

<p class="r-itemid">TrinketID: 53</p>

<p class="pickup">Well, that's not coming off</p>

<p>When you enter a boss room, immediately remove 15% health from the boss and restore 1 red heart</p>

<p>This trinket cannot be dropped by holding the drop key or picking up other trinkets. The only way to remove it is via having a second trinket slot (Mom's Purse, Belly Button) or absorbing it (Marbles, Smel ter, Gulp! pill) or picking up the Match Stick trinket, which will burn it off you</p>

<p class="tags">\*, insect, bug, spider, beetle, grey, gray, brown </p>

</span>

</a>

</li>

<li class="textbox" data-cid="887" data-sid="10054" data-tid="35">

<a>

<div class="item trinket trinket054" onclick=""></div>

<span>

<p class="item-title">Isaac's Head</p>

<p class="r-itemid">TrinketID: 54</p>

<p class="pickup">Dead friend</p>

<p>While held, this trinket gives Isaac a familiar that shoots piercing tears that deal 3.5 damage</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Boss Rush with Isaac</p>

<p class="tags">\*, dead, crying, isaacs head </p>

</span>

</a>

</li>

<li class="textbox" data-cid="877" data-sid="10055" data-tid="45">

<a>

<div class="item trinket trinket055" onclick=""></div>

<span>

<p class="item-title">Maggy's Faith</p>

<p class="r-itemid">TrinketID: 55</p>

<p class="pickup">Faith's reward</p>

<p>At the start of a new floor, you get an eternal heart</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Maggy</p>

<p class="tags">\*, the lost item pool, cross, yellow, golden, glow, maggys faith</p>

</span>

</a>

</li>

<li class="textbox" data-cid="858" data-sid="10056" data-tid="37">

<a>

<div class="item trinket trinket056" onclick=""></div>

<span>

<p class="item-title">Judas' Tongue</p>

<p class="r-itemid">TrinketID: 56</p>

<p class="pickup">Payment received</p>

<p>Items which cost 2 heart containers in a deal with the devil are reduced to only cost 1 heart</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Judas</p>

<p class="tags">\*, the lost item pool, tong, red, bloody, lips, judas tongue </p>

</span>

</a>

</li>

<li class="textbox" data-cid="911" data-sid="10057" data-tid="1">

<a>

<div class="item trinket trinket057" onclick=""></div>

<span>

<p class="item-title">???'s Soul</p>

<p class="r-itemid">TrinketID: 57</p>

<p class="pickup">Imaginary friend</p>

<p>Creates a familiar that moves around the room in a similar fashion to The Peeker, shooting tears in the same direction as Isaac</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Blue Baby</p>

<p class="tags">\*, dead, baby, blue, ??'s soul, blue baby's soul, blue babys soul</p>

</span>

</a>

</li>

<li class="textbox" data-cid="934" data-sid="10058" data-tid="67">

<a>

<div class="item trinket trinket058" onclick=""></div>

<span>

<p class="item-title">Samson's Lock</p>

<p class="r-itemid">TrinketID: 58</p>

<p class="pickup">Your rage grows</p>

<p>When you kill an enemy, you have a chance to get +0.5 damage up for the current room</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Samson</p>

<p class="tags">\*, hair, pony, tail, brown, red, samsons lock </p>

</span>

</a>

</li>

<li class="textbox" data-cid="806" data-sid="10059" data-tid="11">

<a>

<div class="item trinket trinket059" onclick=""></div>

<span>

<p class="item-title">Cain's Eye</p>

<p class="r-itemid">TrinketID: 59</p>

<p class="pickup">May you see your destination</p>

<p>Gives a 25% chance to reveal map icons at the start of a new floor (The same effect as the Compass)</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Cain</p>

<p class="tags">\*, circle, white, black </p>

</span>

</a>

</li>

<li class="textbox" data-cid="962" data-sid="10060" data-tid="23">

<a>

<div class="item trinket trinket060" onclick=""></div>

<span>

<p class="item-title">Eve's Bird Foot</p>

<p class="r-itemid">TrinketID: 60</p>

<p class="pickup">Revenge from beyond</p>

<p>When you kill an enemy, you have a chance to spawn a transparent Dead Bird familiar</p>

<p>The Dead Bird familiar deals 2 damage per tick to enemies while in contact with them</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Eve</p>

<p class="tags">\*, grey, gray, black, striped, evens bird foot </p>

</span>

</a>

</li>

<li class="textbox" data-cid="980" data-sid="10061" data-tid="39">  
<></li>  
<div class="item trinket trinket061" onclick=""></div>  
<span>  
<p class="item-title">The Left Hand/p>  
<p class="r-itemid">TrinketID: 61</p>  
<p class="pickup">The left hand path reaps dark rewards</p>  
<p>Replaces chest spawns with red chests</p>  
<p><strong class="pri">REPENTANCE</strong> - No longer replaces chests that have already spawned</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Ultra Pride</p>  
<p class="tags">\*, northernlion, drop the left hand, paw, bloody, bleeding, grey, gray</p>  
</span>  
</a>  
</li>  
<h2>Afterbirth Trinkets (29)</h2>  
<li class="textbox" data-cid="827" data-sid="10062" data-tid="1000">  
<></li>  
<div class="trinket item trinket062" onclick=""></div>  
<span>  
<p class="item-title">Shiny Rock</p>  
<p class="r-itemid">TrinketID: 62</p>  
<p class="pickup">It shines for it's brothers</p>  
<p>While held, tinted rocks and rocks with a crawl space below them will flash white every 10 seconds</p>  
<p class="tags">\*, grey, gray, silver, lump, metal, stone </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="905" data-sid="10063" data-tid="1000">  
<></li>  
<div class="trinket item trinket063" onclick=""></div>  
<span>  
<p class="item-title">Safety Scissors</p>  
<p class="r-itemid">TrinketID: 63</p>  
<p class="pickup">Fuse cutter</p>  
<p>Turns all troll bombs into bombs which you can pick up and use</p>  
<p>Super Troll bombs turn into 1:1 free double bomb pickups</p>  
<p class="tags">\*, blue, metal, scissors </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="800" data-sid="10064" data-tid="1000">  
<></li>  
<div class="trinket item trinket064" onclick=""></div>  
<span>  
<p class="item-title">Rainbow Worm</p>  
<p class="r-itemid">TrinketID: 64</p>  
<p class="pickup">Bleep bloop bloop</p>  
<p>Gives your tears a random worm effect every few seconds</p>  
<p>The possible tear effects include: Whip Worm, Ring Worm, Wiggle Worm, Flat Worm, Hook Worm, Pulse Worm, Tape Worm and Lazy Worm</p>  
<p class="tags">\*, ight, circle, snake, red, green, blue </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="815" data-sid="10065" data-tid="1000">  
<></li>  
<div class="trinket item trinket065" onclick=""></div>  
<span>  
<p class="item-title">Tape Worm</p>  
<p class="r-itemid">TrinketID: 65</p>  
<p class="pickup">Flooooooooooop!</p>  
<p>While held, Tape Worm doubles your range stat and halves your tear height stat</p>  
<p class="tags">\*, intestine, white, snake </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="809" data-sid="10066" data-tid="1000">  
<></li>  
<div class="trinket item trinket066" onclick=""></div>  
<span>  
<p class="item-title">Lazy Worm</p>  
<p class="r-itemid">TrinketID: 66</p>  
<p class="pickup">Pft</p>  
<p>-0.4 Shot Speed Down</p>  
<p class="tags">\*, circle, button, eyes, white </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="823" data-sid="10067" data-tid="1000">  
<></li>  
<div class="trinket item trinket067" onclick=""></div>  
<span>  
<p class="item-title">Cracked Dice</p>  
<p class="r-itemid">TrinketID: 67</p>  
<p class="pickup">You feel cursed... kinda.</p>  
<p>Every time you get hit, you have a chance to activate the D6, D20, D8 or D12 effect</p>  
<p><strong>UNLOCK:</strong> Unlock this item by beating Greed Mode with ??</p>  
<p class="tags">\*, stone, rock, grey, gray, white, dice, pip, broken, die </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="820" data-sid="10068" data-tid="1000">  
<></li>  
<div class="trinket item trinket068" onclick=""></div>  
<span>  
<p class="item-title">Super Magnet</p>  
<p class="r-itemid">TrinketID: 68</p>  
<p class="pickup">It pulls</p>  
<p>While held this trinket causes all pickups and enemies to move slowly towards you</p>  
<p>Will also attract the Mom's Foot and Ultra Greed door entities</p>  
<p class="tags">\*, white, grey, gray, pill, medicine, drug </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="882" data-sid="10069" data-tid="1000">  
<></li>  
<div class="trinket item trinket069" onclick=""></div>  
<span>  
<p class="item-title">Faded Polaroid</p>  
<p class="r-itemid">TrinketID: 69</p>  
<p class="pickup">You feel faded</p>  
<p>Randomly Isaac will gain a camouflage for a few seconds and all enemies in the current room will have a confused status effect applied to them</p>  
<p>This trinket can be used to open the door to Mausoleum in Depths II</p>  
<p class="tags">\*, photo, family, old </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="884" data-sid="10070" data-tid="1000">  
<></li>  
<div class="trinket item trinket070" onclick=""></div>  
<span>  
<p class="item-title">Louse</p>  
<p class="r-itemid">TrinketID: 70</p>  
<p class="pickup">Itchy, tasty...</p>  
<p>Gives a small chance to spawn a friendly attack spider while in a hostile room with enemies</p>  
<p class="tags">\*, bug, insect, pink, legs </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="894" data-sid="10071" data-tid="1000">  
<></li>  
<div class="trinket item trinket071" onclick=""></div>  
<span>  
<p class="item-title">Bob's Bladder</p>  
<p class="r-itemid">TrinketID: 71</p>  
<p class="pickup">Creepy bombs</p>  
<p>Leaves a pool of green creep under all bombs you place, which damages enemies that walk over it</p>  
<p class="tags">\*, green, bogey, snot, ocarina, bobs bladder, bob bladder </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="948" data-sid="10072" data-tid="1000">

<a>  
<div class="trinket item trinket072" onclick=""></div>  
<span>  
<p class="item-title">Watch Battery</p>  
<p class="r-itemid">TrinketID: 72</p>  
<p class="pickup">Lil charge</p>  
<p>Gives a +6.6% chance of getting a small battery after clearing a room</p>  
<p>Gives a +2.0% chance for pickups to be small batteries</p>  
<p>Gives a +5.0% chance to add an extra charge to your active item after clearing a room</p>  
<p class="tags">\*, metal, grey, gray, silver, pill, cross </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="856" data-sid="10073" data-tid="1000">  
<a>  
<div class="trinket item trinket073" onclick=""></div>  
<span>  
<p class="item-title">Blasting Cap</p>  
<p class="r-itemid">TrinketID: 73</p>  
<p class="pickup">Pop! Pop!</p>  
<p>Exploding bombs now have a chance to drop another bomb that you can pick up</p>  
<p class="tags">\*, orange, red, circle </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="981" data-sid="10074" data-tid="1000">  
<a>  
<div class="trinket item trinket074" onclick=""></div>  
<span>  
<p class="item-title">Stud Finder</p>  
<p class="r-itemid">TrinketID: 74</p>  
<p class="pickup">The ground below feels hollow...</p>  
<p>Higher chance to find crawl spaces when exploding rocks</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by beating Challenge #27 (Brains)</p>  
<p class="tags">\*, toe, finger, thumb, grey, gray, black, red, yellow </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="856.5" data-sid="10075" data-tid="1000">  
<a>  
<div class="trinket item trinket075" onclick=""></div>  
<span>  
<p class="item-title">Error</p>  
<p class="r-itemid">TrinketID: 75</p>  
<p class="pickup">Effect not found</p>  
<p>Gives a different trinket effect per room, randomly choosing between any of the other available trinkets in the game</p>  
<p>Each room is locked to a specific trinket effect, meaning if you exit and re-enter a room, that specific room will always have the same effect.  
</p>  
<p class="tags">\*, 404, red/p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="841" data-sid="10076" data-tid="1000">  
<a>  
<div class="trinket item trinket076" onclick=""></div>  
<span>  
<p class="item-title">Poker Chip</p>  
<p class="r-itemid">TrinketID: 76</p>  
<p class="pickup">It's double down time!</p>  
<p>Chests now have a 50/50 chance to either pay out with extra consumables or nothing/an enemy</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by beating Challenge #26 (I Rule)</p>  
<p class="tags">\*, red, white, circle, pill, bow </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="886" data-sid="10077" data-tid="1000">  
<a>  
<div class="trinket item trinket077" onclick=""></div>  
<span>  
<p class="item-title">Blister</p>  
<p class="r-itemid">TrinketID: 77</p>  
<p class="pickup">Bounce back!</p>  
<p>Tears have a stronger knockback effect while this trinket is held</p>  
<p class="tags">\*, white, lump, circle, hairy </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="850" data-sid="10078" data-tid="1000">  
<a>  
<div class="trinket item trinket078" onclick=""></div>  
<span>  
<p class="item-title">Second Hand</p>  
<p class="r-itemid">TrinketID: 78</p>  
<p class="pickup">Extended stat effect time</p>  
<p>Increases the time that status effects stay on enemies. e.g. With poison effects, the damage over time poison will last for much longer.  
</p>  
<p class="tags">\*, red, stick, dynamite, tnt, rod </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="967" data-sid="10079" data-tid="1000">  
<a>  
<div class="trinket item trinket079" onclick=""></div>  
<span>  
<p class="item-title">Endless Nameless</p>  
<p class="r-itemid">TrinketID: 79</p>  
<p class="pickup">I'm stuck in a loop...</p>  
<p>While held there is a small chance when using a tarot card or pill that a copy of it will be dropped on the floor next to you</p>  
<p class="tags">\*, grey, gray, black, infinity, oo </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="969" data-sid="10080" data-tid="1000">  
<a>  
<div class="trinket item trinket080" onclick=""></div>  
<span>  
<p class="item-title">Black Feather</p>  
<p class="r-itemid">TrinketID: 80</p>  
<p class="pickup">With darkness comes power</p>  
<p>+0.2 Damage Up for each 'evil' item you have</p>  
<p>Items classed as evil in this case are Black Candle, Ceremonial Robes, Abaddon, Goat Head, Match Book, Missing Page 2, Safety Pin</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Eve</p>  
<p class="tags">\*, grey, gray, leaf </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="828" data-sid="10081" data-tid="1000">  
<a>  
<div class="trinket item trinket081" onclick=""></div>  
<span>  
<p class="item-title">Blind Rage</p>  
<p class="r-itemid">TrinketID: 81</p>  
<p class="pickup">Blind to damage</p>  
<p>Invincibility lasts longer after getting hit (Increased i-frames)</p>  
<p>This makes it possible to use the Blood Donation machine twice from one hit of damage</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Samson</p>  
<p class="tags">\*, bandana, sling, white, knot, blindfold </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="870" data-sid="10082" data-tid="1000">  
<a>  
<div class="trinket item trinket082" onclick=""></div>  
<span>  
<p class="item-title">Golden Horse Shoe</p>  
<p class="r-itemid">TrinketID: 82</p>  
<p class="pickup">Feel lucky!</p>  
<p>+15% chance to get a double item room to spawn on the next floor</p>  
<p>If the effect activates, two items spawn in your item room, however only one can be taken (Same effect as the More Options item)</p>  
<p>The chance doubles to +30% with the effect from Mom's Box</p>  
<p class="tags">\*, yellow, u, magnet </p>

</span>  
</a>  
</li>  
- <a>  
<div class="trinket item trinket083" onclick=""></div>  
<span>  
<p class="item-title">Store Key</p>  
<p class="r-itemid">TrinketID: 83</p>  
<p class="pickup">Stores are open</p>  
<p>Automatically opens all shop room doors for free</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by donating 666 coins to the Greed Donation Machine</p>  
<p class="r-unlock">UNLOCK: Keeper starts with this trinket after beating Satan with Keeper</p>  
<p class="tags">\* starting, grey, gray, metal</p>  
</span>  
</a>  
</li>  
- <a>  
<div class="trinket item trinket084" onclick=""></div>  
<span>  
<p class="item-title">Rib of Greed</p>  
<p class="r-itemid">TrinketID: 84</p>  
<p class="pickup">Feels greedy</p>  
<p>Forces the Greed and Super Greed mini bosses to no longer appear in shops or secret rooms</p>  
<p>Holding Rib of Greed increase your chance to receive coin drops</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by beating Ultra Greed with Keeper</p>  
<p class="tags">\*, white, trunk, bent </p>  
</span>  
</a>  
</li>  
- <a>  
<div class="trinket item trinket085" onclick=""></div>  
<span>  
<p class="item-title">Karma</p>  
<p class="r-itemid">TrinketID: 85</p>  
<p class="pickup">Karma up</p>  
<p>Donating to a Donation Machine has a chance to heal Isaac for a full red heart or spawn a Beggar</p>  
<p>Can't spawn in greed mode</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating The Lamb boss with Keeper</p>  
<p class="tags">\*, black, three, spiral </p>  
</span>  
</a>  
</li>  
- <a>  
<div class="trinket item trinket086" onclick=""></div>  
<span>  
<p class="item-title">Lil Larva</p>  
<p class="r-itemid">TrinketID: 86</p>  
<p class="pickup">the poop is moving...</p>  
<p>Destroying poops now gives you a blue fly</p>  
<p class="tags">\*, white, grey, gray, bent </p>  
</span>  
</a>  
</li>  
- <a>  
<div class="trinket item trinket087" onclick=""></div>  
<span>  
<p class="item-title">Mom's Locket</p>  
<p class="r-itemid">TrinketID: 87</p>  
<p class="pickup">you feel her love</p>  
<p>While held, you heal for half a red heart every time you use a key to open a door or golden chest</p>  
<p>Changes all half red hearts into full hearts</p>  
<p>Hearts dropped from Tainted Magdalene's mechanic will be always full red hearts</p>  
<p class="tags">\*, red, brown, grey, gray, necklace, moms locket, mom locket </p>  
</span>  
</a>  
</li>  
- <a>  
<div class="trinket item trinket088" onclick=""></div>  
<span>  
<p class="item-title">NO!</p>  
<p class="r-itemid">TrinketID: 88</p>  
<p class="pickup">"Never again!"</p>  
<p>While this trinket is held you have a significantly lower chance to find spacebar/active items</p>  
<p>It will cause passive items to spawn except when the game cannot generate any more passive items and will then instead choose spacebar/active items</p>  
<p>Some hard coded spacebar items from bosses and mini-bosses (i.e. Krampus Head) can still spawn</p>  
<p>Bible drops caused by the Rosary item are not prevented by this trinket</p>  
<p class="tags">\*, stop, red, circle, line, cross, entry, warning </p>  
</span>  
</a>  
</li>  
- <a>  
<div class="trinket item trinket089" onclick=""></div>  
<span>  
<p class="item-title">Child Leash</p>  
<p class="r-itemid">TrinketID: 89</p>  
<p class="pickup">Keep your friends close...</p>  
<p>Causes your familiars to stay closer to each other</p>  
<p class="tags">\*, ribbon, green, blue </p>  
</span>  
</a>  
</li>  
- <a>  
<div class="trinket item trinket090" onclick=""></div>  
<span>  
<p class="item-title">Brown Cap</p>  
<p class="r-itemid">TrinketID: 90</p>  
<p class="pickup">"Fartoom!"</p>  
<p>Poop in the environment will now explode when destroyed</p>  
<p class="tags">\*, circle, rectangle </p>  
</span>  
</a>  
</li>  

## Afterbirth Plus Trinkets (38)

  
- <a>  
<div class="trinket item trinket091" onclick=""></div>  
<span>  
<p class="item-title">Meconium</p>  
<p class="r-itemid">TrinketID: 91</p>  
<p class="pickup">"Eww"</p>  
<p>While held you have an increased chance for Black Poops to spawn, which deal damage to all enemies in the room when destroyed</p>  
<p>Gives The Poop active item a chance to spawn a Black Poop too</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Greedier Mode with ???</p>  
<p class="tags">\*, black, grey, gray, poop </p>  
</span>  
</a>  
</li>  
- <a>  
<div class="trinket item trinket092" onclick=""></div>  
<span>  
<p class="item-title">Cracked Crown</p>  
<p class="r-itemid">TrinketID: 92</p>  
<p class="pickup">"Boost Stats"</p>  
<p>Boosts speed, range, shot speed, tears and damage if they are above their base values by roughly +20%</p>  
<p>Affects stat bonuses from passive items, trinkets that are absorbed or in a second trinket slot, and permanent bonuses given by items such as Void</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by getting a 5-win streak in daily challenges (must have a score of above 0 on the score screen)</p>  
<p class="tags">\*, broken, damaged, yellow, golden </p>  
</span>  
</a>  
</li>  
- <a>

<div class="trinket item trinket093" onclick=""></div>

<span>

<p class="item-title">Used Diaper</p>

<p class="r-itemid">TrinketID: 93</p>

<p class="pickup">"You Stink!"</p>

<p>While held, gives the Skatole effect only in certain rooms, which will turn hostile flies to neutral and stop others from shooting</p>

<p>Attack, Dart and Ring Flies turn into neutral Black Flies and Pooters and Fat Flies will no longer fire at you</p>

<p class="tags">\*, circle, white, fly, brown, poop </p>

</span>

</a>

</li>

<li class="textbox" data-cid="898" data-sid="10094" data-tid="1000">

<a>

<div class="trinket item trinket094" onclick=""></div>

<span>

<p class="item-title">Fish Tail</p>

<p class="r-itemid">TrinketID: 94</p>

<p class="pickup">"It also stinks!"</p>

<p>Items and trinkets which generate blue flies and spiders will have double the effect, causing twice as many to spawn</p>

<p class="tags">\*, grey, gray, green, arrow, flower, plant </p>

</span>

</a>

</li>

<li class="textbox" data-cid="972.5" data-sid="10095" data-tid="1000">

<a>

<div class="trinket item trinket095" onclick=""></div>

<span>

<p class="item-title">Black Tooth</p>

<p class="r-itemid">TrinketID: 95</p>

<p class="pickup">"It looks dead!"</p>

<p>Some tears will randomly become a black tooth, that deal double your normal tear damage and can poison enemies</p>

<p class="tags">\*, grey, gray, horn </p>

</span>

</a>

</li>

<li class="textbox" data-cid="974" data-sid="10096" data-tid="1000">

<a>

<div class="trinket item trinket096" onclick=""></div>

<span>

<p class="item-title">Ouroboros Worm</p>

<p class="r-itemid">TrinketID: 96</p>

<p class="pickup">"Foop foop!"</p>

<p>Tear become spectral and travel in a huge spiral pattern</p>

<p>+1.5 Range Up</p>

<p>+0.4 Tears Up</p>

<p class="tags">\*, grey, gray, brown, circle, snake </p>

</span>

</a>

</li>

<li class="textbox" data-cid="843.5" data-sid="10097" data-tid="1000">

<a>

<div class="trinket item trinket097" onclick=""></div>

<span>

<p class="item-title">Tonsil</p>

<p class="r-itemid">TrinketID: 97</p>

<p class="pickup">"Sick..."</p>

<p>Every time you take damage you have a very small chance to gain a Tonsil familiar, which follows you and blocks enemy projectiles</p>

<p>This effect can happen twice before the Tonsil trinket is destroyed</p>

<p>Does not deal contact damage to enemies</p>

<p class="tags">\*, pink, bloody, brain </p>

</span>

</a>

</li>

<li class="textbox" data-cid="895" data-sid="10098" data-tid="1000">

<a>

<div class="trinket item trinket098" onclick=""></div>

<span>

<p class="item-title">Nose Goblin</p>

<p class="r-itemid">TrinketID: 98</p>

<p class="pickup">"Seems magic..."</p>

<p>Your tears have a random chance to become booger tears</p>

<p>Booger tears stick on to enemies and deal periodic poison damage until they die or 60 seconds passes. Each tick of poison damage is equal to your normal tear damage</p>

<p>The boogers will have a homing effect</p>

<p class="tags">\*, green, snot, booger, bogey, slime </p>

</span>

</a>

</li>

<li class="textbox" data-cid="867" data-sid="10099" data-tid="1000">

<a>

<div class="trinket item trinket099" onclick=""></div>

<span>

<p class="item-title">Super Ball</p>

<p class="r-itemid">TrinketID: 99</p>

<p class="pickup">"Boing!"</p>

<p>Some random tears will gain the Rubber Cement effect and become bouncy</p>

<p class="tags">\*, yellow, orange, red, circle, stripe </p>

</span>

</a>

</li>

<li class="textbox" data-cid="876" data-sid="10100" data-tid="1000">

<a>

<div class="trinket item trinket100" onclick=""></div>

<span>

<p class="item-title">Vibrant Bulb</p>

<p class="r-itemid">TrinketID: 100</p>

<p class="pickup">"It needs power!"</p>

<p>Grants +0.25 Speed, +0.75 Range, +0.1 Shot Speed, +0.2 Tears, +0.5 Damage and +1 Luck when Isaac's active item is fully charged</p>

<p>Infinite use items such as Potato Peeler count as charged and provide the bonus from this trinket</p>

<p class="tags">\*, yellow, light </p>

</span>

</a>

</li>

<li class="textbox" data-cid="959" data-sid="10101" data-tid="1000">

<a>

<div class="trinket item trinket101" onclick=""></div>

<span>

<p class="item-title">Dim Bulb</p>

<p class="r-itemid">TrinketID: 101</p>

<p class="pickup">"I think it's broken."</p>

<p>Grants +0.5 Speed, +1.5 Range, +0.3 Shot Speed, +0.4 Tears, +1.5 Damage when Isaac's active item is completely uncharged</p>

<p>One-time use items such as Mama Mega count as uncharged and provide the bonus from this trinket</p>

<p class="tags">\*, grey, gray, light </p>

</span>

</a>

</li>

<li class="textbox" data-cid="915" data-sid="10102" data-tid="1000">

<a>

<div class="trinket item trinket102" onclick=""></div>

<span>

<p class="item-title">Fragmented Card</p>

<p class="r-itemid">TrinketID: 102</p>

<p class="pickup">"Double moon!"</p>

<p>Gives you another secret room on each new floor while held</p>

<p>Does not spawn more than one super secret room, only the normal secret room</p>

<p class="tags">\*, purple, torn, ripped, paper, page, poster </p>

</span>

</a>

</li>

<li class="textbox" data-cid="852" data-sid="10103" data-tid="1000">

<a>

<div class="trinket item trinket103" onclick=""></div>

<span>

<p class="item-title">Equality!</p>

<p class="r-itemid">TrinketID: 103</p>

<p class="pickup">""</p>

<p>When you have the same amount of coins, bombs and keys, half consumables turn into their doubled version</p>

<p>This effect works for any number of consumables, including 0 and 99, as long as the count for coins/keys/bombs is equal</p>

<p class="tags">\*, red, lines, redpill </p>

</span>

</a>

</li>

<li class="textbox" data-cid="953" data-sid="10104" data-tid="1000">  
<></li>  
<div class="trinket item trinket104" onclick=""></div>  
<span>  
<p class="item-title">Wish Bone</p>  
<p class="r-itemid">TrinketID: 104</p>  
<p class="pickup">Make a wish</p>  
<p>Every time you take damage you have a very small chance to spawn a random pedestal item</p>  
<p>When the effect triggers, the trinket is destroyed</p>  
<p class="tags">\*, grey, gray, claw, rib </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="922" data-sid="10105" data-tid="1000">  
<></li>  
<div class="trinket item trinket105" onclick=""></div>  
<span>  
<p class="item-title">Bag Lunch</p>  
<p class="r-itemid">TrinketID: 105</p>  
<p class="pickup">I wonder what it is</p>  
<p>Every time you take damage you have a very small chance to spawn the Lunch item, which gives +1 HP up</p>  
<p>When the effect triggers, this trinket is destroyed</p>  
<p class="tags">\*, brown, sack, hoof </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="920" data-sid="10106" data-tid="1000">  
<></li>  
<div class="trinket item trinket106" onclick=""></div>  
<span>  
<p class="item-title">Lost Cork</p>  
<p class="r-itemid">TrinketID: 106</p>  
<p class="pickup">"Uncorked" </p>  
<p>Increases the radius of any creep you produce</p>  
<p class="tags">\*, brown, yellow, orange, black </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="919" data-sid="10107" data-tid="1000">  
<></li>  
<div class="trinket item trinket107" onclick=""></div>  
<span>  
<p class="item-title">Crow Heart</p>  
<p class="r-itemid">TrinketID: 107</p>  
<p class="pickup">"Drain me" </p>  
<p>While held, any damage taken remove red hearts first, before soul hearts, black hearts and rotten heart damage</p>  
<p>While at 1/2 of a red heart, it will begin to remove your other hearts again</p>  
<p class="unlock">UNLOCK: Unlock this item by beating Greedier mode with Eve</p>  
<p class="tags">\* crow's, purple, blue, bloody</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="921" data-sid="10108" data-tid="1000">  
<></li>  
<div class="trinket item trinket108" onclick=""></div>  
<span>  
<p class="item-title">Walnut</p>  
<p class="r-itemid">TrinketID: 108</p>  
<p class="pickup">"Thats a hard nut to crack!" </p>  
<p>The Walnut has a chance to break when taking damage from an explosion. If it does, it will drop a random trinket, coin, heart and key</p>  
<p>The Walnut trinket is destroyed once the effect activates</p>  
<p class="tags">\*, brown, brain, stone, rock </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="943" data-sid="10109" data-tid="1000">  
<></li>  
<div class="trinket item trinket109" onclick=""></div>  
<span>  
<p class="item-title">Duct Tape</p>  
<p class="r-itemid">TrinketID: 109</p>  
<p class="pickup">"Stuck!" </p>  
<p>Causes any orbitals you have to stop moving while held</p>  
<p>Stops shooting familiars from moving (including Lilith's Incubus)</p>  
<p>Some familiars with irregular movement are not affected by Duct Tape, such as Abel, BBF, Bumbo, Guppy's Hair Ball, Lil Gurdy, Punching Bag, Robo-Baby 2.0, Succubus</p>  
<p class="tags">\*, grey, gray, tp, toilet, paper, roll, silver </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="947" data-sid="10110" data-tid="1000">  
<></li>  
<div class="trinket item trinket110" onclick=""></div>  
<span>  
<p class="item-title">\$Silver Dollar</p>  
<p class="r-itemid">TrinketID: 110</p>  
<p class="pickup">"Feels lucky..." </p>  
<p>While held, shops will now appear on the womb floors (The Womb, Utero and Scarred Womb)</p>  
<p class="unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Cain</p>  
<p class="tags">\*, coin, money, cash, cent </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="853.5" data-sid="10111" data-tid="1000">  
<></li>  
<div class="trinket item trinket111" onclick=""></div>  
<span>  
<p class="item-title">Bloody Crown</p>  
<p class="r-itemid">TrinketID: 111</p>  
<p class="pickup">"Drips with blood..." </p>  
<p>While held, item rooms now appear on the womb floors (The Womb, Utero and Scarred Womb)</p>  
<p><strong><pi>REPENTANCE</pi></strong> - Causes item rooms to appear on Corpse floors</p>  
<p class="unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Samson</p>  
<p class="tags">\*, red, dripping </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="901" data-sid="10112" data-tid="1000">  
<></li>  
<div class="trinket item trinket112" onclick=""></div>  
<span>  
<p class="item-title">Pay To Win</p>  
<p class="r-itemid">TrinketID: 112</p>  
<p class="pickup">"..." </p>  
<p>While held, restock boxes will always spawn in item rooms</p>  
<p class="tags">\*, cent, money, cash, coin, pixel, blue, green, p2w </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="845" data-sid="10113" data-tid="1000">  
<></li>  
<div class="trinket item trinket113" onclick=""></div>  
<span>  
<p class="item-title">Locust of War</p>  
<p class="r-itemid">TrinketID: 113</p>  
<p class="pickup">"I Bring Wrath" </p>  
<p>Upon entering a room with enemies, spawns a Red Locust which detonates upon impact with enemies, dealing double tear damage for the impact of the Locust and 60 damage for the explosion</p>  
<p>Can be dangerous as the fly will target the nearest enemy, which can be close enough to catch Isaac in its blast radius</p>  
<p class="unlock">UNLOCK: Unlock this trinket by defeating Isaac in the Cathedral as Apollyon</p>  
<p class="tags">\*, red, wings, fly, locust of wrath</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="893" data-sid="10114" data-tid="1000">  
<></li>  
<div class="trinket item trinket114" onclick=""></div>  
<span>  
<p class="item-title">Locust of Pestilence</p>  
<p class="r-itemid">TrinketID: 114</p>  
<p class="pickup">"I Bring Pestilence" </p>  
<p>At the start of each new hostile room you spawn a green attack fly, which will target a nearby enemy, deal double your tear damage and then poison them</p>  
<p class="unlock">UNLOCK: Unlock this item by beating Satan with Apollyon</p>

<p class="tags">\*, green, wings, fly </p>

</span>

</a>

</li>

<li class="textbox" data-cid="935" data-sid="10115" data-tid="1000">

<a>

<div class="trinket item trinket115" onclick=""></div>

<span>

<p class="item-title">Locust of Famine</p>

<p class="r-itemid">TrinketID: 115</p>

<p class="pickup">"I bring Famine"</p>

<p>At the start of each new hostile room you spawn a yellow attack fly, which will target a nearby enemy, deal double your tear damage and apply a slowing effect to it</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating ??? in The Chest as Apollyon</p>

<p class="tags">\*, brown, wings, fly </p>

</span>

</a>

</li>

<li class="textbox" data-cid="970" data-sid="10116" data-tid="1000">

<a>

<div class="trinket item trinket116" onclick=""></div>

<span>

<p class="item-title">Locust of Death</p>

<p class="r-itemid">TrinketID: 116</p>

<p class="pickup">"I bring Death"</p>

<p>Upon entering a room with enemies, spawns a Black Locust that deals quadruple Isaac's damage, applied as two hits of double damage</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating The Lamb as Apollyon</p>

<p class="tags">\*, grey, gray, black, wings, fly </p>

</span>

</a>

</li>

<li class="textbox" data-cid="829" data-sid="10117" data-tid="1000">

<a>

<div class="trinket item trinket117" onclick=""></div>

<span>

<p class="item-title">Locust of Conquest</p>

<p class="r-itemid">TrinketID: 117</p>

<p class="pickup">"I Bring Conquest"</p>

<p>At the start of each new hostile room you spawn 2-5 white attack flies, which will target a nearby enemy and deal double your tear damage to it</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Boss Rush as Apollyon</p>

<p class="tags">\*, white, wings, fly </p>

</span>

</a>

</li>

<li class="textbox" data-cid="971" data-sid="10118" data-tid="1000">

<a>

<div class="trinket item trinket118" onclick=""></div>

<span>

<p class="item-title">Bat Wing</p>

<p class="r-itemid">TrinketID: 118</p>

<p class="pickup">"They Are Growing..."</p>

<p>When killing an enemy, you have a very small chance to gain the ability to fly for the rest of the room</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Greedier Mode with Azazel</p>

<p class="tags">\*, black, grey, gray </p>

</span>

</a>

</li>

<li class="textbox" data-cid="863" data-sid="10119" data-tid="1000">

<a>

<div class="trinket item trinket119" onclick=""></div>

<span>

<p class="item-title">Stem Cell</p>

<p class="r-itemid">TrinketID: 119</p>

<p class="pickup">"Regen!"</p>

<p>Stem Cell heals Isaac's red heart containers to 50% each floor</p>

<p>If Isaac already has 50% health or more, it heals half of a heart instead</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Greedier Mode with Samson</p>

<p class="tags">\*, red, pink, orange, eye, circle </p>

</span>

</a>

</li>

<li class="textbox" data-cid="878" data-sid="10120" data-tid="1000">

<a>

<div class="trinket item trinket120" onclick=""></div>

<span>

<p class="item-title">Hairpin</p>

<p class="r-itemid">TrinketID: 120</p>

<p class="pickup">"Danger charge"</p>

<p>Fully recharges your active item at the start of each boss fight</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Zaratus</p>

<p class="tags">\*, yellow, whip, glow, black </p>

</span>

</a>

</li>

<li class="textbox" data-cid="932" data-sid="10121" data-tid="1000">

<a>

<div class="trinket item trinket121" onclick=""></div>

<span>

<p class="item-title">Wooden Cross</p>

<p class="r-itemid">TrinketID: 121</p>

<p class="pickup">"My faith protects me"</p>

<p>Gives you the Holy Mantle shield effect at the start of every new floor, which protects you from the next hit of damage you take</p>

<p>Does not recharge until the start of the next floor</p>

<p>Stacks with the effects from Holy Mantle and Blanket, but it does not stack with Holy Card</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Ep and Mills</p>

<p class="tags">\*, brown, crucifix </p>

</span>

</a>

</li>

<li class="textbox" data-cid="875" data-sid="10122" data-tid="1000">

<a>

<div class="trinket item trinket122" onclick=""></div>

<span>

<p class="item-title">Butter!</p>

<p class="r-itemid">TrinketID: 122</p>

<p class="pickup">"Can't hold it!"</p>

<p>Using your active item while holding this trinket will drop it back on a pedestal on the ground</p>

<p>Also after taking damage, you have a very small chance to drop one of your passive items</p>

<p>One-time use active items will be consumed and not dropped</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by MarkusLeben and iguestix</p>

<p class="tags">\*, yellow, golden, box, block, square, cube </p>

</span>

</a>

</li>

<li class="textbox" data-cid="950" data-sid="10123" data-tid="1000">

<a>

<div class="trinket item trinket123" onclick=""></div>

<span>

<p class="item-title">Filigree Feather</p>

<p class="r-itemid">TrinketID: 123</p>

<p class="pickup">"Angelic spoils!"</p>

<p>Holding this trinket will cause the Angel mini bosses to drop normal items instead of Key Pieces</p>

<p>Added as part of the Afterbirth+ Booster Pack #2, designed by Edmund McMillen</p>

<p class="tags">\*, silver, grey, gray, white, quill </p>

</span>

</a>

</li>

<li class="textbox" data-cid="924" data-sid="10124" data-tid="1000">

<a>

<div class="trinket item trinket124" onclick=""></div>

<span>

<p class="item-title">Door Stop</p>

<p class="r-itemid">TrinketID: 124</p>

<p class="pickup">"Hold the door!"</p>

<p>While held, the last door Isaac went through stays open, allowing him to leave the room even if enemies are in it</p>

<p>This trinket works on boss rooms (except Ultra Greed) and devil rooms containing Krampus, allowing you to exit out mid-fight</p>

<p>Does not drop in Greed mode</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by blowing up doors and secret room walls 50 times</p>

<p class="tags">\*, door, stop, wedge, cheese, wood, brown, hodor, game of thrones, Wylis </p>

</span>

</a>

</li>

<li class="textbox" data-cid="939" data-sid="10125" data-tid="1000">  
<>  
<div class="trinket item trinket125" onclick=""></div>  
<span>  
<p class="item-title">Extension Cord</p>  
<p class="r-itemid">TrinketID: 125</p>  
<p class="pickup">Charged friends</p>  
<p>After being picked up, a yellow laser chain now flows through Isaac's familiars</p>  
<p>Added as part of the Afterbirth+ Booster Pack #4 and based on the Steam Workshop mod created by Strawrat and Aczom</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="891" data-sid="10126" data-tid="1000">  
<>  
<div class="trinket item trinket126" onclick=""></div>  
<span>  
<p class="item-title">Rotten Penny</p>  
<p class="r-itemid">TrinketID: 126</p>  
<p class="pickup">Wealth of flies</p>  
<p>While held, spawns +1 friendly blue fly every time you pick up a coin</p>  
<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Eufuu</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by having a lot of blue flies at once</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="902" data-sid="10127" data-tid="1000">  
<>  
<div class="trinket item trinket127" onclick=""></div>  
<span>  
<p class="item-title">Baby Bender</p>  
<p class="r-itemid">TrinketID: 127</p>  
<p class="pickup">Feed them magic!</p>  
<p>While held, this trinket gives your familiars homing shots</p>  
<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Ink Tears</p>  
<p class="r-unlock">UNLOCK: Unlock this item by having two items or effects that grant homing shots at once (e.g. Spoon Bender, Telepathy for Dummies, I - The Magician)</p>  
<p class="tags">\*, baby bender babybender</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="830" data-sid="10128" data-tid="1000">  
<>  
<div class="trinket item trinket128" onclick=""></div>  
<span>  
<p class="item-title">Finger Bone</p>  
<p class="r-itemid">TrinketID: 128</p>  
<p class="pickup">It looks brittle</p>  
<p>While held, gives you a small chance to gain a bone heart everytime you take damage</p>  
<p>Added as part of the Afterbirth+ Booster Pack #5</p>  
<p><strong class="pri">REPENTANCE</strong> - Finger Bone's chance to grant a bone heart has been increased to 5% per hit taken (from 2%)</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Ultra Greed as The Forgotten</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<h2>Repentance Trinkets <span class="a-item-ttl">(61)</span></h2>  
<li class="textbox" data-cid="804" data-sid="10129" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx129" onclick=""></div>  
<span>  
<p class="item-title">Jawbreaker</p>  
<p class="r-itemid">TrinketID: 129</p>  
<p class="pickup">Don't chew on it</p>  
<p>Tears have a chance to become a tooth, dealing x3.2 damage, similar to Tough Love</p>  
<p>The chance to fire a tooth with this trinket is affected by your Luck stat</p>  
<p>At +0 luck you have ~12% chance for this effect to activate</p>  
<p>At +9 luck every tear you fire will be a tooth</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="965" data-sid="10130" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx130" onclick=""></div>  
<span>  
<p class="item-title">Chewed Pen</p>  
<p class="r-itemid">TrinketID: 130</p>  
<p class="pickup">It's leaking</p>  
<p>Tears have a chance to slow enemies</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="907" data-sid="10131" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx131" onclick=""></div>  
<span>  
<p class="item-title">Blessed Penny</p>  
<p class="r-itemid">TrinketID: 131</p>  
<p class="pickup">Wealth of purity</p>  
<p>Chance to spawn half a soul heart when picking up a coin</p>  
<p>The chance up based on the coin's worth: Penny = 16.6%, Double Penny = 30.5%, Nickel = 59.7%, Dime = 83.3%</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by defeating ??? as Bethany</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="855" data-sid="10132" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx132" onclick=""></div>  
<span>  
<p class="item-title">Broken Syringe</p>  
<p class="r-itemid">TrinketID: 132</p>  
<p class="pickup">Mystery medicine</p>  
<p>Gives you a random syringe effect every room</p>  
<p>The effect can be The Virus, Roid Rage, Speed Ball, Experimental Treatment, Synthoil, Euthanasia or Growth Hormones</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="862" data-sid="10133" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx133" onclick=""></div>  
<span>  
<p class="item-title">Short Fuse</p>  
<p class="r-itemid">TrinketID: 133</p>  
<p class="pickup">Faster explosions</p>  
<p>Placed bombs explode after 0.66 seconds instead of the usual 1.5 seconds</p>  
<p>This was called Exploded Firecracker in Antibirth</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="881" data-sid="10134" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx134" onclick=""></div>  
<span>  
<p class="item-title">Gigante Bean</p>  
<p class="r-itemid">TrinketID: 134</p>  
<p class="pickup">Mega farts</p>  
<p>Farts produced by Isaac or familiars will be twice as large</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="977" data-sid="10135" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx135" onclick=""></div>  
<span>  
<p class="item-title">A Lighter</p>  
<p class="r-itemid">TrinketID: 135</p>

<p class="pickup">Watch the world burn</p><p>Chance for enemies to burn when entering a room</p><p>The chance for this effect to activate is effected by your Luck stat</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="964" data-sid="10136" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx136" onclick=""></div><span><p class="item-title">Broken Padlock</p><p class="r-itemid">TrinketID: 136</p><p class="pickup">Bombs are key</p><p>Explosions can open locked doors</p><p>This includes key blocks and golden chests</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="900" data-sid="10137" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx137" onclick=""></div><span><p class="item-title">Myosotis</p><p class="r-itemid">TrinketID: 137</p><p class="pickup">Forget me not...</p><p>Pickups left on current floor will appear in the starting room of the next floor, up to a maximum of 4 pickups</p><p class="tags">\*, flower, blue, petal, leaf, myosotis</p></span></a></li><li class="textbox" data-cid="801" data-sid="10138" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx138" onclick=""></div><span><p class="item-title"> 'Me'</p><p class="r-itemid">TrinketID: 138</p><p class="pickup" style="white-space: pre-wrap;">t's broken! Reroll your dest "</p><p>Active items will be rerolled upon using them</p><p>Using with Book of Virtues will only reroll the item the book is holding</p><p>Has no effect with Notched Axe due to how its durability works</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Eden</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="904" data-sid="10139" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx139" onclick=""></div><span><p class="item-title">Teardrop Charm</p><p class="r-itemid">TrinketID: 139</p><p class="pickup">It feels lucky</p><p>Random luck-based tear effects have an extra chance of occurring</p><p>The additional chance is effectively +3 Luck Up</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="896" data-sid="10140" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx140" onclick=""></div><span><p class="item-title">Apple of Sodom</p><p class="r-itemid">TrinketID: 140</p><p class="pickup">It feels empty</p><p>Picking up red hearts now has a high chance to spawn 1-4 blue attack spiders, instead of giving you health back</p><p>This effect also works while fully healed, giving a guaranteed chance of getting spiders</p><p>While missing any red health the chance for spiders is less</p><p>Works for characters that don't use red health, which always gives you spiders</p><p>Hearts in Shops can be converted into spiders for free</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="883" data-sid="10141" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx141" onclick=""></div><span><p class="item-title">Forgotten Lullaby</p><p class="r-itemid">TrinketID: 141</p><p class="pickup">Sing for your friends</p><p>Gives your familiars improved rate of fire while held</p><p>In Antibirth this trinket was called Song of the Siren</p><p class="r-unlock">UNLOCK: Unlock this trinket by bombing the skull left by The Siren boss after her death</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="908" data-sid="10142" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx142" onclick=""></div><span><p class="item-title">Beth's Faith</p><p class="r-itemid">TrinketID: 142</p><p class="pickup">My faith protects me</p><p>While held at the start of each floor, this trinket spawns four wisp familiar orbitals around Isaac</p><p>These wisps are the same as the ones created by the Book of Virtues item</p><p class="r-unlock">UNLOCK: Unlock this trinket by beating the Boss Rush as Bethany</p><p class="tags">\*, beths faith</p></span></a></li><li class="textbox" data-cid="910" data-sid="10143" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx143" onclick=""></div><span><p class="item-title">Old Capacitor</p><p class="r-itemid">TrinketID: 143</p><p class="pickup">Voltage starving</p><p>Your active item no longer gains charges, but battery drops become much more common</p><p class="r-unlock">UNLOCK: Unlock this trinket by blowing up 10 Battery Beggars</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="812" data-sid="10144" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx144" onclick=""></div><span><p class="item-title">Brain Worm</p><p class="r-itemid">TrinketID: 144</p><p class="pickup">"Ding!"</p><p>Tears that miss enemies will redirect themselves and travel 90 degrees towards enemies</p><p>Tears must be roughly 2 tiles or closer to activate this effect</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="832" data-sid="10145" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx145" onclick=""></div><span><p class="item-title">Perfection</p><p class="r-itemid">TrinketID: 145</p><p class="pickup">Luck way up. Don't lose it!</p><p>+1 Luck while held, but the trinket is destroyed when damage is taken</p><p>Blood donation machines, Curse Rooms and Sacrifice Rooms wont destroy it</p><p>Taking a hit and activating Holy Mantle won't destroy it</p><p>Can be dropped in order to avoid breaking it</p>

<p>This trinket is automatically given to you after clearing 3 bosses without taking damage</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="979" data-sid="10146" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx146" onclick=""></div>

<span>

<p class="item-title">Devil's Crown</p>

<p class="r-itemid">TrinketID: 146</p>

<p class="pickup">His special customer</p>

<p>Treasure Rooms are replaced with Red Treasure Rooms, which contain a deal with the devil in place of a regular item pedestal</p>

<p>If an item room has not yet been entered, it can be transformed to either a regular or Red Treasure Room by picking up or dropping this trinket before entering</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Azazel</p>

<p class="tags">\*, devils crown</p>

</span>

</a>

</li>

<li class="textbox" data-cid="874" data-sid="10147" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx147" onclick=""></div>

<span>

<p class="item-title">Charged Penny</p>

<p class="r-itemid">TrinketID: 147</p>

<p class="pickup">Wealth of power</p>

<p>Every time you pick up a coin, you have a small chance to gain 1 bar of charge on your active item</p>

<p>The chance for this effect to happen is 1/6th of the value of the coin picked up</p>

<p>Can only activate once per coin collected</p>

<p>In Antibirth this trinket was called Electric Penny</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by donating to a battery beggar until he pays out with an item 5 times</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="859" data-sid="10148" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx148" onclick=""></div>

<span>

<p class="item-title">Friendship Necklace</p>

<p class="r-itemid">TrinketID: 148</p>

<p class="pickup">Gather round</p>

<p>While held, your familiars will now orbit around Isaac instead of following behind him</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="836" data-sid="10149" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx149" onclick=""></div>

<span>

<p class="item-title">Panic Button</p>

<p class="r-itemid">TrinketID: 149</p>

<p class="pickup">Push in case of emergency</p>

<p>Activates your active item just before damage would be taken</p>

<p>It doesn't activate for free - the charges are used up as normal if this effect activates. This means the trinket does nothing if your active item isn't fully charged</p>

<p>Single-use active items are consumed as normal</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="912" data-sid="10150" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx150" onclick=""></div>

<span>

<p class="item-title">Blue Key</p>

<p class="r-itemid">TrinketID: 150</p>

<p class="pickup">Look between the rooms</p>

<p>Doors can be opened without using up a key</p>

<p>However, when entering the door you are taken to a blue womb room with enemies to defeat. This room will always drop a reward at the end, then allow you to exit back to the real floor</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating The Beast as Tainted Cain</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="936" data-sid="10151" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx151" onclick=""></div>

<span>

<p class="item-title">Flat File</p>

<p class="r-itemid">TrinketID: 151</p>

<p class="pickup">No more spikes</p>

<p>While held this trinket causes spikes to retract into the floor</p>

<p>Works for these rooms - you no longer take damage entering or leaving</p>

<p>Allows you to open spiked chests without taking damage</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="914" data-sid="10152" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx152" onclick=""></div>

<span>

<p class="item-title">Telescope Lens</p>

<p class="r-itemid">TrinketID: 152</p>

<p class="pickup">Seek the stars</p>

<p>+9% chance for a Planetarium to spawn</p>

<p>Allows Planetarium to spawn in the Womb/Utero floors</p>

<p>Planetarium have a base 1% chance to appear, which increases by +20% whenever you skip an Item Room (Must not enter to count as skipped)</p>

<p>After entering a Planetarium the chance goes back to 1%. Holding this trinket increase that chance by +15%</p>

<p>Does not drop in Greed Mode</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by collecting three of the following in the same run: Magic 8 Ball, Tiny Planet, Crystal Ball, Star of Bethlehem or any of the Astrology-related items (e.g. Aries, Cancer, Capricorn, Leo etc.). The item called Zodiac does not count.</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="868" data-sid="10153" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx153" onclick=""></div>

<span>

<p class="item-title">Mom's Lock</p>

<p class="r-itemid">TrinketID: 153</p>

<p class="pickup">A piece of her love</p>

<p>Has a high chance to give you the effect of a random Mom item every room</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Isaac</p>

<p class="tags">\*, mom's lock</p>

</span>

</a>

</li>

<li class="textbox" data-cid="917" data-sid="10154" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx154" onclick=""></div>

<span>

<p class="item-title">Dice Bag</p>

<p class="r-itemid">TrinketID: 154</p>

<p class="pickup">Bonus roll</p>

<p>Every time you enter a brand new room, you have a chance to get a random one-time use Dice (e.g. D6, D20 etc.)</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Isaac</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="903.5" data-sid="10155" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx155" onclick=""></div>

<span>

<p class="item-title">Holy Crown</p>

<p class="r-itemid">TrinketID: 155</p>

<p class="pickup">Walk the path of the saint</p>

<p>Causes Item rooms and Shops to appear in the Cathedral</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Magdalene</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="849" data-sid="10156" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx156" onclick=""></div>

<span>

<p class="item-title">Mother's Kiss</p>

<p class="r-itemid">TrinketID: 156</p>

<p class="pickup">HP up</p>

<p>While held you get +1 HP Up/p>

<p>The first time you pick this trinket up, the heart container will be filled. This effect can't be abused - next time it will be empty if dropped</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Magdalene</p>

<p class="tags">\*, mothers kiss</p>

</span>

</a>

</li>

<li class="textbox" data-cid="803" data-sid="10157" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx157" onclick=""></div>

<span>

<p class="item-title">Torn Card</p>

<p class="r-itemid">TrinketID: 157</p>

<p class="pickup">Death awaits</p>

<p>Every 15 shots you will shoot an Ipecac + My Reflection shot</p>

<p>The tear will fly in the air for about 3 seconds and follows Isaac until it falls and explodes. You need to move out of the way or it will hurt Isaac, but can be used to open anything requiring a bomb e.g. Secret Rooms</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Lazarus</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="952" data-sid="10158" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx158" onclick=""></div>

<span>

<p class="item-title">Torn Pocket</p>

<p class="r-itemid">TrinketID: 158</p>

<p class="pickup">A hole in your pocket</p>

<p>Every time you take damage, you drop up to 2 different types of consumables on the ground</p>

<p>Dropped consumables can be any variant of its kind - e.g. a bomb can become a troll bomb, or a dropped coin can become a dime</p>

<p>Does nothing if you have no consumables</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Lazarus</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="869" data-sid="10159" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx159" onclick=""></div>

<span>

<p class="item-title">Gilded Key</p>

<p class="r-itemid">TrinketID: 159</p>

<p class="pickup">Less is more</p>

<p>All new chests become locked Golden chests</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Cain</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="928" data-sid="10160" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx160" onclick=""></div>

<span>

<p class="item-title">Lucky Sack</p>

<p class="r-itemid">TrinketID: 160</p>

<p class="pickup">Free goodies!</p>

<p>Spawns a sack at the start of each new floor</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Cain</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="854" data-sid="10161" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx161" onclick=""></div>

<span>

<p class="item-title">Wicked Crown</p>

<p class="r-itemid">TrinketID: 161</p>

<p class="pickup">Walk the path of the wicked</p>

<p>Causes an Item Room and Shop to appear in Sheol</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Azazel</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="972" data-sid="10162" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx162" onclick=""></div>

<span>

<p class="item-title">Azazel's Stump</p>

<p class="r-itemid">TrinketID: 162</p>

<p class="pickup">Unleash your inner demon</p>

<p>When entering a new room, gives a small chance to gain Azazel's short-range Brimstone laser for the current room and the ability to fly</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Azazel</p>

<p class="tags">\*, azazels stump</p>

</span>

</a>

</li>

<li class="textbox" data-cid="925" data-sid="10163" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx163" onclick=""></div>

<span>

<p class="item-title">Dingle Berry</p>

<p class="r-itemid">TrinketID: 163</p>

<p class="pickup">Oops!</p>

<p>Spawns 2 friendly Dips upon clearing a room</p>

<p>Dips that spawn after killing a Squirt turn friendly</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Blue Baby</p>

<p class="tags">\*, </p>

</span>

</a>

</li>

<li class="textbox" data-cid="837" data-sid="10164" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx164" onclick=""></div>

<span>

<p class="item-title">Ring Cap</p>

<p class="r-itemid">TrinketID: 164</p>

<p class="pickup">Twice the bang!</p>

<p>Drops 2 bombs at once (only 1 bomb is removed from your total)</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Blue Baby</p>

<p class="tags">\*, </p>

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</li>

<li class="textbox" data-cid="835" data-sid="10165" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx165" onclick=""></div>

<span>

<p class="item-title">Nuh Uh!</p>

<p class="r-itemid">TrinketID: 165</p>

<p class="pickup">Don't want!</p>

<p>Beyond the womb floor, replaces all coin and key spawns with a random pickup as follows:</p>

<p>Bomb - 26.6% chance. Heart - 26.6% chance</p>

<p>Pill - 16.6% chance. Card - 16.6% chance</p>

<p>Trinket - 6.6% chance. Battery - 6.6% chance</p>

<p>Also adds a 20% chance to spawn a fly if the original drop was a coin</p>

<p>Doesn't spawn in Greed Mode</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Eden</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="927" data-sid="10166" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx166" onclick=""></div><span><p class="item-title">Modeling Clay</p><p class="r-itemid">TrinketID: 166</p><p class="pickup">?"</p><p>Each brand new room, this trinket has a chance to transform into a copy of a random passive item, which gives you the effect for the duration of this room</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Eden</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="831" data-sid="10167" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx167" onclick=""></div><span><p class="item-title">Polished Bone</p><p class="r-itemid">TrinketID: 167</p><p class="pickup">"Friends from beyond"</p><p>Gives a small chance to spawn a friendly Bony when clearing a room, which will throw bones at enemies until it takes enough damage to die</p><p>Can be either the regular white Bony or the black variant</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Forgotten</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="885" data-sid="10168" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx168" onclick=""></div><span><p class="item-title">Hollow Heart</p><p class="r-itemid">TrinketID: 168</p><p class="pickup">"A brittle blessing"</p><p>Gives you +1 Bone Heart every time you enter a new floor</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Forgotten</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="920.5" data-sid="10169" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx169" onclick=""></div><span><p class="item-title">Kid's Drawing</p><p class="r-itemid">TrinketID: 169</p><p class="pickup">"Looks familiar..."</p><p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p><p>Dropping this trinket again removes the transformation if you dont have 3 other Guppy items</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Lost</p><p class="tags">\*, kids drawing</p></span></a></li><li class="textbox" data-cid="944" data-sid="10170" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx170" onclick=""></div><span><p class="item-title">Crystal Key</p><p class="r-itemid">TrinketID: 170</p><p class="pickup">"Call to the other side"</p><p>Each time you clear a room there is a chance a Red Room will spawn at one of the walls.</p><p>The chance for a Red Room to unlock increases as you pick up more Crystal Keys.</p><p>While in a regular room, the chances to spawn a Red Room are: 1 Key = 33.33% chance. 2 keys = 50% chance. 3 or more keys = 100% chance.</p><p>While in a Red room, the chances to spawn a Red Room are: 1 Key = 12.5% chance. 2 keys = 16.6% chance. 3 keys = 25% chance. 4 keys = 50% chance. 5 keys = 100% chance.</p><p>Passive rooms with no enemies don't have a chance to spawn Red Rooms.</p><p>It's possible to hold more than one trinket by taking Mom's Purse, Belly Button or using the Smelter to convert them into passive items. Having a golden version of this trinket counts as 2 keys.</p><p>Doesn't spawn in Greed Mode</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Lost</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="840" data-sid="10171" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx171" onclick=""></div><span><p class="item-title">Keeper's Bargain</p><p class="r-itemid">TrinketID: 171</p><p class="pickup">"Money talks"</p><p>Has a decent chance for Devil Deals to cost money instead of Health</p><p>The conversion rate is 1 heart container to 15 coins</p><p>Items can be on discount similar to the shop, making it 1 heart container = 7 coins instead</p><p>No effect on Lost or Tainted Lost</p><p>Can be dropped to disable this effect while in the room</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Keeper</p><p class="tags">\*, keepers bargain, keeper bargain</p></span></a></li><li class="textbox" data-cid="918" data-sid="10172" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx172" onclick=""></div><span><p class="item-title">Cursed Penny</p><p class="r-itemid">TrinketID: 172</p><p class="pickup">"Wealth of misery"</p><p>While held, you will be teleported to a random room everytime you pick up a coin</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Keeper</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="818" data-sid="10173" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx173" onclick=""></div><span><p class="item-title">Your Soul</p><p class="r-itemid">TrinketID: 173</p><p class="pickup">"Give it to me"</p><p>Allows you to pay for a devil deal with this trinket</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Judas</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="857" data-sid="10174" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx174" onclick=""></div><span><p class="item-title">Number Magnet</p><p class="r-itemid">TrinketID: 174</p><p class="pickup">"6"</p><p>+10% devil room chance while held</p><p>Changes Devil Room layouts. The new rooms contain 0-3 Devil Deal Items, 1-3 Black Hearts and random enemies from the Sheol floor</p><p>Prevents Krampus from appearing</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Judas</p><p class="tags">\*, </p></span></a></li><li class="textbox" data-cid="913" data-sid="10175" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx175" onclick=""></div><span><p class="item-title">Strange Key</p>

<p class="r-itemid">TrinketID: 175</p>

<p class="pickup">"What could it open?"</p>

<p>Opens the door to the Blue Womb, regardless of whether you meet the 30 minute speed timer</p>

<p>Opening Pandora's Box while holding this item will ignore the normal effect and instead spawn 6 item pedestals from random item pools. Both the box and trinket are consumed when this happens</p>

<p class="tags">\*, </p>

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<span>

<p class="item-title">lil Clot</p>

<p class="r-itemid">TrinketID: 176</p>

<p class="pickup">"Mini friend!"</p>

<p>A small clot friend will hug Isaac, following his exact movements (similar to how Jacob & Esau work) and shooting tears when he does</p>

<p>The clot can be moved around by collision with an object/wall, allowing you to re-position it</p>

<p>The clot's damage is roughly 1/3 of your tear damage</p>

<p>If it takes a few hits it will die, and respawn in the next room</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Eve</p>

<p class="tags">\*, mini clot</p>
- </li>
- <a>

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<span>

<p class="item-title">Temporary Tattoo</p>

<p class="r-itemid">TrinketID: 177</p>

<p class="pickup">"You feel braver!"</p>

<p>Spawns a random chest after completing a regular Challenge Room</p>

<p>Spawns a pedestal item after completing a boss Challenge Room</p>

<p>Doesn't spawn in Greed Mode</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Samson</p>

<p class="tags">\*, </p>
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<span>

<p class="item-title">Swallowed M80</p>

<p class="r-itemid">TrinketID: 178</p>

<p class="pickup">"Bang!"</p>

<p>When taking damage you have a chance to explode and deal 185 damage to all enemies around you (Same damage as a Mr. Mega bomb)</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Samson</p>

<p class="tags">\*, </p>
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<span>

<p class="item-title">RC Remote</p>

<p class="r-itemid">TrinketID: 179</p>

<p class="pickup">"Controllable buddies!"</p>

<p>Familiars follow Isaac's exact movements, (similar to how Jacob & Esau work) instead of following loosely like they usually do</p>

<p>Holding the drop button (Ctrl on Steam version) causes them to stop moving</p>

<p>Doesn't affect some familiars with specific movement patterns, e.g. Abel</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Jacob</p>

<p class="tags">\*, </p>
- </li>
- <a>

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<span>

<p class="item-title">Found Soul</p>

<p class="r-itemid">TrinketID: 180</p>

<p class="pickup">"Finally!"</p>

<p>Gives you a familiar that follows Isaac's exact movements (similar to how Jacob & Esau work) and shoots spectral tears</p>

<p>Similar to Jacob and Esau, positions can be altered by running it into objects, or holding the drop button (Ctrl on Steam version)</p>

<p>When you place a bomb, the Found Soul will drop one too</p>

<p>If it takes any damage, it will die and not respawn until the next floor</p>

<p>Will always match your current movement speed</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Jacob</p>

<p class="tags">\*, </p>
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- <a>

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<span>

<p class="item-title">Expansion Pack</p>

<p class="r-itemid">TrinketID: 181</p>

<p class="pickup">"Fun extras"</p>

<p>Everytime you use your active item, you have a chance to activate another random active item</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Bethany</p>

<p class="tags">\*, </p>
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<span>

<p class="item-title">Beth's Essence</p>

<p class="r-itemid">TrinketID: 182</p>

<p class="pickup">"Virtue's reward"</p>

<p>Taking damage gives you a chance to spawn a flame orbital, similar to the ones created by Book of Virtues</p>

<p>Entering an Angel Room gives you +5 flame orbitals. The angel room spawned by The Stairway item also counts</p>

<p>Giving money to a beggar gives a flame orbital</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Bethany</p>

<p class="tags">\*, beths essence</p>
- </li>
- <a>

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<span>

<p class="item-title">The Twins</p>

<p class="r-itemid">TrinketID: 183</p>

<p class="pickup">"I'm seeing double..."</p>

<p>Upon entering each new room, this trinket has a chance to copy one of your current familiars</p>

<p>If you have no familiars instead it will spawn either Brother Bobby or Sister Maggy</p>

<p>Only lasts for the current room</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Lilith</p>

<p class="tags">\*, </p>
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<span>

<p class="item-title">Adoption Papers</p>

<p class="r-itemid">TrinketID: 184</p>

<p class="pickup">"Give them a home"</p>

<p>All shops only sell familiars while holding this trinket</p>

<p>If you enter a shop while holding this trinket, the effect won't undo by dropping it until you move to a new floor</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Lilith</p>

<p class="tags">\*, </p>
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<li>  
<li class="textbox" data-cid="933" data-sid="10185" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx185" onclick=""></div>  
<span>  
<p class="item-title">Cricket Leg</p>  
<p class="r-itemid">TrinketID: 185</p>  
<p class="pickup">"Infested"</p>  
<p>Every time an enemy dies you have a chance to gain a random Locust</p>  
<p>Different color Locusts correspond to the horsemen. Each of them deal double your tear damage, similar to how standard blue flies work</p>  
<p>War (Red) - Explodes when touching the enemy. The actual explosion deals flat 60 damage</p>  
<p>Pestilence (Green) - Poisons the enemy it attacks</p>  
<p>Famine (Brown) - Applies a slowing effect</p>  
<p>Death (Black) - Deals x4 damage instead of x2</p>  
<p>Conquest (White) - Spawns 2-5 at once</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Apollyon</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="833" data-sid="10186" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx186" onclick=""></div>  
<span>  
<p class="item-title">Apollyon's Best Friend</p>  
<p class="r-itemid">TrinketID: 186</p>  
<p class="pickup">"Attack buddy"</p>  
<p>Gives you a red attack fly, that will charge at enemies in the same direction you are shooting</p>  
<p>Deals damage equal to your current tear damage</p>  
<p>Stops charging once it hits an enemy and returns to Isaac's side</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Apollyon</p>  
<p class="tags">\*, apollyons best friend</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="961.5" data-sid="10187" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx187" onclick=""></div>  
<span>  
<p class="item-title">Broken Glasses</p>  
<p class="r-itemid">TrinketID: 187</p>  
<p class="pickup">"Double vision"</p>  
<p>Gives a 33% chance to spawn an extra blind pedestal item in all future item rooms. This one will be a hidden question mark</p>  
<p>Allows you to see what both items are on alternative path floors (Downpour/Dross, Mines/Ashpit, Gehenna/Mausoleum)</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by defeating challenge #40 (Seeing Double)</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="903" data-sid="10188" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx188" onclick=""></div>  
<span>  
<p class="item-title">Ice Cube</p>  
<p class="r-itemid">TrinketID: 188</p>  
<p class="pickup">"Stay frosty"</p>  
<p>Gives a small chance when entering a room for enemies to be petrified for 4 seconds. Killing a petrified enemy will freeze it.</p>  
<p>The chance for this effect to activate depends on your Luck stat.</p>  
<p>Frozen enemies can be pushed into obstacles where they shatter on contact and fire ice shards around them. Any other enemies hit by these shards will become frozen too</p>  
<p>Frozen enemies are considered dead by the game, and won't unfreeze or move again. The room doors will open if only frozen enemies remain</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by defeating challenge #41 (Pica Run)</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-cid="968" data-sid="10189" data-tid="1000">  
<>  
<div class="item rep-item rep-trink rep-junxx189" onclick=""></div>  
<span>  
<p class="item-title">Sigil of Baphomet</p>  
<p class="r-itemid">TrinketID: 189</p>  
<p class="pickup">"Revel in death"</p>  
<p>Every time you kill an enemy you get an invincibility shield for 1 second</p>  
<p>While shielded, each enemy killed adds +1 seconds to the duration</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by defeating challenge #37 (Bloody Mary)</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
</div>  
<div class="allitems">  
<h2>Consumables + Misc.</h2>  
<li class="textbox" data-sid="1" data-tid="1">  
<>  
<div class="rebirth-card item r-card01" onclick=""></div>  
<span>  
<p class="item-title">0 - The Fool</p>  
<p class="r-itemid">CardID: 1</p>  
<p class="pickup">"Where your journey begins"</p>  
<p>Teleports the player to the first room of the current floor</p>  
<p>There is a guaranteed Fool card in the Depths 2, if you bomb the skull with an X on it. This is intended give you a guaranteed way to teleport out of the Mom's Foot fight, for accessing the path to the Mau floor</p>  
<p class="tags">\*, tarot, card, green </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="2" data-tid="2">  
<>  
<div class="rebirth-card item r-card02" onclick=""></div>  
<span>  
<p class="item-title">I - The Magician</p>  
<p class="r-itemid">CardID: 2</p>  
<p class="pickup">"May you never miss your goal"</p>  
<p>For the current room, tears now have the Spoon Bender effect, which allows them to curve towards enemies and gives them a purple appearance.  
</p>  
<p class="tags">\*, tarot, card, yellow </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="3" data-tid="3">  
<>  
<div class="rebirth-card item r-card03" onclick=""></div>  
<span>  
<p class="item-title">II - The High Priestess</p>  
<p class="r-itemid">CardID: 3</p>  
<p class="pickup">"Mother is watching you"</p>  
<p>Summons Mom's foot which will stomp on a random enemy in the current room, dealing 300 damage</p>  
<p>If no enemies are in the current room, the foot will target Isaac (and do damage if it hits), however it can be used to break rocks</p>  
<p class="tags">\*, tarot, card, red </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="4" data-tid="4">  
<>  
<div class="rebirth-card item r-card04" onclick=""></div>  
<span>  
<p class="item-title">III - The Empress</p>  
<p class="r-itemid">CardID: 4</p>  
<p class="pickup">"May your rage bring power"</p>  
<p>Gives the player the Whore of Babylon effect for the current room, increasing damage and speed</p>  
<p class="tags">\*, speed up, tarot, card, blue, red</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="5" data-tid="5">  
<>  
<div class="rebirth-card item r-card05" onclick=""></div>  
<span>  
<p class="item-title">IV - The Emperor</p>  
<p class="r-itemid">CardID: 5</p>  
<p class="pickup">"Challenge me!"</p>  
<p>Teleports the player to the Boss room on the current floor</p>

<p class="tags">\*, tarot, card, yellow </p>

</span>

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</li>

<li class="textbox" data-sid="6" data-tid="6">

<a>

<div class="rebirth-card item r-card06" onclick=""></div>

<span>

<p class="item-title">V - The Hierophant</p>

<p class="r-itemid">CardID: 6</p>

<p class="pickup">Two prayers for the lost</p>

<p>Spawns 2 Soul hearts on the floor</p>

<p class="tags">\*, the lost item pool, tarot, card, blue, red</p>

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<li class="textbox" data-sid="7" data-tid="7">

<a>

<div class="rebirth-card item r-card07" onclick=""></div>

<span>

<p class="item-title">VI - The Lovers</p>

<p class="r-itemid">CardID: 7</p>

<p class="pickup">May you prosper and be in good health</p>

<p>Spawns 2 red hearts on the floor</p>

<p>If used in a Super Secret Room containing a Black Heart or Eternal Heart, it will spawn those types of hearts instead</p>

<p class="tags">\*, the lost item pool, tarot, card, red</p>

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<li class="textbox" data-sid="8" data-tid="8">

<a>

<div class="rebirth-card item r-card08" onclick=""></div>

<span>

<p class="item-title">VII - The Chariot</p>

<p class="r-itemid">CardID: 8</p>

<p class="pickup">May nothing stand before you</p>

<p>Grants the same effect as 'My Little Unicorn', which makes Isaac invincible and deal 40 contact damage to enemies per hit</p>

<p class="tags">\*, tarot, card, yellow</p>

</span>

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<li class="textbox" data-sid="9" data-tid="9">

<a>

<div class="rebirth-card item r-card09" onclick=""></div>

<span>

<p class="item-title">VIII - Justice</p>

<p class="r-itemid">CardID: 9</p>

<p class="pickup">May your future become balanced</p>

<p>Spawns 1 bomb, 1 key, 1 coin, 1 heart, which can be random variants of each</p>

<p class="tags">\*, tarot, card, red </p>

</span>

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</li>

<li class="textbox" data-sid="10" data-tid="10">

<a>

<div class="rebirth-card item r-card10" onclick=""></div>

<span>

<p class="item-title">IX - The Hermit</p>

<p class="r-itemid">CardID: 10</p>

<p class="pickup">May you see what life has to offer</p>

<p>Teleports the player to the Shop</p>

<p>On or below the Womb, this acts as a random teleport, since there are no shops on those floors</p>

<p class="tags">\*, tarot, card, blue </p>

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</li>

<li class="textbox" data-sid="11" data-tid="11">

<a>

<div class="rebirth-card item r-card11" onclick=""></div>

<span>

<p class="item-title">X - Wheel of Fortune</p>

<p class="r-itemid">CardID: 11</p>

<p class="pickup">Spin the wheel of destiny</p>

<p>Spawns a Slot Machine or a Fortune Machine</p>

<p class="tags">\*, tarot, card, pink </p>

</span>

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</li>

<li class="textbox" data-sid="12" data-tid="12">

<a>

<div class="rebirth-card item r-card12" onclick=""></div>

<span>

<p class="item-title">XI - Strength</p>

<p class="r-itemid">CardID: 12</p>

<p class="pickup">May your power bring rage</p>

<p>Gives the player the Magic Mushroom effect, which increasing size and all stats by 1 for the current room</p>

<p>If you use the Strength card with 12 heart containers, it will take you down to 11 when you leave the room</p>

<p class="tags">\*, tarot, card, pink </p>

</span>

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</li>

<li class="textbox" data-sid="13" data-tid="13">

<a>

<div class="rebirth-card item r-card13" onclick=""></div>

<span>

<p class="item-title">XII - The Hanged Man</p>

<p class="r-itemid">CardID: 13</p>

<p class="pickup">May you find enlightenment</p>

<p>Gives the player the flying effect for the current room, allowing the player to fly over obstacles in the room</p>

<p>This card is useless if you have any item which allows you to permanently fly</p>

<p class="tags">\*, the lost item pool, tarot, card, grey, gray</p>

</span>

</a>

</li>

<li class="textbox" data-sid="14" data-tid="14">

<a>

<div class="rebirth-card item r-card14" onclick=""></div>

<span>

<p class="item-title">XIII - Death</p>

<p class="r-itemid">CardID: 14</p>

<p class="pickup">Lay waste to all that oppose you</p>

<p>Deals 40 damage to all enemies in the room in a similar style to the Necronomicon</p>

<p class="tags">\*, tarot, card, grey, gray </p>

</span>

</a>

</li>

<li class="textbox" data-sid="15" data-tid="15">

<a>

<div class="rebirth-card item r-card15" onclick=""></div>

<span>

<p class="item-title">XIV - Temperance</p>

<p class="r-itemid">CardID: 15</p>

<p class="pickup">May you be pure in heart</p>

<p>Spawns a Blood Donation Machine</p>

<p class="tags">\*, the lost item pool, tarot, card, red, blue</p>

</span>

</a>

</li>

<li class="textbox" data-sid="16" data-tid="16">

<a>

<div class="rebirth-card item r-card16" onclick=""></div>

<span>

<p class="item-title">XV - The Devil</p>

<p class="r-itemid">CardID: 16</p>

<p class="pickup">Revel in the power of your darkness</p>

<p>Gives the Book of Belial effect for the current room, increasing damage</p>

<p class="tags">\*, damage up, tarot, card, red </p>

</span>

</a>

</li>

<li class="textbox" data-sid="17" data-tid="17">

<a>  
<div class="rebirth-card item r-card17" onclick=""></div>  
<span>  
<p class="item-title">XVI - The Tower</p>  
<p class="r-itemid">CardID: 17</p>  
<p class="pickup">"Destruction brings creation"</p>  
<p>Spawns some troll bombs at random locations in the current room</p>  
<p>Each bomb deals 60 damage (normal bomb damage)</p>  
<p class="tags">\*, tarot, card, purple </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="18" data-tid="18">  
<a>  
<div class="rebirth-card item r-card18" onclick=""></div>  
<span>  
<p class="item-title">XVII - The Stars</p>  
<p class="r-itemid">CardID: 18</p>  
<p class="pickup">"May you find what you desire"</p>  
<p>Teleports the player to the Item Room</p>  
<p>On or below the Womb, this acts as a random teleport, since there are no item rooms on those floors</p>  
<p class="tags">\*, tarot, card, blue </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="19" data-tid="19">  
<a>  
<div class="rebirth-card item r-card19" onclick=""></div>  
<span>  
<p class="item-title">XVIII - The Moon</p>  
<p class="r-itemid">CardID: 19</p>  
<p class="pickup">"May you find all you have lost"</p>  
<p>Teleports the player to the Secret Room</p>  
<p class="tags">\*, tarot, card, blue </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="20" data-tid="20">  
<a>  
<div class="rebirth-card item r-card20" onclick=""></div>  
<span>  
<p class="item-title">XIX - The Sun</p>  
<p class="r-itemid">CardID: 20</p>  
<p class="pickup">"May the light heal and enlighten you"</p>  
<p>A card with three uses: A full heal, deals 100 damage to all enemies in the current room and reveals the entire map for the current floor (Treasure Map + The Compass)</p>  
<p class="tags">\*, tarot, card, yellow </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="21" data-tid="21">  
<a>  
<div class="rebirth-card item r-card21" onclick=""></div>  
<span>  
<p class="item-title">XX - Judgement</p>  
<p class="r-itemid">CardID: 21</p>  
<p class="pickup">"Judge lest ye be judged"</p>  
<p>Spawns a beggar</p>  
<p>Has a chance to be a demon beggar</p>  
<p>Killing Devil Beggar, Key Master, or Shell Game Beggar gives you an increased chance of finding Angel rooms instead of Devil rooms. See the dedicated Devil room page for more details</p>  
<p class="tags">\*, tarot, card, blue </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="22" data-tid="22">  
<a>  
<div class="rebirth-card item r-card22" onclick=""></div>  
<span>  
<p class="item-title">XXI - The World</p>  
<p class="r-itemid">CardID: 22</p>  
<p class="pickup">"Open your eyes and see"</p>  
<p>Reveals the entire map and shows the icons for every room which has one</p>  
<p>This is completely useless if you currently have both the Treasure Map and The Compass</p>  
<p class="tags">\*, tarot, card, pink </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="23" data-tid="23">  
<a>  
<div class="rebirth-card item r-card24" onclick=""></div>  
<span>  
<p class="item-title">2 of Clubs</p>  
<p class="r-itemid">CardID: 23</p>  
<p class="pickup">"Item multiplier"</p>  
<p>Doubles the number of Bombs you have</p>  
<p>If you have no bombs, it gives you two</p>  
<p class="tags">\*, playing, card, white, black </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="24" data-tid="24">  
<a>  
<div class="rebirth-card item r-card26" onclick=""></div>  
<span>  
<p class="item-title">2 of Diamonds</p>  
<p class="r-itemid">CardID: 24</p>  
<p class="pickup">"Item multiplier"</p>  
<p>Doubles the number of coins you have</p>  
<p>If you have no coins, it gives you two</p>  
<p class="tags">\*, playing, card, white, red </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="25" data-tid="25">  
<a>  
<div class="rebirth-card item r-card23" onclick=""></div>  
<span>  
<p class="item-title">2 of Spades</p>  
<p class="r-itemid">CardID: 25</p>  
<p class="pickup">"Item multiplier"</p>  
<p>Doubles the number of keys you have</p>  
<p>If you have no keys, it gives you two</p>  
<p class="tags">\*, playing, card, white, black </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="26" data-tid="26">  
<a>  
<div class="rebirth-card item r-card25" onclick=""></div>  
<span>  
<p class="item-title">2 of Hearts</p>  
<p class="r-itemid">CardID: 26</p>  
<p class="pickup">"Item multiplier"</p>  
<p>Doubles your current red hearts up to full health</p>  
<p>This card is useless for the Blue Baby</p>  
<p class="tags">\*, the lost item pool, playing, card, white, red </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="27" data-tid="27">  
<a>  
<div class="rebirth-card item r-card203" onclick=""></div>  
<span>  
<p class="item-title">Ace of Clubs</p>  
<p class="r-itemid">CardID: 27</p>  
<p class="pickup">"Convert all"</p>  
<p>When used, turns all pickups, chests and non-boss enemies in the room into Bombs</p>  
<p class="unlock">UNLOCK: Unlock this item by getting a 3 win streak</p>  
<p class="tags">\*, playing, card, white, black </p>  
</span>  
</a>  
</li>

<li class="textbox" data-sid="28" data-tid="28">  
<></li>  
<div class="rebirth-card item r-card204" onclick=""></div>  
<span>  
<p class="item-title">Ace of Diamonds</p>  
<p class="r-itemid">CardID: 28</p>  
<p class="pickup">Convert all</p>  
<p>When used, turns all pickups, chests and non-boss enemies in the room into Coins</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Lamb in under 20 minutes</p>  
<p class="tags">\*, playing, card, white, red </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="29" data-tid="29">  
<></li>  
<div class="rebirth-card item r-card202" onclick=""></div>  
<span>  
<p class="item-title">Ace of Spades</p>  
<p class="r-itemid">CardID: 29</p>  
<p class="pickup">Convert all</p>  
<p>When used, turns all pickups, chests and non-boss enemies in the room into Keys</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Lamb without taking hearts, coins and bombs</p>  
<p class="tags">\*, playing, card, white, black </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="30" data-tid="30">  
<></li>  
<div class="rebirth-card item r-card201" onclick=""></div>  
<span>  
<p class="item-title">Ace of Hearts</p>  
<p class="r-itemid">CardID: 30</p>  
<p class="pickup">Convert all</p>  
<p>When used, turns all pickups, chests and non-boss enemies in the room into Hearts</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating any floor after Basement I with only half a heart of health (works as The Lost)</p>  
<p class="tags">\*, playing, card, white, red </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="31" data-tid="31">  
<></li>  
<div class="rebirth-card item r-card27" onclick=""></div>  
<span>  
<p class="item-title">The Joker</p>  
<p class="r-itemid">CardID: 31</p>  
<p class="pickup">?????</p>  
<p>Teleports you to the Devil Deal Room on the current floor</p>  
<p class="tags">\*, playing, card, white, black </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="46" data-tid="46">  
<></li>  
<div class="rebirth-card item r-card32" onclick=""></div>  
<span>  
<p class="item-title">Suicide King</p>  
<p class="r-itemid">CardID: 46</p>  
<p class="pickup">A true ending?</p>  
<p>When used, instantly kills you and spawns 10 pickup on the floor</p>  
<p>Each of the 10 things spawned can be any type of consumable or sometimes a pedestal item (up to a maximum of 3 pedestal items)</p>  
<p>Any pedestal item created by Suicide King will be related to the room where it was used, meaning that using it in the Angel room will spawn Angel room items</p>  
<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #7 (Suicide King)</p>  
<p class="tags">\*, white, blue, red </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="79" data-tid="79">  
<></li>  
<div class="rep-card item rep79" onclick=""></div>  
<span>  
<p class="item-title">Queen of Hearts</p>  
<p class="r-itemid">CardID: 79</p>  
<p class="pickup">81t;3</p>  
<p>Drops 1-20 full red hearts on the floor</p>  
<p class="r-unlock">UNLOCK: Unlock this card by defeating Mega Satan as Tainted Magdalene</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="42" data-tid="42">  
<></li>  
<div class="rebirth-card item r-card28" onclick=""></div>  
<span>  
<p class="item-title">Chaos Card</p>  
<p class="r-itemid">CardID: 42</p>  
<p class="pickup">?????</p>  
<p>A card which can be thrown as a projectile directly in front of Isaac, instantly killing anything it hits, including most bosses</p>  
<p>If thrown at a multi-phase boss with multiple forms such as Satan, Mega Satan or Hush it will only kill that particular phase of the boss</p>  
<p>If thrown at a multi-phase boss that works from a single health bar such as Isaac, ??? or The Lamb, it will die instantly</p>  
<p>Will not kill Delirium or The Beast</p>  
<p>Will destroy rocks and poop in its path</p>  
<p>Can also be thrown against a door to open it (Doesn't work against Mega Satan's door)</p>  
<p>Throwing this at the Great Gideon boss will trigger a special animation and reveal a crawl space containing several chests and items!</p>  
<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #9 (Demo Man)</p>  
<p class="tags">\*, mtg, card, magic, gathering, brown </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="52" data-tid="52">  
<></li>  
<div class="rebirth-card item r-card552" onclick=""></div>  
<span>  
<p class="item-title">Huge Growth</p>  
<p class="r-itemid">CardID: 52</p>  
<p class="pickup">Become immense!</p>  
<p>Temporarily makes Isaac huge, giving him +7 Damage Up and +30 Range Up for the rest of the current room</p>  
<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Coper140</p>  
<p class="r-unlock">UNLOCK: Unlock this item by getting 5 items or consumables that increase your size, e.g. 'One Makes you Larger' pills, Magic Mushroom etc</p>  
<p class="tags">\*, mtg, card, magic, gathering, green, brown, giant growth </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="53" data-tid="53">  
<></li>  
<div class="rebirth-card item r-card553" onclick=""></div>  
<span>  
<p class="item-title">Ancient Recall</p>  
<p class="r-itemid">CardID: 53</p>  
<p class="pickup">Draw 3 cards</p>  
<p>Spawns 3 random cards on the floor when used</p>  
<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Coper140</p>  
<p class="tags">\*, mtg, card, magic, gathering, blue </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="54" data-tid="54">  
<></li>  
<div class="rebirth-card item r-card554" onclick=""></div>  
<span>  
<p class="item-title">Era Walk</p>  
<p class="r-itemid">CardID: 54</p>  
<p class="pickup">Savor the moment</p>  
<p>When used, this card will slow down enemies, Isaac's tears by -1 Shot Speed, but speed up Isaac's movement speed by +0.50 for the rest of the current room</p>  
<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Coper140</p>  
<p class="r-unlock">UNLOCK: Unlock this item by getting both the Broken Watch and the Stop Watch in your collection</p>  
<p class="tags">\*, mtg, card, magic, gathering, blue </p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="43" data-tid="43">  
<></li>

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<div class="rebirth-card item r-card29" onclick=""></div>
<span>
<p class="item-title">Credit Card</p>
<p class="r-itemid">CardID: 43</p>
<p class="pickup">Charge it!</p>
<p>When used, removes the price tag from all items in the current shop or devil deal, making everything free</p>
<p>The effect of the Credit Card only lasts for the current room</p>
<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #10 (Cursed!)</p>
<p class="tags">*, blue, green </p>
</span>
</a>
</li>
<li class="textbox" data-sid="44" data-tid="44">
<a>
<div class="rebirth-card item r-card30" onclick=""></div>
<span>
<p class="item-title">Rules Card</p>
<p class="r-itemid">CardID: 44</p>
<p class="pickup">???</p>
<p>Displays a random cryptic message on the screen similar to the fortune machine ones. One of the following messages may show:</p>
<p>"Rooms may yield more than you expect"</p>
<p>"Some doors require a blessing. Carry them with you"</p>
<p>"The walls will harden over time. Time is the essence"</p>
<p>"Sleeping gatekeepers will need to be awoken with a loud sound"</p>
<p>"A piece of paper is your guide"</p>
<p>"Deny his gifts to attain your reward"</p>
<p>"A dark market lies under your feet"</p>
<p>"Chub dislikes smoke!</p>
<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #11 (Glass Cannon)</p>
<p class="tags">*, white, black, writing </p>
</span>
</a>
</li>
<li class="textbox" data-sid="45" data-tid="45">
<a>
<div class="rebirth-card item r-card31" onclick=""></div>
<span>
<p class="item-title">Card Against Humanity</p>
<p class="r-itemid">CardID: 45</p>
<p class="pickup">Something stinks...</p>
<p>When used, fills the entire room with poop!</p>
<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #12 (When Life Gives You Lemons)</p>
<p class="tags">*, black, white, writing </p>
</span>
</a>
</li>
<li class="textbox dlccontent" data-sid="47" data-tid="47">
<a>
<div class="rebirth-card item r-card103" onclick=""></div>
<span>
<p class="item-title">Get Out Of Jail Free Card</p>
<p class="r-itemid">CardID: 47</p>
<p class="pickup">Open sesame</p>
<p>When used, will open all doors in the current room, similar to a one-time use of Dad's Key</p>
<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #22 (Speed)</p>
<p class="tags">*, brown, orange </p>
</span>
</a>
</li>
<li class="textbox dlccontent" data-sid="48" data-tid="48">
<a>
<div class="rebirth-card item r-card104" onclick=""></div>
<span>
<p class="item-title">>? Card</p>
<p class="r-itemid">CardID: 48</p>
<p class="pickup">Double active</p>
<p>When used this card will activate a use of your spacebar item for free</p>
<p class="tags">*, black, white, question, mark </p>
</span>
</a>
</li>
<li class="textbox" data-sid="32" data-tid="32">
<a>
<div class="rebirth-card item r-card34" onclick=""></div>
<span>
<p class="item-title">Rune of Hagalaz</p>
<p class="r-itemid">CardID: 32</p>
<p class="pickup">Destruction</p>
<p>When used, this rune will destroy all breakable objects in the current room, such as poop, rocks, secret room entrances</p>
<p>This includes Key Blocks</p>
<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #1 (Pitch Black)</p>
<p class="tags">*, purple, glow </p>
</span>
</a>
</li>
<li class="textbox" data-sid="33" data-tid="33">
<a>
<div class="rebirth-card item r-card35" onclick=""></div>
<span>
<p class="item-title">Rune of Jerax</p>
<p class="r-itemid">CardID: 33</p>
<p class="pickup">Abundance</p>
<p>When used this rune will double all pickups on the floor in the room</p>
<p>Creates copies of pickups in the Shop which can be taken for free, even if you haven't purchased them yet</p>
<p>Can be used to double the number of item chests in the first room of the final Chest / Dark Room floors</p>
<p>Cloned chests have the same types of items as the first one</p>
<p>Cannot be used to clone trinkets or other Jera runes</p>
<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #2 (High Brow)</p>
<p class="tags">*, purple, glow </p>
</span>
</a>
</li>
<li class="textbox" data-sid="34" data-tid="34">
<a>
<div class="rebirth-card item r-card36" onclick=""></div>
<span>
<p class="item-title">Rune of Ehwaz</p>
<p class="r-itemid">CardID: 34</p>
<p class="pickup">Passage</p>
<p>Creates a trapdoor on the floor</p>
<p>Has a 8% chance to spawn a door to a Crawl Space instead</p>
<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #3 (Head Trauma)</p>
<p class="tags">*, purple, glow </p>
</span>
</a>
</li>
<li class="textbox" data-sid="35" data-tid="35">
<a>
<div class="rebirth-card item r-card37" onclick=""></div>
<span>
<p class="item-title">Rune of Dagaz</p>
<p class="r-itemid">CardID: 35</p>
<p class="pickup">Purity</p>
<p>Removes the curse which is in effect on the current floor (except Curse of the Labyrinth)</p>
<p>Can also cure the effect of the Amnesia pill</p>
<p>+1 Soul Heart</p>
<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #4 (Darkness Falls)</p>
<p class="tags">*, purple, glow </p>
</span>
</a>
</li>
<li class="textbox" data-sid="36" data-tid="36">
<a>
<div class="rebirth-card item r-card38" onclick=""></div>
<span>
<p class="item-title">Rune of Ansuz</p>
<p class="r-itemid">CardID: 36</p>
<p class="pickup">Vision</p>
<p>When used, reveals the entire map including all the secret room locations and other icon rooms</p>
<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #5 (The Tank)</p>
<p class="tags">*, purple, glow </p>
</span>
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</span>  
</a>  
</li>- <a><div class="rebirth-card item r-card39" onclick=""></div><span><p class="item-title">Rune of Perthroc</p><p class="r-itemid">CardID: 37</p><p class="pickup">Change</p><p>Rerolls all pedestal items in the current room (One time use of the D6)</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #6 (Solar System)</p><p class="tags">\*, purple, glow </p></span></a>

</li>- <a><div class="rebirth-card item r-card40" onclick=""></div><span><p class="item-title">Rune of Berkano</p><p class="r-itemid">CardID: 38</p><p class="pickup">Companionship</p><p>Summons 3 blue friendly spiders and 3 blue flies</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #20 (Purist)</p><p class="tags">\*, purple, glow </p></span></a>

</li>- <a><div class="rebirth-card item r-card33" onclick=""></div><span><p class="item-title">Rune of Algiz</p><p class="r-itemid">CardID: 39</p><p class="pickup">Resistance</p><p>When used, gives you an invincibility effect which lasts for 20 seconds</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #8 (Cat Got Your Tongue)</p><p class="tags">\*, purple, glow </p></span></a>

</li>- <a><div class="rebirth-card item r-card100" onclick=""></div><span><p class="item-title">Blank Rune</p><p class="r-itemid">CardID: 40</p><p class="pickup">????</p><p>When used, gives a random Mystic rune effect</p><p>Possible effects include: Algiz, Ansuz, Berkano, Dagaz, Ehwaz, Hagalaz, Jera, Perthroc</p><p>Also has a 25% chance to spawn another Blank Rune upon use</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #30 (Guardian)</p><p class="tags">\*, rock, black </p></span></a>

</li>- <a><div class="rebirth-card item r-card206" onclick=""></div><span><p class="item-title">Black Rune</p><p class="r-itemid">CardID: 41</p><p class="pickup">Void</p><p>When used, this rune deals 40 damage to all enemies in the room and consumes all pedestal items in the room, giving you a random stat increase for each item consumed</p><p>Also consumes all pickups in the room and turns them into blue flies and spiders</p><p class="r-unlock">UNLOCK: Unlock this item by beating Greedier mode as Apollyon</p><p class="tags">\*, rock, black </p></span></a>

</li>- <a><div class="rep-card item repc55" onclick=""></div><span><p class="item-title">Rune Shard</p><p class="r-itemid">CardID: 55</p><p class="pickup">It still glows faintly</p><p>Activates a random rune effect. The effect is weaker than normal runes.</p><p>These only appear if not all runes have been unlocked yet.</p><p class="tags">\*, shard</p></span></a>

</li>- <a><div class="rebirth-card item r-card101" onclick=""></div><span><p class="item-title">Dice Shard</p><p class="r-itemid">CardID: 49</p><p>Gives a one-time use of the D6 and D20 effects at the same time</p><p class="tags">\*, purple, broken, pip </p></span></a>

</li>- <a><div class="rep-card item repc50" onclick=""></div><span><p class="item-title">Emergency Contact</p><p class="r-itemid">CardID: 50</p><p class="pickup">Help from above</p><p>When used will cause two of Mom's Hand to come down and grab a random enemy</p><p class="tags">\*, mom, brown, paper, shop room pool </p></span></a>

</li>- <a><div class="rebirth-card item r-card205" onclick=""></div><span><p class="item-title">Holy Card</p><p class="r-itemid">CardID: 51</p><p class="pickup">You feel protected</p><p>Grants the Holy Mantle effect for, which will negate your next hit of damage</p><p>The effect persists between rooms/floors</p><p>Tainted lost starts with this card, and while playing as this character all cards and runes have a 10% chance to turn into a Holy Card</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with The Lost</p><p class="tags">\*, playing, card, white, cross, blue </p></span></a>

</li>- <a><div class="rep-card item repc78" onclick=""></div><span><p class="item-title">Cracked Key</p><p class="r-itemid">CardID: 78</p><p class="pickup">????</p><p>This is a one-time use of the Red Key item.</p><p>The main purpose of the Cracked Key is to unlock Tainted character in the Home floor without needing to find the Red Key. You can force spawn a cracked key by dropping any trinket in a Boss Room or Item room, on any floor on your way down to Depths II. When you take the reverse path back up to Home, the trinket will turn into Cracked Key in the same floor/room you dropped it before.</p><p class="r-unlock">UNLOCK: Unlock this card by opening Mom's Box on the Home floor.</p><p class="tags">\*, Red Key Shard </p></span></a>

</li>- <a><div class="rebirth-card inverse item r-card01" onclick=""></div><span>

<p class="item-title">O - The Fool</p><p class="r-itemid">CardID: 56</p><p class="pickup">Let go and move on</p><p>When used, this card drops all of your hearts (including non-red hearts), coins, keys and bombs on the floor</p><p>This effect is done in the most efficient way possible - e.g. if you have 99 coins it will create 3 x Quarters, 2 Dimes and 4 Pennies. If you have 40 bombs it will spawn 4 x Boom! pedestal items</p><p>Picking up all dropped items leaves you with the same health and consumables you had before</p><p>This allows you to manipulate your consumables in lots of different ways, for example by rerolling them with the D6/D20, re-arrange your Bone heart containers and more</p><p>If you have the Tarot Cloth item, this card will also drop all your passive items on the floor as pedestals</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Lost</p><p class="tags">\*, tarot, card, green </p></span></a></li><li class="textbox" data-sid="57" data-tid="57"><a><div class="rebirth-card inverse item r-card02" onclick=""></div><span><p class="item-title">I - The Magician</p><p class="r-itemid">CardID: 57</p><p class="pickup">"May no harm come to you" </p><p>Gives you a blue aura that repels enemy projectiles, causing them to slowly curve away from Isaac and avoid hitting him</p><p>Lasts for 60 seconds</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Judas</p><p class="tags">\*, tarot, card, yellow </p></span></a></li><li class="textbox" data-sid="58" data-tid="58"><a><div class="rebirth-card inverse item r-card03" onclick=""></div><span><p class="item-title">II - The High Priestess</p><p class="r-itemid">CardID: 58</p><p class="pickup">"Run" </p><p>Causes Mom's Foot to keep stomping down randomly for 60 seconds where Isaac is standing</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Lilith</p><p class="tags">\*, tarot, card, red </p></span></a></li><li class="textbox" data-sid="59" data-tid="59"><a><div class="rebirth-card inverse item r-card04" onclick=""></div><span><p class="item-title">III - The Empress</p><p class="r-itemid">CardID: 59</p><p class="pickup">"May your love bring protection" </p><p>Gives 2 HP Up and +1.5 Tears Up for 60 seconds</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Eve</p><p class="tags">\* speed up, tarot, card, blue, red</p></span></a></li><li class="textbox" data-sid="60" data-tid="60"><a><div class="rebirth-card inverse item r-card05" onclick=""></div><span><p class="item-title">IV - The Emperor</p><p class="r-itemid">CardID: 60</p><p class="pickup">"May you find a worthy opponent" </p><p>Teleports you to an extra boss room, that drops a Boss room item as normal. This room isn't part of the actual floor, and leaving it returns you to where you teleported from</p><p>The boss isn't necessarily from the current floor - e.g. you could find a caves boss in the basement</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted ???</p><p class="tags">\*, tarot, card, yellow </p></span></a></li><li class="textbox" data-sid="61" data-tid="61"><a><div class="rebirth-card inverse item r-card06" onclick=""></div><span><p class="item-title">V - The Hierophant</p><p class="r-itemid">CardID: 61</p><p class="pickup">"Two prayers for the forgotten" </p><p>Spawns 2 Bone hearts on the floor</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Bethany</p><p class="tags">\*, the lost item pool, tarot, card, blue, red</p></span></a></li><li class="textbox" data-sid="62" data-tid="62"><a><div class="rebirth-card inverse item r-card07" onclick=""></div><span><p class="item-title">VI - The Lovers</p><p class="r-itemid">CardID: 62</p><p class="pickup">"May your heart shatter to pieces" </p><p>Spawns a random pedestal item from the current room's item pool</p><p>In exchange, turns one heart container or 2 soul hearts into a broken heart. Broken hearts permanently subtract from your total possible health containers</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Magdalene</p><p class="tags">\*, the lost item pool, tarot, card, red</p></span></a></li><li class="textbox" data-sid="63" data-tid="63"><a><div class="rebirth-card inverse item r-card08" onclick=""></div><span><p class="item-title">VII - The Chariot</p><p class="r-itemid">CardID: 63</p><p class="pickup">"May nothing walk past you" </p><p>Isaac turns to stone and can't move for 10 seconds, but your tear rate goes up significantly for the duration</p><p class="r-unlock">UNLOCK: Unlock this card by defeating challenge #42 (Hot Potato)</p><p class="tags">\*, tarot, card, yellow </p></span></a></li><li class="textbox" data-sid="64" data-tid="64"><a><div class="rebirth-card inverse item r-card09" onclick=""></div><span><p class="item-title">VIII - Justice</p><p class="r-itemid">CardID: 64</p><p class="pickup">"May your sins come back to torment you" </p><p>Spawns 2-4 locked gold chests</p><p class="r-unlock">UNLOCK: Unlock this card by defeating challenge #43 (Cantripped)</p><p class="tags">\*, tarot, card, red </p></span></a></li><li class="textbox" data-sid="65" data-tid="65"><a><div class="rebirth-card inverse item r-card10" onclick=""></div><span><p class="item-title">IX - The Hermit</p><p class="r-itemid">CardID: 65</p><p class="pickup">"May you see the value of all things in life" </p><p>When used, all items and pickups in the current room are turned into money. Everything is sold for its shop price, e.g. Items for 15c, hearts for 3c, sacks for 7cc</p><p class="r-unlock">UNLOCK: Unlock this card by defeating challenge #44 (Red Redemption)</p><p class="tags">\*, tarot, card, blue </p></span></a></li><li class="textbox" data-sid="66" data-tid="66"><a><div class="rebirth-card inverse item r-card11" onclick=""></div><span><p class="item-title">X - Wheel of Fortune</p><p class="r-itemid">CardID: 66</p><p class="pickup">"Throw the dice of fate" </p><p>Activates a random effect from a Dice room</p>

<p>See the dice icon above for each possible effect</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Cain</p>

<p class="tags">\*, tarot, card, pink </p>

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<li class="textbox" data-sid="67" data-tid="67">

<a>

<div class="rebirth-card inverse item r-card12" onclick=""></div>

<span>

<p class="item-title">XI - Strength?</p>

<p class="r-itemid">CardID: 67</p>

<p class="pickup">"May you break their resolve"</p>

<p>All enemies in the current room are slowed and take double damage</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Samson</p>

<p class="tags">\*, tarot, card, pink </p>

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<li class="textbox" data-sid="68" data-tid="68">

<a>

<div class="rebirth-card inverse item r-card13" onclick=""></div>

<span>

<p class="item-title">XII - The Hanged Man?</p>

<p class="r-itemid">CardID: 68</p>

<p class="pickup">"May your greed know no bounds"</p>

<p>You turn into the Keeper, gaining triple shot, -0.1 Speed Down for 30 seconds</p>

<p>Enemies drop random coins while this effect is active</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Keeper</p>

<p class="tags">\*, the lost item pool, tarot, card, grey, gray </p>

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<li class="textbox" data-sid="69" data-tid="69">

<a>

<div class="rebirth-card inverse item r-card14" onclick=""></div>

<span>

<p class="item-title">XIII - Death?</p>

<p class="r-itemid">CardID: 69</p>

<p class="pickup">"May life spring forth from the fallen"</p>

<p>Activates the Book of the Dead effect, spawning a bone orbital or charmed Bony for each enemy killed in the current room</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Forgotten</p>

<p class="tags">\*, tarot, card, grey, gray </p>

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</li>

<li class="textbox" data-sid="70" data-tid="70">

<a>

<div class="rebirth-card inverse item r-card15" onclick=""></div>

<span>

<p class="item-title">XIV - Temperance?</p>

<p class="r-itemid">CardID: 70</p>

<p class="pickup">"May your hunger be sated!"</p>

<p>When used, this card activates 5 random pill effects one after the other</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating challenge #45 (DELETE THIS)</p>

<p class="tags">\*, the lost item pool, tarot, card, red, blue </p>

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<li class="textbox" data-sid="71" data-tid="71">

<a>

<div class="rebirth-card inverse item r-card16" onclick=""></div>

<span>

<p class="item-title">XV - The Devil?</p>

<p class="r-itemid">CardID: 71</p>

<p class="pickup">"Bask in the light of your mercy"</p>

<p>Activates The Bible effect (granting flight) and gives a Seraphim familiar for 30 seconds</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Azazel</p>

<p class="tags">\* damage up, tarot, card, red </p>

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<li class="textbox" data-sid="72" data-tid="72">

<a>

<div class="rebirth-card inverse item r-card17" onclick=""></div>

<span>

<p class="item-title">XVI - The Tower?</p>

<p class="r-itemid">CardID: 72</p>

<p class="pickup">"Creation brings destruction"</p>

<p>Spawns 6 clusters of rocks and objects that normally appear on this floor</p>

<p>It won't block any doors that exist</p>

<p>Rocks have a pretty good chance to become tinted rocks</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Apollyon</p>

<p class="tags">\*, tarot, card, purple </p>

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</li>

<li class="textbox" data-sid="73" data-tid="73">

<a>

<div class="rebirth-card inverse item r-card18" onclick=""></div>

<span>

<p class="item-title">XVII - The Stars?</p>

<p class="r-itemid">CardID: 73</p>

<p class="pickup">"May your loss bring fortune"</p>

<p>Removes your oldest item and spawns 2 pedestal items from the current room's pool</p>

<p>Can remove either passive or active items</p>

<p>Doesn't remove your character's starting items</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Isaac</p>

<p class="tags">\*, tarot, card, blue </p>

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<li class="textbox" data-sid="74" data-tid="74">

<a>

<div class="rebirth-card inverse item r-card19" onclick=""></div>

<span>

<p class="item-title">XVIII - The Moon?</p>

<p class="r-itemid">CardID: 74</p>

<p class="pickup">"May you remember lost memories"</p>

<p>Teleports you to the ultra secret room on the floor</p>

<p>The ultra secret room is a red room containing an item from the angel room item pool. Can only be accessed via the Red Key, Crystal Key or Cracked Key. Using this card will also open a pathway of red rooms back to the regular floor</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Jacob</p>

<p class="tags">\*, tarot, card, blue </p>

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<li class="textbox" data-sid="75" data-tid="75">

<a>

<div class="rebirth-card inverse item r-card20" onclick=""></div>

<span>

<p class="item-title">XIX - The Sun?</p>

<p class="r-itemid">CardID: 75</p>

<p class="pickup">"May the darkness swallow all around you"</p>

<p>When used, grants +1.5 Damage Up, turns your hearts to Bone hearts and the Spirit of the Night effect (Spectral tears and the ability to fly) for the current floor</p>

<p>Also gives the Curse of Darkness effect that can't be removed for the current floor</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Jacob</p>

<p class="tags">\*, tarot, card, yellow </p>

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<li class="textbox" data-sid="76" data-tid="76">

<a>

<div class="rebirth-card inverse item r-card21" onclick=""></div>

<span>

<p class="item-title">XX - Judgement?</p>

<p class="r-itemid">CardID: 76</p>

<p class="pickup">"May you redeem those found wanting"</p>

<p>Spawns a Restock machine</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Lazarus</p>

<p class="tags">\*, tarot, card, blue </p>

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<li class="textbox" data-sid="77" data-tid="77">  
<a>  
<div class="rebirth-card inverse item r-card22" onclick=""></div>  
<span>  
<p class="item-title">XXI - The World?</p>  
<p class="r-itemid">CardID: 77</p>  
<p class="pickup">Step into the abyss</p>  
<p>Creates trapdoor to a guaranteed crawl space</p>  
<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Eden</p>  
<p class="tags">\*, tarot, card, pink </p>  
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</a>  
</li>  
<li class="textbox" data-sid="80" data-tid="80">  
<a>  
<div class="rep-card item repc80" onclick=""></div>  
<span>  
<p class="item-title">Wild Card</p>  
<p class="r-itemid">CardID: 80</p>  
<p class="pickup">Again</p>  
<p>When used, this copies the effect of the card, pill, rune, soul stone or active item you used most recently</p>  
<p class="r-unlock">UNLOCK: Unlock this card by defeating Mega Satan as Tainted Eden</p>  
<p class="tags">\*, Uno Card </p>  
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</li>  
<li class="textbox" data-sid="81" data-tid="81">  
<a>  
<div class="rep-card item repc81" onclick=""></div>  
<span>  
<p class="item-title">Soul of Isaac</p>  
<p class="r-itemid">CardID: 81</p>  
<p class="pickup">Reroll... or not</p>  
<p>Turns all pedestal items in the current room into rotating items, which cycle between the old item and a random new item every second</p>  
<p>This allows you effectively reroll items like with The D6, but choose the old item as well if you want</p>  
<p>Tainted Isaac has this effect for all items</p>  
<p>If you use more than one in the same room, each pedestal item will cycle through +1 random item</p>  
<p>Items are chosen from the item pool related to the current item</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Isaac</p>  
<p class="tags">\* Soul Stone</p>  
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</a>  
</li>  
<li class="textbox" data-sid="82" data-tid="82">  
<a>  
<div class="rep-card item repc82" onclick=""></div>  
<span>  
<p class="item-title">Soul of Magdalene</p>  
<p class="r-itemid">CardID: 82</p>  
<p class="pickup">Give me your love!</p>  
<p>When used, all enemies in the current room drop half a red heart that will disappear after 2 seconds if not picked up</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Magdalene</p>  
<p class="tags">\* Soul Stone</p>  
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</a>  
</li>  
<li class="textbox" data-sid="83" data-tid="83">  
<a>  
<div class="rep-card item repc83" onclick=""></div>  
<span>  
<p class="item-title">Soul of Cain</p>  
<p class="r-itemid">CardID: 83</p>  
<p class="pickup">Opens the unopenable</p>  
<p>When used, this Soul Stone creates Red rooms for every possible exit in the current room</p>  
<p>Red outlines of doors appear where this Soul Stone will create exits for</p>  
<p>See the Red Key item description for more information about these Red rooms behavior</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Cain</p>  
<p class="tags">\* Soul Stone</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="84" data-tid="84">  
<a>  
<div class="rep-card item repc84" onclick=""></div>  
<span>  
<p class="item-title">Soul of Judas</p>  
<p class="r-itemid">CardID: 84</p>  
<p class="pickup">Right behind you!</p>  
<p>Activates the Dark Arts item effect, which turns Isaac into a ghost for a few seconds. While in this form you can walk over enemies to mark them for death. After a few seconds, he will quickly attack each target, chaining higher damage for each enemy it hits</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Judas</p>  
<p class="tags">\* Soul Stone</p>  
</span>  
</a>  
</li>  
<li class="textbox" data-sid="85" data-tid="85">  
<a>  
<div class="rep-card item repc85" onclick=""></div>  
<span>  
<p class="item-title">Soul of ???</p>  
<p class="r-itemid">CardID: 85</p>  
<p class="pickup">Chemical warfare</p>  
<p>When used this will cause 8 poison farts that leave a brown creep behind, and then drop 7 Butt Bombs very quickly</p>  
<p>Standing in the creep gives you +1 Damage Up and +1.35 Tears Up</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Blue Baby</p>  
<p class="tags">\* Soul of Blue Baby</p>  
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</li>  
<li class="textbox" data-sid="86" data-tid="86">  
<a>  
<div class="rep-card item repc86" onclick=""></div>  
<span>  
<p class="item-title">Soul of Eve</p>  
<p class="r-itemid">CardID: 86</p>  
<p class="pickup">Your very own murder</p>  
<p>For the current room, 14 Dead Birds fly in from off the screen and attack all enemies, dealing low but frequent damage</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Eve</p>  
<p class="tags">\* Soul Stone</p>  
</span>  
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</li>  
<li class="textbox" data-sid="87" data-tid="87">  
<a>  
<div class="rep-card item repc87" onclick=""></div>  
<span>  
<p class="item-title">Soul of Samson</p>  
<p class="r-itemid">CardID: 87</p>  
<p class="pickup">Slay a thousand</p>  
<p>Isaac gains the Berserk! effect for 10 seconds. This gives Isaac a bone sword and he goes on a killing rampage, gaining +0.4 Speed, +3 Flat Damage Up</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Samson</p>  
<p class="tags">\* Soul Stone</p>  
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</li>  
<li class="textbox" data-sid="88" data-tid="88">  
<a>  
<div class="rep-card item repc88" onclick=""></div>  
<span>  
<p class="item-title">Soul of Azazel</p>  
<p class="r-itemid">CardID: 88</p>  
<p class="pickup">Demon rage!</p>  
<p>Activates the Mega Blast item effect, which gives you a giant laser that deals x5 your tear damage per tick to anything in its path and pushing Isaac back by the force</p>  
<p>The effect lasts for 8 seconds but does persist between rooms</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Azazel</p>  
<p class="tags">\* Soul Stone</p>  
</span>  
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<li class="textbox" data-sid="89" data-tid="89">

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<div class="rep-card item repc89" onclick=""></div>

<span>

<p class="item-title">Soul of Lazarus</p>

<p class="r-itemid">CardID: 89</p>

<p class="pickup">"Life after death"</p>

<p>When used this kills Isaac and revives him with 1/2 a red heart. You get a couple of seconds of invincibility to move away after</p>

<p>The main benefit of this Soul Stone is that it automatically activates if you die, meaning it is effectively an extra passive life while held</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Lazarus</p>

<p class="tags">\* Soul Stone</p>

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<li class="textbox" data-sid="90" data-tid="90">

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<div class="rep-card item repc90" onclick=""></div>

<span>

<p class="item-title">Soul of Eden</p>

<p class="r-itemid">CardID: 90</p>

<p class="pickup">"Embrace chaos"</p>

<p>Activates the D6 and D20 effects, rerolling all items and pickups in the room. Unlike the regular D6, rerolled items can pick from any item pool</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Eden</p>

<p class="tags">\* Soul Stone</p>

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<li class="textbox" data-sid="91" data-tid="91">

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<div class="rep-card item repc91" onclick=""></div>

<span>

<p class="item-title">Soul of the Lost</p>

<p class="r-itemid">CardID: 91</p>

<p class="pickup">"Leave your body behind"</p>

<p>When used, Isaac dies and becomes The Lost for the current room. This gives you his ability to fly, and the Holy Mantle effect. However if you take damage a second time you die like the Lost does</p>

<p>Same effect as touching a white fire, but only lasts one room</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Lost</p>

<p class="tags">\* Soul Stone</p>

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<li class="textbox" data-sid="92" data-tid="92">

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<div class="rep-card item repc92" onclick=""></div>

<span>

<p class="item-title">Soul of Lilith</p>

<p class="r-itemid">CardID: 92</p>

<p class="pickup">"Motherhood"</p>

<p>Gives you 1 random permanent familiar</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Lilith</p>

<p class="tags">\* Soul Stone</p>

</span>

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<li class="textbox" data-sid="93" data-tid="93">

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<div class="rep-card item repc93" onclick=""></div>

<span>

<p class="item-title">Soul of the Keeper</p>

<p class="r-itemid">CardID: 93</p>

<p class="pickup">"\$\$\$"</p>

<p>Spawns up to 25 random coins on the floor</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Keeper</p>

<p class="tags">\* Soul Stone</p>

</span>

</a>

</li>

<li class="textbox" data-sid="94" data-tid="94">

<>

<div class="rep-card item repc94" onclick=""></div>

<span>

<p class="item-title">Soul of Apollyon</p>

<p class="r-itemid">CardID: 94</p>

<p class="pickup">"Bringer of calamity"</p>

<p>Creates 15 random Locusts</p>

<p>Locusts are variants of blue flies, except they have special effects based on the color</p>

<p>War (Red) - Explodes when touching the enemy. The actual explosion deals flat 60 damage</p>

<p>Plague (Green) - Poisons the enemy it attacks</p>

<p>Famine (Brown) - Applies a slowing effect</p>

<p>Death (Black) - Deals x4 damage instead of x2</p>

<p>Conquest (White) - Spawns 2-5 at once</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Apollyon</p>

<p class="tags">\* Soul Stone</p>

</span>

</a>

</li>

<li class="textbox" data-sid="95" data-tid="95">

<>

<div class="rep-card item repc95" onclick=""></div>

<span>

<p class="item-title">Soul of the Forgotten</p>

<p class="r-itemid">CardID: 95</p>

<p class="pickup">"Skeletal protector"</p>

<p>Gives you The Forgotten as a temporary familiar, with 2 Bone hearts and his bone weapon. He behaves the same as how Esau works with Jacob, following your exact movements</p>

<p>Disappears after the current room or if he takes enough damage and dies</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Forgotten</p>

<p class="tags">\* Soul Stone</p>

</span>

</a>

</li>

<li class="textbox" data-sid="96" data-tid="96">

<>

<div class="rep-card item repc96" onclick=""></div>

<span>

<p class="item-title">Soul of Bethany</p>

<p class="r-itemid">CardID: 96</p>

<p class="pickup">"Friends from beyond"</p>

<p>Creates 6 wisps, similar to the Book of Virtues effect</p>

<p>Mosts wisps will be the standard blue ones, but have a chance to have random special properties</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Bethany</p>

<p class="tags">\* Soul Stone</p>

</span>

</a>

</li>

<li class="textbox" data-sid="97" data-tid="97">

<>

<div class="rep-card item repc97" onclick=""></div>

<span>

<p class="item-title">Soul of Jacob and Esau</p>

<p class="r-itemid">CardID: 97</p>

<p class="pickup">"Bound by blood"</p>

<p>Spawns Esau as a temporary familiar, who copies your exact movements the same as how the Jacob & Esau character works</p>

<p>Disappears after the current room or if he takes enough damage and dies</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Jacob</p>

<p class="tags">\* Soul Stone</p>

</span>

</a>

</li>

<li class="textbox" data-sid="312" data-tid="312">

<>

<div class="rebirth-card item r-card108" onclick=""></div>

<span>

<p class="item-title">Gold Key</p>

<p>Once picked up, you gain unlimited key use for the rest of the floor</p>

<p class="tags">\*, yellow, skull </p>

</span>

</a>

</li>

<li class="textbox dlccontent" data-sid="313" data-tid="313">

<>

```
<div class="rebirth-card item r-card107" onclick=""></div>
<span>
<p class="item-title">Gold Bomb</p>
<p>Once picked up, you gain unlimited bomb use for the rest of the floor</p>
<p class="r-unlock">UNLOCK: Unlock this item by beating challenge #23 (Blue Bomber)</p>
<p class="tags">*, yellow </p>
</span>
</a>
</li>
<li class="textbox" data-sid="314" data-tid="314">
<a>
<div class="rep-card item repgb" onclick=""></div>
<span>
<p class="item-title">Golden Battery</p>
<p>Fully charges your active item when picked up</p>
<p>Also, you take a full heart of damage when picked up. Doing this will cause this Golden Battery to reappear somewhere else on the floor</p>
<p class="r-unlock">UNLOCK: Unlock this by defeating Mega Satan as Tainted Forgotten</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox" data-sid="315" data-tid="315">
<a>
<div class="rep-card item repgt" onclick=""></div>
<span>
<p class="item-title">Golden Troll Bomb</p>
<p>Spawns similar to regular troll bombs and cannot be picked up</p>
<p>However, they will explode forever instead of disappearing</p>
<p>The Safety Scissors trinket will turn this into a gold bomb</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox" data-sid="316" data-tid="316">
<a>
<div class="rep-card item repgo" onclick=""></div>
<span>
<p class="item-title">Golden Penny</p>
<p>When picked up, Will respawn again at a random location in the room</p>
<p>Every time you pick up a golden penny it has a 5% chance to disappear completely</p>
<p class="r-unlock">UNLOCK: Unlock this by defeating Mega Satan as Tainted Keeper</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox dlccontent" data-sid="317" data-tid="317">
<a>
<div class="rebirth-card item r-card106" onclick=""></div>
<span>
<p class="item-title">Gold Heart</p>
<p>Once picked up, the gold heart will drop money on the floor the next time Isaac loses a heart</p>
<p class="r-unlock">UNLOCK: Unlock this item by beating challenge #21 (XXXXXXXXXX)</p>
<p class="tags">*, yellow heart, golden heart </p>
</span>
</a>
</li>
<li class="textbox dlccontent" data-sid="318" data-tid="318">
<a>
<div class="rebirth-card item r-card109" onclick=""></div>
<span>
<p class="item-title">Bone Heart</p>
<p>Takes three hits to deplete and can be refilled with red hearts, but disappears forever when depleted</p>
<p class="r-unlock">UNLOCK: Unlock this item by unlocking the Forgotten character. See the Broken Shovel / Mom's Shovel items for more information on how to unlock</p>
<p class="tags">*, bone heart, white heart </p>
</span>
</a>
</li>
<li class="textbox" data-sid="319" data-tid="319">
<a>
<div class="rep-card item reproto" onclick=""></div>
<span>
<p class="item-title">Rotten Heart</p>
<p>Rotten Hearts fill up a whole container the same as normal red hearts, or the rightmost heart if you're at full health</p>
<p>Every time you clear a room, you'll spawn 2 Blue Flies for each Rotten Heart you currently have</p>
<p class="r-unlock">UNLOCK: Unlock this by entering the Corpse floor for the first time</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox" data-sid="320" data-tid="320">
<a>
<div class="rep-card item repsac" onclick=""></div>
<span>
<p class="item-title">Black Sack</p>
<p>Spawns 2-3 pills, black/bone hearts and/or bombs when picked up</p>
<p>Can spawn in place of a regular sack, including in Shops for 7</p>
<p>Only one heart can spawn per sack as a maximum</p>
<p class="r-unlock">UNLOCK: Unlock this by defeating Mega Satan as Tainted Judas</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox" data-sid="1000" data-tid="1000">
<a>
<div class="rebirth-card item r-card300" onclick=""></div>
<span>
<p class="item-title">Rebirth Pills A - L</p>
<p>48 Hour Energy - Fully recharges your active item and drops 1-2 battery pickups. Can be used with Placebo to generate infinite batteries</p>
<p>Amnesia - Hides the floor map for the rest of the current floor (same as curse of the lost). Can be negated with Black Candle</p>
<p>Bad Gas - Isaac farts, poisoning enemies around him</p>
<p>Bad Trip - Deals damage to yourself</p>
<p>Balls of Steel - +2 Soul Hearts</p>
<p>Bombs are key - Switches number of bombs and keys</p>
<p>Explosive Diarrhea - Spawns five live troll bombs behind Isaac, one per second</p>
<p>Full Health - Restores all your empty red heart containers</p>
<p>Health Down - -1 HP. If you have 1 or less heart containers, this pill becomes Health Up</p>
<p>Health Up - +1 HP</p>
<p>Hematemesis - Empties all but one red heart container and spawns 1-4 red hearts on the floor. Spawns coins as The Keeper</p>
<p>I can see forever - Opens secret room and super secret room entrances on the current floor</p>
<p>I found pills - Changes the appearance of Isaac's face for the current room (Cosmetic change only)</p>
<p>Lemon Party - Spawns a large yellow pool on the floor around you, damaging enemies which walk in it</p>
<p>Luck Down - Reduces your luck stat by -1</p>
<p>Luck Up - Increases your luck stat by +1</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox" data-sid="1001" data-tid="1001">
<a>
<div class="rebirth-card item r-card301" onclick=""></div>
<span>
<p class="item-title">Rebirth Pills P - Z</p>
<p>Paralysis - Prevents you from moving for a short while</p>
<p>Pheromones - Applies the charm effect to all enemies in the room for a short while</p>
<p>Puberty - Causes Isaac to grow hair for the rest of the run. Cosmetic change only. In Afterbirth+, taking 3 of this pill gives the Adult transformation</p>
<p>Pretty Fly - Gives Isaac +1 fly orbital, which blocks enemy projectiles and damages fly-type enemies on touch</p>
<p>Range Down - Reduces your range stat by -2</p>
<p>Range Up - Increases your range stat by +2</p>
<p>R U a Wizard? - Tears will shoot diagonally for about 60 seconds. Effect persists between rooms while the time period is active</p>
<p>Speed Down - Reduces your speed stat by -0.12</p>
<p>Speed Up - Increases your speed stat by +0.15</p>
<p>Tears Down - Reduces your tears stat by -0.28</p>
<p>Tears Up - Increases your tears stat by 0.35</p>
<p>Telepills - Teleports you to a random room when used. Has a small chance to take you to the I AM ERROR room, and a smaller chance to teleport to a Black Market</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox dlccontent" data-sid="1002" data-tid="1002">
<a>
<div class="rebirth-card item r-card302" onclick=""></div>
```

```

<span>
<p class="item-title">Afterbirth Pills</p>
<p>Addicted - Causes you to take a full heart of damage for all sources for the current room. Unlocked from Challenge #24 - PAY TO PLAY</p>
<p>Friends till the end - Spawns three friendly blue attack flies</p>
<p>Infested! - Destroys all poops in the room and spawns a blue attack spider on every destroyed poop</p>
<p>Infested? - Spawns one blue attack spider for every enemy in the room. If there are no enemies this pill spawns 1-3 blue spiders instead</p>
<p>One makes you smaller - Reduces Isaac's size and hitbox size</p>
<p>One makes you larger - Increases Isaac's size, but does not affect the size of his hitbox</p>
<p>Percs - Causes Isaac to only take half a heart of damage from all sources for the current room (The Wafer effect). Unlocked from Challenge #24 - PAY TO PLAY</p>
<p>Power Pill - Gives you invulnerability and the ability to damage enemies for a short while (similar to The Gamekid effect)</p>
<p>Re-Lax - Causes Isaac to spawn poops behind him while he walks for a few seconds. Similar to Explosive Diarrhea but with poop</p>
<p>Retro Vision - Pixels the screen for a few seconds, obscuring your vision. Happens a total of 3 times over 30 seconds</p>
<p>??? - Gives the curse of the maze effect for the current floor. Unlocked from Challenge #25 - Have a Heart</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox" data-sid="1003" data-tid="1003">
<a>
<div class="rebirth-card item r-card303" onclick=""></div>
<span>
<p class="item-title">Afterbirth+ Pills</p>
<p>Feels like I'm walking on sunshine! - Turns Isaac invincible for a few seconds (similar to Unicorn Stump). Unlocked from the 'Sin Collector' achievement (collect every Bestiary entry)</p>
<p>Gulp! - When used will consume your current trinket, destroying it and giving you its effect permanently. Unlocked from the 'Once more with the feeling!' achievement (complete a victory lap, defeating the lamb boss)</p>
<p>Horf! - When used, shoots an Ipecac explosive shot. Unlocked from the 'Dedication' achievement (participate in 31 dailies in a row)</p>
<p>I'm Drowsy... - Slows all enemies for the rest of the current room</p>
<p>I'm excited!! - Speeds up all enemies for the rest of the room. The effect triggers again 30 seconds after use and again 60 seconds after use</p>
<p>Something's wrong... - Spawns a pool of black creep beneath Isaac</p>
<p>Vurp! - Spawns the last pill you used. Spawns another Vurp! pill if no other pills were used yet. Unlocked from the 'U broke it!' achievement (collect 50 items in a single run)</p>
<p>X-Lax - Spawns a pool of slippery brown creep beneath Isaac</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox" data-sid="1004" data-tid="1004">
<a>
<div class="rep-card item reppill" onclick=""></div>
<span>
<p class="item-title">Repentance Pills</p>
<p>Shot Speed Down - -0.15 shot speed</p>
<p>Shot Speed Up - +0.15 shot speed</p>
<p>Experimental Pill - Increases one random stat and decreases another random stat. Amount changed equals the equivalent stat up/down pill. If you have PhD it will only increase one stat</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox" data-sid="1005" data-tid="1005">
<a>
<div class="rep-card item repgp" onclick=""></div>
<span>
<p class="item-title">Gold Pill</p>
<p>When used gives a random pill effect</p>
<p>Can be used multiple times, but every time you use it, it has a chance to disappear</p>
<p>The Gold Pill can spawn as a Horse Pill, which then causes it to give random Horse pill effects</p>
<p class="r-unlock">UNLOCK: Unlock this by defeating Mega Satan as Tainted Cain</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox" data-sid="1006" data-tid="1006">
<a>
<div class="rep-card item rephorse" onclick=""></div>
<span>
<p class="item-title">Horse Pills</p>
<p>Horse Pills rarely spawn as larger versions of normal pills with more powerful effects</p>
<p>Items that synergize with pills also have the same effect with Horse pills</p>
<p>In general, the effect of a Horse Pill is double the effect of a normal pill i.e. Speed Up will be +0.3 instead of +0.15. Pills with effects that can't necessarily 'double' are stronger, i.e. Pretty Fly gives a Big Fan item rather than a fly orbital</p>
<p class="r-unlock">UNLOCK: Unlock this by defeating Mega Satan as Tainted Eve</p>
<p class="tags">*</p>
</span>
</a>
</li>
<li class="textbox" data-sid="2007" data-tid="2007">
<a>
<div class="rebirth-card item r-card41" onclick=""></div>
<span>
<p class="item-title">Dice Rooms</p>
<p>1 Dot - Rerolls all of your items. (Does not change your trinkets, pills or cards)</p>
<p>2 Dot - Rerolls all pickups in the room. (D20 effect)</p>
<p>3 Dot - Rerolls all pickups on the entire floor</p>
<p>4 Dot - Rerolls all pedestal items on the floor. (Does not roll your devil deal items)</p>
<p>5 Dot - Reroll and restart the current floor (Forget Me Now effect)</p>
<p>6 Dot - Reroll all of your items and all the pickups on the entire floor (Combined 1 + 3 + 4 rooms)</p>
<p class="tags">*</p>
</span>
</a>
</li>
</div>
<div class="nm-1 bruh">
<div id="waldo-tag-4192"></div>
<div id="waldo-tag-12372"></div>
<footer>
<div class="links">
<ul>
<li>Useful Links</li>
<li><a href="https://www.paypal.com/cgi-bin/webscr?cmd=_s-xclick&hosted_button_id=LASYY2JSCEFFG" target="_blank">Donate to me</a></li>
<li><a href="#" target="_blank">FAQ</a></li>
<li><a href="http://bindingofisaacrebirth.gamepedia.com/Binding_of_Isaac:_Rebirth_Wiki" target="_blank">Rebirth Wiki</a></li>
<li><a href="http://platinumgod.co.uk/privacy-policy" target="_blank">Privacy Policy</a></li>
<li><a href="http://platinumgod.co.uk/changelog" target="_blank">Changelog</a></li>
<li><a href="http://gungeongod.com" target="_blank">GungeonGod.com</a></li>
</ul>
</div>
<div class="social">
<ul>
<li><a href="#">Follow me on twitter</a></li>
<li><a href="http://twitter.com/eluc_" target="_blank">Tweet me @eluc_</a></li>
<li><a href="mailto:isaaccheatsheet@gmail.com">isaaccheatsheet@gmail.com</a></li>
</ul>
</div>
<div class="pg">

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<script src="js/old/jquery.tinysort.min.js"></script>
<script src="js/underscore-min.js"></script>
<script src="js/old/main.js?v=202204211315"></script>
</body>
</html>

```

In [185]

```

textbox = soup.find_all('li', class_= 'textbox')
print(textbox)

```

```

[<li class="textbox" data-cid="352" data-sid="1" data-tid="160">
<a>
<div class="item reb-item-new re-item@001" onclick=""></div>
<span>
<p class="item-title">The Sad Onion</p>
<p class="r-itemid">ItemID: 1</p>
<p class="pickup">"Tears up"</p>
<p class="quality">Quality: 3</p>
<p>+0.7 Tears Up</p>
<ul>

```

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, green, cry, plant</p>

</span>

</a>

</li>, <li class="textbox" data-cid="12" data-sid="2" data-tid="87">

<a>

<div class="item reb-item-new re-item002" onclick=""></div>

<span>

<p class="item-title">The Inner Eye</p>

<p class="r-itemid">ItemID: 2</p>

<p class="pickup">Triple shot</p>

<p class="quality">Quality: 2</p>

<p>Tears now shoot three at a time (Triple Shot)</p>

<p>Tears Down significantly</p>

<p><strong class="pri">REPENTANCE</strong> - The Inner Eye now causes less of a decrease in rate of fire than previously, and now has a tighter spread.</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, round, circle, white</p>

</span>

</a>

</li>, <li class="textbox" data-cid="597" data-sid="3" data-tid="174">

<a>

<div class="item reb-item-new re-item003" onclick=""></div>

<span>

<p class="item-title">Spoon Bender</p>

<p class="r-itemid">ItemID: 3</p>

<p class="pickup">Homing shots</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac's tears a homing effect</p>

<p><strong class="pri">REPENTANCE</strong> - Homing tears now target enemies much more reliably</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, grey, gray, bent</p>

</span>

</a>

</li>, <li class="textbox" data-cid="518" data-sid="4" data-tid="46">

<a>

<div class="item reb-item-new re-item004" onclick=""></div>

<span>

<p class="item-title">Cricket's Head</p>

<p class="r-itemid">ItemID: 4</p>

<p class="pickup">DMG up</p>

<p class="quality">Quality: 4</p>

<p>+0.5 Damage Up/>

<p>x1.5 times Damage Multiplier (Does not stack with the Magic Mushroom multiplier)</p>

<p>Can be found in golden chests</p>

<p>Cricket's Head used to be known as Max's Head in the original game and was renamed for Rebirth</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* crickets head, cricket head, item room, treasure room, item room pool, golden chest pool, gold chest pool, cat, dead, brown, pink</p>

</span>

</a>

</li>, <li class="textbox" data-cid="58" data-sid="5" data-tid="132">

<a>

<div class="item reb-item-new re-item005" onclick=""></div>

<span>

<p class="item-title">My Reflection</p>

<p class="r-itemid">ItemID: 5</p>

<p class="pickup">Boomerang tears</p>

<p class="quality">Quality: 0</p>

<p>Gives tears a boomerang effect</p>

<p>+5.4 Range Up</p>

<p>+0.6 Shot Speed Up</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, broken, mirror, cracked, grey, gray, silver</p>

</span>

</a>

</li>, <li class="textbox" data-cid="307" data-sid="6" data-tid="133">

<a>

<div class="item reb-item-new re-item006" onclick=""></div>

<span>

<p class="item-title">Number One</p>

<p class="r-itemid">ItemID: 6</p>

<p class="pickup">Tears up</p>

<p class="quality">Quality: 2</p>

<p>Gives you a very high tear rate in exchange for a big range down</p>

<p>+1.5 Tears Up</p>

<p>-2.5 Range Down</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, mm sweet lemonade, urine, yellow, tear, drop</p>

</span>

</a>

</li>, <li class="textbox" data-cid="536" data-sid="7" data-tid="16">

<a>

<div class="item reb-item-new re-item007" onclick=""></div>

<span>

<p class="item-title">Blood of the Martyr</p>

<p class="r-itemid">ItemID: 7</p>

<p class="pickup">DMG up</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up/>

<p>x1.5 times Damage Multiplier if you also have Book of Belial (Does not stack with Magic Mushroom or Cricket's Head multipliers)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, crown, thorns, brown, hat</p>

</span>

</a>

</li>, <li class="textbox" data-cid="402" data-sid="8" data-tid="31">

<a>

<div class="item reb-item-new re-item008" onclick=""></div>

<span>

<p class="item-title">Brother Bobby</p>

<p class="r-itemid">ItemID: 8</p>

<p class="pickup">Friends 'till the end</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac and shoots normal tears which do 3.5 damage</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Brother Bobby now has an increased rate of fire</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, devil pool, devil room pool, devil deal, purple, blue, dead, baby</p>

</span>

</a>

</li>, <li class="textbox" data-cid="696" data-sid="9" data-tid="164">

<a>

<div class="item reb-item-new re-item009" onclick=""></div>

<span>

<p class="item-title">Skatolec</p>

<p class="r-itemid">ItemID: 9</p>

<p class="pickup">Fly love</p>

<p class="quality">Quality: 0</p>

<p>A lot of fly enemies are no longer aggressive towards Isaac</p>

<p>Attack Fly, Dart Fly, Eternal Fly, and Ring Fly are transformed into a neutral black fly</p>

<p>Boom Fly, Red Boom Fly, Drowned Boom Fly move slower, but still deal contact damage</p>

<p>MoTer, Level 2 Fly, Full Fly, Pooter, and Super Pooter move slower and deal no contact damage</p>

<p>Can only be obtained from the shell game in the arcade</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation.</p>

<p><strong class="pri">REPENTANCE</strong> - Skatole now prevents damage from eternal flies and Hush flies.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None (Arcade shell game only)</p>

</ul>

<p class="tags">\* arcade, skull game, black, heart, pink, love</p>

</li>, <li class="textbox" data-cid="663" data-sid="10" data-tid="81">

<a>

<div class="item reb-item-new re-item@10" onclick=""></div>

<span>

<p class="item-title">Halo of Flies</p>

<p class="r-itemid">ItemID: 10</p>

<p class="pickup">"Projectile protection"</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac 2 orbital flies which block enemy shots</p>

<p>Picking up this item as well as 2 other fly-type items will allow you to transform into Lord of the Flies</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Passive, Orbital</p>

<p>Item Pool: Item Room, Key Beggar</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, key master pool, key beggar pool, key judgement pool, two, flies, black</p>

</span>

</a>

</li>, <li class="textbox" data-cid="353" data-sid="11" data-tid="2">

<a>

<div class="item reb-item-new re-item@11" onclick=""></div>

<span>

<p class="item-title">1UP</p>

<p class="r-itemid">ItemID: 11</p>

<p class="pickup">"Extra life"</p>

<p class="quality">Quality: 2</p>

<p>Gives the player an extra life</p>

<p>When revived, the green mushroom that follows Isaac will disappear and he will respawn with the same amount of red heart containers at full health</p>

<p>Resurrection takes place before all other items which give you an extra life</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\* secret room pool, mario, green mushroom, extra life, spots, spotted</p>

</span>

</a>

</li>, <li class="textbox" data-cid="112" data-sid="12" data-tid="107">

<a>

<div class="item reb-item-new re-item@12" onclick=""></div>

<span>

<p class="item-title">Magic Mushroom</p>

<p class="r-itemid">ItemID: 12</p>

<p class="pickup">"All stats up!"</p>

<p class="quality">Quality: 4</p>

<p>+1 HP Up</p>

<p>+0.3 Damage Up</p>

<p>x1.5 times Damage Multiplier (Does not stack with the multipliers from Cricket's Head / Blood of The Martyr + Book of Belial)</p>

<p>+1.5 Range Up</p>

<p>+0.3 Speed Up</p>

<p>Increases the size of your player sprite, but doesn't increase the hitbox</p>

<p>Fully restores all red heart containers</p>

<p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation</p>

<p>Counts as 1 of 3 size-increasing items needed towards the Stompy transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Mushrooms</p>

</ul>

<p class="tags">\* boss room pool, boss room item, item room, treasure room, item room pool, red, spots, spotted, amanita muscaria</p>

</span>

</a>

</li>, <li class="textbox" data-cid="168" data-sid="13" data-tid="188">

<a>

<div class="item reb-item-new re-item@13" onclick=""></div>

<span>

<p class="item-title">The Virus</p>

<p class="r-itemid">ItemID: 13</p>

<p class="pickup">"Poison touch"</p>

<p class="quality">Quality: 2</p>

<p>Enemies touching you take 12 damage, then a poison effect is applied for 6-7 ticks, dealing damage equal to the amount of red hearts you have (up to 30.8 at 12 full red hearts)</p>

<p>+0.2 Speed Up</p>

<p>Has a chance to drop from the Lust miniboss fight</p>

<p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p>

<p><strong class="pri">REPENTANCE</strong> - +0.2 Speed Up (Used to be -0.1 Speed before Repentance). No longer drops black hearts like it used to. Damage scales with total heart containers.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Demon Beggar, Lust Miniboss</p>

</ul>

<p class="tags">\* demon beggar pool, demon judgement pool, devil beggar pool, item room, treasure room, item room pool, syringe, needle, injection, the lost item pool, red</p>

</span>

</a>

</li>, <li class="textbox" data-cid="347" data-sid="14" data-tid="153">

<a>

<div class="item reb-item-new re-item@14" onclick=""></div>

<span>

<p class="item-title">Roid Rage</p>

<p class="r-itemid">ItemID: 14</p>

<p class="pickup">"Speed and range up"</p>

<p class="quality">Quality: 2</p>

<p>+0.3 Speed Up</p>

<p>+1.5 Range Up</p>

<p>+0.5 Shot Height</p>

<p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Boss Room, Demon Beggar</p>

</ul>

<p class="tags">\* demon beggar pool, demon judgement pool, devil beggar pool, boss room pool, boss room item, item room, treasure room, item room pool, syringe, needle, injection, green</p>

</span>

</a>

</li>, <li class="textbox" data-cid="183" data-sid="15" data-tid="1">

<a>

<div class="item reb-item-new re-item@15" onclick=""></div>

<span>

<p class="item-title">&lt;3;/p>

<p class="r-itemid">ItemID: 15</p>

<p class="pickup">"HP up"</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>Fully restores all red heart containers</p>

<p>Has a chance to drop from the Gluttony miniboss fight</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Gluttony Miniboss</p>

</ul>

<p class="tags">\* boss room pool, boss room item, item room, treasure room, item room pool, red heart, ballchinnian, ball sack, full heal, gluttony, the lost item pool</p>

</span>

</a>

</li>, <li class="textbox" data-cid="532" data-sid="16" data-tid="150">

<a>

<div class="item reb-item-new re-item@16" onclick=""></div>

<span>

<p class="item-title">Raw Liver</p>

<p class="r-itemid">ItemID: 16</p>

<p class="pickup">"HP up"</p>

<p class="quality">Quality: 2</p>

<p>+2 Health Up</p>

<p>Full red heart heal</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\* secret room pool, the lost item pool, brown, poop, turd</p>

</span>

</a>

<li class="textbox" data-cid="601" data-sid="17" data-tid="165">

<a>

<div class="item reb-item-new re-item017" onclick=""></div>

<span>

<p class="item-title">Skeleton Key</p>

<p class="r-itemid">ItemID: 17</p>

<p class="pickup">99 keys</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac 99 Keys</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Secret Room</p>

</ul>

<p class="tags">\* secret room pool, silver, grey, gray, skull</p>

</span>

</a>

<li class="textbox" data-cid="336" data-sid="18" data-tid="64">

<a>

<div class="item reb-item-new re-item018" onclick=""></div>

<span>

<p class="item-title">A Dollar</p>

<p class="r-itemid">ItemID: 18</p>

<p class="pickup">\$\$\$</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac 100 coins</p>

<p>Can drop from an exploding slot machine while playing it</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None (Arcade machine only)</p>

</ul>

<p class="tags">\* slot machine, arcade machine, money, bill, cash, green</p>

</span>

</a>

<li class="textbox" data-cid="614" data-sid="19" data-tid="27">

<a>

<div class="item reb-item-new re-item019" onclick=""></div>

<span>

<p class="item-title">Boom!</p>

<p class="r-itemid">ItemID: 19</p>

<p class="pickup">10 bombs</p>

<p class="quality">Quality: 0</p>

<p>+10 Bombs</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* boss rush pool, boss rush room, item room, treasure room, item room pool, grey, gray, x10</p>

</span>

</a>

<li class="textbox" data-cid="525" data-sid="20" data-tid="186">

<a>

<div class="item reb-item-new re-item020" onclick=""></div>

<span>

<p class="item-title">Transcendence</p>

<p class="r-itemid">ItemID: 20</p>

<p class="pickup">"We all float down here..."</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac the ability to fly</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's Heart 3 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\* secret room pool, the lost item pool, brown, noose, hang</p>

</span>

</a>

<li class="textbox" data-cid="198" data-sid="21" data-tid="44">

<a>

<div class="item reb-item-new re-item021" onclick=""></div>

<span>

<p class="item-title">The Compass</p>

<p class="r-itemid">ItemID: 21</p>

<p class="pickup">"The end is near"</p>

<p class="quality">Quality: 2</p>

<p>Shows most icons on the map (Shops, Item Rooms, Boss Rooms etc.)</p>

<p>Does not show the layout of the map</p>

<p>Doesn't show the location of Secret or Super Secret rooms</p>

<p>Room icons will not show if a Curse of the Lost is in effect on the current floor</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Beggar</p>

</ul>

<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, shop room pool, shop item pool, pink, red</p>

</span>

</a>

<li class="textbox" data-cid="551" data-sid="22" data-tid="105">

<a>

<div class="item reb-item-new re-item022" onclick=""></div>

<span>

<p class="item-title">Lunch</p>

<p class="r-itemid">ItemID: 22</p>

<p class="pickup">"HP up"</p>

<p class="quality">Quality: 1</p>

<p>+1 HP Up</p>

<p>Heals one red heart container when picked up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Challenge Room, Beggar</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, the lost item pool, brown, b  
owl, grey, gray, poop, fly</p>

</span>

</a>

<li class="textbox" data-cid="478" data-sid="23" data-tid="61">

<a>

<div class="item reb-item-new re-item023" onclick=""></div>

<span>

<p class="item-title">Dinner</p>

<p class="r-itemid">ItemID: 23</p>

<p class="pickup">"HP up"</p>

<p class="quality">Quality: 1</p>

<p>+1 HP Up</p>

<p>Heals one red heart container when picked up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Beggar, Challenge Room</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, the lost item pool, dog, ca  
no, tin, brown</p>

</span>

</a>

<li class="textbox" data-cid="528" data-sid="24" data-tid="60">

<a>

<div class="item reb-item-new re-item024" onclick=""></div>

<span>

<p class="item-title">Dessert</p>

<p class="r-itemid">ItemID: 24</p>

<p class="pickup">"HP up"</p>

<p class="quality">Quality: 1</p>

<p>+1 HP Up</p>

<p>Heals one red heart container when picked up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Beggar, Challenge Room</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, the lost item pool, dog, bro wn, sack, bag, fly</p>

</span>

</a>

</li>, <li class="textbox" data-cid="71" data-sid="25" data-tid="29">

<a>

<div class="item reb-item-new re-item025" onclick=""></div>

<span>

<p class="item-title">Breakfast</p>

<p class="r-itemid">ItemID: 25</p>

<p class="pickup">HP up</p>

<p class="quality">Quality: 1</p>

<p>i+1 HP Up</p>

<p>Heals one red heart container when picked up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Challenge Room, Beggar</p>

</a>

<p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, the lost item pool, carton, fly, flies, milk</p>

</span>

</a>

</li>, <li class="textbox" data-cid="519" data-sid="26" data-tid="156">

<a>

<div class="item reb-item-new re-item026" onclick=""></div>

<span>

<p class="item-title">Rotten Meat</p>

<p class="r-itemid">ItemID: 26</p>

<p class="pickup">HP up</p>

<p class="quality">Quality: 1</p>

<p>i+1 HP Up</p>

<p>Heals one red heart container when picked up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Beggar, Challenge Room</p>

</a>

<p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, the lost item pool, green, b one, lump, yellow</p>

</span>

</a>

</li>, <li class="textbox" data-cid="512" data-sid="27" data-tid="192">

<a>

<div class="item reb-item-new re-item027" onclick=""></div>

<span>

<p class="item-title">Wooden Spoon</p>

<p class="r-itemid">ItemID: 27</p>

<p class="pickup">Speed up</p>

<p class="quality">Quality: 1</p>

<p>+0.3 Speed Up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</a>

<p class="tags">\* boss room pool, boss room item, brown</p>

</span>

</a>

</li>, <li class="textbox" data-cid="527" data-sid="28" data-tid="10">

<a>

<div class="item reb-item-new re-item028" onclick=""></div>

<span>

<p class="item-title">The Belt</p>

<p class="r-itemid">ItemID: 28</p>

<p class="pickup">Speed up</p>

<p class="quality">Quality: 1</p>

<p>+0.3 Speed Up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</a>

<p class="tags">\* boss room pool, boss room item, brown, leather, bag, sack, golden chest pool, gold chest pool,</p>

</span>

</a>

</li>, <li class="textbox" data-cid="202" data-sid="29" data-tid="126">

<a>

<div class="item reb-item-new re-item029" onclick=""></div>

<span>

<p class="item-title">Mom's Underwear</p>

<p class="r-itemid">ItemID: 29</p>

<p class="pickup">Range Up</p>

<p class="quality">Quality: 1</p>

<p>i+1 Range Up</p>

<p>Gives 3-6 blue attack flies when picked up</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Challenge Room, Gold/Stone Chest</p>

</a>

<p class="tags">\* dungeon room, blood challenge room, arena pool, boss room pool, boss room item, panties, pants, under wear, pink, knickers, moms underwear, mom underwear</p>

</span>

</a>

</li>, <li class="textbox" data-cid="126" data-sid="30" data-tid="120">

<a>

<div class="item reb-item-new re-item030" onclick=""></div>

<span>

<p class="item-title">Mom's Heels</p>

<p class="r-itemid">ItemID: 30</p>

<p class="pickup">Range up</p>

<p class="quality">Quality: 1</p>

<p>i+1.5 Range Up</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<p><strong>pri</strong> - Touching enemies deals 1.2 damage to them</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Challenge Room</p>

</a>

<p class="tags">\* dungeon room, blood challenge room, arena pool, boss room pool, boss room item, red, high, shoe, moms heels, mom heels</p>

</span>

</a>

</li>, <li class="textbox" data-cid="113" data-sid="31" data-tid="123">

<a>

<div class="item reb-item-new re-item031" onclick=""></div>

<span>

<p class="item-title">Mom's Lipstick</p>

<p class="r-itemid">ItemID: 31</p>

<p class="pickup">Range up</p>

<p class="quality">Quality: 1</p>

<p>+2.25 Range Up</p>

<p>Drops a random heart on the floor when picked up</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Challenge Room</p>

</a>

<p class="tags">\* moms lipstick, mom lipstick, dungeon room, blood challenge room, arena pool, boss room pool, boss room item, red, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="686" data-sid="32" data-tid="191">

<a>

<div class="item reb-item-new re-item032" onclick=""></div>

<span>

<p class="item-title">Wire Coat Hanger</p>

<p class="r-itemid">ItemID: 32</p>

<p class="pickup">Tears up</p>

<p class="quality">Quality: 3</p>

<p>+0.7 Tears Up</p>

<p><span>lock</span>>UNLOCK: Unlock this item by beating Mom's Heart 4 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</a>

<p class="tags">\* boss room pool, boss room item, black</p>

</span>

</a>

</li>, <li class="textbox" data-cid="479" data-sid="33" data-tid="12">

<a>

<div class="item reb-item-new re-item033" onclick=""></div>

<span>

<p class="item-title">The Bible</p>

<p class="r-itemid">ItemID: 33</p>

<p class="pickup">Temporary flight</p>

<p class="quality">Quality: 1</p>

<p>Gives Isaac angel wings for the current room, allowing him to fly</p>

<p>Instantly kills the Mom's Foot, Mom's Heart and It Lives boss fights</p>

<p>If used during the Satan fight, The Bible will instantly kill Isaac</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Reduced to 4 room recharge time</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Shop, Library, Angel Room</p>

</ul>

<p class="tags">\* library pool, library room, book room pool, angel room pool, god room pool, angel room item, shop room pool, shop item pool, cross, brown</p>

</span>

</a>

</li>, <li class="textbox" data-cid="656" data-sid="34" data-tid="23">

<a>

<div class="item reb-item-new re-item034" onclick=""></div>

<span>

<p class="item-title">The Book of Belial</p>

<p class="r-itemid">ItemID: 34</p>

<p class="pickup">Temporary DMG up</p>

<p class="quality">Quality: 3</p>

<p>Upon use, gives +2 damage up which lasts for the current room</p>

<p>1.5 times Damage Multiplier if you also have Blood of the Martyr (Does not stack with Magic Mushroom or Cricket's Head multipliers)</p>

<p>Increases your chances of getting a devil/angel room by +12.5%</p>

<p>Judas starts with this item</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p><strong class="pri">REPENTANCE</strong> - The effect stacks if used multiple times</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Library, Devil Room</p>

</ul>

<p class="tags">\* library pool, library room, book room pool, devil pool, devil room pool, devil deal, starting grey, gray, pentagram</p>

</span>

</a>

</li>, <li class="textbox" data-cid="474" data-sid="35" data-tid="132.7">

<a>

<div class="item reb-item-new re-item035" onclick=""></div>

<span>

<p class="item-title">The Necronomicon</p>

<p class="r-itemid">ItemID: 35</p>

<p class="pickup">Mass room damage</p>

<p class="quality">Quality: 1</p>

<p>Deals 40 damage to everything in the room when used</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Reduced to 3 room recharge time</p>

<p class="r-unlock">UNLOCK: Unlock this item by using 4 XIII - Death cards</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Library, Secret Room, Devil Room</p>

</ul>

<p class="tags">\* library pool, library room, book room pool, secret room pool, devil pool, devil room pool, devil deal, pink, brown, face, spots</p>

</span>

</a>

</li>, <li class="textbox" data-cid="480" data-sid="36" data-tid="146">

<a>

<div class="item reb-item-new re-item036" onclick=""></div>

<span>

<p class="item-title">The Poop</p>

<p class="r-itemid">ItemID: 36</p>

<p class="pickup">Plop!</p>

<p class="quality">Quality: 0</p>

<p>Drops a poop on the floor</p>

<p>Blue Baby starts with this item</p>

<p>Can be placed next to a pit and exploded to make a bridge</p>

<p>Can be placed over a broken red poop to overwrite it, causing it to no longer regenerate</p>

<p>Counts as 1 of 5 poop items needed towards the Oh Crap transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 1 room</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, starting, turd, brown</p>

</span>

</a>

</li>, <li class="textbox" data-cid="615" data-sid="37" data-tid="128.7">

<a>

<div class="item reb-item-new re-item037" onclick=""></div>

<span>

<p class="item-title">Mr. Boom</p>

<p class="r-itemid">ItemID: 37</p>

<p class="pickup">Reusable bomb buddy</p>

<p class="quality">Quality: 1</p>

<p>Drops a large bomb below the player which does 185 damage</p>

<p>Compatible with bomb modifiers, such as Glitter Bombs, Sticky Bombs etc</p>

<p>Has a chance to drop from the Wrath miniboss fight</p>

<p><strong class="pri">REPENTANCE</strong> - Damage buffered from 110 to 185</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room, Wrath Miniboss, Bomb Beggar</p>

</ul>

<p class="tags">\* mr boom, boss rush pool, boss rush room, item room, treasure room, item room pool, bomb beggar, face, smile, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="269" data-sid="38" data-tid="180.3">

<a>

<div class="item reb-item-new re-item038" onclick=""></div>

<span>

<p class="item-title">Tammy's Head</p>

<p class="r-itemid">ItemID: 38</p>

<p class="pickup">Reusable tear burst</p>

<p class="quality">Quality: 3</p>

<p>Fires 10 tears in a circle around Isaac</p>

<p>Each tear is equal to your damage stat + 25 flat damage</p>

<p>Tears spawned from Tammy's Head retain tear effects of Isaac's tears, such as poison or homing</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 1 room</p>

<p>Item Pool: Item Room, Gold Chest</p>

</ul>

<p class="tags">\* golden chest pool, gold chest pool, dead, cat, white, yellow, tammys head, tammy head</p>

</span>

</a>

</li>, <li class="textbox" data-cid="261" data-sid="39" data-tid="115.7">

<a>

<div class="item reb-item-new re-item039" onclick=""></div>

<span>

<p class="item-title">Mom's Brac</p>

<p class="r-itemid">ItemID: 39</p>

<p class="pickup">Mass fear</p>

<p class="quality">Quality: 1</p>

<p>When used, freezes all enemies in the current room for about 4 seconds</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

</ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Item Room, Challenge Room</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, item room, treasure room, item room pool, white, brown, underwear, moms bra, mom bra</p>

</p>

</span>

</a>

</li>, <li class="textbox" data-cid="121" data-sid="40" data-tid="92.3">

<a>

<div class="item reb-item-new re-item040" onclick=""></div>

<span>

<p class="item-title">Kamikaze</p>

<p class="r-itemid">ItemID: 40</p>

<p class="pickup">Become the bomb!</p>

<p class="quality">Quality: 0</p>

<p>Causes an explosion near Isaac which takes away half a heart and does 40 damage all enemies in close proximity</p>

<p><strong class="pri">REPENTANCE</strong> - Kamikaze now has increased blast damage and radius. No longer reduces your devil/angel room chances when used</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, bomb, tnt, clock, red</p>

</span>

</a>

</li>, <li class="textbox" data-cid="64" data-sid="41" data-tid="123.5">

<a>

<div class="item reb-item-new re-item041" onclick=""></div>

<span>

<p class="item-title">Mom's Pad</p>

<p class="r-itemid">ItemID: 41</p>

<p class="pickup">Gross...</p>

<p class="quality">Quality: 0</p>

<p>When used, causes all enemies in the current room to run away from Isaac in fear for 5 seconds</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Item Room, Challenge Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, dungeon room, blood challenge room, arena pool, white, grey, gray moms pad, mom pad,</p>

</span>

</a>

</li>, <li class="textbox" data-cid="351" data-sid="42" data-tid="20">

<a>

<div class="item reb-item-new re-item042" onclick=""></div>

<span>

<p class="item-title">Bob's Rotten Head</p>

<p class="r-itemid">ItemID: 42</p>

<p class="pickup">Reusable ranged bomb</p>

<p class="quality">Quality: 1</p>

<p>A poison bomb which can be thrown and leaves a poison effect on any enemies within the blast radius. It also leaves a gas cloud at the place where it exploded</p>

<p>The bomb deals 185 damage + your tear damage on hit and leaves a damage over time poison effect that does 3 times your tear damage per tick</p>

<p>Synergizes with tear modifying items such as My Reflection or Tiny Planet</p>

<p>Has a chance to drop from the Sloth miniboss fight</p>

<p>Counts as 1 of 3 poison items needed towards the Bob transformation</p>

<p><strong class="pri">REPENTANCE</strong> - The damage of this item was significantly boosted to 185 (from 50) in Repentance, and given the poison cloud effect. Changed to 2 room recharge</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room, Sloth Miniboss</p>

</ul>

<p class="tags">\* golden chest pool, gold chest pool, item room, treasure room, item room pool, bob sloth, grey, gray, green, mouth, bobs rotten head, bob rotten head</p>

</span>

</a>

</li>, <li class="textbox" data-cid="409" data-sid="44" data-tid="182.4">

<a>

<div class="item reb-item-new re-item044" onclick=""></div>

<span>

<p class="item-title">Teleport</p>

<p class="r-itemid">ItemID: 44</p>

<p class="pickup">Teleport!</p>

<p class="quality">Quality: 0</p>

<p>Teleports Isaac to a random location on the map</p>

<p>Can't be used to teleport to the I AM ERROR room</p>

<p><strong class="pri">REPENTANCE</strong> - Teleport! now allows the player to influence the teleport direction (using the direction Isaac is moving upon activating the item)</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, blue remote, robot</p>

</span>

</a>

</li>, <li class="textbox" data-cid="182" data-sid="45" data-tid="195">

<a>

<div class="item reb-item-new re-item045" onclick=""></div>

<span>

<p class="item-title">Yum Heart</p>

<p class="r-itemid">ItemID: 45</p>

<p class="pickup">Reusable regeneration</p>

<p class="quality">Quality: 1</p>

<p>Heals Isaac for one whole red heart</p>

<p>Maggy starts with this item</p>

<p>When used as the Keeper, one coin HP is restored</p>

<p>Has a chance to drop from the Super Lust miniboss fight</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room, Super Lust Miniboss</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, maggy, starting, red, pink, broken</p>

</span>

</a>

</li>, <li class="textbox" data-cid="302" data-sid="46" data-tid="102">

<a>

<div class="item reb-item-new re-item046" onclick=""></div>

<span>

<p class="item-title">Lucky Foot</p>

<p class="r-itemid">ItemID: 46</p>

<p class="pickup">Luck up!</p>

<p class="quality">Quality: 2</p>

<p>+1.0 Luck Up!</p>

<p>Better chance to win while gambling at the Shell Game and Fortune Telling Machine</p>

<p>Higher chance to get a random drop after clearing a room</p>

<p><strong class="pri">REPENTANCE</strong> - Lucky Foot now guarantees positive pill effects</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Beggar</p>

</ul>

<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, item room, treasure room, item room pool, starting, pink, white, yellow</p>

</span>

</a>

</li>, <li class="textbox" data-cid="642" data-sid="47" data-tid="63">

<a>

<div class="item reb-item-new re-item047" onclick=""></div>

<span>

<p class="item-title">Doctor's Remote</p>

<p class="r-itemid">ItemID: 47</p>

<p class="pickup">Reusable air strike</p>

<p class="quality">Quality: 1</p>

<p>A target is placed on the floor which can be controlled. After a few seconds a huge missile hits the target and deals 20x your tear damage to anything nearby</p>

<p>Essentially a one-time use of the Epic Fetus item</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<a href="#"><li class="tags">\* item room, treasure room, item room pool, grey, gray, robot</li></a>

<div class="item reb-item-new re-item048" onclick=""></div>

<span>

<p class="item-title">Cupid's Arrow</p>

<p class="r-itemid">ItemID: 48</p>

<p class="pickup">Piercing shots</p>

<p class="quality">Quality: 3</p>

<p>Isaac's tears now have a piercing effect which allows them to travel through enemies instead of breaking on hit</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, arrow, penetrative, penetrating shots, grey, gray, red, bolt, cupid arrow, cupids arrow</p>

</span>

</a>

<div class="item reb-item-new re-item049" onclick=""></div>

<span>

<p class="item-title">Shoop Da Whoop!</p>

<p class="r-itemid">ItemID: 49</p>

<p class="pickup">"BULLARRRRGGG!"</p>

<p class="quality">Quality: 2</p>

<p>When used, fires a high damage laser in a straight line across the room in a similar way to Brimstone</p>

<p>The laser deals damage equal to double your tear damage. The laser hits up to 13 times if an enemy stays inside it for the duration</p>

<p>Has a chance to drop from the Envy and Super Envy miniboss fights</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room, Envy Miniboss, Super Envy Miniboss</p>

</ul>

<a href="#"><li class="tags">\* item room, treasure room, item room pool, red, lips, white, eyes</li></a>

<div class="item reb-item-new re-item050" onclick=""></div>

<span>

<p class="item-title">Steven</p>

<p class="r-itemid">ItemID: 50</p>

<p class="pickup">"DMG up"</p>

<p class="quality">Quality: 3</p>

<p>+1 Damage Up/>

<p>Can only be dropped by the Steven boss</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Basement 40 times and defeating the Steven boss</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Steven Boss</p>

</ul>

<p class="tags">\*, black, white, face, eyes, mouth, golden chest pool</p>

</span>

</a>

<div class="item reb-item-new re-item051" onclick=""></div>

<span>

<p class="item-title">Pentagram</p>

<p class="r-itemid">ItemID: 51</p>

<p class="pickup">"DMG up"</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up/>

<p>+10% chance of a devil/angel room opening while held</p>

<p>A second Pentagram will give an extra +5% chance</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Curse Room, Devil Room, Demon Beggar, Crane Game</p>

</ul>

<p class="tags">\* curse room pool, devil pool, devil room pool, devil deal, boss room pool, boss room item, satanic, star, red, black</p>

</span>

</a>

<div class="item reb-item-new re-item052" onclick=""></div>

<span>

<p class="item-title">Dr. Fetus</p>

<p class="r-itemid">ItemID: 52</p>

<p class="pickup">"??"</p>

<p class="quality">Quality: 4</p>

<p>Instead of tears, Isaac now shoots bombs from his eyes, which explode dealing damage to anything nearby</p>

<p>Bomb damage = damage \* 10</p>

<p>Tear Down (Tear delay \* 2.5)</p>

<p>Bombs will also synergize with other bomb items and tear modifiers, including Sad Bombs, Mr. Mega and many more</p>

<p>Strong class="pri">REPENTANCE</strong> - Dr. Fetus bombs now scale with the player's tear size and are now immune to knockback from their own explosions. The damage formula of the bombs has changed from d amage \* 5 + 30 to damage \* 10</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's Heart 9 times</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, baby, fetus, foetus, jar, white, pink, bug, dr fetus</p>

</span>

</a>

<div class="item reb-item-new re-item053" onclick=""></div>

<span>

<p class="item-title">Magneto</p>

<p class="r-itemid">ItemID: 53</p>

<p class="pickup">"Item snatcher"</p>

<p class="quality">Quality: 1</p>

<p>Causes pickups on the floor move towards the player</p>

<p>Works across pits, but not through Key blocks</p>

<p>Strong class="pri">REPENTANCE</strong> - Magneto is now capable of opening chests from a small distance. Does not apply to locked chests</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, red, horse shoe</p>

</span>

</a>

<div class="item reb-item-new re-item054" onclick=""></div>

<span>

<p class="item-title">Treasure Map</p>

<p class="r-itemid">ItemID: 54</p>

<p class="pickup">"Full visible map"</p>

<p class="quality">Quality: 2</p>

<p>Reveals the entire map for every floor except the secret room locations</p>

<p>Does not show the icons for any unexplored rooms</p>

<p>Can still help you to guess which direction the boss room is in, due to the fact that the Boss Room is usually in the room furthest away from the first room</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Beggar</p>

</ul>

<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, shop room pool, shop item pool, brown, x, cross, paper</p>

</span>

</a>

</li>, <li class="textbox" data-cid="81" data-sid="55" data-tid="118">

<a>

<div class="item reb-item-new re-item055" onclick=""></div>

<span>

<p class="item-title">Mom's Eye</p>

<p class="r-itemid">ItemID: 55</p>

<p class="pickup">Eye in the back of your head</p>

<p class="quality">Quality: 1</p>

<p>Isaac has a random chance to fire another tear out the back of his head</p>

<p>The chance to fire the second tear can improve based on your luck stat and will always activate at +5 Luck</p>

<p>At +0 luck theres a ~50% chance for this effect to activate</p>

<p>Synergizes very well with a lot of items. If used with Brimstone you have a 100% chance to fire a laser out the back of your head</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room, Challenge Room</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, item room, treasure room, item room pool, white, red, moms eye, mom eye

</p>

</span>

</a>

</li>, <li class="textbox" data-cid="317" data-sid="56" data-tid="94">

<a>

<div class="item reb-item-new re-item056" onclick=""></div>

<span>

<p class="item-title">Lemon Mishap</p>

<p class="r-itemid">ItemID: 56</p>

<p class="pickup">"Oops..."</p>

<p class="quality">Quality: 1</p>

<p>When used, drops a pool of 'lemonade' on the floor which damages any enemies that come into contact with it for 8 damage per tick</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, yellow, chet lemon</p>

</span>

</a>

</li>, <li class="textbox" data-cid="662" data-sid="57" data-tid="62">

<a>

<div class="item reb-item-new re-item057" onclick=""></div>

<span>

<p class="item-title">Distant Admiration</p>

<p class="r-itemid">ItemID: 57</p>

<p class="pickup">"Attack fly"</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac an orbiting fly which deals 5 contact damage to enemies per tick</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Passive, Orbital</p>

<p>Item Pool: Item Room, Key Beggar</p>

</ul>

<p class="tags">\* key master pool, key beggar pool, key judgement pool, item room, treasure room, item room pool, grey, gray

</p>

</span>

</a>

</li>, <li class="textbox" data-cid="262" data-sid="58" data-tid="25">

<a>

<div class="item reb-item-new re-item058" onclick=""></div>

<span>

<p class="item-title">Book of Shadows</p>

<p class="r-itemid">ItemID: 58</p>

<p class="pickup">"Temporary invincibility"</p>

<p class="quality">Quality: 3</p>

<p>Gives the player an invulnerability effect which lasts for a 10 seconds</p>

<p>Can be used to get free hits on the Blood Donation machines and Devil Beggars</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Item Room, Library</p>

</ul>

<p class="tags">\* library pool, library room, book room pool, item room, treasure room, item room pool, white, pink</p>

</span>

</a>

</li>, <li class="textbox" data-cid="526" data-sid="60" data-tid="92.6">

<a>

<div class="item reb-item-new re-item060" onclick=""></div>

<span>

<p class="item-title">The Ladder</p>

<p class="r-itemid">ItemID: 60</p>

<p class="pickup">"Building bridges"</p>

<p class="quality">Quality: 1</p>

<p>Allows Isaac to walk over gaps with a width of one tile</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, the lost item pool, brown, wooden</p>

</span>

</a>

</li>, <li class="textbox" data-cid="657" data-sid="62" data-tid="40">

<a>

<div class="item reb-item-new re-item062" onclick=""></div>

<span>

<p class="item-title">Charm of the Vampire</p>

<p class="r-itemid">ItemID: 62</p>

<p class="pickup">"Kills heal"</p>

<p class="quality">Quality: 1</p>

<p>+0.3 Damage Up</p>

<p>Heals half a heart after every 13 enemies killed</p>

<p>Works with the Keeper for restoring coin HP</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, black, grey, gray, bat</p>

</span>

</a>

</li>, <li class="textbox" data-cid="552" data-sid="63" data-tid="8">

<a>

<div class="item reb-item-new re-item063" onclick=""></div>

<span>

<p class="item-title">The Battery</p>

<p class="r-itemid">ItemID: 63</p>

<p class="pickup">"Stores energy"</p>

<p class="quality">Quality: 2</p>

<p>All spacebar items can now be 'overcharged', allowing them to be charged up twice instead of once</p>

<p>The extra charges appear in yellow on top of the normal green bars</p>

<p>This item works with self-recharging items</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, pink, purple</p>

</span>

</a>

</li>, <li class="textbox" data-cid="88" data-sid="64" data-tid="177">

<a>

<div class="item reb-item-new re-item064" onclick=""></div>

<span>

<p class="item-title">Steam Sale</p>

<p class="r-itemid">ItemID: 64</p>

<p class="pickup">"50% off"</p>

<p class="quality">Quality: 2</p>

<p>Items in the shop are now -50% off</p>

<p>15c items are reduced to 7c. 5c pickups become 3c. 3c pickups become 2c</p>

<p>Taking more than 1 steam sale reduces the price of all items even further</p>

<p>This item is called Steamy Sale on PS4, PS Vita, Xbox One and Switch versions, probably due to copyright reasons</p>

- <p>Type: Passive</p>

<p>Item Pool: Shop, Greed Miniboss, Shopkeeper</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, red, pink, white, paper</p>

</span>

</a>

</li>, <li class="textbox" data-cid="293" data-sid="65" data-tid="6">

<a>

<div class="item reb-item-new re-item65" onclick=""></div>

<span>

<p class="item-title">Anarchist Cookbook</p>

<p class="r-itemid">ItemID: 65</p>

<p class="pickup">Summon bombs</p>

<p class="quality">Quality: 1</p>

<p>Spawns 6 troll bombs at random locations around the room</p>

<p>Bombs are effected by other passive bomb items</p>

<p>Has a chance to drop from the Pride miniboss fight</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

- <p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Item Room, Library, Pride Miniboss</p>

- <p class="tags">\* Anarchist's Cookbook, Anarchists Cookbook library pool, library room, book room pool, item room, treasure room, item room pool, white, red, pink</p>

</span>

</a>

</li>, <li class="textbox" data-cid="496" data-sid="66" data-tid="85">

<a>

<div class="item reb-item-new re-item066" onclick=""></div>

<span>

<p class="item-title">The Hourglass</p>

<p class="r-itemid">ItemID: 66</p>

<p class="pickup">Temporary enemy slowdown</p>

<p class="quality">Quality: 1</p>

<p>When used, slows down all enemies in the current room and their projectiles for about 8 seconds</p>

- <p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room</p>

- <p class="tags">\* item room, treasure room, item room pool, hour glass, hourglass, egg timer, sandbrown, glass</p>

</span>

</a>

</li>, <li class="textbox" data-cid="155" data-sid="67" data-tid="163">

<a>

<div class="item reb-item-new re-item067" onclick=""></div>

<span>

<p class="item-title">Sister Maggy</p>

<p class="r-itemid">ItemID: 67</p>

<p class="pickup">Friends 'till the end</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac around and shoots blood tears that deal 5 damage</p>

<p>The tears appear red but have no additional damage</p>

<p>Sister Maggy fires tears at a rate of 1 tear per second</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<p><strong><span>pri</span>REPENTANCE</strong> - Sister Maggy's tear damage has been increased to 5 (from 3.5), to match its original Flash damage</p>

- <p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Devil Room</p>

- <p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, red, dead, baby</p>

</span>

</a>

</li>, <li class="textbox" data-cid="567" data-sid="68" data-tid="181">

<a>

<div class="item reb-item-new re-item068" onclick=""></div>

<span>

<p class="item-title">Technology</p>

<p class="r-itemid">ItemID: 68</p>

<p class="pickup">Laser tears</p>

<p class="quality">Quality: 3</p>

<p>Isaac's tears are replaced with a laser that has unlimited range and can only fire at right angles</p>

<p>Lasers travel through enemies but not obstacles in the room</p>

<p>Synergizes with most items that affect how many tears you fire (20/20, Mutant Spider etc.) or the path they take (My Reflection, Tiny Planet etc.)</p>

<p><strong><span>pri</span>REPENTANCE</strong> - The hit detection has been improved - Technology fires in a straight line</p>

- <p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

- <p class="tags">\* item room, treasure room, item room pool, red, wire, white, eye</p>

</span>

</a>

</li>, <li class="textbox" data-cid="531" data-sid="69" data-tid="42">

<a>

<div class="item reb-item-new re-item069" onclick=""></div>

<span>

<p class="item-title">Chocolate Milk</p>

<p class="r-itemid">ItemID: 69</p>

<p class="pickup">Charge shots</p>

<p class="quality">Quality: 3</p>

<p>Isaac can now charge shots for more damage by holding down the fire button</p>

<p>At full charge, your tears do 4 times more damage</p>

<p>Tears fired at the minimum possible charge do roughly 1/3 of your normal damage</p>

<p>You can spam the fire button to rapid fire, however the overall damage per second will be low</p>

<p>Tears down: Delay \* 2.5</p>

- <p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

- <p class="tags">\* item room, treasure room, item room pool, brown, glass, beaker, white</p>

</span>

</a>

</li>, <li class="textbox" data-cid="460" data-sid="70" data-tid="73">

<a>

<div class="item reb-item-new re-item070" onclick=""></div>

<span>

<p class="item-title">Growth Hormones</p>

<p class="r-itemid">ItemID: 70</p>

<p class="pickup">DMG up + speed up</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up</p>

<p>+0.2 Speed Up</p>

<p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p>

- <p>Type: Passive</p>

<p>Item Pool: Boss Room, Demon Beggar</p>

- <p class="tags">\* demon beggar pool, demon judgement pool, devil beggar pool, boss room pool, boss room item, syringe, needle, injection, purple, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="392" data-sid="71" data-tid="114">

<a>

<div class="item reb-item-new re-item071" onclick=""></div>

<span>

<p class="item-title">Mini Mush</p>

<p class="r-itemid">ItemID: 71</p>

<p class="pickup">Speed + range up</p>

<p class="quality">Quality: 2</p>

<p>+0.3 Speed Up</p>

<p>+1.5 Range Up</p>

<p>Causes Isaac to shrink in size (including hitbox slightly)</p>

<p>Can be dropped when exploding mushrooms in the environment that are usually found in the Caves/Catacombs and in secret rooms</p>

<p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation</p>

- <p>Type: Active</p>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, mushroom, blue, spotted</p>

</span>

</a>

<li class="textbox" data-cid="165" data-sid="72" data-tid="154">

<a>

<div class="item reb-item-new re-item072" onclick=""></div>

<span>

<p class="item-title">Rosary</p>

<p class="r-itemid">ItemID: 72</p>

<p class="pickup">Faith up</p>

<p class="quality">Quality: 2</p>

<p>+3 Soul Hearts</p>

<p>+0.5 Tears Up</p>

<p>Adds several instances of The Bible item into all item pools</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, the lost item pool, red, beads, grey, gray, cross, necklace, </p>

</span>

</a>

<li class="textbox" data-cid="163" data-sid="73" data-tid="48">

<a>

<div class="item reb-item-new re-item073" onclick=""></div>

<span>

<p class="item-title">Cube of Meat</p>

<p class="r-itemid">ItemID: 73</p>

<p class="pickup">Gotta meat em all</p>

<p class="quality">Quality: 2</p>

<p>An orbital which blocks shots and damages enemies it comes into contact with for 7 damage per tick</p>

<p>Exclusively drops from one of the horsemen bosses</p>

<p>2 cubes of meat transform the orbital into a meat head which fires blood tears which deal 3.5 damage each</p>

<p>3 cubes of meat transform it into a meat boy familiar that walks around and deals 3.5 contact damage per tick to enemies</p>

<p>4 cubes of meat cause the meat boy familiar to grow in size and do 5.5 damage per tick instead</p>

<p>Any further cubes of meat past 4 will start the cycle again</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom for the first time</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None (Horsemen boss only)</p>

</ul>

<p class="tags">\* red, box, square</p>

</span>

</a>

<li class="textbox" data-cid="628" data-sid="74" data-tid="148">

<a>

<div class="item reb-item-new re-item074" onclick=""></div>

<span>

<p class="item-title">A Quarter</p>

<p class="r-itemid">ItemID: 74</p>

<p class="pickup">+25 coins</p>

<p class="quality">Quality: 1</p>

<p>+25 Coins </p>

<p>Has a very small chance to drop after destroying one of the pots that appear in the Basement and Cellar floors</p>

<p>Has a chance to drop from the Super Greed miniboss fight</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's Heart 8 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Gold Chest, Super Greed Miniboss</p>

</ul>

<p class="tags">\* secret room pool, item room, treasure room, item room pool, 25, grey, gray, silver, devil pool, devil room pool, devil deal,</p>

</span>

</a>

<li class="textbox" data-cid="289" data-sid="75" data-tid="142.2">

<a>

<div class="item reb-item-new re-item075" onclick=""></div>

<span>

<p class="item-title">PhD</p>

<p class="r-itemid">ItemID: 75</p>

<p class="pickup">Better pills</p>

<p class="quality">Quality: 2</p>

<p>Converts most negative pills into their positive counterparts, e.g. Stat Down becomes Stat Up. Bad Trip becomes Balls of Steel. Amnesia becomes I Can See Forever etc</p>

<p>Pills are identified before using them</p>

<p>Drops one pill on pickup</p>

<p>Heals for 2 full red hearts</p>

<p>Adds 0-2 coins to the payout when you use a Blood Donation machine or IV Bag</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, item room, treasure room, item room pool, pink, yellow, paper</p>

</span>

</a>

<li class="textbox" data-cid="216" data-sid="76" data-tid="193">

<a>

<div class="item reb-item-new re-item076" onclick=""></div>

<span>

<p class="item-title">X-Ray Vision</p>

<p class="r-itemid">ItemID: 76</p>

<p class="pickup">I've seen everything</p>

<p class="quality">Quality: 2</p>

<p>Reveals the entrance to secret rooms and automatically opens the hole, removing the need for bombs to enter</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, xray vision, xray glasses, pink, white, black</p>

</span>

</a>

<li class="textbox" data-cid="66" data-sid="77" data-tid="131.5">

<a>

<div class="item reb-item-new re-item077" onclick=""></div>

<span>

<p class="item-title">My Little Unicorn</p>

<p class="r-itemid">ItemID: 77</p>

<p class="pickup">Temporary badass</p>

<p class="quality">Quality: 1</p>

<p>Gives Isaac invincibility and +0.28 Speed for 6 seconds</p>

<p>While active you cannot fire tears, but running into enemies will deal 40 contact damage per second</p>

<p>Allows free hits on the Blood Donation machines and devil beggars</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, white, horn</p>

</span>

</a>

<li class="textbox" data-cid="469" data-sid="78" data-tid="24">

<a>

<div class="item reb-item-new re-item078" onclick=""></div>

<span>

<p class="item-title">Book of Revelations</p>

<p class="r-itemid">ItemID: 78</p>

<p class="pickup">Reusable soul protection</p>

<p class="quality">Quality: 3</p>

<p>Upon use, gives Isaac an extra Soul heart</p>

<p>Using this item gives you a higher chance of finding a horsemen boss at the end of the floor</p>

<p>+17.5% chance of a Devil Deal opening after the boss fight</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating one of the horsemen bosses for the first time</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room, Library</p>

</ul>

<p class="tags">\* library pool, library room, book room pool, item room, treasure room, item room pool,

the lost item pool, purple, cross</p>

</span>

</a>

<li class="textbox" data-cid="159" data-sid="79" data-tid="110">

<a>

<div class="item reb-item-new re-item@79" onclick=""></div>

<span>

<p class="item-title">The Mark</p>

<p class="r-itemid">ItemID: 79</p>

<p class="pickup">DMG up</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up</p>

<p>+0.2 Speed Up</p>

<p>+1 Soul Heart</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Curse Room, Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\* curse room pool, devil pool, devil room pool, devil deal, red, 666</p>

</span>

</a>

<li class="textbox" data-cid="83" data-sid="80" data-tid="138">

<a>

<div class="item reb-item-new re-item@80" onclick=""></div>

<span>

<p class="item-title">The Pact</p>

<p class="r-itemid">ItemID: 80</p>

<p class="pickup">DMG + tears up</p>

<p class="quality">Quality: 3</p>

<p>+0.5 Damage Up</p>

<p>+0.7 Tears Up</p>

<p>+2 Black Hearts</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room, Demon Beggar</p>

</ul>

<p class="tags">\* curse room pool, devil pool, devil room pool, devil deal, piece of paper, bloody paper, contract, red, drip

</p>

</span>

</a>

<li class="textbox" data-cid="653" data-sid="81" data-tid="55">

<a>

<div class="item reb-item-new re-item@81" onclick=""></div>

<span>

<p class="item-title">Dead Cat</p>

<p class="r-itemid">ItemID: 81</p>

<p class="pickup">9 lives</p>

<p class="quality">Quality: 3</p>

<p>Isaac's health is set to 1 and he also gains 9 extra lives</p>

<p>Each time Isaac dies, he will respawn with 1 Health</p>

<p>Has a chance to drop from the Super Pride mini boss</p>

<p>The floating Dead Cat head that follows you will disappear when you are on your last life (Very useful for The Lost)</p>

<p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room, Red Chest, Super Pride Miniboss</p>

</ul>

<p class="tags">\* curse room pool, red chest pool, red chest item pool, devil pool, devil room pool, devil deal</p>

</span>

</a>

<li class="textbox" data-cid="146" data-sid="82" data-tid="101">

<a>

<div class="item reb-item-new re-item@82" onclick=""></div>

<span>

<p class="item-title">Lord of the Pit</p>

<p class="r-itemid">ItemID: 82</p>

<p class="pickup">Demon wings</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac demon wings and the ability to fly</p>

<p>+0.3 Speed Up</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, the lost item pool, cross, upside down, red, black</p>

</span>

</a>

<li class="textbox" data-cid="576" data-sid="83" data-tid="132.5">

<a>

<div class="item reb-item-new re-item@83" onclick=""></div>

<span>

<p class="item-title">The Nail</p>

<p class="r-itemid">ItemID: 83</p>

<p class="pickup">Temporary demon form</p>

<p class="quality">Quality: 3</p>

<p>Each use of this item gives +0.7 Damage Up, -0.18 Speed Down and the ability to destroy most obstacles for the current room.</p>

<p>Each use also gives +0.5 Black Hearts, however this is stays between rooms unlike the other effects</p>

<p>Allows Isaac to deal 40 contact damage to enemies for the current room. Does not prevent Isaac from taking contact damage</p>

<p>All the above effects are only active when the item is used for the current room</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>

<p><strong>class="pri">REPARTMENT</strong> - The Nail's temporary damage bonus has been increased, and is now able to stack with itself. Now grants a half black heart upon use instead of a full soul heart.</p>

<ul>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Boss Rush with Azazel</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, grey, gray, bloody</p>

</span>

</a>

<li class="textbox" data-cid="555" data-sid="84" data-tid="189.5">

<a>

<div class="item reb-item-new re-item@84" onclick=""></div>

<span>

<p class="item-title">We Need To Go Deeper</p>

<p class="r-itemid">ItemID: 84</p>

<p class="pickup">Reusable level skip</p>

<p class="quality">Quality: 0</p>

<p>Spawns a trapdoor at Isaac's feet which allows him to travel to the next floor</p>

<p>The trapdoor has a 10% chance to become a Crawl Space or Black Market</p>

<p>In Sheol, Cathedral, Chest and Dark Room this item either opens a Crawl Space, or does nothing</p>

<p>Cannot spawn a trapdoor directly in front of a secret room entrance</p>

<p>Can destroy rocks if used when Isaac is flying over a rock</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Secret Room, Devil Room</p>

</ul>

<p class="tags">\* secret room pool, devil pool, devil room pool, devil deal, silver, grey, gray, dig, spade, shovel</p>

</span>

</a>

<li class="textbox" data-cid="492" data-sid="85" data-tid="58">

<a>

<div class="item reb-item-new re-item@85" onclick=""></div>

<span>

<p class="item-title">Deck of Cards</p>

<p class="r-itemid">ItemID: 85</p>

<p class="pickup">Reusable card generator</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac a random tarot card on use</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room, Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, item room, treasure room, item room pool, brown, pink</p></span></a></li>, <li class="textbox" data-cid="78" data-sid="86" data-tid="128.5"><a><div class="item reb-item-new re-item86" onclick=""></div><span><p class="item-title">Monstro's Tooth</p><p class="r-itemid">ItemID: 86</p><p class="pickup">Summon monstro</p><p class="quality">Quality: 1</p><p>When used, spawns a Monstro which will jump on a random enemy in the room, dealing 120 damage and destroying nearby obstacles</p><p class="r-unlock">UNLOCK: Unlock this item by beating the Basement II for the first time</p><ul><p>Type: Active</p><p>Recharge Time: 3 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, white, grey, gray, bloody, monstros tooth, monstro tooth</p></span></a></li>, <li class="textbox" data-cid="673" data-sid="87" data-tid="100"><a><div class="item reb-item-new re-item87" onclick=""></div><span><p class="item-title">Loki's Horns</p><p class="r-itemid">ItemID: 87</p><p class="pickup">Cross tears</p><p class="quality">Quality: 1</p><p>Everytime you fire a tear, there is a chance that you will also fire three more tears in all cardinal directions</p><p>The chance to fire 4-way tears is affected by your luck stat and at +15 Luck it will activate every time</p><p>At +0 luck the effect has a 30% chance to activate</p><p class="r-unlock">UNLOCK: Unlock this item by beating Lokii for the first time</p><ul><p>Type: Passive, Tear Modifier</p><p>Item Pool: Item Room, Demon Beggar</p></ul><p class="tags">\* item room, treasure room, item room pool, grey, gray, devil, lokis horns loki horns</p></span></a></li>, <li class="textbox" data-cid="329" data-sid="88" data-tid="97.5"><a><div class="item reb-item-new re-item088" onclick=""></div><span><p class="item-title">Little Chubby</p><p class="r-itemid">ItemID: 88</p><p class="pickup">Attack buddy</p><p class="quality">Quality: 1</p><p>A familiar that follows Isaac and charges forwards, dealing 3.5 damage per tick to any enemies it comes into contact with</p><p>**REPAYMENT** - The damage tick rate on Little Chubby has been increased</p><p class="r-unlock">UNLOCK: Unlock this item by beating the Caves II for the first time</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, yellow, smile, face, bug</p></span></a></li>, <li class="textbox" data-cid="709" data-sid="89" data-tid="172"><a><div class="item reb-item-new re-item089" onclick=""></div><span><p class="item-title">Spider Bite</p><p class="r-itemid">ItemID: 89</p><p class="pickup">Slow effect</p><p class="quality">Quality: 2</p><p>Tears now have a chance of slowing enemies and their projectiles for 2.5 seconds</p><p>The chance to slow enemies is affected by your luck stat and at +15 Luck it will activate every time</p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, black, grey, gray, red, bug</p></span></a></li>, <li class="textbox" data-cid="592" data-sid="90" data-tid="166"><a><div class="item reb-item-new re-item090" onclick=""></div><span><p class="item-title">The Small Rock</p><p class="r-itemid">ItemID: 90</p><p class="pickup">DMG up</p><p class="quality">Quality: 3</p><p>+1.0 Damage Up</p><p>+0.2 Tears Up</p><p>-0.2 Speed Down</p><p>Has a chance to drop when exploding a tinted rock</p><p class="r-unlock">UNLOCK: Unlock this item by destroying 100 tinted rocks</p><ul><p>Type: Passive</p><p>Item Pool: None (Tinted rock only)</p></ul><p class="tags">\* tinted rock, marked rock, grey, gray, lump, white</p></span></a></li>, <li class="textbox" data-cid="557" data-sid="91" data-tid="170"><a><div class="item reb-item-new re-item091" onclick=""></div><span><p class="item-title">Spelunker Hat</p><p class="r-itemid">ItemID: 91</p><p class="pickup">See-through doors</p><p class="quality">Quality: 2</p><p>Reveals adjacent rooms up to 2 rooms away, this includes revealing if you're next to a Secret Room or Super Secret Rooms</p><p>Gives Isaac a slight glow when Curse of Darkness is active</p><p>Blocks damage from projectiles falling from above</p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, spelunky, miner, mining, helmet, light, purple, olmec yama<br/>grey, gray, lamp</p></span></a></li>, <li class="textbox" data-cid="217" data-sid="92" data-tid="180"><a><div class="item reb-item-new re-item092" onclick=""></div><span><p class="item-title">Super Bandage</p><p class="r-itemid">ItemID: 92</p><p class="pickup">+2 hearts</p><p class="quality">Quality: 2</p><p>+1 HP Up</p><p>+2 Soul Hearts</p><p>Heals one red heart container when picked up</p><p class="r-unlock">UNLOCK: Unlock this item by making a Super Bandage Girl</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Boss Room, pink, plaster, sticker</p></ul><p class="tags">\* boss room pool, boss room item, item room, treasure room, item room pool, the lost item pool</p></span></a></li>, <li class="textbox" data-cid="585" data-sid="93" data-tid="71"><a><div class="item reb-item-new re-item093" onclick=""></div><span><p class="item-title">The Gamekid</p><p class="r-itemid">ItemID: 93</p><p class="pickup">Temporary Man-Pac</p><p class="quality">Quality: 2</p>

<p>When used Isaac transforms into pacman, which makes him invincible for 6 seconds and does 40 contact damage to enemies per chomp</p>

<p>Everytime you 'eat' 2 enemies, you regain 1/2 heart of red health</p>

<p>You can't shoot tears while the effect is active</p>

<p class="r-unlock">UNLOCK: Unlock this item by visiting 10 arcades</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, gameboy, grey, gray, white</p>

</span>

</a>

</li>, <li class="textbox" data-cid="503" data-sid="94" data-tid="157">

<a>

<span>

<p class="item-title">Sack of Pennies</p>

<p class="r-itemid">ItemID: 94</p>

<p class="pickup">Gives money</p>

<p class="quality">Quality: 1</p>

<p>A bag that floats around following Isaac and drops a random coin every 2 rooms</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Isaac with Cain</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* secret room pool, item room, treasure room, item room pool, bag, purple, pouch</p>

</span>

</a>

</li>, <li class="textbox" data-cid="569" data-sid="95" data-tid="152">

<a>

<span>

<p class="item-title">Robo-Baby</p>

<p class="r-itemid">ItemID: 95</p>

<p class="pickup">"Friends till the bzzttt"</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac and shoots lasers, similar to the Technology item</p>

<p>Robo-Baby's laser is spectral and piercing (It will pass through rocks and objects in the environment)</p>

<p>Robo-Baby's lasers deal 3.5 damage per hit</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, robo baby, robot baby, white, grey, gray, silver, red</p>

</span>

</a>

</li>, <li class="textbox" data-cid="153" data-sid="96" data-tid="97">

<a>

<span>

<p class="item-title">Little C.H.A.D</p>

<p class="r-itemid">ItemID: 96</p>

<p class="pickup">Gives kisses</p>

<p class="quality">Quality: 2</p>

<p>A familiar which follows Isaac and drops half a red heart every 3 rooms</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Caves 30 times and defeating C.H.A.D</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, C.H.A.D. Boss</p>

</ul>

<p class="tags">\* lil chad, little chad, item room, treasure room, item room pool, the lost item pool, red, smile, face, bug</p>

</span>

</a>

</li>, <li class="textbox" data-cid="694" data-sid="97" data-tid="26">

<a>

<span>

<p class="item-title">The Book of Sin</p>

<p class="r-itemid">ItemID: 97</p>

<p class="pickup">"Reusable item generator"</p>

<p class="quality">Quality: 2</p>

<p>Spawns a random pickup on the floor</p>

<p>Any pickups are possible from this item, including Bombs, hearts, keys, coins, pills, batteries, tarot cards, runes etc</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating each of the Seven Sins once</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room, Library, Devil Room</p>

</ul>

<p class="tags">\* library pool, library room, book room pool, devil pool, devil room pool, devil deal, item room, treasure room, item room pool, red 7 book, grey, gray, black</p>

</span>

</a>

</li>, <li class="textbox" data-cid="431" data-sid="98" data-tid="151">

<a>

<span>

<p class="item-title">The Relic</p>

<p class="r-itemid">ItemID: 98</p>

<p class="pickup">"Soul generator"</p>

<p class="quality">Quality: 4</p>

<p>A blue cross that follows Isaac and drops a soul heart every 7-8 rooms</p>

<p><strong>class="pri">REPENTANCE</strong> - The Relic now generates soul hearts less frequently</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Maggy</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, the lost item pool</p>

</span>

</a>

</li>, <li class="textbox" data-cid="561.1" data-sid="99" data-tid="98">

<a>

<span>

<p class="item-title">Little Gish</p>

<p class="r-itemid">ItemID: 99</p>

<p class="pickup">"Sticky friend"</p>

<p class="quality">Quality: 2</p>

<p>A familiar that follows Isaac and fires black tar tears, which slow enemy movement and projectile speed for a few seconds</p>

<p>Little Gish's tears do 3.5 damage</p>

<p>Little Gish fires tears at a rate of 1 tear per second</p>

<p>Guaranteed drop from the Gish boss fight</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Depths 20 times and killing the Gish boss</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Gish Boss</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, grey, gray, yellow, eyes, face</p>

</span>

</a>

</li>, <li class="textbox" data-cid="683" data-sid="100" data-tid="99">

<a>

<span>

<p class="item-title">Little Steven</p>

<p class="r-itemid">ItemID: 100</p>

<p class="pickup">"Psychic friend"</p>

<p class="quality">Quality: 1</p>

<p>A familiar that follows Isaac and fires homing tears that deal 3.5 damage each</p>

<p>Has a high chance to drop from the Steven boss fight</p>

<p>Little Steven fires tears at a rate of 1 tear per second with a slightly longer range than other familiars</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by killing the Steven boss for the first time</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Steven Boss</p>

</ul>

</p>

</span>

</a>

</li>, <li class="textbox" data-cid="315" data-sid="101" data-tid="80">

<a>

<div class="item reb-item-new re-item101" onclick=""></div>

<span>

<p class="item-title">The Halo</p>

<p class="r-itemid">ItemID: 101</p>

<p class="pickup">All stats up</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+0.3 Damage Up</p>

<p>+0.2 Tears Up</p>

<p>+0.38 Range Up</p>

<p>+0.3 Speed Up</p>

<p>Heals one red heart container when picked up</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by killing Mom (Mom's Foot or Mom's Heart) using The Bible</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, boss room pool, boss room item, item room, treasure room, item room pool, yellow, golden, ring, circle</p>

</span>

</a>

</li>, <li class="textbox" data-cid="222" data-sid="102" data-tid="115.5">

<a>

<div class="item reb-item-new re-item102" onclick=""></div>

<span>

<p class="item-title">Mom's Bottle of Pills</p>

<p class="r-itemid">ItemID: 102</p>

<p class="pickup">Reusable pill generator</p>

<p class="quality">Quality: 1</p>

<p>When used, gives Isaac a random pill</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room, Shop, Challenge Room, Beggar, Demon Beggar</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, demon beggar pool, demon judgement pool, devil beggar pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, shop room pool, shop item pool, item room, treasure room, item room pool, yellow, red, blue, medicine, jar, drug, moms bottle of pills</p>

</span>

</a>

</li>, <li class="textbox" data-cid="337" data-sid="103" data-tid="43">

<a>

<div class="item reb-item-new re-item103" onclick=""></div>

<span>

<p class="item-title">The Common Cold</p>

<p class="r-itemid">ItemID: 103</p>

<p class="pickup">Poison damage</p>

<p class="quality">Quality: 1</p>

<p>Tears now have a random chance to apply a poison effect, causing double your tear damage per tick to enemies over time</p>

<p>The chance to fire poison shots is affected by your luck stat and at +12 Luck it will activate every time</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, green, snot, booger, ball, slime</p>

</span>

</a>

</li>, <li class="textbox" data-cid="298" data-sid="104" data-tid="140">

<a>

<div class="item reb-item-new re-item104" onclick=""></div>

<span>

<p class="item-title">The Parasite</p>

<p class="r-itemid">ItemID: 104</p>

<p class="pickup">Split shot</p>

<p class="quality">Quality: 3</p>

<p>Isaac's tears now split into two upon contact with enemies or the environment</p>

<p>Tears that split off from the main tear do less damage (tear damage \* 0.5)</p>

<p>Tears can keep splitting if they still have range and damage above 1</p>

<p class="r-unlock">UNLOCK: Unlock this item by collecting two of the following items: Bob's Rotten Head, Dead Cat, Cricket's Head, Tammy's Head</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, pink, slug, bug, face</p>

</span>

</a>

</li>, <li class="textbox" data-cid="186" data-sid="105" data-tid="51">

<a>

<div class="item reb-item-new re-item105" onclick=""></div>

<span>

<p class="item-title">The D6</p>

<p class="r-itemid">ItemID: 105</p>

<p class="pickup">Reroll your destiny</p>

<p class="quality">Quality: 4</p>

<p>When used, replaces all pedestal items in the current room with another random item. Re-rolled items pick from the current room's item pool</p>

<p>Isaac starts with this item after it is unlocked</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating the Isaac boss with Blue Baby</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, dice pip, starting, pink, red, cube</p>

</span>

</a>

</li>, <li class="textbox" data-cid="612" data-sid="106" data-tid="129">

<a>

<div class="item reb-item-new re-item106" onclick=""></div>

<span>

<p class="item-title">Mr. Mega</p>

<p class="r-itemid">ItemID: 106</p>

<p class="pickup">Blast damage</p>

<p class="quality">Quality: 2</p>

<p>+5 Bombs</p>

<p>Bombs now do 185 damage (up from 100) and have a larger blast radius</p>

<p>Can be found in the secret room</p>

<p>Has a chance to drop from the Super Wrath miniboss fight</p>

<p><strong class="pri">REPENTANCE</strong> - Mr. Mega bombs buffed from 110 to 185 each</p>

<p class="r-unlock">UNLOCK: Unlock this item by destroying 10 tinted rocks</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Bomb Beggar, Super Wrath Miniboss</p>

</ul>

<p class="tags">\* boss rush pool, boss rush room, secret room pool, item room, treasure room, item room pool, dungeon room, blood challenge room, arena pool, slackaholicus, grey, gray, face</p>

</span>

</a>

</li>, <li class="textbox" data-cid="618" data-sid="107" data-tid="144.5">

<a>

<div class="item reb-item-new re-item107" onclick=""></div>

<span>

<p class="item-title">Pinking Shears</p>

<p class="r-itemid">ItemID: 107</p>

<p class="pickup">Cut and run</p>

<p class="quality">Quality: 2</p>

<p>Cuts Isaac's head from his body for the current room, allowing him to fly and leaving the decapitated body to run around attacking enemies for 5.5 damage per tick</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, scissors, cutters, snip, scissors, silver, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="325" data-sid="108" data-tid="189">

<a>

<div class="item reb-item-new re-item108" onclick=""></div>

<span>

<p class="item-title">The Wafer</p>

<p class="r-itemid">ItemID: 108</p>

<p class="pickup">Damage resistance</p>

<p class="quality">Quality: 4</p>

<p>All damage taken is reduced to half a heart</p>

<p>Damaged reduction is reduced from every source in the game except Devil Deals and health down pills</p>

<p>Does not prevent death (i.e. Suicide King or using The Bible on Isaac, ??? or Satan)</p>

<p>The Wafer becomes most effective in the Womb and beyond where enemies all deal a whole heart of damage</p>

<p>The Wafer causes the Sharp Plug item to only cost 1/2 a heart per use</p>

<p>Has no effect with the Keeper - there's no such thing as half a coin health point</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, communion, the lost item pool, circle, cross, white, yellow</p>

</span>

</a>

</li>, <li class="textbox" data-cid="118" data-sid="109" data-tid="127">

<a>

<div class="item reb-item-new re-item109" onclick=""></div>

<span>

<p class="item-title">Money = Power</p>

<p class="r-itemid">ItemID: 109</p>

<p class="pickup">\$\$\$ = DMG</p>

<p class="quality">Quality: 3</p>

<p>+0.04 Damage Up for every coin you currently have</p>

<p>At 99 coins this item gives +3.96 Damage Up</p>

<p>+0.04 per coin is the amount added **before** the damage formula is calculated</strong>, as this is the only way to show a consistent amount of damage given. You may see more or less than this on the F sound HUD overlay, however this number varies based on your other damage increasing items</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, money is power, dollar, red, grey, gray, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="185" data-sid="110" data-tid="117">

<a>

<div class="item reb-item-new re-item110" onclick=""></div>

<span>

<p class="item-title">Mom's Contacts</p>

<p class="r-itemid">ItemID: 110</p>

<p class="pickup">Freeze effect</p>

<p class="quality">Quality: 3</p>

<p>Tears now have a random chance to freeze enemies in place</p>

<p>The chance to freeze enemies is affected by your luck stat</p>

<p>+0.38 Range Up</p>

<p>Chance to activate increases with luck, up to around 50% chance at +20 luck</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by collecting 3 'Mom' items in one playthrough</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Challenge Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, dungeon room, blood challenge room, arena pool, pink, red, eye, glow moms contacts mom contact</p>

</span>

</a>

</li>, <li class="textbox" data-cid="545" data-sid="111" data-tid="9">

<a>

<div class="item reb-item-new re-item111" onclick=""></div>

<span>

<p class="item-title">The Bean</p>

<p class="r-itemid">ItemID: 111</p>

<p class="pickup">Toot on command</p>

<p class="quality">Quality: 0</p>

<p>Upon use, this item causes Isaac to fart and poison any enemies in close proximity</p>

<p>The Bean deals 5 damage, then poisons enemies for 6 total ticks of damage</p>

<p>The poison deals your current tear damage per tick</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 1 room</p>

<p>Item Pool: Item Room, Beggar</p>

</ul>

<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, item room, treasure room, item room pool, team bean, #teambean, brown, kidney</p>

</span>

</a>

</li>, <li class="textbox" data-cid="277" data-sid="112" data-tid="74">

<a>

<div class="item reb-item-new re-item112" onclick=""></div>

<span>

<p class="item-title">Guardian Angel</p>

<p class="r-itemid">ItemID: 112</p>

<p class="pickup">Extra protection</p>

<p class="quality">Quality: 2</p>

<p>An orbital which does 7 contact damage per tick, blocks shots and increases the speed of all other orbitals</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Maggy</p>

<ul>

<p>Type: Passive, Orbital</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, baby, wings</p>

</span>

</a>

</li>, <li class="textbox" data-cid="676" data-sid="113" data-tid="59">

<a>

<div class="item reb-item-new re-item113" onclick=""></div>

<span>

<p class="item-title">Demon Baby</p>

<p class="r-itemid">ItemID: 113</p>

<p class="pickup">Auto-turret friend</p>

<p class="quality">Quality: 2</p>

<p>A familiar which follows Isaac and automatically fires tears that deal 3 damage each at any enemies in close range</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Azazel</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, dead, black, grey, gray, horns</p>

</span>

</a>

</li>, <li class="textbox" data-cid="556" data-sid="114" data-tid="121">

<a>

<div class="item reb-item-new re-item114" onclick=""></div>

<span>

<p class="item-title">Mom's Knife</p>

<p class="r-itemid">ItemID: 114</p>

<p class="pickup">Stab stab stab</p>

<p class="quality">Quality: 4</p>

<p>Tears are replaced with a knife which can be charged and thrown in a boomerang style action</p>

<p>The knife can also do damage without being thrown as a close range melee weapon</p>

<p>When used as a melee weapon, Mom's Knife deals your tear damage \* 2 per tick</p>

<p>At the furthest point from Isaac the knife deals your tear damage \* 6</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Isaac</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room, Devil Room, Challenge Room</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, devil pool, devil room pool, devil deal, item room, treasure room, item room pool, grey, gray, silver</p>

</span>

</a>

</li>, <li class="textbox" data-cid="513" data-sid="115" data-tid="137">

```
<a>
<div class="item reb-item-new re-item15" onclick=""></div>
<span>
<p class="item-title">Ouija Board</p>
<p class="r-itemid">ItemID: 115</p>
<p class="pickup">Spectral tears</p>
<p class="quality">Quality: 2</p>
<p>Gives Isaac spectral tears which allows them to travel through objects in the environment (i.e. rocks)</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Item Room, Devil Room</p>
</ul>
<p class="tags">* item room, treasure room, item room pool, luigi board, weeja board, paper, grown</p>
</span>
</a>
</li>, <li class="textbox" data-cid="560" data-sid="116" data-tid="5">
<a>
<div class="item reb-item-new re-item16" onclick=""></div>
<span>
<p class="item-title">9 Volt</p>
<p class="r-itemid">ItemID: 116</p>
<p class="pickup">Quicker charge</p>
<p class="quality">Quality: 2</p>
<p>Automatically gives you 1 bar of charge after using your spacebar item</p>
<p>Fully recharges your current spacebar item when picked up</p>
<p>Causes the Sharp Plug item to become useless for 2+ room recharge items, due to the fact that you can never have 0 charge on your spacebar item</p>
<p>Any items which are normally a 1 room recharge are now timed instead</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Shop</p>
</ul>
<p class="tags">* shop room pool, shop item pool, battery, black, brown</p>
</span>
</a>
</li>, <li class="textbox" data-cid="649" data-sid="117" data-tid="54">
<a>
<div class="item reb-item-new re-item17" onclick=""></div>
<span>
<p class="item-title">Dead Bird</p>
<p class="r-itemid">ItemID: 117</p>
<p class="pickup">Protective buddy</p>
<p class="quality">Quality: 0</p>
<p>When Isaac takes damage, the dead bird will spawn and attack nearby enemies in the current room for 2 damage per tick</p>
<p>Fires starts with this item</p>
<ul>
<p>Type: Passive, Familiar</p>
<p>Item Pool: Item Room</p>
</ul>
<p class="tags">* item room, treasure room, item room pool, the lost item pool, starting, grey, gray</p>
</span>
</a>
</li>, <li class="textbox" data-cid="143" data-sid="118" data-tid="30">
<a>
<div class="item reb-item-new re-item18" onclick=""></div>
<span>
<p class="item-title">Brimstone</p>
<p class="r-itemid">ItemID: 118</p>
<p class="pickup">Blood laser barrage</p>
<p class="quality">Quality: 4</p>
<p>Tears are replaced with the ability to charge and fire a powerful laser that travels in a straight line across the room, dealing a lot of damage (tear damage hits for 9 ticks per laser) to any enemies it comes into contact with</p>
<p>Does not directly affect your Damage stat but hits enemies 9 times per charge</p>
<p>Synergizes very well with a lot of items including Tammy's Head, Tiny Planet, Inner Eye (Triple Shot), Mutant Spider (Quad Shot) and many others</p>
<p>If you somehow manage to get a second Brimstone, the laser becomes massive and deals double damage</p>
<ul>
<p>Type: Passive, Tear Modifier</p>
<p>Item Pool: Devil Room</p>
</ul>
<p class="tags">* devil pool, devil room pool, devil deal, infinity, red, black</p>
</span>
</a>
</li>, <li class="textbox" data-cid="128" data-sid="119" data-tid="14">
<a>
<div class="item reb-item-new re-item19" onclick=""></div>
<span>
<p class="item-title">Blood Bag</p>
<p class="r-itemid">ItemID: 119</p>
<p class="pickup">HP up</p>
<p class="quality">Quality: 2</p>
<p>+1 HP Up</p>
<p>+0.3 Speed Up</p>
<p>Heals for 5 full red hearts</p>
<p>Has a chance to drop while playing any Blood Donation machine</p>
<p>R-unlock :UNLOCK: Unlock this item by playing the Blood Donation machine 30 times</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: None (Blood Donation machine only)</p>
</ul>
<p class="tags">* , the lost item pool, red, white</p>
</span>
</a>
</li>, <li class="textbox" data-cid="475" data-sid="120" data-tid="135">
<a>
<div class="item reb-item-new re-item20" onclick=""></div>
<span>
<p class="item-title">Odd Mushroom (Thin)</p>
<p class="r-itemid">ItemID: 120</p>
<p class="pickup">Fire rate up</p>
<p class="quality">Quality: 2</p>
<p>Gives you a high rate of fire in exchange for a damage down</p>
<p>+1.7 Tears Up</p>
<p>+0.3 Speed Up</p>
<p>Damage Down (damage * 0.9 - 0.4)</p>
<p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Item Room, Secret Room, brown, purple, grey, gray</p>
</ul>
<p class="tags">* secret room pool, item room, treasure room, item room pool</p>
</span>
</a>
</li>, <li class="textbox" data-cid="476" data-sid="121" data-tid="134">
<a>
<div class="item reb-item-new re-item21" onclick=""></div>
<span>
<p class="item-title">Odd Mushroom (Large)</p>
<p class="r-itemid">ItemID: 121</p>
<p class="pickup">DMG up</p>
<p class="quality">Quality: 2</p>
<p>+1 HP Up</p>
<p>+1.0 Damage Up</p>
<p>+0.38 Range Up</p>
<p>-0.2 Speed Down</p>
<p>Heals one red heart container when picked up</p>
<p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation</p>
<p><strong>REPENTANCE</strong> - Odd Mushroom (thick) is now a larger damage increase (equal to that of Steven/Pentagram), but now also a larger speed downgrade (from -0.1 to -0.2)</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Item Room, Secret Room</p>
</ul>
<p class="tags">* secret room pool, item room, treasure room, item room pool, purple, pink, brown, thick odd mushroom thick</p>
</span>
</a>
</li>, <li class="textbox" data-cid="149" data-sid="122" data-tid="190">
<a>
<div class="item reb-item-new re-item22" onclick=""></div>
<span>
<p class="item-title">Whore of Babylon</p>
<p class="r-itemid">ItemID: 122</p>
<p class="pickup">Curse up</p>
<p class="quality">Quality: 2</p>
```

<p>When you only have half a red heart remaining or less, you enter a curse state which adds +1.5 damage and +0.3 speed</p>

<p>When playing as Eve, this item activates with one FULL heart remaining or less AND also removes her 0.75 damage multiplier, raising it up to 1.0</p>

<p>The effect is permanently active for characters with no red hearts (e.g. Blue Baby, The Lost)</p>

<p>One of Eve's starting items</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, red, black, star, moon</p>

</span>

</a>

</li>, <li class="textbox" data-cid="541" data-sid="123" data-tid="127.5">

<a>

<div class="item reb-item-new re-item123" onclick=""></div>

<span>

<p class="item-title">Monster Manual</p>

<p class="r-itemid">ItemID: 123</p>

<p class="pickup">Temporary buddy generator</p>

<p class="quality">Quality: 1</p>

<p>When used, gives a random familiar for the entire floor</p>

<p>It can spawn familiars you haven't unlocked yet!</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room, Devil Room, Library</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, devil pool, devil room pool, devil deal, book, brown, blue, monster manual, manaul</p>

</span>

</a>

</li>, <li class="textbox" data-cid="495" data-sid="124" data-tid="57">

<a>

<div class="item reb-item-new re-item124" onclick=""></div>

<span>

<p class="item-title">Dead Sea Scrolls</p>

<p class="r-itemid">ItemID: 124</p>

<p class="pickup">It's a mystery</p>

<p class="quality">Quality: 1</p>

<p>Upon use, the dead sea scrolls gives a random spacebar item effect</p>

<p>An item that can be found in the Angel room</p>

<p><strong>REPENTANCE</strong> - Dead Sea Scrolls now displays the name of the given effect, and can no longer give Kamikaze.</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, paper, roll, white</p>

</span>

</a>

</li>, <li class="textbox" data-cid="660" data-sid="125" data-tid="21">

<a>

<div class="item reb-item-new re-item125" onclick=""></div>

<span>

<p class="item-title">Bobby - Bomb</p>

<p class="r-itemid">ItemID: 125</p>

<p class="pickup">Friends till the end</p>

<p class="quality">Quality: 2</p>

<p>+5 Bombs</p>

<p>All of Isaac's bombs now having a homing effect when placed on the floor</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\* boss rush pool, boss rush room, item room, treasure room, item room pool, bomb beggar, dead, grey, gray, feet bobby bomb</p>

</span>

</a>

</li>, <li class="textbox" data-cid="595" data-sid="126" data-tid="150.5">

<a>

<div class="item reb-item-new re-item126" onclick=""></div>

<span>

<p class="item-title">Razor Blade</p>

<p class="r-itemid">ItemID: 126</p>

<p class="pickup">Feel my pain</p>

<p class="quality">Quality: 0</p>

<p>When used, deals damage to Isaac in exchange for +1.2 damage up which lasts for the current room</p>

<p>Eve starts with this item after donating 439 coins to the Greed Donation Machine.</p>

<p><span>UNLOCK: Unlock this item by beating Satan with Eve</span></p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, the lost item pool, starting, silver, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="62" data-sid="127" data-tid="70">

<a>

<div class="item reb-item-new re-item127" onclick=""></div>

<span>

<p class="item-title">Forget Me Now</p>

<p class="r-itemid">ItemID: 127</p>

<p class="pickup">I don't remember...</p>

<p class="quality">Quality: 3</p>

<p>Upon use, this item refreshes the current floor with brand new rooms, monsters and items, as if you had entered a new floor</p>

<p><span>UNLOCK: Unlock this item by beating Blue Baby</span></p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Instant (One time use)</p>

<p>Item Pool: Item Room, Secret Room, Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\* secret room pool, item room, treasure room, item room pool, pill, tablet, drug, white, purple</p>

</span>

</a>

</li>, <li class="textbox" data-cid="435" data-sid="128" data-tid="69">

<a>

<div class="item reb-item-new re-item128" onclick=""></div>

<span>

<p class="item-title">Forever Alone</p>

<p class="r-itemid">ItemID: 128</p>

<p class="pickup">Attack fly</p>

<p class="quality">Quality: 1</p>

<p>An orbiting fly which deals 2 contact damage per tick to enemies</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Passive, Orbital</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, blue</p>

</span>

</a>

</li>, <li class="textbox" data-cid="68" data-sid="129" data-tid="32">

<a>

<div class="item reb-item-new re-item129" onclick=""></div>

<span>

<p class="item-title">Bucket of Lard</p>

<p class="r-itemid">ItemID: 129</p>

<p class="pickup">HP up</p>

<p class="quality">Quality: 1</p>

<p>+2 Health Up</p>

<p>-0.2 Speed Down</p>

<p>Has a chance to drop from the Super Gluttony miniboss fight</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Super Gluttony Miniboss</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, white, grey, gray, tub</p>

</span>  
</a>  
<li class="textbox" data-cid="692" data-sid="130" data-tid="145.5">  
<a>  
<div class="item reb-item-new re-item130" onclick=""></div>  
<span>  
<p class="item-title">A Pony</p>  
<p class="r-itemid">ItemID: 130</p>  
<p class="pickup">Flight + dash attack</p>  
<p class="quality">Quality: 2</p>  
<p>Allows Isaac to fly while the Pony is held</p>  
<p>Sets your speed stat to 1.5 if it isn't already that high</p>  
<p>When the active attack is used, Isaac will dash across the screen dealing scaling contact damage to anything he hits</p>  
<p>Drops from the Headless Horseman boss fight</p>  
<p><strong class="pri">REPENTANCE</strong> - A Pony's charge time has been reduced to 2 (from 4). Ram damage formula has changed to damage \* 4 + 28 (previously dealt a static 40 damage). The charge direction now allows for a minor amount of control</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 2 rooms</p>  
<p>Item Pool: None (Headless horseman only)</p>  
</ul>  
<p class="tags">\* headless horseman, headless horsemen, red, grey, gray</p>  
</span>  
</a>  
<li class="textbox" data-cid="616" data-sid="131" data-tid="22">  
<a>  
<div class="item reb-item-new re-item131" onclick=""></div>  
<span>  
<p class="item-title">Bomb Bag</p>  
<p class="r-itemid">ItemID: 131</p>  
<p class="pickup">Gives bombs</p>  
<p class="quality">Quality: 2</p>  
<p>A bag of bombs that will drop a bomb pickup every 2 rooms</p>  
<p><strong class="pri">UNLOCK: Unlock this item by beating Satan with Cain</strong></p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* boss rush pool, boss rush room, secret room pool, item room, treasure room, item room pool, sack, pouch, blue, purple</p>  
</span>  
</a>  
<li class="textbox" data-cid="664" data-sid="132" data-tid="104">  
<a>  
<div class="item reb-item-new re-item132" onclick=""></div>  
<span>  
<p class="item-title">A Lump of Coal</p>  
<p class="r-itemid">ItemID: 132</p>  
<p class="pickup">My Xmas present</p>  
<p class="quality">Quality: 3</p>  
<p>Tears gain a damage up and increase in size based on the distance they travel</p>  
<p>The length of a normal room roughly gives +6 damage, but this can be higher with double rooms or Tiny Planet</p>  
<p>This item synergizes with beam items such as Brimstone and Tech, allowing them to do more damage the further away the enemy is</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: None (Krampus only)</p>  
</ul>  
<p class="tags">\* krampus, grey, gray</p>  
</span>  
</a>  
<li class="textbox" data-cid="214" data-sid="133" data-tid="77.5">  
<a>  
<div class="item reb-item-new re-item133" onclick=""></div>  
<span>  
<p class="item-title">Guppy's Paw</p>  
<p class="r-itemid">ItemID: 133</p>  
<p class="pickup">Soul converter</p>  
<p class="quality">Quality: 3</p>  
<p>When used, removes one heart container and gives you 3 soul hearts</p>  
<p>3 bone hearts cannot be converted</p>  
<p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: Instant</p>  
<p>Item Pool: Devil Room, Curse Room, Red Chest</p>  
</ul>  
<p class="tags">\* curse room pool, red chest pool, red chest item pool, devil pool, devil room pool, devil deal, the lost item pool, cat, bone, pink, grey, gray, guppies paw, guppy paw</p>  
</span>  
</a>  
<li class="textbox" data-cid="651" data-sid="134" data-tid="78">  
<a>  
<div class="item reb-item-new re-item134" onclick=""></div>  
<span>  
<p class="item-title">Guppy's Tail</p>  
<p class="r-itemid">ItemID: 134</p>  
<p class="pickup">Cursed?</p>  
<p class="quality">Quality: 2</p>  
<p>Gives a 1/3 chance for room clear rewards to become a normal or locked chest, and a 1/3 chance to reward nothing at all</p>  
<p>Doesn't affect coins dropped after waves in Greed Mode</p>  
<p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Curse Room, Red Chest</p>  
</ul>  
<p class="tags">\* curse room pool, red chest pool, red chest item pool, devil pool, devil room pool, devil deal, black, white, gray, grey, guppies tail, guppy tail</p>  
</span>  
</a>  
<li class="textbox" data-cid="127" data-sid="135" data-tid="90">  
<a>  
<div class="item reb-item-new re-item135" onclick=""></div>  
<span>  
<p class="item-title">IV Bag</p>  
<p class="r-itemid">ItemID: 135</p>  
<p class="pickup">Portable blood bank</p>  
<p class="quality">Quality: 1</p>  
<p>Upon use, the IV Bag takes half a red heart and spawns 1-3 coins (the same effect as a blood donation machine)</p>  
<p>Can drop from a blood donation machine after playing it</p>  
<p>In the Womb and beyond this deals 1 full heart of damage</p>  
<p>If no red hearts exist, other types of hearts are consumed instead</p>  
<p>With the Keeper this is changed to spawning 0-1 coins per use instead</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: Instant</p>  
<p>Item Pool: None (Blood donation machine only)</p>  
</ul>  
<p class="tags">\* , the lost item pool, red, white</p>  
</span>  
</a>  
<li class="textbox" data-cid="300" data-sid="136" data-tid="11">  
<a>  
<div class="item reb-item-new re-item136" onclick=""></div>  
<span>  
<p class="item-title">Best Friend</p>  
<p class="r-itemid">ItemID: 136</p>  
<p class="pickup">Friends 'till the end</p>  
<p class="quality">Quality: 1</p>  
<p>Places a decoy on the floor which attracts enemies and explodes after a period of time</p>  
<p>When it explodes, it deals 185 damage to everything in radius (Same damage as Mr. Mega bombs)</p>  
<p><strong class="pri">REPENTANCE</strong> - Damage buffered from 110 to 185</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 3 rooms</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, worst friend, dead, baby, pink, puppet</p>  
</span>  
</a>

</li>, <li class="textbox" data-cid="179" data-sid="137" data-tid="151.5">  
<>  
<div class="item reb-item-new re-item137" onclick=""></div>  
<span>  
<p class="item-title">Remote Detonator</p>  
<p class="r-itemid">ItemID: 137</p>  
<p class="pickup">Remote bomb detonation</p>  
<p class="quality">Quality: 1</p>  
<p>+5 Bombs</p>  
<p>Bombs no longer automatically explode and will only do so when you activate the remote detonator</p>  
<p>Can be used to detonate Dr. Fetus bombs early</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: Instant</p>  
<p>Item Pool: Item Room, Shop, Bomb Beggar</p>  
</ul>  
<p class="tags">\* boss rush pool, boss rush room, shop room pool, shop item pool, item room, treasure room,  
item room pool, red, boom, tnt</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="483" data-sid="138" data-tid="179">  
<>  
<div class="item reb-item-new re-item138" onclick=""></div>  
<span>  
<p class="item-title">Stigmata</p>  
<p class="r-itemid">ItemID: 138</p>  
<p class="pickup">DMG + HP up</p>  
<p class="quality">Quality: 2</p>  
<p>+1 HP Up</p>  
<p>+0.3 Damage Up</p>  
<p>Heals one red heart container when picked up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, wooden, cross, brown</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="456" data-sid="139" data-tid="125">  
<>  
<div class="item reb-item-new re-item139" onclick=""></div>  
<span>  
<p class="item-title">Mom's Purse</p>  
<p class="r-itemid">ItemID: 139</p>  
<p class="pickup">More trinket room</p>  
<p class="quality">Quality: 3</p>  
<p>Isaac can now hold two trinkets at the same time</p>  
<p>Drops a random trinket on the floor when picked up</p>  
<p>Allows you to pick up more trinkets while also holding The Tick</p>  
<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags">\* shop room pool, shop item pool, purple, pink, bag</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="350" data-sid="140" data-tid="19">  
<>  
<div class="item reb-item-new re-item140" onclick=""></div>  
<span>  
<p class="item-title">Bob's Curse</p>  
<p class="r-itemid">ItemID: 140</p>  
<p class="pickup">Poison bombs</p>  
<p class="quality">Quality: 1</p>  
<p>All of Isaac's bombs now leave a poison effect on any enemies within the blast radius</p>  
<p>+5 Bombs</p>  
<p>As well as dealing the standard 60 damage for a bomb, it will apply a Damage over Time effect that does 4 or 6 damage per tick</p>  
<p>Has a chance to drop from the Super Sloth miniboss fight</p>  
<p>Counts as 1 of 3 poison items needed towards the Bob transformation</p>  
<p><strong class="pri">REPENTANCE</strong> - Bob's Curse bombs now leave behind a gas cloud that poisons enemies that move through it.</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Super Sloth Miniboss, Bomb Beggar</p>  
</ul>  
<p class="tags">\* boss rush pool, boss rush room, item room, treasure room, item room pool, bob sloth,  
bomb beggar, green, dead, face, bobs curse, bob curse</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="208" data-sid="141" data-tid="139">  
<>  
<div class="item reb-item-new re-item141" onclick=""></div>  
<span>  
<p class="item-title">Pageant Boy</p>  
<p class="r-itemid">ItemID: 141</p>  
<p class="pickup">Ultimate grand supreme</p>  
<p class="quality">Quality: 0</p>  
<p>Spawns 7 random coins around Isaac on the floor</p>  
<p>Isaac wears a pink crown on his head</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room</p>  
</ul>  
<p class="tags">\* boss room pool, boss room item, dtQt, dtphase, crown, nocrown, yescrown, diana,  
princezzdiana, pink, purple, hat</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="451" data-sid="142" data-tid="161">  
<>  
<div class="item reb-item-new re-item142" onclick=""></div>  
<span>  
<p class="item-title">Scapular</p>  
<p class="r-itemid">ItemID: 142</p>  
<p class="pickup">You have been blessed</p>  
<p class="quality">Quality: 2</p>  
<p>Once per room when you are damaged down to your final half a heart, you gain 1 soul heart</p>  
<p>Re-entering a room allows this effect to be triggered again</p>  
<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>  
<p><strong class="pri">REPENTANCE</strong> - Scapular won't grant its soul heart if the player is attempting to proc it with certain heart donation mechanics (such as IV Bag)</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Angel Room</p>  
</ul>  
<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool,  
the lost item pool, brown, white, cross</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="43" data-sid="143" data-tid="169">  
<>  
<div class="item reb-item-new re-item143" onclick=""></div>  
<span>  
<p class="item-title">Speed Ball</p>  
<p class="r-itemid">ItemID: 143</p>  
<p class="pickup">Speed + shot speed up</p>  
<p class="quality">Quality: 2</p>  
<p>+0.3 Speed Up</p>  
<p>+0.2 Shot Speed Up</p>  
<p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Boss Room, Demon Beggar</p>  
</ul>  
<p class="tags">\* demon beggar pool, demon judgement pool, devil beggar pool, boss room pool, boss room item, item room, treasure room, item room pool, syringe, needle, injection, white</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="288" data-sid="144" data-tid="33">  
<>  
<div class="item reb-item-new re-item144" onclick=""></div>  
<span>  
<p class="item-title">Bum Friend</p>  
<p class="r-itemid">ItemID: 144</p>

<p class="pickup">He's Greedy</p>

<p class="quality">Quality: 0</p>

<p>A beggar who follows Isaac around and automatically picks up nearby coins</p>

<p>After picking up 6 coins he will drop a random pickup, e.g. hearts, keys, bombs, coins, pills, cards, trinkets etc</p>

<p>After the first drop, he has a 67% chance to drop a pickup after 3 coins and a 33% chance to drop a pickup after 4 coins</p>

<p>Counts as 1 of 3 bum items needed towards the Super Bum transformation</p>

- <p>Type: Passive, Familiar</p>
- <p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, baby, pink</p>

</span>

</a>

<li class="textbox" data-cid="652" data-sid="145" data-tid="77">

<a>

<div class="item reb-item-new re-item145" onclick=""></div>

<span>

<p class="item-title">Guppy's Head</p>

<p class="r-itemid">ItemID: 145</p>

<p class="pickup">Reusable fly hive</p>

<p class="quality">Quality: 3</p>

<p>When used, spawns between 2-4 blue flies</p>

<p>Blue Flies do double your tear damage</p>

<p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p>

- <p>Type: Active</p>
- <p>Recharge Time: 1 room</p>
- <p>Item Pool: Devil Room, Curse Room, Red Chest, Gold/Stone Chest</p>

</ul>

<p class="tags">\* curse room pool, red chest pool, red chest item pool, golden chest pool, gold chest pool, devil pool, devil room pool, devil deal, dead, cat, grey, gray, guppy head, guppys head</p>

</span>

</a>

<li class="textbox" data-cid="306" data-sid="146" data-tid="146.4">

<a>

<div class="item reb-item-new re-item146" onclick=""></div>

<span>

<p class="item-title">Prayer Card</p>

<p class="r-itemid">ItemID: 146</p>

<p class="pickup">Reusable eternity</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac an eternal heart when used</p>

<p>Taking an eternal heart to the next floor or collecting two on the same floor gives you an extra heart container</p>

- <p>Type: Active</p>
- <p>Recharge Time: 6 rooms</p>
- <p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, the lost item pool, white, yellow, blue</p>

</span>

</a>

<li class="textbox" data-cid="498" data-sid="147" data-tid="132.8">

<a>

<div class="item reb-item-new re-item147" onclick=""></div>

<span>

<p class="item-title">Notched Axe</p>

<p class="r-itemid">ItemID: 147</p>

<p class="pickup">Rocks didn't stand a chance</p>

<p class="quality">Quality: 1</p>

<p>When activated, Isaac takes out the axe and gives you the ability to break rocks and damage enemies with it</p>

<p>It has a limited amount of uses per floor, decreasing with every hit that connects with a rock/enemy</p>

<p>Cannot break the stone blocks which appear in the environment</p>

<p>Creates bridges when breaking rocks next to pits</p>

- <p>Type: Active</p>
- <p>Recharge Time: At the start of each new floor</p>
- <p>Item Pool: Shop, Crane Game</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, minecraft, brown, grey, gray, silver</p>

</span>

</a>

<li class="textbox" data-cid="327" data-sid="148" data-tid="86.2">

<a>

<div class="item reb-item-new re-item148" onclick=""></div>

<span>

<p class="item-title">Infestation</p>

<p class="r-itemid">ItemID: 148</p>

<p class="pickup">Fly revenge</p>

<p class="quality">Quality: 0</p>

<p>When Isaac gets hit, 2-6 blue flies will randomly spawn</p>

<p>Blue Flies do double your tear damage</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<p><strong>pri</strong>REPENTANCE - Buffed, it used to spawn 1-3 flies each time</p>

- <p>Type: Passive</p>
- <p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, bug, yellow, face</p>

</span>

</a>

<li class="textbox" data-cid="473" data-sid="149" data-tid="88">

<a>

<div class="item reb-item-new re-item149" onclick=""></div>

<span>

<p class="item-title">Ipecac</p>

<p class="r-itemid">ItemID: 149</p>

<p class="pickup">Explosive shots</p>

<p class="quality">Quality: 4</p>

<p>Isaac's tears are replaced with explosive poison bombs, which will arc upwards and explode on contact with the floor, dealing huge damage and leaving a poison effect on enemies in range</p>

<p>Ipecac shots are given a flat +40 Damage on top of the normal 3.5 base damage</p>

<p>Tear Down (Tear delay \* 2 + 10)</p>

<p>Shots will damage Isaac if he is in the blast radius when they explode</p>

<p>Counts as 1 of 3 poison items needed towards the Bob transformation</p>

<p><strong>pri</strong>REPENTANCE - Ipecac explosion size now scales with tear size</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's Heart 6 times</p>

- <p>Type: Passive, Tear Modifier</p>
- <p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, jar, bottle, purple, label</p>

</span>

</a>

<li class="textbox" data-cid="630" data-sid="150" data-tid="185">

<a>

<div class="item reb-item-new re-item150" onclick=""></div>

<span>

<p class="item-title">Tough Love</p>

<p class="r-itemid">ItemID: 150</p>

<p class="pickup">Tooth shot</p>

<p class="quality">Quality: 3</p>

<p>Isaac has a random chance to fire a tooth shot instead of a tear sometimes</p>

<p>Teeth shots deal damage equal to your tear damage \* 3.2</p>

<p>The chance to fire a tooth is affected by your luck stat and at +9 Luck it will activate every time</p>

<p>Synergizes well with some tear modifiers such as Ipecac, which causes it to do massive damage</p>

- <p>Type: Passive</p>
- <p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, knuckle, dusters, four, silver, grey, gray, brass knuckles</p>

</span>

</a>

<li class="textbox" data-cid="434" data-sid="151" data-tid="130">

<a>

<div class="item reb-item-new re-item151" onclick=""></div>

<span>

<p class="item-title">The Mulligan</p>

<p class="r-itemid">ItemID: 151</p>

<p class="pickup">They grow inside</p>

<p class="quality">Quality: 3</p>

<p>Isaac has a 1/6 chance to spawn a blue fly when one of his tears hits an enemy</p>

<p>Blue Flies do double your tear damage</p>

<p>The chance to activate this effect is not changed with your Luck stat</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, heart</p>

</span>

</a>

</li>, <li class="textbox" data-cid="568" data-sid="152" data-tid="182">

<a>

<div class="item reb-item-new re-item152" onclick=""></div>

<span>

<p class="item-title">Technology 2</p>

<p class="r-itemid">ItemID: 152</p>

<p class="pickup">Laser</p>

<p class="quality">Quality: 2</p>

<p>Isaac now also has a laser with unlimited range which fires continuously. Tears continue to fire from your left eye</p>

<p>The laser deals damage equal to 1/7th of your tear damage, but very rapidly</p>

<p>The laser can apply status effects (e.g. Poison) rapidly due to how often it hits</p>

<p><strong class="pri">REPENTANCE</strong> - The -65% Damage down has been removed! Also the hit detection has been improved - Technology fires in a straight line</p>

</ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, silver, gray, grey, red, machine</p>

</span>

</a>

</li>, <li class="textbox" data-cid="348" data-sid="153" data-tid="131">

<a>

<div class="item reb-item-new re-item153" onclick=""></div>

<span>

<p class="item-title">Mutant Spider</p>

<p class="r-itemid">ItemID: 153</p>

<p class="pickup">Quad Shot</p>

<p class="quality">Quality: 3</p>

<p>Tears now shoot 4 at a time (Quad Shot)</p>

<p>Tears Down significantly (Tear delay \* 2.1 + 3)</p>

<p>Synergizes well with a lot of tear effects - e.g. with Brimstone you get 4 lasers</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation</p>

</ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, green, black</p>

</span>

</a>

</li>, <li class="textbox" data-cid="334" data-sid="154" data-tid="41">

<a>

<div class="item reb-item-new re-item154" onclick=""></div>

<span>

<p class="item-title">Chemical Peel</p>

<p class="r-itemid">ItemID: 154</p>

<p class="pickup">DMG up</p>

<p class="quality">Quality: 2</p>

<p>+2 Damage Up for tears fired from Isaac's left eye</p>

<p>If playing as Cain or you have an item which modifies which eye you fire tears from, each shot has a 50% chance to do +2 Damage</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, poison, green, brown, bottle, jar, danger</p>

</span>

</a>

</li>, <li class="textbox" data-cid="99" data-sid="155" data-tid="141">

<a>

<div class="item reb-item-new re-item155" onclick=""></div>

<span>

<p class="item-title">The Peeper</p>

<p class="r-itemid">ItemID: 155</p>

<p class="pickup">Plop!</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac an eye companion that floats around the room and deals 8 damage per tick on contact with enemies</p>

<p>Damage from Isaac's left eye deal roughly +35% damage</p>

</ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, red, white</p>

</span>

</a>

</li>, <li class="textbox" data-cid="648" data-sid="156" data-tid="79">

<a>

<div class="item reb-item-new re-item156" onclick=""></div>

<span>

<p class="item-title">Habit</p>

<p class="r-itemid">ItemID: 156</p>

<p class="pickup">Item martyr</p>

<p class="quality">Quality: 2</p>

<p>When you take damage, this item recharges one room's worth of charge to your spacebar item</p>

<p>For example, with the D6 you would need to take damage 6 times to fully recharge it</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, shop room pool, shop item pool, the lost item pool, white, black</p>

</span>

</a>

</li>, <li class="textbox" data-cid="124" data-sid="157" data-tid="18">

<a>

<div class="item reb-item-new re-item157" onclick=""></div>

<span>

<p class="item-title">Bloody Lust</p>

<p class="r-itemid">ItemID: 157</p>

<p class="pickup">RAGE!</p>

<p class="quality">Quality: 3</p>

<p>Each time you take damage, you gain a damage up which lasts for the rest of the floor and turn a darker red colour each time</p>

<p>After taking 6 hits Bloody Lust doesn't give you any further damage increases</p>

<p>Damage given for each hit increases as follows: +0.5, +0.7, +0.9, +1.1, +1.3, +1.5</p>

<p>Samson starts with this item</p>

<p><strong class="pri">REPENTANCE</strong> - The damage increments have changed slightly</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Samson</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, the lost item pool, starting, red, blood, drop</p>

</span>

</a>

</li>, <li class="textbox" data-cid="450" data-sid="158" data-tid="47">

<a>

<div class="item reb-item-new re-item158" onclick=""></div>

<span>

<p class="item-title">Crystal Ball</p>

<p class="r-itemid">ItemID: 158</p>

<p class="pickup">I see my future</p>

<p class="quality">Quality: 3</p>

<p>Upon use, reveals the map and drops either a soul heart or a random card/rune (50% chance for each)</p>

<p>It reveals the location of the secret room, however it doesn't reveal the Super secret room</p>

<p>Has a chance to drop from playing a fortune machine</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<p>Guarantees a Planetarium if an item room has been skipped, otherwise +15% chance for Planetariums to spawn while held. After entering a Planetarium the chance goes back to 1%. The floor generation can fail and cause the guaranteed Planetarium to not spawn sometimes.</p>

</ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: None (Fortune machine only)</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, white, purple</p>

</span>

</a>

</li>, <li class="textbox" data-cid="148" data-sid="159" data-tid="173">

<a>

<div class="item reb-item-new re-item159" onclick=""></div>

<span>

<p class="item-title">Spirit of the Night</p>

<p class="r-itemid">ItemID: 159</p>

<p class="pickup">Scary</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac the ability to fly and spectral tears</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, red, crescent, moon, drop, black</p>

</span>

</a>

</li>, <li class="textbox" data-cid="38" data-sid="160" data-tid="45">

<a>

<div class="item reb-item-new re-item160" onclick=""></div>

<span>

<p class="item-title">Crack The Sky</p>

<p class="r-itemid">ItemID: 160</p>

<p class="pickup">Holy white death</p>

<p class="quality">Quality: 2</p>

<p>Creates 5 beams of light from the sky that deal damage equal to your tear damage + 20 to any enemies which come into contact with them</p>

<p>The beams have a high chance to spawn on top of enemies where possible</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, feather, white, arrow</p>

</span>

</a>

</li>, <li class="textbox" data-cid="646" data-sid="161" data-tid="6.05">

<a>

<div class="item reb-item-new re-item161" onclick=""></div>

<span>

<p class="item-title">Ankh</p>

<p class="r-itemid">ItemID: 161</p>

<p class="pickup">Eternal life</p>

<p class="quality">Quality: 1</p>

<p>Upon death, you respawn in the previous room as Blue Baby with three Soul hearts</p>

<p>This is a one time use item and all new heart containers will be soul hearts</p>

<p>Can be used to unlock some of Blue Baby's secrets before having the character available</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, black, grey, gray, extra life, egypt, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="669" data-sid="162" data-tid="37">

<a>

<div class="item reb-item-new re-item162" onclick=""></div>

<span>

<p class="item-title">Celtic Cross</p>

<p class="r-itemid">ItemID: 162</p>

<p class="pickup">You feel blessed</p>

<p class="quality">Quality: 1</p>

<p>Upon taking damage, you have a 20% chance to gain an invulnerability shield for 7 seconds</p>

<p>The chance to gain a shield is affected by your luck stat and at +27 Luck it will activate every time</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Maggy</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, the lost item pool, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="23" data-sid="163" data-tid="72">

<a>

<div class="item reb-item-new re-item163" onclick=""></div>

<span>

<p class="item-title">Ghost Baby</p>

<p class="r-itemid">ItemID: 163</p>

<p class="pickup">Spectral buddy</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac and shoots spectral tears that deal 3.5 damage</p>

<p>Ghost Baby fires tears at a rate of 1 tear per second</p>

<p>Can drop while destroying skulls in the Depths and Necropolis floors</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, white, spooky</p>

</span>

</a>

</li>, <li class="textbox" data-cid="432" data-sid="164" data-tid="35">

<a>

<div class="item reb-item-new re-item164" onclick=""></div>

<span>

<p class="item-title">The Candle</p>

<p class="r-itemid">ItemID: 164</p>

<p class="pickup">Reusable flame</p>

<p class="quality">Quality: 2</p>

<p>A spacebar item which allows Isaac to fire a blue flame that damages anything in its path for 23 damage per tick</p>

<p>Can cause up to a total of 276 potential damage</p>

<p>The flame destroys enemy shots, making it useful for bullet hell bosses</p>

<p class="r-unlock">UNLOCK: Unlock this item by donating 900 coins to the Shop</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: Timed (A few seconds)</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, blue candle, grey, gray, silver, lamp, lantern</p>

</span>

</a>

</li>, <li class="textbox" data-cid="668" data-sid="165" data-tid="36">

<a>

<div class="item reb-item-new re-item165" onclick=""></div>

<span>

<p class="item-title">Cat-O-Nine-Tails</p>

<p class="r-itemid">ItemID: 165</p>

<p class="pickup">Shot speed up + DMG up</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up/>

<p>+0.23 Shot Speed Up/>

<p>An item only found in the Boss room pool</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, grey, gray, whip, cat o nine tails catonine tails</p>

</span>

</a>

</li>, <li class="textbox" data-cid="164" data-sid="166" data-tid="50">

<a>

<div class="item reb-item-new re-item166" onclick=""></div>

<span>

<p class="item-title">D20</p>

<p class="r-itemid">ItemID: 166</p>

<p class="pickup">Reroll the basics</p>

<p class="quality">Quality: 2</p>

<p>Upon use, re-rolls all pickup consumables in the current room into another random kind of pickup</p>

<p>This includes all types of pickup such as hearts, bombs, keys, coins, pills, tarot cards, chests, trinkets etc</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Isaac</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 6 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, dice pip, red</p>

</span>

</a>

</li>, <li class="textbox" data-cid="201" data-sid="167" data-tid="82">

<a>

<div class="item reb-item-new re-item167" onclick=""></div>

<span>

<p class="item-title">Harlequin Baby</p>

<p class="r-itemid">ItemID: 167</p>

<p class="pickup">Double shot buddy</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac and shoots two normal tears at once in a V-shaped pattern</p>

<p>Each of Harlequin Baby's tears deal 4 damage</p>

<p>Harlequin Baby fires tears at a rate of 1 tear per second</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, bug, eyes, pink, red</p>

</span>

</a>

</li>, <li class="textbox" data-cid="292" data-sid="168" data-tid="67">

<a>

<div class="item reb-item-new re-item168" onclick=""></div>

<span>

<p class="item-title">Epic Fetus</p>

<p class="r-itemid">ItemID: 168</p>

<p class="pickup">On-demand air strike</p>

<p class="quality">Quality: 4</p>

<p>Tears now become missiles which deal huge damage to anything nearby</p>

<p>Missiles damage = damage \* 20</p>

<p>This item places a controllable red target on the ground which will cause a missile to fall from the sky and hit it after a short period of time</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #19 (The Family Man)</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Secret Rooms</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, fetus in a jar, bug, white, hat, pink</p>

</span>

</a>

</li>, <li class="textbox" data-cid="11" data-sid="169" data-tid="145">

<a>

<div class="item reb-item-new re-item169" onclick=""></div>

<span>

<p class="item-title">Polyphemus</p>

<p class="r-itemid">ItemID: 169</p>

<p class="pickup">Mega tears</p>

<p class="quality">Quality: 4</p>

<p>High Damage Up - (damage + 4) \* 2</p>

<p>Tears Down significantly (Tear delay \* 2.1 + 3)</p>

<p>If a tear kills an enemy, it continues to travel forward with the leftover damage</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, large eye, cyclops, one eye, blue, white</p>

</span>

</a>

</li>, <li class="textbox" data-cid="19" data-sid="170" data-tid="53">

<a>

<div class="item reb-item-new re-item170" onclick=""></div>

<span>

<p class="item-title">Daddy Longlegs</p>

<p class="r-itemid">ItemID: 170</p>

<p class="pickup">Daddy's love</p>

<p class="quality">Quality: 3</p>

<p>A shadow follows Isaac and stomps on enemies randomly, dealing 40 damage per stomp (2 damage ticks at 20 damage each)</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, white, yarn, wool, spider</p>

</span>

</a>

</li>, <li class="textbox" data-cid="484" data-sid="171" data-tid="171">

<a>

<div class="item reb-item-new re-item171" onclick=""></div>

<span>

<p class="item-title">Spider Butt</p>

<p class="r-itemid">ItemID: 171</p>

<p class="pickup">Mass enemy slowdown + damage</p>

<p class="quality">Quality: 1</p>

<p>Upon use, does 10 damage to all enemies in the room and gives them a slowing effect for 4 seconds</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation</p>

<p><strong>pri</strong> - Enemies killed by Spider Butt will now spawn friendly blue spiders</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, brown, red, web</p>

</span>

</a>

</li>, <li class="textbox" data-cid="102" data-sid="172" data-tid="159">

<a>

<div class="item reb-item-new re-item172" onclick=""></div>

<span>

<p class="item-title">Sacrificial Dagger</p>

<p class="r-itemid">ItemID: 172</p>

<p class="pickup">My fate protects me</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac an orbital knife that blocks shots and deals 15 damage per tick on contact with enemies</p>

<p>The highest damage orbital in the game, dealing 225 damage per second</p>

<p>Synergises very well with invulnerability items such as Book of Shadows</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Eve</p>

<ul>

<p>Type: Passive, Orbital</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, bloody, knife, red, silver</p>

</span>

</a>

</li>, <li class="textbox" data-cid="221" data-sid="173" data-tid="115">

<a>

<div class="item reb-item-new re-item173" onclick=""></div>

<span>

<p class="item-title">Mitre</p>

<p class="r-itemid">ItemID: 173</p>

<p class="pickup">You feel blessed</p>

<p class="quality">Quality: 3</p>

<p>Gives a 33% chance of converting red heart drops into soul hearts</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<p><strong>pri</strong> - Mitre now only has a 33% chance to convert red heart drops into soul hearts (down from 50%).</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, the lost item pool, gold, orange, yellow, cross, pope, hat</p>

</span>

</a>

</li>, <li class="textbox" data-cid="3" data-sid="174" data-tid="149">  
<></div>  
<div class="item reb-item-new re-item174" onclick=""></div>  
<span>  
<p class="item-title">Rainbow Baby</p>  
<p class="r-itemid">ItemID: 174</p>  
<p class="pickup">Random buddy</p>  
<p class="quality">Quality: 1</p>  
<p>A familiar follows Isaac and fires random tears</p>  
<p>Rainbow Baby's tears can choose from any of the other familiars, such as homing, spectral, tar shots etc</p>  
<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, purple</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="257" data-sid="175" data-tid="52">  
<></div>  
<span>  
<p class="item-title">Dad's Key</p>  
<p class="r-itemid">ItemID: 175</p>  
<p class="pickup">"Opens all doors..."</p>  
<p class="quality">Quality: 1</p>  
<p>Upon use, opens all closed doors in the current room, including the ones which require a key to enter and secret room doors</p>  
<p>Can be used to open the golden door that appears in the Dark Room or the Chest</p>  
<p>Cannot be used to escape the Mom's Foot boss, open angel/devil rooms, or open the door to the Blue Womb floor</p>  
<p class="r-unlock">UNLOCK: Unlock this item by collecting both Key Pieces #1 & #2 for the first time</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 2 rooms</p>  
<p>Item Pool: Item Room, Key Beggar</p>  
</ul>  
<p class="tags">\* key master pool, key beggar pool, key judgement pool, item room, treasure room, item room pool,  
brown, brass, copper, dadds key, dad key  
</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="180" data-sid="176" data-tid="177.5">  
<></div>  
<span>  
<p class="item-title">Stem Cells</p>  
<p class="r-itemid">ItemID: 176</p>  
<p class="pickup">"HP up"</p>  
<p class="quality">Quality: 1</p>  
<p>+1 HP Up</p>  
<p>+0.16 Shot Speed Up</p>  
<p>Heals one red heart container when picked up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Boss Room</p>  
</ul>  
<p class="tags">\* boss room pool, boss room item, item room, treasure room, item room pool, lumpy, red, balls</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="194" data-sid="177" data-tid="146.3">  
<></div>  
<span>  
<p class="item-title">Portable Slot</p>  
<p class="r-itemid">ItemID: 177</p>  
<p class="pickup">"Gamble 24/7"</p>  
<p class="quality">Quality: 0</p>  
<p>Using the portable slot takes a coin and has a chance to give a pickup - similar to how the normal slot machines work</p>  
<p><strong>The REPENTANCE</strong> - The delay between uses was removed, allowing you to spam-use it</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: Instant</p>  
<p>Item Pool: Shop, Beggar</p>  
</ul>  
<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool,  
shop room pool, shop item pool, red, robot, head, cube </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="401" data-sid="178" data-tid="83.5">  
<></div>  
<span>  
<p class="item-title">Holy Water</p>  
<p class="r-itemid">ItemID: 178</p>  
<p class="pickup">"Splash!"</p>  
<p class="quality">Quality: 3</p>  
<p><strong>The REPENTANCE</strong> - This item has been reworked. While firing tears the water will be fired as a projectile across the room. If it touches an enemy it breaks and leave a pool on the floor which freezes enemies and deals 8 damage per tick</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Angel Room</p>  
</ul>  
<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool,  
the lost item pool, white, blue, cross, jar</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="410" data-sid="179" data-tid="68">  
<></div>  
<span>  
<p class="item-title">Fate</p>  
<p class="r-itemid">ItemID: 179</p>  
<p class="pickup">"Flight eternal"</p>  
<p class="quality">Quality: 3</p>  
<p>Gives Isaac an eternal heart and the ability to fly</p>  
<p>Taking an eternal heart to the next floor or collecting two on the same floor gives you an extra heart container</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Blue Baby</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Gold Chest</p>  
</ul>  
<p class="tags">\* golden chest pool, gold chest pool, blue head, the lost item pool, dead, ball</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="658" data-sid="180" data-tid="13">  
<></div>  
<span>  
<p class="item-title">The Black Bean</p>  
<p class="r-itemid">ItemID: 180</p>  
<p class="pickup">"Toot on touch"</p>  
<p class="quality">Quality: 0</p>  
<p>Upon taking damage, Isaac will fart, causing all enemies in close proximity to become poisoned</p>  
<p>Black Bean deals your tear damage for 6 ticks</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Beggar</p>  
</ul>  
<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, item room, treasure room, item room pool, the lost item pool, kidney, grey, gray</p>  
</span>  
</a>, <li class="textbox" data-cid="80" data-sid="181" data-tid="189.7">  
<></div>  
<span>  
<p class="item-title">White Pony</p>  
<p class="r-itemid">ItemID: 181</p>  
<p class="pickup">"Flight + holy death"</p>  
<p class="quality">Quality: 2</p>  
<p>Allows Isaac to fly while the White Pony is held</p>  
<p>While held, sets your speed stat to 1.5 if it isn't already that high. If your speed stat is already higher then that value is still used</p>  
<p>Upon use, Isaac charges in the direction the pony is facing, becoming invulnerable during the charge and damaging enemies while also casting the effect of Crack The Sky</p>

<p>Drops from the Conquest boss fight</p><p><strong>REPENTANCE</strong> - White Pony's charge time has been reduced to 2 (from 6). The beams of light now trail behind Isaac when charging with it (damage formula of the beams is damage \* 4 + 10)</p><ul><p>Type: Active</p><p>Recharge Time: 2 rooms</p><p>Item Pool: None (Conquest boss only)</p></ul><p class="tags">\*, red, horse, head</p></a></li>, <li class="textbox" data-cid="190" data-sid="182" data-tid="158"><div class="item reb-item-new re-item182" onclick=""></div><span><p class="item-title">Sacred Heart</p><p class="r-itemid">ItemID: 182</p><p class="pickup">"Homing shots + DMG up"</p><p class="quality">Quality: 4</p><p>Tears are now white, do a lot more damage and move slower across the screen with a homing effect</p><p>Health Up</p><p>Damage Up (damage \* 2.3 + 1)</p><p>-0.4 Tears Down</p><p>-0.25 Shot Speed Down</p><p>Full red heart heal</p><p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p><p><strong>REPENTANCE</strong> - Homing tears now target enemies much more reliably</p></ul><p>Type: Passive, Tear Modifier</p><p>Item Pool: Angel Room</p></ul><p class="tags">\* angel room pool, god room pool, angel room item, red, fire, flame, orange, cross</p></span></a></li>, <li class="textbox" data-cid="256" data-sid="183" data-tid="184"><div class="item reb-item-new re-item183" onclick=""></div><span><p class="item-title">Toothpicks</p><p class="r-itemid">ItemID: 183</p><p class="pickup">"Tears + shot speed up"</p><p class="quality">Quality: 3</p><p>+0.7 Tears Up</p><p>+0.15 Shot Speed Up</p><p>Does not increase your damage, simply makes your tears red</p></ul><p>Type: Passive</p><p>Item Pool: Boss Room</p></ul><p class="tags">\* boss room pool, boss room item, sticks, brown, yellow</p></span></a></li>, <li class="textbox" data-cid="238" data-sid="184" data-tid="83"><div class="item reb-item-new re-item184" onclick=""></div><span><p class="item-title">Holy Grail</p><p class="r-itemid">ItemID: 184</p><p class="pickup">"Flight + HP up"</p><p class="quality">Quality: 3</p><p>+1 HP Up</p><p>Gives Isaac the ability to fly</p><p>Heals one red heart container when picked up</p><p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p></ul><p>Type: Passive</p><p>Item Pool: Angel Room</p></ul><p class="tags">\* angel room pool, god room pool, angel room item, the lost item pool, cup, wooden, gold, chalice, indiana jones</p></span></a></li>, <li class="textbox" data-cid="50" data-sid="185" data-tid="56"><div class="item reb-item-new re-item185" onclick=""></div><span><p class="item-title">Dead Dove</p><p class="r-itemid">ItemID: 185</p><p class="pickup">"Flight + spectral tears"</p><p class="quality">Quality: 3</p><p>Gives Isaac the ability to fly and spectral tears</p><p>An item only found in the Angel room</p><p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p></ul><p>Type: Passive</p><p>Item Pool: Angel Room</p></ul><p class="tags">\* angel room pool, god room pool, angel room item, bird, white</p></span></a></li>, <li class="textbox" data-cid="487" data-sid="186" data-tid="17"><div class="item reb-item-new re-item186" onclick=""></div><span><p class="item-title">Blood Rights</p><p class="r-itemid">ItemID: 186</p><p class="pickup">"Mass enemy damage at a cost"</p><p class="quality">Quality: 0</p><p>Upon use, takes away one full heart and deals 40 damage to the entire room</p><p>Shields and invincibility effects do not prevent damage when using this item</p><p>Using with Isaac's Heart previously prevented you from taking damage, however in Repentance this was fixed</p><p>Using this item as The Lost will instantly kill him, even if you have Holy Mantle active</p><p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Samson</p></ul><p>Type: Active</p><p>Recharge Time: Instant</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, razor, straight, edge, barber, bloody, brown, silver</p></span></a></li>, <li class="textbox" data-cid="481" data-sid="187" data-tid="76"><div class="item reb-item-new re-item187" onclick=""></div><span><p class="item-title">Guppy's Hairball</p><p class="r-itemid">ItemID: 187</p><p class="pickup">"Swing it"</p><p class="quality">Quality: 1</p><p>Follows behind Isaac and can be swung back and forth, dealing 5 contact damage per tick to anything it hits</p><p>Every time the hairball kills an enemy, it grows in size allowing it to deal more damage</p><p>This is one of the items which allows you to transform into Guppy</p><p>Moving to a new floor decreases the size of the hairball</p><p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p></ul><p>Type: Passive, Familiar</p><p>Item Pool: Devil Room</p></ul><p class="tags">\* devil pool, devil room pool, devil deal, grey, brown, pile, guppies hairball, guppy hairball</p></span></a></li>, <li class="textbox" data-cid="582" data-sid="188" data-tid="5.5"><div class="item reb-item-new re-item188" onclick=""></div><span><p class="item-title">Abel</p><p class="r-itemid">ItemID: 188</p><p class="pickup">"Mirrored buddy"</p><p class="quality">Quality: 0</p><p>A familiar that mirrors the player's movements and shoots tears directly at Isaac</p>

<p>Abel's tears do 3.5 damage, unless playing as Cain in which case they do 5</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p><strong class="pri">REPENTANCE</strong> - Abel now has an increased rate of fire, and will mirror to the other side of the room, even if it's off screen. If picked up by Cain, it shoots blood tears and the damage becomes increased to 5 (instead of the usual 3.5)</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Cain</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* golden chest pool, gold chest pool, item room, treasure room, item room pool, follower, everyone knows it's abel, brown, grey, gray, dead, head, grey, green cain and abel cain & abel</p>

</span>

</a>

</li>, <li class="textbox" data-cid="578" data-sid="189" data-tid="167">

<a>

<div class="item reb-item-new re-item189" onclick=""></div>

<span>

<p class="item-title">SMB Super Fan</p>

<p class="r-itemid">ItemID: 189</p>

<p class="pickup">All stats up</p>

<p class="quality">Quality: 3</p>

<p>Isaac turns red like Meatboy</p>

<p>+1 HP Up</p>

<p>+0.3 Damage Up</p>

<p>+0.2 Tears Up</p>

<p>+1.5 Range Up</p>

<p>+0.2 Speed Up</p>

<p>Full red heart heal</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #14 (It's in the Cards)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, bloody, silver, grey, gray, sharp</p>

</span>

</a>

</li>, <li class="textbox" data-cid="613" data-sid="190" data-tid="147">

<a>

<div class="item reb-item-new re-item190" onclick=""></div>

<span>

<p class="item-title">Pyro</p>

<p class="r-itemid">ItemID: 190</p>

<p class="pickup">"99 bombs</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac 99 bombs</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Secret Room, Bomb Beggar</p>

</ul>

<p class="tags">\* secret room pool, item room, treasure room, item room pool, smile, face, grinning, doitfgt</p>

</span>

</a>

</li>, <li class="textbox" data-cid="205" data-sid="191" data-tid="4">

<a>

<div class="item reb-item-new re-item191" onclick=""></div>

<span>

<p class="item-title">3 Dollar Bill</p>

<p class="r-itemid">ItemID: 191</p>

<p class="pickup">"Rainbow tears</p>

<p class="quality">Quality: 2</p>

<p>Grants Isaac random tear effects</p>

<p>The tear type changes every few seconds</p>

<p><strong class="pri">REPENTANCE</strong> - The list of possible tear effects was updated in Repentance, to include all missing and new ones</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, pink note, money, cash, three dollar bill, cash money</p>

</span>

</a>

</li>, <li class="textbox" data-cid="313" data-sid="192" data-tid="182.3">

<a>

<div class="item reb-item-new re-item192" onclick=""></div>

<span>

<p class="item-title">Telepathy for Dummies</p>

<p class="r-itemid">ItemID: 192</p>

<p class="pickup">"Temporary psychic shot</p>

<p class="quality">Quality: 1</p>

<p>When used, Isaac gains homing shots and +3.0 Range Up for the current room</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 2 rooms</p>

<p>Item Pool: Item Room, Library</p>

</ul>

<p class="tags">\* library pool, library room, book room pool, item room, treasure room, item room pool, yellow book how to</p>

</span>

</a>

</li>, <li class="textbox" data-cid="181" data-sid="193" data-tid="112">

<a>

<div class="item reb-item-new re-item193" onclick=""></div>

<span>

<p class="item-title">MEAT!</p>

<p class="r-itemid">ItemID: 193</p>

<p class="pickup">"DMG + HP up</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+0.3 Damage Up</p>

<p>Heals one red heart container when picked up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, bone, red, brown</p>

</span>

</a>

</li>, <li class="textbox" data-cid="654" data-sid="194" data-tid="106">

<a>

<div class="item reb-item-new re-item194" onclick=""></div>

<span>

<p class="item-title">Magic 8 Ball</p>

<p class="r-itemid">ItemID: 194</p>

<p class="pickup">"Shot speed up</p>

<p class="quality">Quality: 1</p>

<p>+0.1 Shot Speed Up</p>

<p>Gives Isaac a random tarot card when picked up</p>

<p>+15% chance for Planetariums to spawn</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\* boss room pool, boss room item, eight, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="521" data-sid="195" data-tid="116">

<a>

<div class="item reb-item-new re-item195" onclick=""></div>

<span>

<p class="item-title">Mom's Coin Purse</p>

<p class="r-itemid">ItemID: 195</p>

<p class="pickup">"What's all this...?"</p>

<p class="quality">Quality: 1</p>

<p>Drops 4 random pills on the floor around Isaac</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Boss Room, Challenge Room, Beggar, Demon Beggar</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, demon beggar pool, devil beggar pool, normal judgement pool, coin beggar pool, coin judgement pool,

boss room pool, boss room item, shop room pool, shop item pool, bag, pouch, moms coin purse, mom coin purse</p></span></a></li>, <li class="textbox" data-cid="294" data-sid="196" data-tid="175"><a><div class="item reb-item-new re-item196" onclick=""></div><span><p class="item-title">Squeozy</p><p class="r-itemid">ItemID: 196</p><p class="pickup">Tears up</p><p class="quality">Quality: 3</p><p>+2 Soul Hearts</p><p>+0.4 Tears Up</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Gold/Stone Chest</p></ul><p class="tags">\* boss room pool, boss room item, mr. squeezy, mr squeezy, cobaltstreak, white, brown, red, bow,</p></span></a></li>, <li class="textbox" data-cid="452" data-sid="197" data-tid="92"><a><div class="item reb-item-new re-item197" onclick=""></div><span><p class="item-title">Jesus Juice</p><p class="r-itemid">ItemID: 197</p><p class="pickup">Damage + range up</p><p class="quality">Quality: 2</p><p>+0.5 Damage Up</p><p>+0.38 Range Up</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Angel Room</p></ul><p class="tags">\* boss room pool, boss room item, purple, carton, grape drank</p></span></a></li>, <li class="textbox" data-cid="225" data-sid="198" data-tid="28"><a><div class="item reb-item-new re-item198" onclick=""></div><span><p class="item-title">Box</p><p class="r-itemid">ItemID: 198</p><p class="pickup">Stuff</p><p class="quality">Quality: 1</p><p>When picked up, spawns 1 red heart, 1 key, 1 bomb, 1 coin, 1 card/rune, 1 pill and 1 trinket</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Challenge Room</p></ul><p class="tags">\* dungeon room, blood challenge room, arena pool, normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, boss room pool, boss room item, brown, orange, cardboard</p></span></a></li>, <li class="textbox" data-cid="311" data-sid="199" data-tid="120.5"><a><div class="item reb-item-new re-item199" onclick=""></div><span><p class="item-title">Mom's Key</p><p class="r-itemid">ItemID: 199</p><p class="pickup">Better chest loot +2 keys</p><p class="quality">Quality: 3</p><p>+2 Keys</p><p>Doubles the yield of hearts, coins, bombs and keys that spawn from non-red chests</p><p>Counts as 1 of 3 mom items needed towards the Mom transformation</p><ul><p>Type: Passive</p><p>Item Pool: Shop, Challenge Room, Key Beggar</p></ul><p class="tags">\* key master pool, key beggar pool, key judgement pool, , dungeon room, blood challenge room, arena pool, shop room pool, shop item pool, golden, horns, moms key, mom key</p></span></a></li>, <li class="textbox" data-cid="439" data-sid="200" data-tid="119"><a><div class="item reb-item-new re-item200" onclick=""></div><span><p class="item-title">Mom's Eyeshadow</p><p class="r-itemid">ItemID: 200</p><p class="pickup">Charm tears</p><p class="quality">Quality: 1</p><p>Tears have a random chance to charm enemies</p><p>Charmed enemies will prioritize attacking other enemies in the room, otherwise they will still attack Isaac</p><p>The chance to charm enemies is affected by your luck stat and at +27 Luck it will activate every time</p><p>Counts as 1 of 3 mom items needed towards the Mom transformation</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Challenge Room</p></ul><p class="tags">\* dungeon room, blood challenge room, arena pool, item room, treasure room, item room pool, grey, gray, blue, moms eyeshadow</p></span></a></li>, <li class="textbox" data-cid="608" data-sid="201" data-tid="89"><a><div class="item reb-item-new re-item201" onclick=""></div><span><p class="item-title">Iron Bar</p><p class="r-itemid">ItemID: 201</p><p class="pickup">Concussive tears</p><p class="quality">Quality: 3</p><p>+0.3 Damage Up</p><p>Tears now have a chance to concuss enemies, causing them to walk around dazed and confused for a short period of time</p><p>The chance to concuss enemies is affected by your luck stat and at +27 Luck it will activate every time</p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, grey, gray, silver, ingot</p></span></a></li>, <li class="textbox" data-cid="239" data-sid="202" data-tid="113"><a><div class="item reb-item-new re-item202" onclick=""></div><span><p class="item-title">Midas Touch</p><p class="r-itemid">ItemID: 202</p><p class="pickup">Golden touch</p><p class="quality">Quality: 2</p><p>Isaac's touch now petrifies enemies, turning them to gold for a few seconds. </p><p>If an enemy is killed while it is golden, it will drop between 1-4 coins</p><p>Contact damage is also dealt to enemies equal to the amount of coins Isaac is currently holding</p><p>Has a synergy with The Poop item, which gives it a high chance to spawn golden poops</p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, gold, ingot, bar, orange</p></span></a></li>, <li class="textbox" data-cid="477" data-sid="203" data-tid="85.7"><a><div class="item reb-item-new re-item203" onclick=""></div><span><p class="item-title">Humbleing Bundle</p><p class="r-itemid">ItemID: 203</p><p class="pickup">+ifree 4ever!</p><p class="quality">Quality: 3</p><p>All future pennies, keys, bombs and hearts have a chance to drop in pairs</p><p>Does not work for other pickups, such as soul hearts, nickels, dimes, cards, pills etc</p><p><strong class="pri">REPENTANCE</strong> - No longer guarantees all pickups to be doubled (is now chance-based), and doesn't change existing pickups that already dropped</p>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* Humbling bundle shop room pool, shop item pool, paper, purple, brown</p>

</span>

</a>

</li>, <li class="textbox" data-cid="546" data-sid="204" data-tid="67.8">

<a>

<div class="item reb-item-new re-item204" onclick=""></div>

<span>

<p class="item-title">Fanny pack</p>

<p class="r-itemid">ItemID: 204</p>

<p class="pickup">Filled with goodies</p>

<p class="quality">Quality: 1</p>

<p>When you take damage, there is a 50% chance to drop a random heart, key, bomb or coin</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Beggar</p>

</ul>

<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, shop room pool, shop item pool, bag, satchel, backpack, purse, satchel, brown</p>

</span>

</a>

</li>, <li class="textbox" data-cid="44" data-sid="205" data-tid="162.3">

<a>

<div class="item reb-item-new re-item205" onclick=""></div>

<span>

<p class="item-title">Sharp plug</p>

<p class="r-itemid">ItemID: 205</p>

<p class="pickup">"Charge with blood"</p>

<p class="quality">Quality: 1</p>

<p>When your spacebar item is not fully charged, you can press spacebar to recharge it at the cost half of a heart per charge</p>

<p>Can be used on partially charged items</p>

<p>Will not kill you if used - it stops a half a heart left</p>

<p>Red hearts are taken before other kinds, i.e. soul or black hearts</p>

<p>Your devil deal chance isn't ruined by this item taking away red hearts</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, the lost item pool, white, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="558" data-sid="206" data-tid="74.5">

<a>

<div class="item reb-item-new re-item206" onclick=""></div>

<span>

<p class="item-title">The Guillotine</p>

<p class="r-itemid">ItemID: 206</p>

<p class="pickup">"An out-of-body experience"</p>

<p class="quality">Quality: 2</p>

<p>+1.0 Damage Up/>

<p>-1 Tear Delay (Tears Up)</p>

<p>Causes Isaac's head to detach and orbit his body, blocking shots and dealing 7 contact damage per tick</p>

<p>BFs will cause the Guillotine head to do double damage (14 damage per tick)</p>

<p>Tears are still fired from Isaac's head but the hitbox remains around his body</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Judas</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, chop, head, silver, metal</p>

</span>

</a>

</li>, <li class="textbox" data-cid="218" data-sid="207" data-tid="6.5">

<a>

<div class="item reb-item-new re-item207" onclick=""></div>

<span>

<p class="item-title">Ball of Bandages</p>

<p class="r-itemid">ItemID: 207</p>

<p class="pickup">"Gotta lick em all"</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac an orbital ball of bandages that deals 7 contact damage per tick and blocks enemy shots</p>

<p>Collecting a second Ball of Bandages in the run turns the orbital into a pink head that shoots tears that deal 7 damage each and have a chance to charm enemies</p>

<p>Getting a third Ball of Bandages will transform the head into bandage girl which will chase enemies dealing 3.5 contact damage per tick while firing charm tears</p>

<p>A fourth Ball of Bandages will make the Bandage Girl bigger and stronger, making her deal 5.5 damage per tick instead</p>

<p>Any further Ball of Bandages will repeat the cycle</p>

<p>Charmed enemies will prioritize attacking other enemies in the room, otherwise they will still attack Isaac</p>

<ul>

<p>Type: Passive, Orbital</p>

<p>Item Pool: None (Horsemen boss only)</p>

</ul>

<p class="tags">\* super meat boy, pink, plasters</p>

</span>

</a>

</li>, <li class="textbox" data-cid="151" data-sid="208" data-tid="39">

<a>

<div class="item reb-item-new re-item208" onclick=""></div>

<span>

<p class="item-title">Champion Belt</p>

<p class="r-itemid">ItemID: 208</p>

<p class="pickup">"DMG + Challenge up"</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up/>

<p>Increases the chance of champion enemies appearing by 15%</p>

<p>Doesn't affect the chance for champion bosses to spawn</p>

<p>An item only found in the Shop room pool</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, red, croissant, crescent</p>

</span>

</a>

</li>, <li class="textbox" data-cid="529" data-sid="209" data-tid="33.2">

<a>

<div class="item reb-item-new re-item209" onclick=""></div>

<span>

<p class="item-title">Butt Bombs</p>

<p class="r-itemid">ItemID: 209</p>

<p class="pickup">"Toxic blast +5 bombs"</p>

<p class="quality">Quality: 2</p>

<p>+5 bombs</p>

<p>Bombs now become poop bombs, which deal 10 damage to all enemies in the room and daze them for a short period of time</p>

<p>Butt Bombs heal the poop bosses (Dingle, Dangle, Brownie) by 25% of their max HP</p>

<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\* boss rush pool, boss rush room, item room, treasure room, item room pool, poop, face, brown</p>

</span>

</a>

</li>, <li class="textbox" data-cid="341" data-sid="210" data-tid="72.7">

<a>

<div class="item reb-item-new re-item210" onclick=""></div>

<span>

<p class="item-title">Gnawed Leaf</p>

<p class="r-itemid">ItemID: 210</p>

<p class="pickup">"Unbreakable"</p>

<p class="quality">Quality: 1</p>

<p>If Isaac stands still and stops shooting for a second, he turns to stone, making him invincible until he moves/shoots again</p>

<p>Using bombs or your active item will remove the invincibility as well</p>

<p>This item is a reference to the Tanuki suit in Super Mario 3</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, raccoon, green</p>

</span>

</a>

</li>, <li class="textbox" data-cid="443" data-sid="211" data-tid="172.5">  
<>  
<div class="item reb-item-new re-item211" onclick=""></div>  
<span>  
<p class="item-title">Spiderbaby</p>  
<p class="r-itemid">ItemID: 211</p>  
<p class="pickup">Spider revenge</p>  
<p class="quality">Quality: 1</p>  
<p>Spawns 2-5 friendly attack spiders every time you take damage</p>  
<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation</p>  
<p><strong class="pri">REPENTANCE</strong> - Buffed, used to spawn 1-2 spiders</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, the lost item pool, purple, blue, heart, cute spider baby</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="213" data-sid="212" data-tid="75">  
<>  
<div class="item reb-item-new re-item212" onclick=""></div>  
<span>  
<p class="item-title">Guppy's Collar</p>  
<p class="r-itemid">ItemID: 212</p>  
<p class="pickup">Eternal life?</p>  
<p class="quality">Quality: 2</p>  
<p>When Isaac dies, he has a 50% chance to resurrect with 1/2 a heart</p>  
<p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Curse Room, Red Chest</p>  
</ul>  
<p class="tags">\* curse room pool, red chest pool, red chest item pool, devil pool, devil room pool, devil deal, purple, pink, circle, guppys collar<br/>  
</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="10" data-sid="213" data-tid="101.3">  
<>  
<div class="item reb-item-new re-item213" onclick=""></div>  
<span>  
<p class="item-title">Lost Contact</p>  
<p class="r-itemid">ItemID: 213</p>  
<p class="pickup">Shielded tears</p>  
<p class="quality">Quality: 2</p>  
<p>All of Isaac's tears now have a shield, allowing them to block an enemy projectile</p>  
<p>If a tear blocks something, both Isaac's and the enemies tears are destroyed</p>  
<p>-0.16 Shot Speed Down</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Secret Room</p>  
</ul>  
<p class="tags">\* secret room pool, item room, treasure room, item room pool, white, lump, oval</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="125" data-sid="214" data-tid="6.02">  
<>  
<div class="item reb-item-new re-item214" onclick=""></div>  
<span>  
<p class="item-title">Anemic</p>  
<p class="r-itemid">ItemID: 214</p>  
<p class="pickup">Toxic blood</p>  
<p class="quality">Quality: 1</p>  
<p>+1.5 Range Up</p>  
<p>When Isaac takes damage, he will start to leave a trail of blood creep behind him as he walks for the current room. The creep deals 2 damage per tick while enemies stand in it</p>  
<p>Lazarus' revived form (Lazarus II) respawns with this item</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, blood drop, red blood, drip</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="482" data-sid="215" data-tid="72.8">  
<>  
<div class="item reb-item-new re-item215" onclick=""></div>  
<span>  
<p class="item-title">Goat Head</p>  
<p class="r-itemid">ItemID: 215</p>  
<p class="pickup">He accepts your offering</p>  
<p class="quality">Quality: 3</p>  
<p>Gives Isaac a guaranteed devil or angel room on every floor that they can appear, even if you have already beaten the boss and it didn't show up originally</p>  
<p>Taking the Goat Head (or any other item) in a Devil Deal bars you from encountering Angel Rooms naturally. After which, the only way to access an Angel Room is via the Sacrifice Room</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Curse Room</p>  
</ul>  
<p class="tags">\* curse room pool, red chest pool, red chest item pool, golden chest pool, gold chest pool, devil pool, devil room pool, devil deal, brown, horns</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="667" data-sid="216" data-tid="38">  
<>  
<div class="item reb-item-new re-item216" onclick=""></div>  
<span>  
<p class="item-title">Ceremonial Robes</p>  
<p class="r-itemid">ItemID: 216</p>  
<p class="pickup">Sin up</p>  
<p class="quality">Quality: 3</p>  
<p>+3 Black Hearts</p>  
<p>+1 Damage Up</p>  
<p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Curse Room, Demon Beggar</p>  
</ul>  
<p class="tags">\* curse room pool, demon beggar pool, demon judgement pool, devil beggar pool, devil pool, devil room pool, devil deal, grey, gray, hood</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="228" data-sid="217" data-tid="125.5">  
<>  
<div class="item reb-item-new re-item217" onclick=""></div>  
<span>  
<p class="item-title">Mom's Wig</p>  
<p class="r-itemid">ItemID: 217</p>  
<p class="pickup">You feel itchy</p>  
<p class="quality">Quality: 3</p>  
<p>Isaac now has a small chance to create friendly attack spiders everytime he fires a tear</p>  
<p>Can create up to a maximum of 5 spiders in the room at one time</p>  
<p>The Hive Mind item allows Mom's Wig to spawn a maximum of 10 spiders at once, and increases their damage</p>  
<p>The chance to create a spider is affected by your luck stat and at +10 Luck it will activate every time</p>  
<p>Heals you for 1 red heart when picked up</p>  
<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Challenge Room</p>  
</ul>  
<p class="tags">\* dungeon room, blood challenge room, arena pool, item room, treasure room, item room pool, orange, moms wig<br/>  
</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="459" data-sid="218" data-tid="143">  
<>  
<div class="item reb-item-new re-item218" onclick=""></div>  
<span>  
<p class="item-title">Placenta</p>  
<p class="r-itemid">ItemID: 218</p>  
<p class="pickup">HP up + regen</p>  
<p class="quality">Quality: 2</p>  
<p>+1 HP Up</p>

<p>Gives a chance to heal 1/2 a red heart every time the in-game timer hits a new minute</p>

<p>Heals one red heart container when picked up</p>

<p>There are no restrictions on when the regeneration effect happens as long as the game is not paused, so you can simply afk and heal over time</p>

<p>Works in crawl spaces</p>

<p>It's possible to find this item by blowing up Polyps (the weird red rocks found in the Womb floors)</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, the lost item pool, purple, red, lump</p>

</span>

</a>

</li>, <li class="textbox" data-cid="69" data-sid="219" data-tid="136">

<a>

</div>

<span>

<p class="item-title">Old Bandage</p>

<p class="r-itemid">ItemID: 219</p>

<p class="pickup">HP Up</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>The given heart container is empty</p>

<p>When you get hit, you will sometimes cause hearts to drop on the floor</p>

<p>The chance to drop hearts is affected by your luck stat and at +29 Luck it will activate 50% of the time</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, the lost item pool, plasters, white</p>

</span>

</a>

</li>, <li class="textbox" data-cid="590" data-sid="220" data-tid="159.5">

<a>

</div>

<span>

<p class="item-title">Sad Bombs</p>

<p class="r-itemid">ItemID: 220</p>

<p class="pickup">Tear blast +5 bombs</p>

<p class="quality">Quality: 2</p>

<p>+5 Bombs</p>

<p>Everytime a bomb explodes, it will release a circle of 10 tears outwards, much like the Tammy's Head effect</p>

<p>The tears from each bomb deal a flat 25 damage and are affected by any tear modifiers Isaac has</p>

<p>The tears caused by Sad Bombs are much larger and do a lot more damage than Isaac's normal tears</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\* boss rush pool, boss rush room, item room, treasure room, item room pool, crying, face</p>

</span>

</a>

</li>, <li class="textbox" data-cid="231" data-sid="221" data-tid="156.5">

<a>

</div>

<span>

<p class="item-title">Rubber Cement</p>

<p class="r-itemid">ItemID: 221</p>

<p class="pickup">Bouncing tears</p>

<p class="quality">Quality: 3</p>

<p>Isaac's tears now bounce off walls and objects in the environment, such as rocks and pots</p>

<p>Allows tears to hit the same enemy multiple times</p>

<p>If you also have Lost Contact, tears will bounce off enemy projectiles instead of being destroyed</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's heart 2 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, orange, brown, bottle, jar</p>

</span>

</a>

</li>, <li class="textbox" data-cid="395" data-sid="222" data-tid="6.07">

<a>

</div>

<span>

<p class="item-title">Anti-Gravity</p>

<p class="r-itemid">ItemID: 222</p>

<p class="pickup">Antigravity tears + tears up</p>

<p class="quality">Quality: 2</p>

<p>-2 Tear Delay (Tears Up)</p>

<p>As you hold down the fire button, shots will float in the same place until you release the fire key again</p>

<p>Allows you to store up a lot of tears in the air and release them all at once</p>

<p>When the tears are released, they will fire off in the direction that Isaac was originally facing when it was created</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* anti gravity, item room, treasure room, item room pool, anti gravity, atom, nucleus</p>

</span>

</a>

</li>, <li class="textbox" data-cid="236" data-sid="223" data-tid="148">

<a>

</div>

<span>

<p class="item-title">Pyromaniac</p>

<p class="r-itemid">ItemID: 223</p>

<p class="pickup">Hurts so good +5 bombs</p>

<p class="quality">Quality: 4</p>

<p>+5 Bombs</p>

<p>All explosions now heal Isaac for 0.5 red hearts instead of hurting him</p>

<p><strong>REPENTANCE</strong> - Pyromaniac now grants Isaac immunity to fire, but no longer protects against stomps or shockwaves. Explosions now only heal Isaac for half of a heart (previously he healed a full heart)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, fire, heart, orange, burning, stannis</p>

</span>

</a>

</li>, <li class="textbox" data-cid="543" data-sid="224" data-tid="45.5">

<a>

</div>

<span>

<p class="item-title">Cricket's Body</p>

<p class="r-itemid">ItemID: 224</p>

<p class="pickup">Splash damage + tears up</p>

<p class="quality">Quality: 3</p>

<p>-1 Tear Delay (Tears Up)</p>

<p>-1.3 Range Down</p>

<p>x1.2 Tear Size</p>

<p>Makes tears break into 4 smaller tears on impact with anything, which deal half of your damage</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, brown, orange, headless, crickets body</p>

</span>

</a>

</li>, <li class="textbox" data-cid="635" data-sid="225" data-tid="72.5">

<a>

</div>

<span>

<p class="item-title">Gimpy</p>

<p class="r-itemid">ItemID: 225</p>

<p class="pickup">Sweet suffering</p>

<p class="quality">Quality: 2</p>

<p>When getting hit, this item has a chance to drop a soul heart or black heart</p>

<p>The chance to spawn a heart is affected by your luck stat and at +22 Luck it will activate 50% of the time</p>

<p>Enemies have a chance to drop half a red heart when killed</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Devil Room, Curse Room, Demon Beggar</p>

</ul>

<p class="tags">\* curse room pool, demon beggar pool, demon judgement pool, devil beggar pool devil pool, devil room pool, devil deal, item room, treasure room, item room pool, gimp mask, the lost item pool, grey, gray, black</p>

</span>

</a>

</li>, <li class="textbox" data-cid="468" data-sid="226" data-tid="13.3">

<a>

<div class="item reb-item-new re-item226" onclick=""></div>

<span>

<p class="item-title">Black Lotus</p>

<p class="r-itemid">ItemID: 226</p>

<p class="pickup">HP up x3</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+1 Soul Heart</p>

<p>+1 Black Heart</p>

<p>Heals one red heart container when picked up</p>

<p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p>

<p>An item only found in the secret room pool</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\* secret room pool, , the lost item pool, purple, black, grey, gray, flower, mtg magic the gathering, vintage</p>

</span>

</a>

</li>, <li class="textbox" data-cid="285" data-sid="227" data-tid="142.3">

<a>

<div class="item reb-item-new re-item227" onclick=""></div>

<span>

<p class="item-title">Piggy Bank</p>

<p class="r-itemid">ItemID: 227</p>

<p class="pickup">My life savings</p>

<p class="quality">Quality: 1</p>

<p>+3 Coins when picked up</p>

<p>When you take damage, 1-2 coins will drop on the floor</p>

<p>When playing as the Keeper, this item drops 0-1 coins instead</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, item room, treasure room, item room pool, pink, oink</p>

</span>

</a>

</li>, <li class="textbox" data-cid="320" data-sid="228" data-tid="124">

<a>

<div class="item reb-item-new re-item228" onclick=""></div>

<span>

<p class="item-title">Mom's Perfume</p>

<p class="r-itemid">ItemID: 228</p>

<p class="pickup">Fear shot</p>

<p class="quality">Quality: 2</p>

<p>-1 Tear Delay (Tears Up)</p>

<p>Isaac's tears have a 15% chance of causing a fear effect</p>

<p>Frightened enemies will run away from Isaac temporarily</p>

<p>The chance to fear enemies is affected by your luck stat and at +85 Luck it will activate every time</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Challenge Room</p>

</ul>

<p class="tags">\* dungeon room, blood challenge room, arena pool, item room, treasure room, item room pool, spray, brown, white, yellow, moms perfume

</p>

</span>

</a>

</li>, <li class="textbox" data-cid="199" data-sid="229" data-tid="128">

<a>

<div class="item reb-item-new re-item229" onclick=""></div>

<span>

<p class="item-title">Monstro's Lung</p>

<p class="r-itemid">ItemID: 229</p>

<p class="pickup">Charged attack</p>

<p class="quality">Quality: 2</p>

<p>Tears can now be charged and released in a shotgun style effect, much like Monstro's main attack</p>

<p>Tears down (Tear delay \* 4.3)</p>

<p>Partial charging does nothing - must be fully charged to use</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, pink, body part, monstros lung</p>

</span>

</a>

</li>, <li class="textbox" data-cid="141" data-sid="230" data-tid="5.3">

<a>

<div class="item reb-item-new re-item230" onclick=""></div>

<span>

<p class="item-title">Abaddon</p>

<p class="r-itemid">ItemID: 230</p>

<p class="pickup">Evil up + DMG up + fear shot</p>

<p class="quality">Quality: 3</p>

<p>On pickup Abaddon converts all your heart containers to black hearts, then gives you +2 more black hearts</p>

<p>+1.5 Damage Up</p>

<p>+0.2 Speed Up</p>

<p>Tears now have a chance to induce the fear effect, causing enemies to run away from Isaac for a short period</p>

<p>The chance to fear enemies is affected by your luck stat and at +85 Luck it will activate every time</p>

<p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>

<p><strong>REPENTANCE</strong> - No longer kills Keeper when picked up, just reduces coin health to 1</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Azazel</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, red devil sign, abandon, abdon, pentagram</p>

</span>

</a>

</li>, <li class="textbox" data-cid="678" data-sid="231" data-tid="7">

<a>

<div class="item reb-item-new re-item231" onclick=""></div>

<span>

<p class="item-title">Ball of Tar</p>

<p class="r-itemid">ItemID: 231</p>

<p class="pickup">Sticky feet...</p>

<p class="quality">Quality: 2</p>

<p>Isaac leaves a trail of tar behind him which will slow down enemies that walk over it</p>

<p>Tears have a chance to slow enemies and their projectiles for a short period of time</p>

<p>The chance to slow enemies can improve based on your luck stat and will always slow enemies at +18 Luck</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, black, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="404" data-sid="232" data-tid="179.3">

<a>

<div class="item reb-item-new re-item232" onclick=""></div>

<span>

<p class="item-title">Stop Watch</p>

<p class="r-itemid">ItemID: 232</p>

<p class="pickup">Let's slow this down a bit</p>

<p class="quality">Quality: 4</p>

<p>+0.3 Speed Up</p>

<p>The Stop Watch applies a permanent but slight slowing effect to all enemies and their projectiles</p>

<p>The slowing effect has a reduced effect against Brimstone lasers fired by enemies</p>

<p><strong>REPENTANCE</strong> - Stop Watch now slows down all enemies in the game once again, but the slow effect is much less drastic. No longer has an "on hit" effect</p>

<p class="r-unlock">UNLOCK: Unlock this item by donating 999 pennies to the Shop</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, stopwatch, blue, pocket, clock</p>

</span>

</a>

</li>, <li class="textbox" data-cid="620" data-sid="233" data-tid="183">

<a>

<div class="item reb-item-new re-item233" onclick=""></div>

<span>

<p class="item-title">Tiny Planet</p>

<p class="r-itemid">ItemID: 233</p>

<p class="pickup">"Orbiting tears + range up"</p>

<p class="quality">Quality: 0</p>

<p>+6.5 Range Up</p>

<p>Range greatly increased</p>

<p>Tears now revolve around Isaac's Body at a fixed distance until they hit the ground</p>

<p>Aiming in the opposite direction is often better due to how the tears circle around Isaac</p>

<p>Causes a lot of great synergies with items such as Lump of Coal, Brimstone, Rubber Cement, Technology and most of the worm trinkets</p>

<p><strong class="pi1">REPENTANCE</strong> - Tiny Planet's orbit now more tightly follows Isaac. To help with range, the orbit is now also offset based on the current direction Isaac is shooting</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, grey, gray, asteroid, silver, ball</p>

</span>

</a>

</li>, <li class="textbox" data-cid="296" data-sid="234" data-tid="86.5">

<a>

<div class="item reb-item-new re-item234" onclick=""></div>

<span>

<p class="item-title">Infestation 2</p>

<p class="r-itemid">ItemID: 234</p>

<p class="pickup">"Infestation shot"</p>

<p class="quality">Quality: 4</p>

<p>Creates a friendly blue spider when you kill an enemy</p>

<p>Spiders are spawned at the location where the enemy died</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, pink, smile</p>

</span>

</a>

</li>, <li class="textbox" data-cid="134" data-sid="236" data-tid="66">

<a>

<div class="item reb-item-new re-item236" onclick=""></div>

<span>

<p class="item-title">E. Coli</p>

<p class="r-itemid">ItemID: 236</p>

<p class="pickup">"Turd Touch"</p>

<p class="quality">Quality: 1</p>

<p>E. Coli turns normal enemies into poop if they touch you</p>

<p>Enemies can turn into poop even if they do not contact damage, allowing you to apply the effect without taking damage</p>

<p>Can be combined with Midas Touch to turn enemies into Golden Poop</p>

<p>This does not work on mini-bosses and bosses</p>

<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* e coli, item room, treasure room, item room pool, tampon, bloody, red, white, red sperm, ecoli,</p>

</span>

</a>

</li>, <li class="textbox" data-cid="621" data-sid="237" data-tid="57.5">

<a>

<div class="item reb-item-new re-item237" onclick=""></div>

<span>

<p class="item-title">Death's Touch</p>

<p class="r-itemid">ItemID: 237</p>

<p class="pickup">"Penetrative shots + DMG up"</p>

<p class="quality">Quality: 3</p>

<p>+1.5 Damage Up</p>

<p>+0.3 Tears Down</p>

<p>X2 Tear Size</p>

<p>Isaac's tears turn into large scythes that pierce through enemies (Similar to how Death's scythes look)</p>

<p><span>UNLOCK: Unlock this item by beating Challenge #17 (Waka Waka)</span></p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, axe, silver, grey, gray, deaths touch, death touch

</p>

</span>

</a>

</li>, <li class="textbox" data-cid="309" data-sid="238" data-tid="92.4">

<a>

<div class="item reb-item-new re-item238" onclick=""></div>

<span>

<p class="item-title">Key Piece #1</p>

<p class="r-itemid">ItemID: 238</p>

<p class="pickup">"??"</p>

<p class="quality">Quality: 0</p>

<p>Increases your chances to find an Angel Room instead of a Devil Room. See the dedicated Devil room page for more details</p>

<p>First half of the key required to enter the door to the Mega Satan boss</p>

<p>Drops from one of the angels which appear by bombing the statue in an angel room</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: None (Angel statue only)</p>

</ul>

<p class="tags">\* angel room, angels, broken, yellow, gold, circle</p>

</span>

</a>

</li>, <li class="textbox" data-cid="310" data-sid="239" data-tid="92.5">

<a>

<div class="item reb-item-new re-item239" onclick=""></div>

<span>

<p class="item-title">Key Piece #2</p>

<p class="r-itemid">ItemID: 239</p>

<p class="pickup">"??"</p>

<p class="quality">Quality: 0</p>

<p>Increases your chances to find an Angel Room instead of a Devil Room. See the dedicated Devil room page for more details</p>

<p>Second half of the key required to enter the door to the Mega Satan boss</p>

<p>Drops from one of the angels which appear by bombing the statue in an angel room</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: None (Angel statue only)</p>

</ul>

<p class="tags">\*, yellow, gold, broken</p>

</span>

</a>

</li>, <li class="textbox" data-cid="312" data-sid="240" data-tid="67.5">

<a>

<div class="item reb-item-new re-item240" onclick=""></div>

<span>

<p class="item-title">Experimental Treatment</p>

<p class="r-itemid">ItemID: 240</p>

<p class="pickup">"Some stats up, some stats down"</p>

<p class="quality">Quality: 1</p>

<p>Randomly increases 4 of your stats, and decreases 2 of them</p>

<p>Possible stat changes are fixed values: ±1 health, ±1 damage, ±0.2 speed, ±0.5 range, ±0.5 tears, ±0.2 shot speed, ±1 luck</p>

<p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p>

<p><span>UNLOCK: Unlock this item by beating Mom's Heart 7 times</span></p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Boss Room, Demon Beggar</p>

</ul>

<p class="tags">\* demon beggar pool, demon judgement pool, devil beggar pool, boss room pool, boss room item, item room, treasure room, item room pool, yellow syringe, needle, injection</p>

</span>

</a>

</li>, <li class="textbox" data-cid="196" data-sid="241" data-tid="44.5">

<a>  
<div class="item reb-item-new re-item241" onclick=""></div>  
<span>  
<p class="item-title">Contract From Below</p>  
<p class="r-itemid">ItemID: 241</p>  
<p class="pickup">Wealth, but at what cost?</p>  
<p class="quality">Quality: 3</p>  
<p>Doubles pickups and chests from clearing a room</p>  
<p>Also gives a 30% chance for room clear rewards to not spawn</p>  
<p>Doesn't affect coins spawned in Greed Mode</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Curse Room, Demon Beggar</p>  
</ul>  
<p class="tags">\* curse room pool, demon beggar pool, demon judgement pool, devil beggar pool, devil pool, devil room pool, devil deal, paper, pink, brown, isaac</p>  
</span>  
</a>  
<li class="textbox" data-cid="471" data-sid="242" data-tid="86">  
<a>  
<div class="item reb-item-new re-item242" onclick=""></div>  
<span>  
<p class="item-title">Infamy</p>  
<p class="r-itemid">ItemID: 242</p>  
<p class="pickup">Damage reduction</p>  
<p class="quality">Quality: 2</p>  
<p>Gives a 50% chance to not take damage from projectiles</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Secret Room</p>  
</ul>  
<p class="tags">\* golden chest pool, gold chest pool, secret room pool, item room, treasure room, item room pool, purple, pink, mask, face</p>  
</span>  
</a>  
<li class="textbox" data-cid="394" data-sid="243" data-tid="187.2">  
<a>  
<div class="item reb-item-new re-item243" onclick=""></div>  
<span>  
<p class="item-title">Trinity Shield</p>  
<p class="r-itemid">ItemID: 243</p>  
<p class="pickup">You feel guarded</p>  
<p class="quality">Quality: 3</p>  
<p>Puts a shield in front of Isaac which blocks projectiles</p>  
<p>The shield will rotate based on the direction in which Isaac is firing tears</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Angel Room</p>  
</ul>  
<p class="tags">\* angel room pool, god room pool, angel room item, blue, silver, metal</p>  
</span>  
</a>  
<li class="textbox" data-cid="566" data-sid="244" data-tid="180.7">  
<a>  
<div class="item reb-item-new re-item244" onclick=""></div>  
<span>  
<p class="item-title">Tech.5</p>  
<p class="r-itemid">ItemID: 244</p>  
<p class="pickup">It's still being tested</p>  
<p class="quality">Quality: 3</p>  
<p>Gives Isaac a laser that will fire at random intervals in addition to your normal tears</p>  
<p>Each laser does damage equal to your current tear damage</p>  
<p>The laser will occasionally fire with one of these effects: Hook Worm, Spoon Bender, Tiny Planet, Mysterious Liquid, Rubber Cement</p>  
<p>Pluck has no effect on the rate at which Tech.5 fires and does not scale with items that increase your tears stat</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #18 (The Host)</p>  
<ul>  
<p>Type: Passive, Tear Modifier</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* technology.5, tech 5, item room, treasure room, item room pool, white, red, eye, robot</p>  
</span>  
</a>  
<li class="textbox" data-cid="680" data-sid="245" data-tid="3">  
<a>  
<div class="item reb-item-new re-item245" onclick=""></div>  
<span>  
<p class="item-title">20/20</p>  
<p class="r-itemid">ItemID: 245</p>  
<p class="pickup">Double shot</p>  
<p class="quality">Quality: 4</p>  
<p>Isaac now shoots two tears at once</p>  
<p>Unlike the Infamy and Mutant Spider items, this double shot item does not give a tears down</p>  
<p><strong>'REPENTANCE'</strong> - Reduces damage done by 25%; hitting both tears is still effectively a 1.5x damage boost</p>  
<ul>  
<p>Type: Passive, Tear Modifier</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* 20 20, 2020, item room, treasure room, item room pool, black glasses, spectacles</p>  
</span>  
</a>  
<li class="textbox" data-cid="430" data-sid="246" data-tid="18.2">  
<a>  
<div class="item reb-item-new re-item246" onclick=""></div>  
<span>  
<p class="item-title">Blue Map</p>  
<p class="r-itemid">ItemID: 246</p>  
<p class="pickup">Secrets</p>  
<p class="quality">Quality: 2</p>  
<p>Reveal the locations of the secret and super secret room for the current floor and all future floors</p>  
<p class="r-unlock">UNLOCK: Unlock this item by donating 10 pennies to the Shop</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop, Beggar, Key Beggar</p>  
</ul>  
<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, shop room pool, shop item pool, x, paper</p>  
</span>  
</a>  
<li class="textbox" data-cid="130" data-sid="247" data-tid="11.5">  
<a>  
<div class="item reb-item-new re-item247" onclick=""></div>  
<span>  
<p class="item-title">BFFS!</p>  
<p class="r-itemid">ItemID: 247</p>  
<p class="pickup">Your friends rule!</p>  
<p class="quality">Quality: 2</p>  
<p>Makes all of Isaac's familiars stronger and bigger</p>  
<p>Causes most familiars to deal double damage</p>  
<p>Has no effect on most familiars that scale with Isaac's tear damage</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop, Key Beggar</p>  
</ul>  
<p class="tags">\* key master pool, key beggar pool, key judgement pool, shop room pool, shop item pool, red, heart, arrow</p>  
</span>  
</a>  
<li class="textbox" data-cid="397" data-sid="248" data-tid="82.5">  
<a>  
<div class="item reb-item-new re-item248" onclick=""></div>  
<span>  
<p class="item-title">Hive Mind</p>  
<p class="r-itemid">ItemID: 248</p>  
<p class="pickup">Giant spiders and flies</p>  
<p class="quality">Quality: 2</p>  
<p>Causes your friendly blue spiders and flies to become bigger and do x2 more damage</p>  
<p>Allows Mom's Wig to spawn a maximum of 10 spiders at once instead of 5</p>  
<p>Fly and spider familiars become stronger similar to BFFS</p>  
<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, blue, fat</p>

</span>

</a>

</li>, <li class="textbox" data-cid="49" data-sid="249" data-tid="182.45">

<a>

<div class="item reb-item-new re-item249" onclick=""></div>

<span>

<p class="item-title">There's Options</p>

<p class="r-itemid">ItemID: 249</p>

<p class="pickup">More options</p>

<p class="quality">Quality: 3</p>

<p>Two items now spawn after beating a boss fight and the boss rush, however only one can be taken</p>

<p>The additional item will pick from the Boss Item Pool</p>

<p>Does nothing after the Krampus fight</p>

<p>Unlocked by donating to the donation machine in the shop</p>

<p class="r-unlock">UNLOCK: Unlock this item by donating 50 pennies to the Shop</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, white, question mark, square, theres options</p>

</span>

</a>

</li>, <li class="textbox" data-cid="636" data-sid="250" data-tid="21.5">

<a>

<div class="item reb-item-new re-item250" onclick=""></div>

<span>

<p class="item-title">Bogo Bombs</p>

<p class="r-itemid">ItemID: 250</p>

<p class="pickup">1+1 bombs</p>

<p class="quality">Quality: 1</p>

<p>All bomb pickups are now 1+1 bombs</p>

<p>An item only found in the Shop item pool</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, purple, paper, ticket</p>

</span>

</a>

</li>, <li class="textbox" data-cid="514" data-sid="251" data-tid="176">

<a>

<div class="item reb-item-new re-item251" onclick=""></div>

<span>

<p class="item-title">Starter Deck</p>

<p class="r-itemid">ItemID: 251</p>

<p class="pickup">Extra card room</p>

<p class="quality">Quality: 2</p>

<p>Spawns a random card</p>

<p>Isaac can now hold 2 cards or runes at once. Tap the drop button to cycle between each one</p>

<p>All future pill drops will now instead become cards</p>

<p>An item only available in the Shop room</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, packet, deck, brown, orange</p>

</span>

</a>

</li>, <li class="textbox" data-cid="472" data-sid="252" data-tid="96.8">

<a>

<div class="item reb-item-new re-item252" onclick=""></div>

<span>

<p class="item-title">Little Baggy</p>

<p class="r-itemid">ItemID: 252</p>

<p class="pickup">Extra pill room</p>

<p class="quality">Quality: 1</p>

<p>Allows for 2 pills to be held. Tap the drop button to cycle between each one</p>

<p>Drops a pill on the floor when picked up</p>

<p>Changes all card and rune drops into pills. Any Tarot card or rune on the floor or current held when picking this item up will change into a pill</p>

<p>Dice Shard counts as a card and will be converted</p>

<p class="r-unlock">UNLOCK: Unlock this item by picking up 2 of the following items: Roid Rage, The Virus, Growth Hormones, Experimental Treatment or Speed Ball</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\* shop room pool, shop item pool, brown, purple</p>

</span>

</a>

</li>, <li class="textbox" data-cid="167" data-sid="253" data-tid="108">

<a>

<div class="item reb-item-new re-item253" onclick=""></div>

<span>

<p class="item-title">Magic Scab</p>

<p class="r-itemid">ItemID: 253</p>

<p class="pickup">HP + luck up</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up</p>

<p>+1 Luck Up</p>

<p>Heals one red heart container when picked up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, red, wedge, purple, triangle</p>

</span>

</a>

</li>, <li class="textbox" data-cid="132" data-sid="254" data-tid="15">

<a>

<div class="item reb-item-new re-item254" onclick=""></div>

<span>

<p class="item-title">Blood Clot</p>

<p class="r-itemid">ItemID: 254</p>

<p class="pickup">DMG + range up</p>

<p class="quality">Quality: 2</p>

<p>+1.0 Damage Up (left eye only)</p>

<p>+1.5 Range Up (left eye only)</p>

<p>The above stats only apply to tears fired from Isaac's left eye or with a 50% chance if you have an item which causes you to fire from a single source only</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\* boss room pool, boss room item, red, blob, circle, spot</p>

</span>

</a>

</li>, <li class="textbox" data-cid="610" data-sid="255" data-tid="162">

<a>

<div class="item reb-item-new re-item255" onclick=""></div>

<span>

<p class="item-title">Screw</p>

<p class="r-itemid">ItemID: 255</p>

<p class="pickup">Tears + shot speed up</p>

<p class="quality">Quality: 3</p>

<p>+0.5 Tears Up</p>

<p>+0.2 Shot Speed Up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\* boss room pool, boss room item, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="232" data-sid="256" data-tid="84">

<a>

<div class="item reb-item-new re-item256" onclick=""></div>

<span>

<p class="item-title">Hot Bombs</p><p class="r-itemid">ItemID: 256</p><p class="pickup">Burning blast +5 bombs</p><p class="quality">Quality: 1</p><p>+5 Bombs</p><p>Grants immunity to fire</p><p>Enemies touching placed bombs take 16 damage</p><p>Gives all bombs a burning effect when they explode, leaving fire on the floor which deals 22 damage to enemies</p><p><strong class="pri">REPENTANCE</strong> - Hot Bombs now have greatly increased contact damage (increased from 1 to 16), and passively grants Isaac immunity to fire</p></ul><p>Type: Passive</p><p>Item Pool: Item Room, Bomb Beggar</p></ul><p class="tags">\* item room, treasure room, item room pool, fire, orange, flame, face</p></span></a></li>, <li class="textbox" data-cid="235" data-sid="257" data-tid="68.5"><a><div class="item reb-itm-new re-itm257" onclick=""></div><span><p class="item-title">Fire Mind</p><p class="r-itemid">ItemID: 257</p><p class="pickup">Flaming tears</p><p class="quality">Quality: 2</p><p>Isaac's tears now set enemies on fire, leaving a damage over time effect that does 4 or 6 damage per tick</p><p>There is a chance that tears will explode, leaving a small fire on the floor that damages enemies</p><p>Exploding tears deal damage \* 2 + 22 per tick</p><p>The chance for tears to explode is affected by your luck stat and at +13 Luck it will activate every time</p></ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, fire, flame, orange, back, ball, burning</p></span></a></li>, <li class="textbox" data-cid="1" data-sid="258" data-tid="114.2"><a><div class="item reb-itm-new re-itm258" onclick=""></div><span><p class="item-title">Missing No</p><p class="r-itemid">ItemID: 258</p><p class="pickup">Syntax error</p><p class="quality">Quality: 1</p><p>When picked up, and at the start of each floor this rerolls all your current items, giving you a new item to replace each of the ones you had</p><p>Also rerolls all your stats at the same time, giving a random flat modifier that changes each time</p><p>Doesn't affect important items such as Polaroid, Negative and Key Pieces</p><p><strong class="unlock">UNLOCK: Unlock this item by beating Boss Rush with Lazarus</strong></p></ul><p>Type: Passive</p><p>Item Pool: Secret Room</p></ul><p class="tags">\* secret room pool, mondrian, painting, yellow, blue, red, white</p></span></a></li>, <li class="textbox" data-cid="645" data-sid="259" data-tid="53.8"><a><div class="item reb-itm-new re-itm259" onclick=""></div><span><p class="item-title">Dark Matter</p><p class="r-itemid">ItemID: 259</p><p class="pickup">Fear shot</p><p class="quality">Quality: 3</p><p>+1.0 Damage Up</p><p>Tears now have a chance to apply the fear effect to enemies, which causes them to run away from Isaac</p><p>The chance to fear enemies is affected by your luck stat and at +20 Luck it will activate every time</p><p>An item only found in the devil room pool (Note: The Fallen boss pulls items from the Devil Room Pool)</p></ul><p>Type: Passive</p><p>Item Pool: Devil Room, Demon Beggar</p></ul><p class="tags">\* devil pool, devil room pool, devil deal, grey, gray, fist, glow</p></span></a></li>, <li class="textbox" data-cid="661" data-sid="260" data-tid="13.2"><a><div class="item reb-itm-new re-itm260" onclick=""></div><span><p class="item-title">Black Candle</p><p class="r-itemid">ItemID: 260</p><p class="pickup">Curse of immunity + evil up</p><p class="quality">Quality: 3</p><p>+1 Black Heart</p><p>Immune to all floor curses (e.g. Curse of the Lost)</p><p>Black Candle removes the teleportation effect of Cursed Eye</p><p>+15% chance of a devil or angel room opening after the boss fight</p><p><strong class="unlock">UNLOCK: Unlock this item by donating 150 pennies to the Shop</strong></p></ul><p>Type: Passive</p><p>Item Pool: Shop, Curse Room</p></ul><p class="tags">\* curse room pool, shop room pool, shop item pool, grey, gray</p></span></a></li>, <li class="textbox" data-cid="94" data-sid="261" data-tid="146.45"><a><div class="item reb-itm-new re-itm261" onclick=""></div><span><p class="item-title">Proptosis</p><p class="r-itemid">ItemID: 261</p><p class="pickup">Short range mega tears</p><p class="quality">Quality: 4</p><p>Gives Isaac high damage tears with a short range</p><p>Tear size and damage falls off very fast with this item, the further the tear travels the less damage it does</p><p>Tear damage starts at triple (300%) and decreases over range to eventually be 0%</p></ul><p>Type: Passive, Tear Modifier</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, red, bloody, eyeball</p></span></a></li>, <li class="textbox" data-cid="195" data-sid="262" data-tid="114.5"><a><div class="item reb-itm-new re-itm262" onclick=""></div><span><p class="item-title">Missing Page 2</p><p class="r-itemid">ItemID: 262</p><p class="pickup">Evil up + your enemies will pay</p><p class="quality">Quality: 0</p><p>+1 Black Heart</p><p>If the total sum of all your health is at one heart after taking damage, the necronomicon effect will activate, dealing 40 damage to the entire room</p><p><strong class="pri">REPENTANCE</strong> - Missing Page 2 now doubles all black heart and Necronomicon damage (to 80 instead of the usual 40)</p></ul><p>Type: Passive</p><p>Item Pool: Devil Room, Demon Beggar, Secret Room</p></ul><p class="tags">\* demon beggar pool, demon judgement pool, devil beggar pool, secret room pool, devil pool, devil room pool, devil deal, the lost item pool, red, bloody, purple, paper</p></span></a></li>, <li class="textbox" data-cid="319" data-sid="264" data-tid="166.5"><a><div class="item reb-itm-new re-itm264" onclick=""></div><span><p class="item-title">Smart Fly</p><p class="r-itemid">ItemID: 264</p><p class="pickup">Revenge fly</p><p class="quality">Quality: 2</p><p>A yellow orbital fly that will block shots and when Isaac gets hit, will seek out the nearest enemy and attack it</p><p>If the fly is in its attacking state and there are no longer any enemies in range, it will return to Isaac and go back to being a defensive orbital</p><p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p></ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Key Beggar</p>

</ul>

<p class="tags">\* key master pool, key beggar pool, key judgement pool, item room, treasure room, item room pool, golden, yellow, glow</p>

</span>

</a>

</li>, <li class="textbox" data-cid="25" data-sid="265" data-tid="65.5">

<a>

<div class="item reb-item-new re-item265" onclick=""></div>

<span>

<p class="item-title">Dry Baby</p>

<p class="r-itemid">ItemID: 265</p>

<p class="pickup">Immortal friend</p>

<p class="quality">Quality: 3</p>

<p>A familiar that follows Isaac and blocks any shots that hit it</p>

<p>If a projectile is blocked by Dry Baby, he has a 10% chance to activate the Necronomicon effect, dealing 40 damage to the entire room</p>

<p>The chance to activate the effect is not changed by your Luck stat</p>

<p>Can drop while destroying skulls in the Depths and Necropolis floors</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, dry baby is best baby, northernlion, fat skeleton, white, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="20" data-sid="266" data-tid="92.2">

<a>

<div class="item reb-item-new re-item266" onclick=""></div>

<span>

<p class="item-title">Juicy Sack</p>

<p class="r-itemid">ItemID: 266</p>

<p class="pickup">Sticky babies</p>

<p class="quality">Quality: 2</p>

<p>A familiar that follows isaac around dropping white creep which slows down enemies that walk over it</p>

<p>Spawns 1-2 familiar blue spiders after every room</p>

<p>Blue Spiders do x2 of Isaac's damage</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, white, ball, dripping</p>

</span>

</a>

</li>, <li class="textbox" data-cid="570" data-sid="267" data-tid="152.5">

<a>

<div class="item reb-item-new re-item267" onclick=""></div>

<span>

<p class="item-title">Robo-Baby 2.0</p>

<p class="r-itemid">ItemID: 267</p>

<p class="pickup">We worked out all the kinks</p>

<p class="quality">Quality: 1</p>

<p>A familiar that is controlled via the arrow keys and will automatically fire a laser if anything is in its line of sight</p>

<p>Robo-Baby 2.0's lasers deal 3.5 damage per hit</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #16 (Computer Savvy)</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* robo baby 2.0, item room, treasure room, item room pool, red, eyes, grey, gray, robot</p>

</span>

</a>

</li>, <li class="textbox" data-cid="332" data-sid="268" data-tid="155">

<a>

<div class="item reb-item-new re-item268" onclick=""></div>

<span>

<p class="item-title">Rotten Baby</p>

<p class="r-itemid">ItemID: 268</p>

<p class="pickup">Infested friend</p>

<p class="quality">Quality: 3</p>

<p>A familiar which follows Isaac and spawns a blue flies as you're firing tears</p>

<p>Rotten Baby can only create one fly at a time, meaning if he has created a fly he cannot make another until it is used</p>

<p>Blue Flies do double your tear damage</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, dead, baby, green, red, bloody</p>

</span>

</a>

</li>, <li class="textbox" data-cid="96" data-sid="269" data-tid="82.3">

<a>

<div class="item reb-item-new re-item269" onclick=""></div>

<span>

<p class="item-title">Headless Baby</p>

<p class="r-itemid">ItemID: 269</p>

<p class="pickup">Bloody friend</p>

<p class="quality">Quality: 1</p>

<p>A familiar that follows Isaac and leaves blood creep on the floor as it floats, hurting enemies that walk over it for 2 damage per tick</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, bloody, red, pink, purple</p>

</span>

</a>

</li>, <li class="textbox" data-cid="640" data-sid="270" data-tid="93.5">

<a>

<div class="item reb-item-new re-item270" onclick=""></div>

<span>

<p class="item-title">Leech</p>

<p class="r-itemid">ItemID: 270</p>

<p class="pickup">Blood sucker</p>

<p class="quality">Quality: 1</p>

<p>Spawns a familiar leech on the ground that hunts down enemies and heals you for half a heart each time it eats one</p>

<p>The Leech deals 1.5 contact damage per tick</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, grey, gray, worm</p>

</span>

</a>

</li>, <li class="textbox" data-cid="448" data-sid="271" data-tid="132.2">

<a>

<div class="item reb-item-new re-item271" onclick=""></div>

<span>

<p class="item-title">Mystery Sack</p>

<p class="r-itemid">ItemID: 271</p>

<p class="pickup">?</p>

<p class="quality">Quality: 2</p>

<p>A bag that follows Isaac and drops a random heart, coin, bomb or key every 5-6 rooms (alternating, 5 rooms then 6, then repeats)</p>

<p>Can drop any kind of heart, coin, bomb or key</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Eden</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Beggar, Secret Room</p>

</ul>

<p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, secret room pool, item room, treasure room, item room pool, mysterious sack, multiple sacks, bag, pouch, purse, question mark</p>

</span>  
</a>  
<li class="textbox" data-cid="710" data-sid="272" data-tid="8.5">  
<>  
<div class="item reb-item-new re-item272" onclick=""></div>  
<span>  
<p class="item-title">BBF</p>  
<p class="r-itemid">ItemID: 272</p>  
<p class="pickup">Big beautiful fly</p>  
<p class="quality">Quality: 1</p>  
<p>A large familiar black fly that bounces around the room, exploding on contact with enemies dealing 70 damage</p>  
<p>Does not explode if it hits Isaac, however if it explodes on an enemy while Isaac is in range, he will take damage</p>  
<p>Respawns after 10 seconds or by moving to another room</p>  
<p>Picking up this item as well as 2 other fly-type items will allow you to transform into Lord of the Flies</p>  
<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, heart, smile</p>  
</span>  
</a>  
<li class="textbox" data-cid="349" data-sid="273" data-tid="18.5">  
<>  
<div class="item reb-item-new re-item273" onclick=""></div>  
<span>  
<p class="item-title">Bob's Brain</p>  
<p class="r-itemid">ItemID: 273</p>  
<p class="pickup">Explosive thoughts</p>  
<p class="quality">Quality: 1</p>  
<p>A green brain that launches in the direction you are firing your tears and will explode on contact with enemies, dealing damage and poisoning anything in the blast radius</p>  
<p>Bob's Brain deals 100 damage and applies a poison damage over time effect, which deals double your tear damage per tick</p>  
<p>Regenerates over time</p>  
<p>Will hurt Isaac if he is in the blast radius</p>  
<p>Counts as 1 of 3 poison items needed towards the Bob transformation</p>  
<p><strong class="pri">REPENTANCE</strong> - Bob's Brain now has an increased delay before becoming available when entering rooms. Explosion damage has increased to 100 (from 60).</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Rotten Beggar</p>  
</ul>  
<p class="tags">\* golden chest pool, gold chest pool, item room, treasure room, item room pool, green, ball,  
bad damage, bobs brain  
</p>  
</span>  
</a>  
<li class="textbox" data-cid="27" data-sid="274" data-tid="10.5">  
<>  
<div class="item reb-item-new re-item274" onclick=""></div>  
<span>  
<p class="item-title">Best Bud</p>  
<p class="r-itemid">ItemID: 274</p>  
<p class="pickup">Sworn protector</p>  
<p class="quality">Quality: 0</p>  
<p>When Isaac takes damage, a white attack fly will spawn that orbits him at a similar distance to the Distant Admiration fly</p>  
<p>The fly orbits a lot faster than Distant Admiration or Forever Alone and deals 10 damage per tick</p>  
<p>Picking up this item as well as 2 other fly-type items will allow you to transform into Lord of the Flies</p>  
<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>  
<p><strong class="pri">REPENTANCE</strong> - Best Bud's contact damage has been increased to 10 (from 5)</p>  
<ul>  
<p>Type: Passive, Orbital</p>  
<p>Item Pool: Item Room, Key Beggar</p>  
</ul>  
<p class="tags">\* key master pool, key beggar pool, key judgement pool, item room, treasure room, item room pool,  
the lost item pool, white</p>  
</span>  
</a>  
<li class="textbox" data-cid="634" data-sid="275" data-tid="95.5">  
<>  
<div class="item reb-item-new re-item275" onclick=""></div>  
<span>  
<p class="item-title">lil Brimstone</p>  
<p class="r-itemid">ItemID: 275</p>  
<p class="pickup">Evil friend</p>  
<p class="quality">Quality: 3</p>  
<p>A familiar that follows Isaac and can fire up and charge brimstone shots, exactly how the normal Brimstone item works but with less damage</p>  
<p>Each laser deals 2.5 damage per tick, up to 8 times for a total of 31.5 damage</p>  
<p>A familiar found in the devil room</p>  
<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>  
<p><strong class="pri">REPENTANCE</strong> - Lil Brimstone is now unable to start charging until he is finished attacking. Beam damage has been decreased to 2.5 over 8 ticks (from 3.5 over 9 ticks)</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Devil Room</p>  
</ul>  
<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, horns, baby,  
smile, lil' brimstone  
</p>  
</span>  
</a>  
<li class="textbox" data-cid="129" data-sid="276" data-tid="89.2">  
<>  
<div class="item reb-item-new re-item276" onclick=""></div>  
<span>  
<p class="item-title">Isaac's Heart</p>  
<p class="r-itemid">ItemID: 276</p>  
<p class="pickup">Protect it</p>  
<p class="quality">Quality: 0</p>  
<p>Prevents Isaac from taking any damage, but instead summons a familiar heart that follows you around. If the heart is hit, Isaac will take damage</p>  
<p>Most enemies will target the heart over Isaac himself</p>  
<p>Blood donation machines and devil beggars can be used for free. Spikes and Curse Rooms no longer deal damage</p>  
<p>Sharp Plug becomes useless with this item, due to how damage is prevented on Isaac's body</p>  
<p><strong class="pri">REPENTANCE</strong> - Isaac's Heart has a charge attack, which pushes enemies away and fires blood tears in all directions. It will attempt to hide behind you when shooting. It also no longer prevents damage from self-harming mechanics e.g. Blood Donation machines</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with The Lost</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, red, isaacs heart</p>  
</span>  
</a>  
<li class="textbox" data-cid="22" data-sid="277" data-tid="96.5">  
<>  
<div class="item reb-item-new re-item277" onclick=""></div>  
<span>  
<p class="item-title">Lil Haunt</p>  
<p class="r-itemid">ItemID: 277</p>  
<p class="pickup">Fear him</p>  
<p class="quality">Quality: 1</p>  
<p>A familiar ghost that follows Isaac around and chases enemies close-by, damaging them for 2 contact damage and causing a fear effect</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, white, lil' haunt</p>  
</span>  
</a>  
<li class="textbox" data-cid="639" data-sid="278" data-tid="53.7">  
<>  
<div class="item reb-item-new re-item278" onclick=""></div>  
<span>  
<p class="item-title">Dark Bum</p>  
<p class="r-itemid">ItemID: 278</p>  
<p class="pickup">He wants to take your life</p>  
<p class="quality">Quality: 3</p>  
<p>A familiar beggar similar to Bum Friend that follows Isaac and collects red hearts, giving Isaac black hearts, pills, cards, runes or spiders in return</p>  
<p>For every 1.5 red hearts he takes, he will give a reward</p>  
<p>Reward chances: Black Heart - 40%, Card/Runes - 20%, Pill - 20%, Blue Spider - 10%, Spider 10%</p>  
<p>Counts as 1 of 3 bum items needed towards the Super Bum transformation</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Devil Room, Demon Beggar</p>

</ul>

\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool, celebrate good times come on, the lost item pool, qt 3.14, dark bum, otp, damn it reddit, horns, grey, graying, smile</p>

Big Fan</p>

ItemID: 279</p>

Fat protector</p>

Quality: 2</p>

An very large orbital that moves around Isaac very slowly, blocking shots and dealing 2 contact damage per tick</p>

Affects the speed of all other orbitals, slowing them down a lot (NOTE: This effect does not happen until you get a new orbital after Big Fan)</p>

Does not count as one of your three standard orbital slots</p>

Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

Type: Passive, Orbital</p>

Item Pool: Item Room</p>

<p class="tags">\* item room, treasure room, item room pool, DIO, dice pip, orange, brown, turban</p></span></a></li>, <li class="textbox" data-cid="47" data-sid="286" data-tid="13.5"><a><div class="item reb-item-new re-item286" onclick=""></div><span><p class="item-title">Blank Card</p><p class="r-itemid">ItemID: 286</p><p class="pickup">Card Mimic</p><p class="quality">Quality: 2</p><p>When used, copies the effect of the card you are currently holding without consuming it</p><p>The charge time of this item depends on the quality of the card you're holding</p><p>Using this with the ? card will teleport you to the I AM ERROR room</p><p><strong class="pri">REPENTANCE</strong> - Blank Card now only works with cards. Charge time is now dependent on the held card, and will update with each activation</p><p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Eden</p><ul><p>Type: Active</p><p>Recharge Time: Varies</p><p>Item Pool: Shop, Secret Room</p></ul><p class="tags">\* secret room pool, shop room pool, shop item pool, item room, treasure room, item room pool, white, square</p></span></a></li>, <li class="textbox" data-cid="48" data-sid="287" data-tid="24.5"><a><div class="item reb-item-new re-item287" onclick=""></div><span><p class="item-title">Book of Secrets</p><p class="r-itemid">ItemID: 287</p><p class="pickup">??????</p><p class="quality">Quality: 0</p><p>When used, you have a chance of getting one of the three following effects: Treasure Map (floor layout), Compass (map icons) or Blue Map (secret room locations)</p><p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p><p><strong class="pri">REPENTANCE</strong> - Book of Secrets now avoids giving mapping effects that the player already has. If the player has all mapping effects, it grants the "I can see forever!" effect for the floor</p><p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Eden</p><ul><p>Type: Active</p><p>Recharge Time: 6 rooms</p><p>Item Pool: Item Room, Library, Secret Room</p></ul><p class="tags">\* library pool, library room, book room pool, secret room pool, item room, treasure room, item room pool, question mark book, white</p></span></a></li>, <li class="textbox" data-cid="605" data-sid="288" data-tid="28.5"><a><div class="item reb-item-new re-item288" onclick=""></div><span><p class="item-title">Box of Spiders</p><p class="r-itemid">ItemID: 288</p><p class="pickup">It's a box of spiders</p><p class="quality">Quality: 1</p><p>When used, spawns 4-8 friendly blue spiders on the floor</p><p>Blue Spiders do x2 of Isaac's damage</p><p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation</p><p><strong class="pri">REPENTANCE</strong> - Used to give 1-4 spiders per use</p><ul><p>Type: Active</p><p>Recharge Time: 2 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool<gray>grey</p></span></a></li>, <li class="textbox" data-cid="114" data-sid="289" data-tid="150.8"><a><div class="item reb-item-new re-item289" onclick=""></div><span><p class="item-title">Red Candle</p><p class="r-itemid">ItemID: 289</p><p class="pickup">Flame on</p><p class="quality">Quality: 2</p><p>Allows you to fire a red flame in front of you, similar to the Blue Candle item, however the flame will stay 10 seconds</p><p>Each flame deals 125 total damage before it disappears</p><p>The flame will shrink in size when deals damage to something and eventually disappear</p><p><strong class="pri">REPENTANCE</strong> - Red Candle flames now time out after ten seconds and automatically extinguish. They also no longer block player attacks or get extinguished by them</p><p class="r-unlock">UNLOCK: Unlock this item by donating 400 pennies to the Shop</p><ul><p>Type: Active</p><p>Recharge Time: Timed (A few seconds)</p><p>Item Pool: Shop</p></ul><p class="tags">\* shop room pool, shop item pool</p></span></a></li>, <li class="textbox" data-cid="711" data-sid="290" data-tid="91"><a><div class="item reb-item-new re-item290" onclick=""></div><span><p class="item-title">The Jar</p><p class="r-itemid">ItemID: 290</p><p class="pickup">Save your life</p><p class="quality">Quality: 0</p><p>Isaac can now pick up hearts while at full health, which will be stored in the Jar and can be spawned again using the spacebar</p><p>Up to 4 hearts can be stored in The Jar</p><p>Soul hearts and black hearts cannot be stored</p><p>If used in a Black heart or Eternal heart super secret room, it will spawn the relevant heart</p><ul><p>Type: Active</p><p>Recharge Time: Instant</p><p>Item Pool: Shop</p></ul><p class="tags">\* shop room pool, shop item pool, the lost item pool, glass</p></span></a></li>, <li class="textbox" data-cid="598" data-sid="291" data-tid="68.7"><a><div class="item reb-item-new re-item291" onclick=""></div><span><p class="item-title">FLUSH!</p><p class="r-itemid">ItemID: 291</p><p class="pickup">...</p><p class="quality">Quality: 1</p><p>When used, turns every normal enemy in the room into poop!</p><p>Does not work on mini-bosses and bosses</p><p>Kills poop bosses when used - Dingle, Dangle and Brownie</p><p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation</p><ul><p>Type: Active</p><p>Recharge Time: 4 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, silver spoon handle, grey, gray, white, toilet</p></span></a></li>, <li class="textbox" data-cid="695" data-sid="292" data-tid="160.5"><a><div class="item reb-item-new re-item292" onclick=""></div><span><p class="item-title">Satanic Bible</p><p class="r-itemid">ItemID: 292</p><p class="pickup">Reusable evil... but at what cost?</p><p class="quality">Quality: 4</p><p>When used, gives Isaac +1 Black Heart</p><p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p><p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p><p><strong class="pri">REPENTANCE</strong> - Using this book once before the boss dies, causes the boss item on the current floor to become a devil deal instead, where it will cost heart containers to pick u</p>

p. Taking this item DOES count as a devil deal, preventing future angel rooms.</p><p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Azazel</p><ul><p>Type: Active</p><p>Recharge Time: 6 rooms</p><p>Item Pool: Item Room, Library, Devil Room</p></ul><p class="tags">\* the satanic bible library pool, library room, book room pool, devil pool, devil room pool, devil deal, item room, treasure room, item room pool, the lost item pool, pentagram, star, grey, gray, red</p></span></a></li>, <li class="textbox" data-cid="716" data-sid="293" data-tid="82.2"><a><div class="item reb-item-new re-item293" onclick=""></div><span><p class="item-title">Head of Krampus</p><p class="r-itemid">ItemID: 293</p><p class="pickup">Krampus rage</p><p class="quality">Quality: 2</p><p>When used, fires a 4 way brimstone laser in all cardinal directions, dealing a lot of damage to any enemies</p><p>Laser damage does not scale with your damage stat</p><p>Has a chance to drop after you beat Krampus</p><p>If you get close enough to an enemy that has a large hitbox, you can hit it with 2 of the laser beams, allowing you to deal more damage</p><p><strong class="pri">REPENTANCE</strong> - Head of Krampus now deals 10 damage over 19 ticks (from 22 damage over 20 ticks). Charge time has been reduced to 3 (from 6)</p><p class="r-unlock">UNLOCK: Unlock this item by beating Krampus (Krampus is unlocked by taking 20 devil deal items)</p><ul><p>Type: Active</p><p>Recharge Time: 3 rooms</p><p>Item Pool: None (Krampus only)</p></ul><p class="tags">\*, horns, grey, gray, white, red, dead, tongue, krampus head</p></span></a></li>, <li class="textbox" data-cid="326" data-sid="294" data-tid="33.5"><a><div class="item reb-item-new re-item294" onclick=""></div><span><p class="item-title">Butter Bean</p><p class="r-itemid">ItemID: 294</p><p class="pickup">Reusable knockback</p><p class="quality">Quality: 1</p><p>When used, farts at nearby enemies and knocks them backwards away from Isaac</p><p>Allows you to reflect projectiles away from Isaac</p><p><strong class="pri">REPENTANCE</strong> - Butter Bean now knocks back enemies and projectiles with significantly more force. If a pushed enemy hits a rock or wall forcefully enough, they take 10 damage</p><p class="r-unlock">UNLOCK: Unlock this item by destroying 100 poops</p><ul><p>Type: Active</p><p>Recharge Time: Timed (A few seconds)</p><p>Item Pool: Item Room, Beggar</p></ul><p class="tags">\* normal beggar pool, normal judgement pool, coin beggar pool, coin judgement pool, item room, treasure room, item room pool, white</p></span></a></li>, <li class="textbox" data-cid="322" data-sid="295" data-tid="106.5"><a><div class="item reb-item-new re-item295" onclick=""></div><span><p class="item-title">Magic Fingers</p><p class="r-itemid">ItemID: 295</p><p class="pickup">Pay to play</p><p class="quality">Quality: 1</p><p>Upon use, consumes a coin and deals damage to everything in the room</p><p>Damage dealt is equal to your tear damage \* 2 + 10</p><p><strong class="pri">REPENTANCE</strong> - Damage buffered, previously it was damage \* 2. Magic Fingers ignores the +40 flat damage with Ipecac, removing the synergy between these two</p><ul><p>Type: Active</p><p>Recharge Time: Instant</p><p>Item Pool: Item Room, Shop</p></ul><p class="tags">\* shop room pool, shop item pool, item room, treasure room, item room pool, tissue, box, yellow, grey</p></span></a></li>, <li class="textbox" data-cid="438" data-sid="296" data-tid="44.7"><a><div class="item reb-item-new re-item296" onclick=""></div><span><p class="item-title">Converter</p><p class="r-itemid">ItemID: 296</p><p class="pickup">Convert your soul</p><p class="quality">Quality: 2</p><p>When used, converts 1 soul/black heart into 1 red heart container</p><p>This item will take from your soul hearts first</p><p><strong class="pri">REPENTANCE</strong> - Converter now only costs one soul heart to use (previously costed two)</p><ul><p>Type: Active</p><p>Recharge Time: 3 rooms</p><p>Item Pool: Shop</p></ul><p class="tags">\* shop room pool, shop item pool, the lost item pool, blue, gray, grey, yellow, sprocket</p></span></a></li>, <li class="textbox condensed" data-cid="429" data-sid="297" data-tid="139.5"><a><div class="item reb-item-new re-item297" onclick=""></div><span><p class="item-title">Pandora's Box</p><p class="r-itemid">ItemID: 297</p><p class="pickup">? ?</p><p class="quality">Quality: 2</p><p>When used, this item will spawn a set of items or consumables based on which chapter you are currently on</p><p>Basement 1: 2 Soul hearts. Basement 2: 2 Bombs + 2 Keys</p><p>Caves 1: 1 Boss Item. Caves 2: 1 Boss Item + 2 Soul Hearts</p><p>Depths 1: 4 Soul hearts. Depths 2: 20 coins</p><p>Womb 1: 2 Boss Items. Womb 2: Bible</p><p>Blue Womb: Nothing! The Void: Nothing!</p><p>Sheol: 1 Devil Room Item + 1 Black Heart. Cathedral: 1 Angel Room Item + 1 Eternal Heart</p><p>Chest: 1 coin. Dark Room: Nothing!</p><p>Home: Gives Red Key.</p><p>Pandora's Box considers XL floors to always be the first floor of a chapter</p><p>Alternative floors drop the same stuff e.g. Corpse II drops same as Womb II</p><p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Lazarus</p><ul><p>Type: Active</p><p>Recharge Time: One time use</p><p>Item Pool: Shop, Red Chest</p></ul><p class="tags">\* red chest pool, red chest item pool, shop room pool, shop item pool, blue box, pandoras box</p></span></a></li>, <li class="textbox" data-cid="65" data-sid="298" data-tid="187.5"><a><div class="item reb-item-new re-item298" onclick=""></div><span><p class="item-title">Unicorn Stump</p><p class="r-itemid">ItemID: 298</p><p class="pickup">You feel stumped</p><p class="quality">Quality: 1</p><p>When used, turns Isaac invincible and gains +0.28 speed for a 5 seconds</p><p>You cannot fire tears while the stump is active</p><p>Very similar to My Little Unicorn item but does not deal contact damage</p><p>When used with Mom's Knife, you can still deal contact damage but will be unable to change the way the knife faces while the effect is active</p><ul><p>Type: Active</p><p>Recharge Time: 1 room</p><p>Item Pool: Item Room</p></ul><p class="tags">\* item room, treasure room, item room pool, white, lump, grey, gray, blob</p></span>

</a>

</li>, <li class="textbox" data-cid="412" data-sid="299" data-tid="180.5">

<>

<div class="item reb-item-new re-item299" onclick=""></div>

<span>

<p class="item-title">Taurus</p>

<p class="r-itemid">ItemID: 299</p>

<p class="pickup">"Speed down + rage is building"</p>

<p class="quality">Quality: 1</p>

<p>-0.3 Speed Down</p>

<p>While in a hostile room your speed raises at a rate of +0.065 per game tick</p>

<p>When you hit a speed stat of 2.0, Isaac will gain an invincibility effect for 5 seconds, increasing speed and allowing him to run into enemies to deal 40 contact damage per hit</p>

<p>The time it takes for the effect to activate becomes shorter with a higher base Speed stat</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, blue, glow, circle, horns</p>

</span>

</a>

</li>, <li class="textbox" data-cid="413" data-sid="300" data-tid="6.2">

<>

<div class="item reb-item-new re-item300" onclick=""></div>

<span>

<p class="item-title">Aries</p>

<p class="r-itemid">ItemID: 300</p>

<p class="pickup">"Ramming speed"</p>

<p class="quality">Quality: 2</p>

<p>+0.25 Speed Up</p>

<p>Gives huge horns which stick out, allowing you to deal 18 contact damage if you hit something with enough speed</p>

<p>Will not deal contact damage unless you are moving fast enough (at least 0.8 speed)</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<p><strong class="pri">REPENTANCE</strong> - Aries now prevents receiving contact damage if ramming and killing enemies at full speed</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, black, blue, cyan, glow</p>

</span>

</a>

</li>, <li class="textbox" data-cid="414" data-sid="301" data-tid="34">

<>

<div class="item reb-item-new re-item301" onclick=""></div>

<span>

<p class="item-title">Cancer</p>

<p class="r-itemid">ItemID: 301</p>

<p class="pickup">"HP up + you feel protected"</p>

<p class="quality">Quality: 3</p>

<p>+3 Soul Hearts</p>

<p>After getting hit once, you gain a damage reduction for the rest of the room similar to The Wafer item (-50% damage taken)</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, cyan, black, the lost item pool, blue, glow, 69</p>

</span>

</a>

</li>, <li class="textbox" data-cid="415" data-sid="302" data-tid="92.8">

<>

<div class="item reb-item-new re-item302" onclick=""></div>

<span>

<p class="item-title">Leo</p>

<p class="r-itemid">ItemID: 302</p>

<p class="pickup">"Stompy"</p>

<p class="quality">Quality: 1</p>

<p>Isaac increases in size, gets a lion's mane and now has the ability to crush rocks by walking over them</p>

<p>Crushed rocks and poop can fill holes if you walk in their direction</p>

<p>Allows you to crush Red Poops and sometimes not take damage. However, If you also have flying you will always take damage</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<p>Counts as 1 of 3 size-increasing items needed towards the Stompy transformations</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, blue, glow, circle, bomb</p>

</span>

</a>

</li>, <li class="textbox" data-cid="416" data-sid="303" data-tid="187.8">

<>

<div class="item reb-item-new re-item303" onclick=""></div>

<span>

<p class="item-title">Virgo</p>

<p class="r-itemid">ItemID: 303</p>

<p class="pickup">"You feel refreshed and protected"</p>

<p class="quality">Quality: 2</p>

<p>Random chance when you take damage to get an invincibility shield for 7 seconds</p>

<p>The chance to get an invincibility shield is affected by your luck stat and at +10 Luck it will activate every time you get hit</p>

<p>Converts all negative pills into their positive counterparts e.g. Stat Down becomes Stat Up, 'Bad Trip' turns into 'Balls of Steel' and 'Amnesia' turns into 'I can see forever'</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, blue glow, m</p>

</span>

</a>

</li>, <li class="textbox" data-cid="417" data-sid="304" data-tid="95">

<>

<div class="item reb-item-new re-item304" onclick=""></div>

<span>

<p class="item-title">Libra</p>

<p class="r-itemid">ItemID: 304</p>

<p class="pickup">"You feel balanced"</p>

<p class="quality">Quality: 1</p>

<p>Gives you 6 keys, 6 bombs and 6 coins</p>

<p>Balances out your main stats to bring the high and low stats closer to an average value</p>

<p>All future stat upgrading items will now instead spread out across all other stats. For example, an item which usually gives +1 Damage would instead give a small 'all stats up'</p>

<p>Stats effected by this item are: Damage, Tears, Range, Speed</p>

<p>When taken with another item which gives an extreme value in a certain stat (e.g. Soy Milk) can lead to interesting synergies</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, ohm, blue, glow</p>

</span>

</a>

</li>, <li class="textbox" data-cid="418" data-sid="305" data-tid="161.5">

<>

<div class="item reb-item-new re-item305" onclick=""></div>

<span>

<p class="item-title">Scorpio</p>

<p class="r-itemid">ItemID: 305</p>

<p class="pickup">"Poison tears"</p>

<p class="quality">Quality: 3</p>

<p>Isaac's tears turn bright green and always apply a poison effect to enemies which deals a total of double your tear damage</p>

<p>This is essentially a superior version of The Common Cold item</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, m, tail, blue, glow</p>

</span>

</a>

</li>, <li class="textbox" data-cid="419" data-sid="306" data-tid="160.4">

<>

<div class="item reb-item-new re-item306" onclick=""></div>  
<span>  
<p class="item-title">Sagittarius</p>  
<p class="r-itemid">ItemID: 306</p>  
<p class="pickup">Penetrative shot + speed up</p>  
<p class="quality">Quality: 3</p>  
<p>+0.2 Speed Up</p>  
<p>Grants piercing tears</p>  
<p>Tears do not travel through rocks with this item</p>  
<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, nys, notyoursagittarius, blue, glow, arrow, cross </p>  
</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="420" data-sid="307" data-tid="35.5">  
<div class="item reb-item-new re-item307" onclick=""></div>  
<span>  
<p class="item-title">Capricorn</p>  
<p class="r-itemid">ItemID: 307</p>  
<p class="pickup">All stats up</p>  
<p class="quality">Quality: 3</p>  
<p>+1 HP Up</p>  
<p>+0.5 Damage Up</p>  
<p>-1 Tear Delay (Tears Up)</p>  
<p>+0.1 Speed Up</p>  
<p>+0.75 Range Up</p>  
<p>+1 Key, +1 Bomb, +1 Coin</p>  
<p>Heals one red heart container when picked up</p>  
<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, cyan, black, blue, glow, n, tail </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="421" data-sid="308" data-tid="6.1">  
<div class="item reb-item-new re-item308" onclick=""></div>  
<span>  
<p class="item-title">Aquarius</p>  
<p class="r-itemid">ItemID: 308</p>  
<p class="pickup">A trail of tears</p>  
<p class="quality">Quality: 1</p>  
<p>Leaves a trail of tears on the floor behind Isaac which damages enemies that walk over it for 2 damage per tick</p>  
<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>  
<p><strong>pri</strong> - Aquarius now synergizes with tear effects</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, black, blue, cyan, blue, glow, lightning, bolt, hot garbage </p>  
</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="422" data-sid="309" data-tid="142.5">  
<div class="item reb-item-new re-item309" onclick=""></div>  
<span>  
<p class="item-title">Pisces</p>  
<p class="r-itemid">ItemID: 309</p>  
<p class="pickup">Tears up + knockback shot</p>  
<p class="quality">Quality: 2</p>  
<p>-1 Tear Delay (Tears Up)</p>  
<p>x1.25 Tear Size Up</p>  
<p>Tears now have a bigger knockback effect, which pushes enemies backwards</p>  
<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, h, blue, glow </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="647" data-sid="310" data-tid="67.4">  
<div class="item reb-item-new re-item310" onclick=""></div>  
<span>  
<p class="item-title">Eve's Mascara</p>  
<p class="r-itemid">ItemID: 310</p>  
<p class="pickup">Shot speed down + DMG up</p>  
<p class="quality">Quality: 2</p>  
<p>x2 Damage Multiplier</p>  
<p>Tears Down by exactly half (Tear delay \* 2)</p>  
<p>-0.5 Shot Speed Down</p>  
<p>The tears down from this item is a x2.0 multiplier after the formula, meaning it will always halve your tear rate (Unless you have Monstro's Lung or Soy Milk)</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Eve</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, makeup, make up, black, grey, gray, square, eves mascara </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="684" data-sid="311" data-tid="92.1">  
<div class="item reb-item-new re-item311" onclick=""></div>  
<span>  
<p class="item-title">Judas' Shadow</p>  
<p class="r-itemid">ItemID: 311</p>  
<p class="pickup">Sweet revenge</p>  
<p class="quality">Quality: 3</p>  
<p>When you die with this item, you respawn in the previous room as Dark Judas with 2 black hearts for health</p>  
<p>Dark Judas has a damage multiplier of 2.00 (double Isaac's damage) and an additional +0.1 Speed</p>  
<p>Dark Judas is considered a separate character by the game, however he can be used to unlock Judas' secrets/achievements</p>  
<p><strong>pri</strong> - Dark Judas can no longer gain red heart containers, HP upgrades give soul hearts instead</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Judas</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room</p>  
</ul>  
<p class="tags">\* devil pool, devil room pool, devil deal, item room, treasure room, item room pool judas shadow </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="207" data-sid="312" data-tid="105.5">  
<div class="item reb-item-new re-item312" onclick=""></div>  
<span>  
<p class="item-title">Maggy's Bow</p>  
<p class="r-itemid">ItemID: 312</p>  
<p class="pickup">HP up + you feel healthy</p>  
<p class="quality">Quality: 2</p>  
<p>+1 HP Up</p>  
<p>Heals one red heart container when picked up</p>  
<p>All future red hearts now heal for double. Half hearts heal a whole heart and full hearts heal 2 red hearts</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Maggy</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, the lost item pool, pink, purple, candy </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="365" data-sid="313" data-tid="83.2">

<div class="item reb-item-new re-item313" onclick=""></div>

<span>

<p class="item-title">Holy Mantle</p>

<p class="r-itemid">ItemID: 313</p>

<p class="pickup">Holy shield</p>

<p class="quality">Quality: 4</p>

<p>Each time you enter a new room, damage is negated for the first time you get hit</p>

<p>Can be used to go in and out of a Curse Room without taking damage</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<p>The Lost starts with this item after donating 879 coins to the Greed Donation Machine.</p>

<p><strong class="pri">REPENTANCE</strong> - The Lost's Holy Mantle can no longer be re-rolled using an item like D4.</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, starting, blue, white, glow, cross</p>

</span>

</a>

<li class="textbox" data-cid="321" data-sid="314" data-tid="182.5">

<a>

<div class="item reb-item-new re-item314" onclick=""></div>

<span>

<p class="item-title">Thunder Thighs</p>

<p class="r-itemid">ItemID: 314</p>

<p class="pickup">HP + speed down + you feel strong</p>

<p class="quality">Quality: 1</p>

<p>+1 HP Up</p>

<p>-0.4 Speed Down</p>

<p>You can now break obstacles by walking over them</p>

<p>Heals one red heart container when picked up</p>

<p>Holes in the ground can be filled by crushing adjacent rocks, similar to how this can be done with bombs</p>

<p>Allows you to crush Red Poops and sometimes not take damage. However, If you also have flying you will always take damage</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, cheetos, cheese, grey, gray, orange, jar</p>

</span>

</a>

<li class="textbox" data-cid="644" data-sid="315" data-tid="179.5">

<a>

<div class="item reb-item-new re-item315" onclick=""></div>

<span>

<p class="item-title">Strange Attractor</p>

<p class="r-itemid">ItemID: 315</p>

<p class="pickup">Magnetic tears</p>

<p class="quality">Quality: 0</p>

<p>Enemies and pickups (keys, bombs etc.) are now magnetically attracted to Isaac's tears</p>

<p>Can cause some enemies to have unpredictable movement</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, grey, gray, magnet</p>

</span>

</a>

<li class="textbox" data-cid="15" data-sid="316" data-tid="49.3">

<a>

<div class="item reb-item-new re-item316" onclick=""></div>

<span>

<p class="item-title">Cursed Eye</p>

<p class="r-itemid">ItemID: 316</p>

<p class="pickup">Cursed charged shot</p>

<p class="quality">Quality: 0</p>

<p>Tears are now charged up and fired rapidly in a burst of up to 5 shots at once</p>

<p>The amount of tears fired in the charge depends on how long you charge for</p>

<p>The eye has three states, white (not firing), black (first second of charging) and blinking between black and white. If you get hit while Cursed eye is a solid black colour you are guaranteed to be teleported to another random room on the floor. If you get hit in either of the other 2 states you will not be teleported</p>

<p>The Black Candle item will remove the Cursed Eye's teleportation effect</p>

<p><strong class="pri">REPENTANCE</strong> - Burst now has 5 shots instead of 4</p>

</ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room, Secret Room</p>

</ul>

<p class="tags">\* secret room pool, item room, treasure room, item room pool, white, circle, pearl</p>

</span>

</a>

<li class="textbox" data-cid="339" data-sid="317" data-tid="132.2">

<a>

<div class="item reb-item-new re-item317" onclick=""></div>

<span>

<p class="item-title">Mysterious Liquid</p>

<p class="r-itemid">ItemID: 317</p>

<p class="pickup">Toxic splash damage</p>

<p class="quality">Quality: 3</p>

<p>When Isaac's tears hit anything, they leave a green toxic creep on the floor that damages enemies for 1 damage per tick</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, mystery liquid, grey, gray, green</p>

</span>

</a>

<li class="textbox" data-cid="423" data-sid="318" data-tid="71.5">

<a>

<div class="item reb-item-new re-item318" onclick=""></div>

<span>

<p class="item-title">Gemini</p>

<p class="r-itemid">ItemID: 318</p>

<p class="pickup">Conjoined friend</p>

<p class="quality">Quality: 1</p>

<p>A familiar that is attached to Isaac, which will seek out and damage any enemies close by for 3 contact damage</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

</ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* astrology, astronomy, item room, treasure room, item room pool, blue, glow</p>

</span>

</a>

<li class="textbox" data-cid="13" data-sid="319" data-tid="33.9">

<a>

<div class="item reb-item-new re-item319" onclick=""></div>

<span>

<p class="item-title">Cain's Other Eye</p>

<p class="r-itemid">ItemID: 319</p>

<p class="pickup">Near sighted friend</p>

<p class="quality">Quality: 0</p>

<p>A familiar eye that bounces around the room slowly and fires tears in the same direction as Isaac</p>

<p>Cain's Other Eye deals scaling damage equal to Isaac's tear damage</p>

<p><span>R-unlock</span>>UNLOCK: Unlock this item by beating Boss Rush with Cain</p>

</ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, eyeball, white, circle, cataract, cains other eye</p>

</span>

</a>

<li class="textbox" data-cid="398" data-sid="320" data-tid="1.5">

<a>

<div class="item reb-item-new re-item320" onclick=""></div>

<span>

<p class="item-title">???'s Only Friend</p>

<p class="r-itemid">ItemID: 320</p>

<p class="pickup">Controlled friend</p>

<p class="quality">Quality: 2</p>

<p>A familiar that can be moved around via use of the arrow keys dealing 2.5 contact damage per tick, similar to the Ludovico Technique's mechanic</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Blue Baby</p>

<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, blue fly, big fly, blue baby's only friend, fat, dead, ???s only friend, blue boozzy</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="643" data-sid="321" data-tid="160.45">  
<a>  
<div class="item reb-item-new re-item321" onclick=""></div>  
<span>  
<p class="item-title">Samson's Chains</p>  
<p class="r-itemid">ItemID: 321</p>  
<p class="pickup">The ol' ball and chain</p>  
<p class="quality">Quality: 1</p>  
<p>An iron ball and chain attached to Isaac, similar to Guppy's Hairball that you can fling around to deal 5 damage per tick</p>  
<p>The ball will block enemy shots and can also destroy environmental objects such as rocks, mushrooms and skulls</p>  
<p>Does not decrease your movement speed stat at all however the ball has to be dragged around causing Isaac to slow down slightly when the chain is fully extended</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Samson</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Secret Room</p>  
</ul>  
<p class="tags"> secret room pool, item room, treasure room, item room pool, grey, gray, shackle</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="523" data-sid="322" data-tid="127.4">  
<a>  
<div class="item reb-item-new re-item322" onclick=""></div>  
<span>  
<p class="item-title">Mongo Baby</p>  
<p class="r-itemid">ItemID: 322</p>  
<p class="pickup">Mongo friend</p>  
<p class="quality">Quality: 2</p>  
<p>A familiar that will follow Isaac and copy the effect of one of your other familiars</p>  
<p>If you don't have any other familiars, he will just shoot normal tears</p>  
<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>  
<p><strong>pri</strong> - Removed the double damage multiplier on Mongo Baby's attacks</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, pink, blue, grey, gray</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="406" data-sid="323" data-tid="89.5">  
<a>  
<div class="item reb-item-new re-item323" onclick=""></div>  
<span>  
<p class="item-title">Isaac's Tears</p>  
<p class="r-itemid">ItemID: 323</p>  
<p class="pickup">Collected tears</p>  
<p class="quality">Quality: 0</p>  
<p>A spacebar item that fires 8 of Isaac's tears in a circle around him</p>  
<p>Tears spawned from this item keep most effect that Isaac currently has applied to his tears</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Isaac</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 1 bar per tear fired</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, glass, blue, water, isaacs tears</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="197" data-sid="324" data-tid="187.3">  
<a>  
<div class="item reb-item-new re-item324" onclick=""></div>  
<span>  
<p class="item-title">Undefined</p>  
<p class="r-itemid">ItemID: 324</p>  
<p class="pickup">Undefined</p>  
<p class="quality">Quality: 2</p>  
<p>Upon use, teleports you to one of the following rooms at random: Item room, Secret room, Super secret room, the I AM ERROR room or the Black Market (very low chance)</p>  
<p>There are no I AM ERROR rooms on the final floors, preventing looping with this item</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Eden</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 6 rooms</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, pink, purple, red, broken</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="617" data-sid="325" data-tid="161.3">  
<a>  
<div class="item reb-item-new re-item325" onclick=""></div>  
<span>  
<p class="item-title">Scissors</p>  
<p class="r-itemid">ItemID: 325</p>  
<p class="pickup">Lose your head</p>  
<p class="quality">Quality: 1</p>  
<p>When used will cut your head from your body. Isaac's head will remain stationary and fire tears. His body can be controlled and spews blood nearby</p>  
<p>Tears fired by the head do a flat 3.5 damage and don't scale</p>  
<p><strong>pri</strong> - Scissors has been redesigned. The stationary head is now affected by Isaac's stats and attack modifiers, and the body will spew a controllable fountain of blood sh  
ots. Charge time increased to 4 (from 2)</p>  
<p class="r-unlock">UNLOCK: Unlock this item by dying 100 times</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 4 rooms</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags"> item room, treasure room, item room pool, grey, gray</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="37" data-sid="326" data-tid="29.5">  
<a>  
<div class="item reb-item-new re-item326" onclick=""></div>  
<span>  
<p class="item-title">Breath of Life</p>  
<p class="r-itemid">ItemID: 326</p>  
<p class="pickup">Invincibility at a cost</p>  
<p class="quality">Quality: 0</p>  
<p>While you hold the spacebar down with this item, it will empty the charge bar gradually. When the charge bar gets to zero it will grant you a brief period of invincibility</p>  
<p>If the spacebar is held for too long (about 1 second) when it has no charge, you will take damage</p>  
<p>The invincibility effect is shown via a rapid flashing animation</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: Timed (1 bar per second)</p>  
<p>Item Pool: Angel Room</p>  
</ul>  
<p class="tags"> angel room pool, god room pool, angel room item, white, blue, ball, circle</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="6" data-sid="327" data-tid="144.8">  
<a>  
<div class="item reb-item-new re-item327" onclick=""></div>  
<span>  
<p class="item-title">The Polaroid</p>  
<p class="r-itemid">ItemID: 327</p>  
<p class="pickup">Fatally chosen</p>  
<p class="quality">Quality: 2</p>  
<p>After taking damage, if you have half a red heart or less, The Polaroid will give you an invincibility shield for 5 seconds</p>  
<p>Grants access to the Chest floor</p>  
<p>Allows you to open the door at the beginning of Depths II that leads to the Mausoleum</p>  
<p>When unlocked, is guaranteed to drop after the Mom's Foot boss fight</p>  
<p>The Polaroid will always spawn on the left pedestal</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Isaac in the Cathedral 5 times</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: None (Mom's foot boss only)</p>  
</ul>

<p class="tags">\*, photo, family, kodak </p>

</span>

</a>

</li>, <li class="textbox" data-cid="688" data-sid="328" data-tid="132.75">

<a>

<div class="item reb-item-new re-item28" onclick=""></div>

<span>

<p class="item-title">The Negative</p>

<p class="r-itemid">ItemID: 328</p>

<p class="pickup">Fate chosen</p>

<p class="quality">Quality: 1</p>

<p>+1.0 Damage Up</p>

<p>After taking damage, if you have half a red heart or less, The Negative will deal 40 damage to all enemies in the room</p>

<p>Gives you access to the Dark Room floor</p>

<p>Allows you to open the door at the beginning of Depths II that leads to the Mausoleum</p>

<p>When unlocked, is guaranteed to drop after the Mom's Foot boss fight</p>

<p>The Negative will always spawn on the right pedestal</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan in Sheol 5 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None (Mom's foot boss only)</p>

</ul>

<p class="tags">\* mom's foot, mom fight, mom boss, dark room, photo, family, kodak, inverted</p>

</span>

</a>

</li>, <li class="textbox" data-cid="91" data-sid="329" data-tid="103">

<a>

<div class="item reb-item-new re-item329" onclick=""></div>

<span>

<p class="item-title">The Ludovico Technique</p>

<p class="r-itemid">ItemID: 329</p>

<p class="pickup">Controlled tears</p>

<p class="quality">Quality: 2</p>

<p>You no longer shoot tears and instead now control a single large tear with the arrow keys</p>

<p>Items which increase your tears stat will cause the tear to deal damage at a faster rate</p>

<p>Items which increase your shot speed cause the tear to travel faster across the screen</p>

<p>Ludo and Brimstone create a large controllable red ring of death that does massive damage to anything in its path</p>

<p>Taking this with Mom's Knife allows you to remote control the knife around the room, dealing huge damage</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, eye, pink, grey, gray, robot</p>

</span>

</a>

</li>, <li class="textbox" data-cid="267" data-sid="330" data-tid="168">

<a>

<div class="item reb-item-new re-item330" onclick=""></div>

<span>

<p class="item-title">Soy Milk</p>

<p class="r-itemid">ItemID: 330</p>

<p class="pickup">DMG down + tears way up</p>

<p class="quality">Quality: 2</p>

<p>Very high Tears Up: Tears \* 5.5</p>

<p>-80% Damage Down</p>

<p>x0.5 Tear Size</p>

<p><strong class="pri">REPENTANCE</strong> - Soy Milk tears now cause drastically less knockback</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* item room, treasure room, item room pool, white, glass, square</p>

</span>

</a>

</li>, <li class="textbox" data-cid="5" data-sid="331" data-tid="72.9">

<a>

<div class="item reb-item-new re-item331" onclick=""></div>

<span>

<p class="item-title">Godhead</p>

<p class="r-itemid">ItemID: 331</p>

<p class="pickup">God tears</p>

<p class="quality">Quality: 4</p>

<p>Isaac's tears become homing and have an aura around them, which will deal a flat 2 damage per tick to anything inside its radius</p>

<p>+0.5 Damage Up</p>

<p>-0.3 Tears Down</p>

<p>-0.3 Shot Speed Down</p>

<p>Multiple Godheads doesn't stack the aura damage</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by completing all post-it note marks in hard mode with The Lost character</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, yellow, blue, red, triangle, all seeing eye</p>

</span>

</a>

</li>, <li class="textbox" data-cid="79" data-sid="332" data-tid="92.7">

<a>

<div class="item reb-item-new re-item332" onclick=""></div>

<span>

<p class="item-title">Lazarus' Rags</p>

<p class="r-itemid">ItemID: 332</p>

<p class="pickup">Eternal life</p>

<p class="quality">Quality: 1</p>

<p>Gives Isaac an extra life on death, exactly the same as Lazarus' default respawn effect</p>

<p>When you die with this item, you respawn in the same room with 1 heart and the Anemic item</p>

<p>The game considers you to be a different character (Lazarus II) when this effect activates</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Lazarus</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, starting, bloody, white, bandages, lazarus rags</p>

</span>

</a>

</li>, <li class="textbox" data-cid="308" data-sid="333" data-tid="113.5">

<a>

<div class="item reb-item-new re-item333" onclick=""></div>

<span>

<p class="item-title">The Mind</p>

<p class="r-itemid">ItemID: 333</p>

<p class="pickup">I know all</p>

<p class="quality">Quality: 3</p>

<p>Gives Isaac a full mapping effect, revealing the entire floor and locations of all secret rooms</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with The Lost</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, yellow, white, triangle</p>

</span>

</a>

</li>, <li class="textbox" data-cid="111" data-sid="334" data-tid="21.3">

<a>

<div class="item reb-item-new re-item334" onclick=""></div>

<span>

<p class="item-title">The Body</p>

<p class="r-itemid">ItemID: 334</p>

<p class="pickup">I feel all</p>

<p class="quality">Quality: 3</p>

<p>+3 Health Up</p>

<p>The three heart containers are pre-filled with red hearts</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with The Lost</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool, real platinum god, the lost item pool</p>

</span>  
</a>  
</li>, <li class="textbox" data-cid="366" data-sid="335" data-tid="167.8">  
<>  
<div class="item reb-item-new re-item335" onclick=""></div>  
<span>  
<p class="item-title">The Soul</p>  
<p class="r-itemid">ItemID: 335</p>  
<p class="pickup">I am all</p>  
<p class="quality">Quality: 3</p>  
<p>+2 Soul Hearts/>  
<p>Enemies will now slowly curve away from Isaac and avoid hitting him</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Dark Room With The Lost</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Angel Room</p>  
</ul>  
<p class="tags">\* angel room pool, god room pool, angel room item, item room, treasure room, item room pool,  
blue, white, triangle  
</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="542" data-sid="336" data-tid="56.5">  
<>  
<div class="item reb-item-new re-item336" onclick=""></div>  
<span>  
<p class="item-title">Dead Onion</p>  
<p class="r-itemid">ItemID: 336</p>  
<p class="pickup">Toxic aura tears</p>  
<p class="quality">Quality: 3</p>  
<p>Isaac's tears become large, brown and will penetrate all objects and enemies (piercing + spectral)</p>  
<p>-1.2 Range Down</p>  
<p>-0.4 Shot Speed Down</p>  
<p>x1.5 Tear Size:</p>  
<p>Despite the increase in tear size, Dead Onion does NOT increase your damage stat. It also doesn't do poison damage despite having the tagline 'toxic aura tears'</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\* item room, treasure room, item room pool, brown, pink, purple, plant</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="405" data-sid="337" data-tid="30.7">  
<>  
<div class="item reb-item-new re-item337" onclick=""></div>  
<span>  
<p class="item-title">Broken Watch</p>  
<p class="r-itemid">ItemID: 337</p>  
<p class="pickup">I think its broken</p>  
<p class="quality">Quality: 1</p>  
<p>Upon entering every 4th unexplored room, the Broken Watch will either slow down or speed up all enemies in the room</p>  
<p>The slow effect is much more common than the speed up</p>  
<p>An item only found in the Shop item pool</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags">\* shop room pool, shop item pool, blue, grey, gray, smashed, clock, broken stop watch, broken stopwatch</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="403" data-sid="338" data-tid="27.5">  
<>  
<div class="item reb-item-new re-item338" onclick=""></div>  
<span>  
<p class="item-title">Boomerang</p>  
<p class="r-itemid">ItemID: 338</p>  
<p class="pickup">It will never leave you</p>  
<p class="quality">Quality: 1</p>  
<p>A blue boomerang which can be thrown in a similar fashion to Mom's Knife, to stun any enemies it hits and deal damage</p>  
<p>The damage dealt by the Boomerang is equal to double your tear damage</p>  
<p>The boomerang can also be used to grab pickups and consumables from a distance, similar to the legend of zelda boomerangs</p>  
<p>The range of the boomerang is affected by range, with number one the distance is very short and makes the item a lot less effective</p>  
<p>The Boomerang can be used to kill shopkeeper corpses, allowing you to farm their drops for coins, items, Steam Sale etc</p>  
<p><strong class="pri">REPENTANCE</strong> - Boomerang is now piercing, and has far less downtime between throwing it and being able to fire tears again</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: Timed (A few seconds)</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags">\* shop room pool, shop item pool, crescent, moon, blue, grey, gray</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="627" data-sid="339" data-tid="160.3">  
<>  
<div class="item reb-item-new re-item339" onclick=""></div>  
<span>  
<p class="item-title">Safety Pin</p>  
<p class="r-itemid">ItemID: 339</p>  
<p class="pickup">Evil up + range + shot speed</p>  
<p class="quality">Quality: 1</p>  
<p>+1.5 Range Up</p>  
<p>+0.1 Shot Speed Up</p>  
<p>+1 Black Heart</p>  
<p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room</p>  
</ul>  
<p class="tags">\* boss room pool, boss room item, grey, gray, punk</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="45" data-sid="340" data-tid="33.8">  
<>  
<div class="item reb-item-new re-item340" onclick=""></div>  
<span>  
<p class="item-title">Caffeine Pill</p>  
<p class="r-itemid">ItemID: 340</p>  
<p class="pickup">Speed up + size down</p>  
<p class="quality">Quality: 1</p>  
<p>+0.3 Speed Up</p>  
<p>Decreases the size of Isaac, and your player hitbox, making you less likely to be hit</p>  
<p>Gives you a random pill when picked up</p>  
<p>An item only found in the boss room pool</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room</p>  
</ul>  
<p class="tags">\* boss room pool, boss room item, pro plus, tablet, medicine, white</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="563" data-sid="341" data-tid="184.5">  
<>  
<div class="item reb-item-new re-item341" onclick=""></div>  
<span>  
<p class="item-title">Torn Photo</p>  
<p class="r-itemid">ItemID: 341</p>  
<p class="pickup">Tears + shot speed up</p>  
<p class="quality">Quality: 3</p>  
<p>+0.7 Tears Up</p>  
<p>+0.1 Shot Speed Up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Gold/Stone Chest</p>  
</ul>  
<p class="tags">\* boss room pool, boss room item, grey, orange, family, picture</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="426" data-sid="342" data-tid="18">  
<>  
<div class="item reb-item-new re-item342" onclick=""></div>  
<span>

<p class="item-title">Blue Cap</p><p class="r-itemid">ItemID: 342</p><p class="pickup">HP + tears + shot speed down</p><p class="quality">Quality: 3</p><p>+1 HP Up</p><p>+0.7 Tears Up</p><p>-0.16 Shot Speed Down</p><p>Heals one red heart container when picked up</p><p>An item only found in the Boss Room pool</p><p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room</p></ul><p class="tags">\* boss room pool, boss room item, mushroom, fungi, fungus</p></span></a></li>, <li class="textbox" data-cid="517" data-sid="343" data-tid="93.3"><a><div class="item reb-item-new re-item343" onclick=""></div><span><p class="item-title">Latch Key</p><p class="r-itemid">ItemID: 343</p><p class="pickup">Luck up</p><p class="quality">Quality: 2</p><p>+1 Luck Up</p><p>+1 Soul Heart</p><p>Spawns 2 keys on the ground</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Gold/Stone Chest, Key Beggar</p></ul><p class="tags">\* boss room pool, boss room item, brass, bronze, brown, gold</p></span></a></li>, <li class="textbox" data-cid="82" data-sid="344" data-tid="111"><a><div class="item reb-item-new re-item344" onclick=""></div><span><p class="item-title">Match Book</p><p class="r-itemid">ItemID: 344</p><p class="pickup">Evil up</p><p class="quality">Quality: 1</p><p>+1 Black Heart</p><p>+3 Bombs</p><p>When depleted, Black Hearts deal 40 damage to the entire room, in a Necronomicon style effect</p><p><strong>pri</strong> - Also drops the Match Stick trinket</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Gold/Stone Chest</p></ul><p class="tags">\* boss room pool, boss room item, white, red</p></span></a></li>, <li class="textbox" data-cid="638" data-sid="345" data-tid="180.2"><a><div class="item reb-item-new re-item345" onclick=""></div><span><p class="item-title">Synthoil</p><p class="r-itemid">ItemID: 345</p><p class="pickup">DMG up + range</p><p class="quality">Quality: 3</p><p>+1.0 Damage Up</p><p>+1.5 Range Up</p><p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room</p></ul><p class="tags">\* boss room pool, boss room item, syringe, needle, grey, purple, pink</p></span></a></li>, <li class="textbox" data-cid="537" data-sid="346" data-tid="167.5"><a><div class="item reb-item-new re-item346" onclick=""></div><span><p class="item-title">A Snack</p><p class="r-itemid">ItemID: 346</p><p class="pickup">HP up</p><p class="quality">Quality: 1</p><p>+1 HP Up</p><p>Heals one red heart container when picked up</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room</p></ul><p class="tags">\* boss room pool, boss room item, the lost item pool, dog, biscuit, brown, orange</p></span></a></li>, <li class="textbox" data-cid="16" data-sid="347" data-tid="1024"><a><div class="ab-item-new item abn-item347" onclick=""></div><span><p class="item-title">Diplopia</p><p class="r-itemid">ItemID: 347</p><p class="pickup">Double item vision</p><p class="quality">Quality: 3</p><p>A one-time use item which when used, will duplicate any pedestal items or consumables in the current room</p><p>If used in a shop, the duplicated items can be taken for free</p><p>If used on a trinket, another random trinket will spawn instead of a duplicate</p><p>If used in the Boss Rush, all the duplicates can be taken for free as well as one of the original items</p><p>If used in a Devil Room or Black Market, the duplicates can be taken for free</p><ul><p>Type: Active</p><p>Recharge Time: Instant (One time use)</p><p>Item Pool: Shop</p></ul><p class="tags">\*, white, button, eye </p></span></a></li>, <li class="textbox" data-cid="61" data-sid="348" data-tid="1071"><a><div class="ab-item-new item abn-item348" onclick=""></div><span><p class="item-title">Placebo</p><p class="r-itemid">ItemID: 348</p><p class="pickup">Pill mimic</p><p class="quality">Quality: 2</p><p>When used, copies the effect of the pill you are currently holding without consuming it</p><p>The charge time of this item depends on the quality of the pill you're holding</p><p>Does not copy effects of Cards or Runes</p><ul><p>Type: Active</p><p>Recharge Time: Varies</p><p>Item Pool: Shop, Greed Mode Shop</p></ul><p class="tags">\*, grey, gray, white, medicine, tablet </p></span></a></li>, <li class="textbox" data-cid="535" data-sid="349" data-tid="1093"><a><div class="ab-item-new item abn-item349" onclick=""></div><span><p class="item-title">Wooden Nickel</p><p class="r-itemid">ItemID: 349</p><p class="pickup">Flip a coin</p><p class="quality">Quality: 1</p><p>When used, has a 50% chance to drop one random type of coin (penny, nickel or dime)</p><p><strong>r-unlock</strong> UNLOCK: Unlock this item by donating 33 coins to the Greed Donation Machine</p><p><strong>r-unlock</strong> UNLOCK: Keeper starts with this item after beating Isaac with Keeper</p><ul>

<p>Type: Active</p>

<p>Recharge Time: 1 room</p>

<p>Item Pool: Shop, Greed Mode Item Room</p>

</ul>

<p class="tags">\* starting, brown, orange, cent, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="340" data-sid="350" data-tid="1090">

<a>

<div class="ab-item-new item abn-item350" onclick=""></div>

<span>

<p class="item-title">Toxic Shock</p>

<p class="r-itemid">ItemID: 350</p>

<p class="pickup">Mass poison</p>

<p class="quality">Quality: 3</p>

<p>With this item, at the start of every room you will deal double your tear damage to the entire room in a poison effect</p>

<p>Enemies killed now also leave a pool of creep on the ground where they died. This deals 1 damage per tick</p>

<p>High tear damage will cause this item to become very powerful for rooms with a lot of enemies, since they can die instantly and render the room harmless</p>

<p>Enemies which spawn after the first few seconds of each room are not affected by this item, e.g. Flies spawned from a Mulligan dying</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, green, glow, biohazard </p>

</span>

</a>

</li>, <li class="textbox" data-cid="203" data-sid="351" data-tid="1056">

<a>

<div class="ab-item-new item abn-item351" onclick=""></div>

<span>

<p class="item-title">Mega Bean</p>

<p class="r-itemid">ItemID: 351</p>

<p class="pickup">Giga fart!</p>

<p class="quality">Quality: 1</p>

<p>When used, the Mega Bean will freeze all enemies in the current room for a couple of seconds, deal 5 damage and poison any enemies in close proximity and send a wave of spikes across the room in the direction you are facing</p>

<p>The enemies in close range will take 5 damage then have a poison over time effect which deals your tear damage 4 or 6 times</p>

<p>The spike wave will deal 10 damage to any enemies in contact with it</p>

<p>Can be used to open secret rooms</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, pink, kidney</p>

</span>

</a>

</li>, <li class="textbox" data-cid="39" data-sid="352" data-tid="1036">

<a>

<div class="ab-item-new item abn-item352" onclick=""></div>

<span>

<p class="item-title">Glass Cannon</p>

<p class="r-itemid">ItemID: 352</p>

<p class="pickup">Be gentle...</p>

<p class="quality">Quality: 1</p>

<p>Glass Cannon allows you to fire one huge spectral tear that deals a lot of damage.</p>

<p>When taking damage, the cannon will break and remain broken until recharged (Recharge time: 4 rooms)</p>

<p>When you take damage and the cannon breaks, you take an additional 2 full hearts of damage and gain the Anemic effect for the room.</p>

<p>The damage done by Glass Cannon is calculated as follows:  $dmg = (dmg * 10) + 10$  (i.e. at base damage of 3.5, that's 45 damage)</p>

<p>Self-inflicted damage such as Blood Donation machines don't trigger this effect</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 5 seconds</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, silver</p>

</span>

</a>

</li>, <li class="textbox" data-cid="17" data-sid="353" data-tid="1005">

<a>

<div class="ab-item-new item abn-item353" onclick=""></div>

<span>

<p class="item-title">Bomber Boy</p>

<p class="r-itemid">ItemID: 353</p>

<p class="pickup">Explosive blast!</p>

<p class="quality">Quality: 2</p>

<p>5 bombs</p>

<p>Isaac's bombs will now explode in a large cross-shaped pattern (roughly 5 bombs explosions wide)</p>

<p>This also affects troll bombs</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\*, man, face, white </p>

</span>

</a>

</li>, <li class="textbox" data-cid="220" data-sid="354" data-tid="1016">

<a>

<div class="ab-item-new item abn-item354" onclick=""></div>

<span>

<p class="item-title">Crack Jacks</p>

<p class="r-itemid">ItemID: 354</p>

<p class="pickup">Don't swallow the prize!</p>

<p class="quality">Quality: 2</p>

<p>1 HP Up</p>

<p>Spawns a random trinket on the floor</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, brown, red, tup, carton, box, golden chest pool, gold chest pool,</p>

</span>

</a>

</li>, <li class="textbox" data-cid="67" data-sid="355" data-tid="1061">

<a>

<div class="ab-item-new item abn-item355" onclick=""></div>

<span>

<p class="item-title">Mom's Pearls</p>

<p class="r-itemid">ItemID: 355</p>

<p class="pickup">Range + luck up</p>

<p class="quality">Quality: 2</p>

<p>0.3 Range Up</p>

<p>1 Luck Up</p>

<p>1 Soul Heart</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, white, necklace, grey, gray, mom's pearls, mom pearls </p>

</span>

</a>

</li>, <li class="textbox" data-cid="697" data-sid="356" data-tid="1010">

<a>

<div class="ab-item-new item abn-item356" onclick=""></div>

<span>

<p class="item-title">Car Battery</p>

<p class="r-itemid">ItemID: 356</p>

<p class="pickup">Double charge!</p>

<p class="quality">Quality: 3</p>

<p>The Car Battery causes your spacebar item to activate twice on each use</p>

<p>For example, with Yum Heart you would heal 2 full red hearts instead of 1</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Greed Mode Shop</p>

</ul>

<p class="tags">\*, black, box, cube </p>

</span>

</a>

</li>, <li class="textbox" data-cid="247" data-sid="357" data-tid="1006">

<a>

<div class="ab-item-new item abn-item357" onclick=""></div>

<span>

<p class="item-title">Box of Friends</p>

<p class="r-itemid">ItemID: 357</p>

<p class="pickup">Double your friends</p>

<p class="quality">Quality: 1</p>

<p>Upon use, gives you a duplicate of each familiar you have for the current room</p>

<p>It will not 'double' your familiars as the tagline suggests - if you have 2 of one kind, it will only give you an extra one</p>

<p>If the familiar only appears when taking damage (i.e. Dead Bird) then Box of Friends will cause it to spawn but won't create duplicates</p>

<p>This can be used multiple times in the same room to generate more familiars, meaning you can get a level 4 meatboy or bandage girl by using this item 3 times in the same room</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Lilith</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 3 rooms</p>

<p>Item Pool: Shop, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, gold, black </p>

</span>

</a>

</li>, <li class="textbox" data-cid="59" data-sid="358" data-tid="1089">

<a>

<div class="ab-item-new item abn-item358" onclick=""></div>

<span>

<p class="item-title">The Wiz</p>

<p class="r-itemid">ItemID: 358</p>

<p class="pickup">Double wiz shot!</p>

<p class="quality">Quality: 1</p>

<p>Isaac wears a dunce hat and fires 2 tears at once diagonally, similar to the R U A WIZARD pill tear pattern</p>

<p>Gives Isaac spectral tears which allows them to travel through objects in the environment (i.e. rocks)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\* Item Room, Greed Mode Item Room, dunce cap, white, hat, cone</p>

</span>

</a>

</li>, <li class="textbox" data-cid="611" data-sid="359" data-tid="1000">

<a>

<div class="ab-item-new item abn-item359" onclick=""></div>

<span>

<p class="item-title">8 Inch Nails</p>

<p class="r-itemid">ItemID: 359</p>

<p class="pickup">Stick it to 'em!</p>

<p class="quality">Quality: 3</p>

<p>+1.5 Damage Up</p>

<p>Replaces Isaac's tears with nails, which have increased knockback</p>

<p>The increased knockback will also affect Brimstone, which usually has no knockback at all</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room, Greed Mod Item Room</p>

</ul>

<p class="tags">\*, silver, grey, gray </p>

</span>

</a>

</li>, <li class="textbox" data-cid="690" data-sid="360" data-tid="1044">

<a>

<div class="ab-item-new item abn-item360" onclick=""></div>

<span>

<p class="item-title">Incubus</p>

<p class="r-itemid">ItemID: 360</p>

<p class="pickup">Dark friend</p>

<p class="quality">Quality: 4</p>

<p>Gives you a familiar demon incubus that follows you and shoots tears that scale with your own tears in terms of damage, stats and also effects</p>

<p>It will mimic any tear effects you currently have and also copy your current stats, meaning it will fire with the same damage, fire rate and range</p>

<p>Lilith starts with this item</p>

<p>Incubus' damage is reduced by 25% when playing as characters other than Lilith</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Lilith</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Devil Room, Greed Mode Devil Room</p>

</ul>

<p class="tags">\* starting, black, red, eyes, wings, bat</p>

</span>

</a>

</li>, <li class="textbox" data-cid="425" data-sid="361" data-tid="1031">

<a>

<div class="ab-item-new item abn-item361" onclick=""></div>

<span>

<p class="item-title">Fate's Reward</p>

<p class="r-itemid">ItemID: 361</p>

<p class="pickup">Your fate besids you</p>

<p class="quality">Quality: 2</p>

<p>A familiar blue head that will follow Isaac and fire tears copying his tear damage and effects</p>

<p>This familiar is very similar to Incubus, however it only copies damage and is not affected by tears or range upgrades</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with ??? (Blue baby)</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, dead, blue, face, fates reward, fate reward </p>

</span>

</a>

</li>, <li class="textbox" data-cid="538" data-sid="362" data-tid="1049">

<a>

<div class="ab-item-new item abn-item362" onclick=""></div>

<span>

<p class="item-title">Lil Chest</p>

<p class="r-itemid">ItemID: 362</p>

<p class="pickup">What's in the box?</p>

<p class="quality">Quality: 2</p>

<p>A familiar chest that follows Isaac and has a 25% chance to drop a pickup after clearing a room</p>

<p>Possible drops include hearts, coins, bombs, key, pills, card, runes, batteries, trinket</p>

<p>There's a 10% chance to spawn a trinket</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Isaac</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Beggar</p>

</ul>

<p class="tags">\* lil' chest, brown, orange, wooden</p>

</span>

</a>

</li>, <li class="textbox" data-cid="303" data-sid="363" data-tid="1085">

<a>

<div class="ab-item-new item abn-item363" onclick=""></div>

<span>

<p class="item-title">Sworn Protector</p>

<p class="r-itemid">ItemID: 363</p>

<p class="pickup">Protective friend</p>

<p class="quality">Quality: 3</p>

<p>An orbital angel which does 7 contact damage per tick and blocks shots</p>

<p>The angel will attract bullets towards it and block them</p>

<p>Sworn Protector will drop an eternal heart if it blocks 10 shots in one room. Can only happen once per room</p>

<p>Visually this is almost identical to the Guardian Angel item, but without a face</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with The Lost</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Angel Room, Greed Mode Angel Room</p>

</ul>

<p class="tags">\*, angel, wings, pink, white </p>

</span>

</a>

</li>, <li class="textbox" data-cid="28" data-sid="364" data-tid="1032">

<a>

<div class="ab-item-new item abn-item364" onclick=""></div>

<span>

<p class="item-title">Friend Zone</p>

<p class="r-itemid">ItemID: 364</p>

<p class="pickup">Friendly fly</p>

<p class="quality">Quality: 1</p>

<p>A white orbiting fly which deals 3 contact damage per tick to enemies</p>

<p>This familiar orbits Isaac at a middle length distance somewhere between Distant Admiration and Forever Alone</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Key Beggar</p>

</ul>

<p class="tags">\*, white, wings, grey, gray </p>

</a>

</li>, <li class="textbox" data-cid="29" data-sid="365" data-tid="1052">

<a>

</div>

<span>

<p class="item-title">Lost Fly</p>

<p class="r-itemid">ItemID: 365</p>

<p class="pickup">Lost protector</p>

<p class="quality">Quality: 1</p>

<p>A familiar fly that moves in a straight line and attaches itself to the first obstacle or wall it comes into contact with in each room.

</p>

<p>If any enemies walk into its path, it will deal 7 contact damage per tick</p>

<p>If the obstacle it is attached to is destroyed then it will continue rolling in the direction it was previously travelling until it meets another wall or obstacle</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Key Beggar</p>

</ul>

<p class="tags">\*, white, wings, grey, gray </p>

</a>

</li>, <li class="textbox" data-cid="659" data-sid="366" data-tid="1078">

<a>

</div>

<span>

<p class="item-title">Scatter Bombs</p>

<p class="r-itemid">ItemID: 366</p>

<p class="pickup">"We put bombs in your bombs!"</p>

<p class="quality">Quality: 1</p>

<p>+5 bombs</p>

<p>Causes your bombs to explode into 2-4 tiny bombs</p>

<p>The smaller bombs deal half damage and have a smaller explosion area. They also retain most of your bomb synergizing items</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\*, clear, transparent </p>

</a>

</li>, <li class="textbox" data-cid="18" data-sid="367" data-tid="1081">

<a>

</div>

<span>

<p class="item-title">Sticky Bombs</p>

<p class="r-itemid">ItemID: 367</p>

<p class="pickup">Egg sack bombs!</p>

<p class="quality">Quality: 1</p>

<p>+5 Bombs</p>

<p>This item causes your bombs to stick to enemies</p>

<p>When one of your bombs kills an enemy, a bunch of blue spiders are spawned to fight by your side, which deal x2 your current damage</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<ul>

<p>Type: Passive, Bomb Modifier</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Bomb Beggar, Bomb Beggar</p>

</ul>

<p class="tags">\*, white, cobweb, web </p>

</a>

</li>, <li class="textbox" data-cid="396" data-sid="368" data-tid="1027">

<a>

</div>

<span>

<p class="item-title">Epiphora</p>

<p class="r-itemid">ItemID: 368</p>

<p class="pickup">"Intensifying tears"</p>

<p class="quality">Quality: 1</p>

<p>Shooting in one direction increases your fire rate until a cap is reached</p>

<p>The maximum effect is to halve your delay, which takes roughly 10 seconds to achieve</p>

<p>The accuracy of your tears is also reduced as your fire rate increases</p>

<p>As soon as you change firing direction, your fire rate is reset to its normal amount</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, blue, drops, three, water </p>

</a>

</li>, <li class="textbox" data-cid="454" data-sid="369" data-tid="1015">

<a>

</div>

<span>

<p class="item-title">Continuum</p>

<p class="r-itemid">ItemID: 369</p>

<p class="pickup">"Transcendent tears"</p>

<p class="quality">Quality: 2</p>

<p>+3 Range Up</p>

<p>Tears will now travel through walls and appear out of the opposite wall, similar to a portal-type mechanic</p>

<p>Your tears can now also travel over rocks and objects in the environment</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mod Item Room</p>

</ul>

<p class="tags">\*, infinity, pink, purple, oo </p>

</a>

</li>, <li class="textbox" data-cid="304" data-sid="370" data-tid="1063">

<a>

</div>

<span>

<p class="item-title">Mr. Dolly</p>

<p class="r-itemid">ItemID: 370</p>

<p class="pickup">"Range + tears up"</p>

<p class="quality">Quality: 3</p>

<p>+0.7 Tears Up</p>

<p>+1.5 Range Up</p>

<p>Spawns 3 random types of hearts on the floor</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, pink, blonde, yellow, red, bow, baby mr dolly</p>

</a>

</li>, <li class="textbox" data-cid="436" data-sid="371" data-tid="1018">

<a>

</div>

<span>

<p class="item-title">Curse of The Tower</p>

<p class="r-itemid">ItemID: 371</p>

<p class="pickup">"You feel cursed..."</p>

<p class="quality">Quality: 1</p>

<p>Causes Isaac to spawn 6 troll bombs on the floor every time he gets hit, similar to the Anarchist Cookbook mechanic</p>

<p>Doesn't trigger on damage taken from blood donation machines and devil beggars (but still triggers on other forms of intentional self damage such as IV Bag)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Red Chest, Curse Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, blue, orange, poster, torn, paper, page, ripped </p>

</a>

</li>, <li class="textbox" data-cid="581" data-sid="372" data-tid="1013">

<a><div class="ab-item-new item abn-item372" onclick=""></div><span><p class="item-title">Charged Baby</p><p class="r-itemid">ItemID: 372</p><p class="pickup">Bbbzzzzt!</p><p class="quality">Quality: 3</p><p>A familiar baby that has a random chance to drop a battery pickup or freeze all enemies in the room for a short while</p><p>Charged Baby also has a chance to add one charge to your spacebar item</p><p>These effects can only occur while in a hostile room with enemies</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Shop, Greed Mode Shop</p></ul><p class="tags">\*, yellow, grey, gray, power </p></span></a><li><li class="textbox" data-cid="161" data-sid="373" data-tid="1022"><a><div class="ab-item-new item abn-item373" onclick=""></div><span><p class="item-title">Dead Eye</p><p class="r-itemid">ItemID: 373</p><p class="pickup">Accuracy brings power!</p><p class="quality">Quality: 3</p><p>Gives Isaac a +25% damage up for every tear that successfully hits an enemy</p><p>The bonus from Dead Eye maxes out at double your damage (+100%)</p><p>If a tear misses an enemy, there is a chance for the multiplier to be reset back to 1. It's a 20% chance on first miss, 33% for a second miss and 50% for anything beyond that</p><p>Piercing shots work with this item and multiple hits with a single tear will each give a damage bonus</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Greed Mode Item Room</p></ul><p class="tags">\*, bullseye, target, grey, gray, black, red, circle </p></span></a><li><li class="textbox" data-cid="358" data-sid="374" data-tid="1041"><a><div class="ab-item-new item abn-item374" onclick=""></div><span><p class="item-title">Holy Light!</p><p class="r-itemid">ItemID: 374</p><p class="pickup">Holy shot!</p><p class="quality">Quality: 3</p><p>Isaac has a random chance to fire a Holy tear, which when it hits an enemy, will spawn a light beam on the same enemy, dealing damage</p><p>The beams from this item deal damage equal to 400% of your tear damage (4x damage multiplier for the beams only)</p><p>The chance to fire a Holy tear is affected by your luck stat, maxing out at a 50% chance</p><p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Greed Mode Item Room, Angel Room</p></ul><p class="tags">\*, glow, blue, white, black, ball </p></span></a><li><li class="textbox" data-cid="637" data-sid="375" data-tid="1042"><a><div class="ab-item-new item abn-item375" onclick=""></div><span><p class="item-title">Host Hat</p><p class="r-itemid">ItemID: 375</p><p class="pickup">Nice hat!</p><p class="quality">Quality: 3</p><p>A familiar host that sits on Isaac's head and has a 20% chance to block enemy shots</p><p>When a shot is blocked, Host Hat will fire 3 bullets back at the enemy</p><p>Causes you to become immune to explosions, but doesn't protect against stomp or shockwaves</p><p>Blocks damage from projectiles falling from above</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Greed Mode Item Room</p></ul><p class="tags">\*, skull, bone, grey, gray, zoidberg </p></span></a><li><li class="textbox" data-cid="354" data-sid="376" data-tid="1075"><a><div class="ab-item-new item abn-item376" onclick=""></div><span><p class="item-title">Restock</p><p class="r-itemid">ItemID: 376</p><p class="pickup">Never ending stores!</p><p class="quality">Quality: 2</p><p>Causes your shops to instantly restock their items when you buy them</p><p>New items generated by Restock are from the shop item pool</p><p>The cost increases exponentially every time you purchase an item. For Items it increases by 2 coins \* the number of purchases. For everything it increases by 1 coin \* the number of purchases</p><p>The max price of an item is always 99c with this item</p><p>Works with Keeper's Box and the Member Card extra shop</p><ul><p>Type: Passive</p><p>Item Pool: Shop, Beggar</p></ul><p class="tags">\*, recycle, green, arrows </p></span></a><li><li class="textbox" data-cid="21" data-sid="377" data-tid="1008"><a><div class="ab-item-new item abn-item377" onclick=""></div><span><p class="item-title">Bursting Sack</p><p class="r-itemid">ItemID: 377</p><p class="pickup">Spider love</p><p class="quality">Quality: 1</p><p>Most spider enemies no longer target or deal contact damage to Isaac</p><p>This is very similar to a Skatole for spiders instead of flies</p><p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Greed Mode Item Room</p></ul><p class="tags">\*, egg, burst, pop, white, black </p></span></a><li><li class="textbox" data-cid="41" data-sid="378" data-tid="1067"><a><div class="ab-item-new item abn-item378" onclick=""></div><span><p class="item-title">No. 2</p><p class="r-itemid">ItemID: 378</p><p class="pickup">Uh oh...</p><p class="quality">Quality: 2</p><p>Continuously firing or charging tears for 3 seconds causes Isaac to fart and drop a Butt Bomb</p><p>Only 1 Butt Bomb can be dropped per charge, so you'll need to stop firing then start again to drop another one</p><p>Butt Bombs explode for 50 damage like normal bombs, but also deal 10 damage to all enemies in the room and daze them for a short period of time</p><p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation.</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Greed Mode Item Room</p></ul><p class="tags">\*, yfront, y-front, underpants, underwear, white, grey, gray, no 2, number two, number 2, no two </p></span></a><li><li class="textbox" data-cid="9" data-sid="379" data-tid="1072"><a><div class="ab-item-new item abn-item379" onclick=""></div><span><p class="item-title">Pupula Duplex</p><p class="r-itemid">ItemID: 379</p><p class="pickup">Wide shot</p><p class="quality">Quality: 2</p><p>Transforms Isaac's tears into a wide arc shape which doubles their size and hitbox</p><p>Gives Isaac spectral tears which allows them to travel through objects in the environment (i.e. rocks)</p>

<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, flat, white, grey, gray, blue, drip, water, eyes </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="596" data-sid="380" data-tid="1069">  
<a>  
<div class="ab-item-new item abn-item380" onclick=""></div>  
<span>  
<p class="item-title">Pay To Play</p>  
<p class="r-itemid">ItemID: 380</p>  
<p class="pickup">Money talks</p>  
<p class="quality">Quality: 2</p>  
<p>+5 coins</p>  
<p>This item turns all doors that require a key into doors which need a coin to enter instead</p>  
<p>This affects shops, item rooms, libraries and other key doors</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop, Greed Mode Item Room, Greed Mode Shop</p>  
</ul>  
<p class="tags">\*, grey, gray, metal, slot, rectangle, silver </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="46" data-sid="381" data-tid="1025">  
<a>  
<div class="ab-item-new item abn-item381" onclick=""></div>  
<span>  
<p class="item-title">Eden's Blessing</p>  
<p class="r-itemid">ItemID: 381</p>  
<p class="pickup">Your future shines brighter</p>  
<p class="quality">Quality: 3</p>  
<p>+0.7 Tears Up</p>  
<p>Gives you a random item at the start of your next run (You need to start a fresh run to receive the item)</p>  
<p>Important progression items such as Key Pieces or the Mom's Shovel pieces cannot be given by Eden's Blessing</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Eden</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, white, rose, flower, petal </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="588" data-sid="382" data-tid="1033">  
<a>  
<div class="ab-item-new item abn-item382" onclick=""></div>  
<span>  
<p class="item-title">Friendly Ball</p>  
<p class="r-itemid">ItemID: 382</p>  
<p class="pickup">Gotta fetch 'em all!</p>  
<p class="quality">Quality: 2</p>  
<p>When used, can be thrown at enemies to capture them (similar to a Poké Ball)</p>  
<p>After capturing an enemy, the next use of the Friendly Ball will re-spawn the same enemy as a friendly companion which will attack other enemies</p>  
<p>The companion will persist between rooms and floors until it dies by taking enough damage</p>  
<p>Walking over the thrown ball after capturing an enemy will immediately recharge it</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 2 rooms</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, pokemon, grey, gray, blue, deathstar, circle </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="427" data-sid="383" data-tid="1086">  
<a>  
<div class="ab-item-new item abn-item383" onclick=""></div>  
<span>  
<p class="item-title">Tear Detonator</p>  
<p class="r-itemid">ItemID: 383</p>  
<p class="pickup">Remote tear detonation</p>  
<p class="quality">Quality: 1</p>  
<p>When used, will detonate any tears currently on the screen and cause each one to split into 6 more tears which will fire in a circle, similar to Tammy's Head</p>  
<p>Luck-based items such as Holy Light are applied to each tear individually</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 15 seconds</p>  
<p>Item Pool: Shop, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, blue, tnt, boom </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="283" data-sid="384" data-tid="1050">  
<a>  
<div class="ab-item-new item abn-item384" onclick=""></div>  
<span>  
<p class="item-title">Lil Gurdy</p>  
<p class="r-itemid">ItemID: 384</p>  
<p class="pickup">A gurd of your own!</p>  
<p class="quality">Quality: 2</p>  
<p>Gives Isaac a familiar Gurdy that will charge around the room dealing contact damage to enemies</p>  
<p>The Gurdy is charged by holding down the fire button and letting go. The longer the button is held the faster Gurdy will fling itself across the screen</p>  
<p>Deals a fixed amount of damage depending on charge level, at lowest being ~5 and at max being ~20</p>  
<p>Lil Gurdy bounces off of enemies and obstacles</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, pink, brown, circle, eye </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="287" data-sid="385" data-tid="1007">  
<a>  
<div class="ab-item-new item abn-item385" onclick=""></div>  
<span>  
<p class="item-title">Bumbo</p>  
<p class="r-itemid">ItemID: 385</p>  
<p class="pickup">Bumbo wan! coin</p>  
<p class="quality">Quality: 1</p>  
<p>A beggar head which floats around the room and picks up any nearby coins. Every 6 coins Bumbo will evolve to a new form except for level 4 which takes 12 coins</p>  
<p>Level 2: Bumbo gains a body and crawls around the room, sometimes dropping random pickups</p>  
<p>Level 3: It now fires tears in the same direction Isaac does</p>  
<p>Level 4: Bumbo no longer fires tears but instead will chase enemies slowly and deal contact damage. It will also sometimes randomly drop bombs</p>  
<p>After reaching level 4 (and at a much lower chance before level 4), Bumbo will also continue to collect coins and drop random pickups, similar to the Bum Friend item, but can also drop pedestal items very rarely.</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Beggar</p>  
</ul>  
<p class="tags">\*, pink, face, round, smile, :D </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="428" data-sid="386" data-tid="1019">  
<a>  
<div class="ab-item-new item abn-item386" onclick=""></div>  
<span>  
<p class="item-title">D12</p>  
<p class="r-itemid">ItemID: 386</p>  
<p class="pickup">Rerolls rocks</p>  
<p class="quality">Quality: 0</p>  
<p>When used, the D12 re-rolls any rocks into another random type of object (e.g. poop, pots, TNT, red poop, stone blocks etc.)</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Cain</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: 3 rooms</p>  
<p>Item Pool: Item Room, Greed Mode Shop</p>  
</ul>  
<p class="tags">\*, die, dice, pip, blue, 12, circle </p>  
</span>  
</a>

</li>, <li class="textbox" data-cid="246" data-sid="387" data-tid="1011">  
<></div>  
<div class="ab-item-new item abn-item387" onclick=""></div>  
<span>  
<p class="item-title">Censer</p>  
<p class="r-itemid">ItemID: 387</p>  
<p class="pickup">"Peace be with you"</p>  
<p class="quality">Quality: 3</p>  
<p>Gives Isaac a familiar golden Censer which creates a huge aura of light that slows down any enemies inside it</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Maggy</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Angel Room, Greed Mode Angel Room</p>  
</ul>  
<p class="tags">\*, gold, vase, cross </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="641" data-sid="388" data-tid="1046">  
<></div>  
<div class="ab-item-new item abn-item388" onclick=""></div>  
<span>  
<p class="item-title">Key Bum</p>  
<p class="r-itemid">ItemID: 388</p>  
<p class="pickup">"He wants your keys!"</p>  
<p class="quality">Quality: 0</p>  
<p>A familiar beggar similar to Bum Friend that follows Isaac and collects keys, giving random chests in return</p>  
<p>Doesn't pick up golden keys</p>  
<p>Counts as 1 of 3 bum items needed towards the Super Bum transformation</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Lazarus</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Secret Room, Key Beggar</p>  
</ul>  
<p class="tags">\*, grey, gray, black, face, stone, rock, baby </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="457" data-sid="389" data-tid="1076">  
<></div>  
<div class="ab-item-new item abn-item389" onclick=""></div>  
<span>  
<p class="item-title">Rune Bag</p>  
<p class="r-itemid">ItemID: 389</p>  
<p class="pickup">"Rune generator"</p>  
<p class="quality">Quality: 3</p>  
<p>A bag that follows Isaac and drops a random Rune or Soul Stone every 7 or 8 rooms</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Lilith</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Secret Room</p>  
</ul>  
<p class="tags">\*, purple, sack, pouch, pink </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="278" data-sid="390" data-tid="1079">  
<></div>  
<div class="ab-item-new item abn-item390" onclick=""></div>  
<span>  
<p class="item-title">Seraphim</p>  
<p class="r-itemid">ItemID: 390</p>  
<p class="pickup">"Sworn friend"</p>  
<p class="quality">Quality: 3</p>  
<p>A familiar angel which follows Isaac and fires Sacred Heart tears which deal 10 damage at -25% shot speed and a reduced fire rate</p>  
<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Angel Room, Greed Mode Angel Room</p>  
</ul>  
<p class="tags">\*, angel, halo, wings, blue, white, baby </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="103" data-sid="391" data-tid="1002">  
<></div>  
<div class="ab-item-new item abn-item391" onclick=""></div>  
<span>  
<p class="item-title">Betrayal</p>  
<p class="r-itemid">ItemID: 391</p>  
<p class="pickup">"Turn your enemy"</p>  
<p class="quality">Quality: 0</p>  
<p>Every time Isaac takes damage, a charm effect is applied to every enemy in the room, causing them to attack each other rather than Isaac</p>  
<p>The effect will not trigger if there are less than 2 enemies in the room</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Judas</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room, Devil Room, Greed Mode Devil Room</p>  
</ul>  
<p class="tags">\*, red, silver, dagger, knife, bloody </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="54" data-sid="392" data-tid="1094">  
<></div>  
<div class="ab-item-new item abn-item392" onclick=""></div>  
<span>  
<p class="item-title">Zodiac</p>  
<p class="r-itemid">ItemID: 392</p>  
<p class="pickup">"The heavens will change you"</p>  
<p class="quality">Quality: 1</p>  
<p>Zodiac will give you a random zodiac item effect that changes after every floor</p>  
<p>Possible item effects include: Taurus, Aries, Cancer, Leo, Virgo, Libra, Scorpio, Sagittarius, Capricorn, Aquarius, Gemini or Pisces</p>  
<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetaryisms</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with The Lost</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, cross, white, circle </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="344" data-sid="393" data-tid="1080">  
<></div>  
<div class="ab-item-new item abn-item393" onclick=""></div>  
<span>  
<p class="item-title">Serpent's Kiss</p>  
<p class="r-itemid">ItemID: 393</p>  
<p class="pickup">"The kiss of death"</p>  
<p class="quality">Quality: 2</p>  
<p>Tears now have a random chance to apply a poison effect, dealing damage equal to your tears each tick, for 2 ticks</p>  
<p>Isaac now deals poison damage on contact with enemies similar to The Virus item (Damage over time 4 or 6 per tick)</p>  
<p>Enemies that were poisoned by contact damage have a 20% chance to drop a black sin heart when killed. Only contact poison has this effect - poison from tears doesn't work</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Lilith</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, green, lips, kiss, drip, drop, serpents kiss, serpent kiss </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="140" data-sid="394" data-tid="1054">  
<></div>  
<div class="ab-item-new item abn-item394" onclick=""></div>  
<span>  
<p class="item-title">Marked</p>  
<p class="r-itemid">ItemID: 394</p>  
<p class="pickup">"Directed tears"</p>  
<p class="quality">Quality: 1</p>  
<p>Isaac will now fire tears automatically directed at a red target on the ground which is controlled by the player</p>  
<p>This allows for a full 360 degree tear firing radius</p>  
<p>Can be overridden by other tear modifiers such as Mom's Knife or Brimstone</p>  
<p>Every time you leave the room this effect turns off until you press a shoot button again</p>  
<p>+0.7 Tears Up</p>  
<p>+3.0 Range Up</p>  
<p>Has no effect with Lilith's Incubus</p>

<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, red, cross, circle </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="583" data-sid="395" data-tid="1087">  
<a>  
<div class="ab-item-new item abn-item395" onclick=""></div>  
<span>  
<p class="item-title">Tech X</p>  
<p class="r-itemid">ItemID: 395</p>  
<p class="pickup">Laser ring tears</p>  
<p class="quality">Quality: 4</p>  
<p>Tears are replaced with the ability to charge and fire a laser ring that travels across the room</p>  
<p>The size of the ring will depend on how long you charge it</p>  
<p>The laser ring does damage scaling based on charge, from 25% at minimum to 100% at max</p>  
<p>Rings have infinite range and travel until they hit a wall</p>  
<p>Multiple Tech X stacks - every one taken adds another laser ring (doesn't affect your fire rate)</p>  
<ul>  
<p>Type: Passive, Tear modifier</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\* tech 10, tech ten, donut laser rings, vr, headset, visor </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="90" data-sid="396" data-tid="1092">  
<a>  
<div class="ab-item-new item abn-item396" onclick=""></div>  
<span>  
<p class="item-title">Ventricle Razor</p>  
<p class="r-itemid">ItemID: 396</p>  
<p class="pickup">Short cutter</p>  
<p class="quality">Quality: 1</p>  
<p>Allows you to create one brown tunnel and one blue tunnel in the floor, that can be used to teleport between wherever you placed each one</p>  
<p>This item will let you port out of the devil room but not back into it</p>  
<p>Very useful in the boss rush and challenge rooms</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge Time: Instant</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags">\*, scalpel, red, silver, white, grey, gray, metal, knife, cut </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="355" data-sid="397" data-tid="1091">  
<a>  
<div class="ab-item-new item abn-item397" onclick=""></div>  
<span>  
<p class="item-title">Tractor Beam</p>  
<p class="r-itemid">ItemID: 397</p>  
<p class="pickup">Controlled tears</p>  
<p class="quality">Quality: 3</p>  
<p>Isaac's tears now travel directly forwards following a beam of light, but will also move sideways based on your player movement</p>  
<p>+0.5 Tears Up</p>  
<p>+1.5 Range Up</p>  
<p>+0.1 Shot Speed Up</p>  
<p>Allows for more accurate correction when firing tears, as their direction can be controlled even after they have been fired</p>  
<p>If you switch the direction in which you are firing tears, the beam of light and all your tears will also be transported to the new direction</p>  
<ul>  
<p>Type: Passive, Tear Modifier</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, blue, glow, silver, grey, gray, light </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="271" data-sid="398" data-tid="1039">  
<a>  
<div class="ab-item-new item abn-item398" onclick=""></div>  
<span>  
<p class="item-title">God's Flesh</p>  
<p class="r-itemid">ItemID: 398</p>  
<p class="pickup">Shrink shot!</p>  
<p class="quality">Quality: 1</p>  
<p>Tears now have a random chance to apply a shrinking effect, causing enemies to shrink in size for 5 seconds and also run away from Isaac</p>  
<p>Shrunk enemies can be crushed and killed by walking over them</p>  
<p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, mushroom, pink, gods flesh, god flesh </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="137" data-sid="399" data-tid="1055">  
<a>  
<div class="ab-item-new item abn-item399" onclick=""></div>  
<span>  
<p class="item-title">Maw of The Void</p>  
<p class="r-itemid">ItemID: 399</p>  
<p class="pickup">Consume thy enemy!</p>  
<p class="quality">Quality: 4</p>  
<p>After firing tears for 3 seconds, a red cross appears on Isaac's head that, upon releasing the fire button, creates a black ring which deals a lot of damage to any enemies inside it</p>  
<p>The ring deals damage equal to your tear damage rapidly to any enemies in contact with it, for a total of 30 ticks of damage</p>  
<p>You have to keep the fire button held down for the full 3 seconds to cause this effect</p>  
<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Azazel</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Greed Mode Devil Room</p>  
</ul>  
<p class="tags">\*, red, circle, blood, paint </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="625" data-sid="400" data-tid="1082">  
<a>  
<div class="ab-item-new item abn-item400" onclick=""></div>  
<span>  
<p class="item-title">Spear of Destiny</p>  
<p class="r-itemid">ItemID: 400</p>  
<p class="pickup">Your destiny!</p>  
<p class="quality">Quality: 1</p>  
<p>In addition to tears, Isaac now holds a spear in front of him which deals damage equal to 2 times your tear damage</p>  
<p>The spear occasionally inflicts fear on enemies it damages.</p>  
<p>The spear cannot be thrown like Mom's Knife but deals damage while it is in contact with an enemy</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Angel Room, Greed Mode Angel Room</p>  
</ul>  
<p class="tags">\*, grey, silver, sword, dagger, blade, knife </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="234" data-sid="401" data-tid="1029">  
<a>  
<div class="ab-item-new item abn-item401" onclick=""></div>  
<span>  
<p class="item-title">Explosivo</p>  
<p class="r-itemid">ItemID: 401</p>  
<p class="pickup">Sticky bomb shot!</p>  
<p class="quality">Quality: 2</p>  
<p>Tears now have a random chance to become sticky bombs, which will attach to enemies and explode after a few seconds</p>  
<p>The bomb explosion deals your tear damage + 60k</p>  
<p><strong>REPENTANCE</strong> - Explosivo tears now deal damage upon impact</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, orange, black, ball, circle, explode </p>  
</span>

</a>

</li>, <li class="textbox" data-cid="174" data-sid="402" data-tid="1012">

<a>

<div class="ab-item-new item abn-item402" onclick=""></div>

<span>

<p class="item-title">Chaos</p>

<p class="r-itemid">ItemID: 402</p>

<p class="pickup">!!!</p>

<p class="quality">Quality: 3</p>

<p>When picked up, drops between 1-6 random pickups on the floor</p>

<p>Causes all item pedestals to be chosen from a random item pool instead of the pre-defined ones which normally exist</p>

<p>Fixed item drops won't be replaced - e.g. Cube of Meat after defeating a Horseman</p>

<p><strong class="pri">REPENTANCE</strong> - It is now possible to see items again that have been rerolled away, preventing emptying the item pool and 'Breakfasting'</p>

<p><strong class="pri">REPENTANCE</strong> - Chaos now assigns a "weight" to item pools based on how many items are in the pool. The more items in a pool, the more likely that pool will be picked</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Secret Room</p>

</ul>

<p class="tags">\*, red, cross</p>

</span>

</a>

</li>, <li class="textbox" data-cid="572" data-sid="403" data-tid="1083">

<a>

<div class="ab-item-new item abn-item403" onclick=""></div>

<span>

<p class="item-title">Spider Mod</p>

<p class="r-itemid">ItemID: 403</p>

<p class="pickup">"Mod buddy!"</p>

<p class="quality">Quality: 1</p>

<p>A familiar grey spider that wanders around and allows you to see your tear damage and the health bars of all enemies</p>

<p>The spider will inflict a random status effect on any enemies it comes into contact with (e.g. slow, shrink, fear)</p>

<p>Spider Mod will also randomly drop battery consumables or blue spiders when a room is completed</p>

<p>For the sake of simplicity for players, all damage values displayed are multiplied by 10 and rounded to the nearest number</p>

<p>This item is a reference to Spider853, creator of Spidermod for the original game and one of the lead developers that worked on Rebirth and its DLCs</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Greed Mode Shop</p>

</ul>

<p class="tags">\*, robot, red, grey, gray, silver, metal, antenna</p>

</span>

</a>

</li>, <li class="textbox" data-cid="509" data-sid="404" data-tid="1030">

<a>

<div class="ab-item-new item abn-item404" onclick=""></div>

<span>

<p class="item-title">Farting Baby</p>

<p class="r-itemid">ItemID: 404</p>

<p class="pickup">"He farts!"</p>

<p class="quality">Quality: 1</p>

<p>A familiar that follows Isaac and blocks tears</p>

<p>If a tear hits Farting Baby, there is a 10% chance for it to fart, with 3 possible effects: Charm, Poison or Knock back</p>

<p>Charm deals 5 damage. Poison deals 5 damage initially and then 3.5</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Isaac</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* fart baby, green, fat</p>

</span>

</a>

</li>, <li class="textbox" data-cid="2" data-sid="405" data-tid="1035">

<a>

<div class="ab-item-new item abn-item405" onclick=""></div>

<span>

<p class="item-title">GB Bug</p>

<p class="r-itemid">ItemID: 405</p>

<p class="pickup">"Game breaking bug, right away!"</p>

<p class="quality">Quality: 1</p>

<p><strong class="pri">REPENTANCE</strong> - GB Bug is now a thrown projectile, activated by double tapping an attack button. It rerolls enemies and pickups it comes into contact with, then despawns. It returns after a room has been cleared</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Eden</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Secret Room, Greed Mode Shop</p>

</ul>

<p class="tags">\*, red, yellow, green, white, square, rectangle</p>

</span>

</a>

</li>, <li class="textbox" data-cid="675" data-sid="406" data-tid="1021">

<a>

<div class="ab-item-new item abn-item406" onclick=""></div>

<span>

<p class="item-title">DB</p>

<p class="r-itemid">ItemID: 406</p>

<p class="pickup">"Reroll stats"</p>

<p class="quality">Quality: 2</p>

<p>When used, the DB rerolls all of your stats</p>

<p>Will only effect your damage, tears, range and speed stats</p>

<p>Each stat is given a multiplier that applies after all other adjustments</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #28 (Pride Day)</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 Rooms</p>

<p>Item Pool: Item Room, Greed Mode Shop</p>

</ul>

<p class="tags">\* dice, pip, die, black, grey, gray, pyramid, triangle</p>

</span>

</a>

</li>, <li class="textbox" data-cid="70" data-sid="407" data-tid="1073">

<a>

<div class="ab-item-new item abn-item407" onclick=""></div>

<span>

<p class="item-title">Purity</p>

<p class="r-itemid">ItemID: 407</p>

<p class="pickup">"Aura stat boost"</p>

<p class="quality">Quality: 2</p>

<p>Purity will boost one of Isaac's stats depending on the colour of the aura around him</p>

<p>When you take damage, the aura will be removed and replaced with another random one when you enter the next room</p>

<p>Colour code is as follows:</p>

<p>Red = +4.0 Damage</p>

<p>Blue = -4 Tear Delay</p>

<p>Yellow = +0.5 Speed Up</p>

<p>Orange = +3.0 Range Up</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Maggy</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Greed Mode Angel Room</p>

</ul>

<p class="tags">\*, white, flower, lotus, petal, rose</p>

</span>

</a>

</li>, <li class="textbox" data-cid="629" data-sid="408" data-tid="1001">

<a>

<div class="ab-item-new item abn-item408" onclick=""></div>

<span>

<p class="item-title">Athame</p>

<p class="r-itemid">ItemID: 408</p>

<p class="pickup">"Call to the void"</p>

<p class="quality">Quality: 1</p>

<p>Now when you take damage, a black ring will appear around Isaac that damages any enemies in contact with it</p>

<p>The ring damage scales with your tear damage</p>

<p><strong class="pri">REPENTANCE</strong> - No longer has a chance to drop black hearts</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Eve</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room, Greed Mode Devil Room</p>

</ul>

<p class="tags">\*, grey, gray, silver, metal grabber, hand, robot</p>

</span>

</a>

</li>, <li class="textbox" data-cid="705" data-sid="409" data-tid="1025.5">  
<></div>  
<div class="ab-item-new item abn-item#409" onclick=""></div>  
<span>  
<p class="item-title">Empty Vessel</p>  
<p class="r-itemid">ItemID: 409</p>  
<p class="pickup">I reward an empty vessel</p>  
<p class="quality">Quality: 2</p>  
<ul>  
<p>+2 Black Hearts</p>  
<p>When Isaac has no red hearts, this item gives Isaac the ability to fly. Every 40 seconds spent in the same room since last activating, when the timer displays 00, 20 or 40 seconds, a shield triggers, nullifying all types of damage for 10 seconds</p>  
<p>As soon as Isaac has half a red heart or more, this item deactivates</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Lazarus</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Demon Beggar</p>  
</ul>  
<p class="tags">\*, red, grey, gray, black, bomb </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="389" data-sid="410" data-tid="1028">  
<></div>  
<div class="ab-item-new item abn-item#410" onclick=""></div>  
<span>  
<p class="item-title">Evil Eye</p>  
<p class="r-itemid">ItemID: 410</p>  
<p class="pickup">Eye shot!</p>  
<p class="quality">Quality: 2</p>  
<p>While firing tears this item gives you a chance to fire an eye across the screen with a very slow shot speed, which will fire tears of its own in the same direction as Isaac</p>  
<p>The evil eye shots will be destroyed if they come into contact with enemies or obstacles</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Cain</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, blue, glow, circle </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="173" data-sid="411" data-tid="1053">  
<></div>  
<div class="ab-item-new item abn-item#411" onclick=""></div>  
<span>  
<p class="item-title">Lusty Blood</p>  
<p class="r-itemid">ItemID: 411</p>  
<p class="pickup">Their blood brings rage!</p>  
<p class="quality">Quality: 3</p>  
<p>Each time Isaac kills an enemy, you get a temporary +0.5 damage up which lasts for the current room</p>  
<p>Each subsequent kill will stack further damage up to a maximum of +5 Damage Up after 10 kills</p>  
<p>This item is the same principle as the Bloody Lust item from the original flash game</p>  
<p><strong class="pri">REPENTANCE</strong> - Added to the Devil Room pool</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Samson</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Devil Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, red, heart, bleed, bloody </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="138" data-sid="412" data-tid="1009">  
<></div>  
<div class="ab-item-new item abn-item#412" onclick=""></div>  
<span>  
<p class="item-title">Cambion Conception</p>  
<p class="r-itemid">ItemID: 412</p>  
<p class="pickup">Feed them hate</p>  
<p class="quality">Quality: 2</p>  
<p>After taking enough damage you will gain a permanent demon familiar</p>  
<p>Possible familiars include: Dark Bum, Demon Baby, Leech, Lil' Brimstone, Succubus, Incubus, Lil Abaddon, Twisted Pair</p>  
<p>The effect is shown visually in 3 stages with the character's belly getting larger each time until it finally gives birth to a familiar.  
</p>  
<p>The first and second familiars spawn after 15 hits, then 30 hits for the third and fourth</p>  
<p>Cambion Conception cannot grant more than 4 familiars in total</p>  
<p>Lilith starts with this item</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating ??? with Lilith</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Greed Mode Devil Room</p>  
</ul>  
<p class="tags">\*, red, organ, lung, starting </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="26" data-sid="413" data-tid="1043">  
<></div>  
<div class="ab-item-new item abn-item#413" onclick=""></div>  
<span>  
<p class="item-title">Immaculate Conception</p>  
<p class="r-itemid">ItemID: 413</p>  
<p class="pickup">Feed them love</p>  
<p class="quality">Quality: 1</p>  
<p>After picking up 15 hearts, Isaac gains a permanent angelic familiar and a soul heart drops</p>  
<p>Possible familiars include: Holy Water, Guardian Angel, Sworn Protector, The Relic and Seraphim</p>  
<p>It is possible to get multiple followers by continuing to pick up hearts, at intervals of 15 hearts each</p>  
<p>After all 5 familiars have spawned, it will just drop a soul heart every 15 hearts collected</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Boss Rush with Lilith</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Angel Room, Greed Mode Angel Room</p>  
</ul>  
<p class="tags">\*, white, halo </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="243" data-sid="414" data-tid="1062">  
<></div>  
<div class="ab-item-new item abn-item#414" onclick=""></div>  
<span>  
<p class="item-title">More Options</p>  
<p class="r-itemid">ItemID: 414</p>  
<p class="pickup">There are even more options!</p>  
<p class="quality">Quality: 3</p>  
<p>Two items now spawn in each of your item rooms, however only one can be taken and the other will disappear</p>  
<p>Doesn't work for half-sized item rooms</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags">\*, orange, question, mark, gold, ? </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="356" data-sid="415" data-tid="1017">  
<></div>  
<div class="ab-item-new item abn-item#415" onclick=""></div>  
<span>  
<p class="item-title">Crown of Light</p>  
<p class="r-itemid">ItemID: 415</p>  
<p class="pickup">The untainted gain power</p>  
<p class="quality">Quality: 4</p>  
<p>+2 Soul Hearts</p>  
<p>The crown that replaces normal tears with blue diamond tears while you don't have any empty red heart containers or bone hearts</p>  
<p>While the effect is active, tears do double damage, +1.5 Range Up and -0.30 Shot Speed</p>  
<p>The crown will glow blue while active, if inactive it will appear grey</p>  
<p>The effect will also deactivate for the rest of the current room when you take damage, regardless of your health</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Angel Room, Greed Mode Angel Room</p>  
</ul>  
<p class="tags">\*, blue, glow </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="609" data-sid="416" data-tid="1023">  
<></div>  
<div class="ab-item-new item abn-item#416" onclick=""></div>

<span>

<p class="item-title">Deep Pockets</p>

<p class="r-itemid">ItemID: 416</p>

<p class="pickup">More stuff to carry!</p>

<p class="quality">Quality: 2</p>

<p>Increases your money cap to 999</p>

<p>When a room clear would otherwise yield no rewards, it now spawns 1-3 pennies</p>

<p><strong class="pri">REPENTANCE</strong> - Deep Pockets no longer adds a pill/card slot, instead increases money cap to 999</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating The Chest floor with Keeper</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Greed Mode Item Room, Greed Mode Shop</p>

</ul>

<p class="tags">\*, grey, gray, bag, stone, rock </p>

</span>

</a>

</li>, <li class="textbox" data-cid="704" data-sid="417" data-tid="1084">

<a>

<div class="ab-item-new item abn-item417" onclick=""></div>

<span>

<p class="item-title">Succubus</p>

<p class="r-itemid">ItemID: 417</p>

<p class="pickup">Damage booster</p>

<p class="quality">Quality: 3</p>

<p>A flying familiar that bounces around the room with a damaging aura, dealing rapid damage to any enemies inside it and boosting Isaac's tear damage</p>

<p>While standing in the black aura, Isaac has a temporary 1.5x damage multiplier (this will stack if you have more than one Succubus)</p>

<p>The aura deals 2.5 damage per tick or about 7.5 - 10 damage per second</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating The Lamb with Lilith</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\*, black, red, wings, grey, gray </p>

</span>

</a>

</li>, <li class="textbox" data-cid="539" data-sid="418" data-tid="1034">

<a>

<div class="ab-item-new item abn-item418" onclick=""></div>

<span>

<p class="item-title">Fruit Cake</p>

<p class="r-itemid">ItemID: 418</p>

<p class="pickup">Rainbow effects!</p>

<p class="quality">Quality: 2</p>

<p>Gives you a different tear effect with every tear that you fire</p>

<p>Tear effects include: Anti-Gravity, Ball of Bandages (Lvl 4), Bumbo (Lvl 3), Continuum, Cupid's Arrow, Compound Fracture, Euthanasia, Explosivo, Eye of Greed, Fire Mind, Flat Stone, Flat Worm, God's Flesh, Godhead, Head of the Keeper, Holy Light, Hook Worm, Ipecac, Iron Bar, Jacob's Ladder, Knockout Drops, Lachryphagy, Little Horn, Lodestone, Mom's Contacts, Mom's Eyeshadow, Mom's Perfume, Mucormycosis, My Refl, Mysterious Liquid, Ocular Rift, Ouija Board, Ouroboros Worm, The Parasite, Parasitoid, Polyphemus, Pop!, Proptosis, Pulse Worm, Ring Worm, Rotten Tomato, Rubber Cement, Serpent's Kiss, Sinus Infectio n, Spider Bite, Strange Attractor, Sulfuric Acid, Technology Zero, Tiny Planet, Trigagon and Wiggle Worm</p>

<p>With Dr. Fetus, this item will also cycle through random Bomb Modifiers (e.g. Butt Bombs, Hot Bombs)</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, brown, red, green, orange, pile, dirt </p>

</span>

</a>

</li>, <li class="textbox" data-cid="314" data-sid="419" data-tid="1088">

<a>

<div class="ab-item-new item abn-item419" onclick=""></div>

<span>

<p class="item-title">Teleport 2.0</p>

<p class="r-itemid">ItemID: 419</p>

<p class="pickup">I teleport!</p>

<p class="quality">Quality: 3</p>

<p>When used will teleport you to another random room that has not been explored yet</p>

<p>After all the normal rooms have been explored, the hierarchy of rooms chosen is: Super Secret Room, Shop, Item Room, Sacrifice Room, Dice Room, Library, Curse Room, Miniboss, Challenge Room, Bedroom, Arcad e, Vault, Secret Room, Devil/Angel Room, I AM ERROR</p>

<p>This ordering means a Devil and I Am Error room can both be forced if all others have been visited</p>

<p>If used in a normal room with enemies it will teleport you out and back into the exact same room</p>

<ul>

<p>Type: Active</p>

<p>Recharge Time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, golden, yellow, robot, antenna, black, teleport two, teleport 20 </p>

</span>

</a>

</li>, <li class="textbox" data-cid="665" data-sid="420" data-tid="1004">

<a>

<div class="ab-item-new item abn-item420" onclick=""></div>

<span>

<p class="item-title">Black Powder</p>

<p class="r-itemid">ItemID: 420</p>

<p class="pickup">Spin the black circle!</p>

<p class="quality">Quality: 1</p>

<p>Walking in a circle will spawn a pentagram symbol on the floor, which deals 10 damage per tick to any enemies inside it</p>

<p>The trail of black powder left on the floor will quickly disappear, meaning you are limited on the size of the pentagram symbol you can create</p>

<p><strong class="pri">REPENTANCE</strong> - Black Powder's pentagram can now damage flying enemies</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Demon Beggar</p>

</ul>

<p class="tags">\*, black, grey, gray, bag, sack, pouch </p>

</span>

</a>

</li>, <li class="textbox" data-cid="133" data-sid="421" data-tid="1047">

<a>

<div class="ab-item-new item abn-item421" onclick=""></div>

<span>

<p class="item-title">Kidney Bean</p>

<p class="r-itemid">ItemID: 421</p>

<p class="pickup">Love toots!</p>

<p class="quality">Quality: 1</p>

<p>When used, applies the charm effect to any enemies in close range and deals 5 damage</p>

<p>Charmed enemies will prioritize attacking other enemies in the room, otherwise they will still attack Isaac</p>

<p><strong class="pri">REPENTANCE</strong> - Kidney Bean now has a bigger effect radius, no longer deals damage to the enemies it's charming, and charge time has been reduced to 1 (from 2).</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 1 Rooms</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, red </p>

</span>

</a>

</li>, <li class="textbox" data-cid="357" data-sid="422" data-tid="1038">

<a>

<div class="ab-item-new item abn-item422" onclick=""></div>

<span>

<p class="item-title">Glowing Hour Glass</p>

<p class="r-itemid">ItemID: 422</p>

<p class="pickup">Turn back time</p>

<p class="quality">Quality: 3</p>

<p>When used, this item will rewind time and put you back in the previous room, in the same state you were in at that moment</p>

<p>This means any damage taken or consumables used in the current room will be reset back to the previous state</p>

<p>Can be used to check the contents of an Item Room without affecting Planetarium spawn chances</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 3 rooms</p>

<p>Item Pool: Item Room, Shop</p>

</ul>

<p class="tags">\*, hourglass, hour glass, egg, timer, blue, brown Glowing Hourglass </p>

</span>

</a>

</li>, <li class="textbox" data-cid="60" data-sid="423" data-tid="1014">

<a>

<div class="ab-item-new item abn-item423" onclick=""></div>

<span>

<p class="item-title">Circle of Protection</p>

<p class="r-itemid">ItemID: 423</p>

<p class="pickup">Protect me from myself</p>

<p class="quality">Quality: 2</p>

<p>Gives Isaac a large white halo around him, that deals a bit of damage to any enemies in contact with the ring</p><p>Every time an enemy bullet enters the ring, there is a chance it will reflect a homing tear back at the enemy</p><ul><p>Type: Passive</p><p>Item Pool: Angel Room, Greed Mode Angel Room</p></ul><p class="tags">, white, bandana, circle, bandage </p></span></a></li>, <li class="textbox" data-cid="522" data-sid="424" data-tid="1077"><a><div class="ab-item-new item abn-item424" onclick=""></div><span><p class="item-title">Sack Head</p><p class="r-itemid">ItemID: 424</p><p class="pickup">More sacks!</p><p class="quality">Quality: 3</p><p>Coins have a 10% chance to be replaced with Sack. Bombs, keys, cards, runes and batteries have a 20% chance</p><p>Spawns a sack when picked up</p><p>Can lead to game-breaking combinations with the D20 due to the amount of consumables and batteries spawned by the item sacks</p><p><strong class="pri">REPENTANCE</strong> - Added to the Secret Room pool</p><ul><p>Type: Passive</p><p>Item Pool: Shop, Secret Room</p></ul><p class="tags">, bag, grey, cry, blue, tear, shia paper bag sackhead, sad,</p></span></a></li>, <li class="textbox" data-cid="390" data-sid="425" data-tid="1066"><a><div class="ab-item-new item abn-item425" onclick=""></div><span><p class="item-title">Night Light</p><p class="r-itemid">ItemID: 425</p><p class="pickup">"Scared of the dark?"</p><p class="quality">Quality: 2</p><p>Gives Isaac a cone of light in front of him that slows any enemies inside it and their tears</p><p>The light faces the direction that you are facing, not the direction you are firing</p><p>Removed Curse of Darkness for the current floor, if picked up on a floor where the curse is active</p><ul><p>Type: Passive</p><p>Item Pool: Shop, Greed Mode Item Room</p></ul><p class="tags">\*, Shop, Greed Mode Item Room, white, blue, inhaler</p></span></a></li>, <li class="textbox" data-cid="462" data-sid="426" data-tid="1074"><a><div class="ab-item-new item abn-item426" onclick=""></div><span><p class="item-title">Obsessed Fan</p><p class="r-itemid">ItemID: 426</p><p class="pickup">"Follows my every move..."</p><p class="quality">Quality: 0</p><p>A purple familiar fly that follows your exact movement on a 1 second delay and deals 2 contact damage to enemies</p><p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Key Beggar</p></ul><p class="tags">\*, purple, fly </p></span></a></li>, <li class="textbox" data-cid="229" data-sid="427" data-tid="1059"><a><div class="ab-item-new item abn-item427" onclick=""></div><span><p class="item-title">Mine Crafter</p><p class="r-itemid">ItemID: 427</p><p class="pickup">"Boom!"</p><p class="quality">Quality: 1</p><p>When used, places an explosive TNT barrel next to you</p><p>The TNT barrel can be pushed and used to explode rocks or damage enemies</p><p>If used a second time in the same room while the last TNT barrel is still there, it will remotely explode the first TNT and not spawn another</p><ul><p>Type: Active</p><p>Recharge time: 1 room</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, orange, brown </p></span></a></li>, <li class="textbox" data-cid="407" data-sid="428" data-tid="1070"><a><div class="ab-item-new item abn-item428" onclick=""></div><span><p class="item-title">PJ's</p><p class="r-itemid">ItemID: 428</p><p class="pickup">"You feel cozy"</p><p class="quality">Quality: 2</p><p>+4 Soul Hearts</p><p>Fully restores your red health</p><p><strong class="pri">REPENTANCE</strong> - Added to the Gold Chest Pool</p><ul><p>Type: Passive</p><p>Item Pool: Boss Room, Gold/Stone Chest</p></ul><p class="tags">\*, blue, baby, grow, headless, golden chest pool, gold chest pool,</p></span></a></li>, <li class="textbox" data-cid="559" data-sid="429" data-tid="1040"><a><div class="ab-item-new item abn-item429" onclick=""></div><span><p class="item-title">Head of the Keeper</p><p class="r-itemid">ItemID: 429</p><p class="pickup">"Penny tears!"</p><p class="quality">Quality: 2</p><p>Isaac's tears become coins and now have a 5% chance to drop pennies on the floor upon successfully hitting an enemy</p><p>Has a chance to drop when exploding a dead shopkeeper</p><ul><p>Type: Passive</p><p>Item Pool: Dead shopkeeper</p></ul><p class="tags">\*, gold, eyes, grey, gray </p></span></a></li>, <li class="textbox" data-cid="400" data-sid="430" data-tid="1068"><a><div class="ab-item-new item abn-item430" onclick=""></div><span><p class="item-title">Papa Fly</p><p class="r-itemid">ItemID: 430</p><p class="pickup">"Turret follower"</p><p class="quality">Quality: 1</p><p>A familiar blue fly that will follow Isaac's movement pattern but delayed by 1 second</p><p>Papa Fly will fire tears at nearby enemies that deal damage equal to Isaac's tear damage</p><p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Key Beggar</p></ul><p class="tags">\*, blue </p></span></a></li>, <li class="textbox" data-cid="607" data-sid="431" data-tid="1064"><a><div class="ab-item-new item abn-item431" onclick=""></div><span><p class="item-title">Multidimensional Baby</p><p class="r-itemid">ItemID: 431</p>

<p class="pickup">"ydudB Buddy"</p>

<p class="quality">Quality: 2</p>

<p>A familiar baby that will follow your movement pattern on a 2 second delay</p>

<p>Tears that pass through the baby will double up and gain x1.33 speed boost</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Greed Mode Item Room, Devil Room, Greed Mode Devil Room</p>

</ul>

<p class="tags">\*, grey, gray, black, ghost </p>

</span>

</a>

</li>, <li class="textbox" data-cid="211" data-sid="432" data-tid="1037">

<a>

<span>

<p class="item-title">Glitter Bombs</p>

<p class="r-itemid">ItemID: 432</p>

<p class="pickup">"Prize bombs!"</p>

<p class="quality">Quality: 2</p>

<p>+5 bombs</p>

<p>Isaac's normal bombs become pink and causes them to drop random pickups when they explode (e.g. keys, coins, bombs, trinkets)</p>

<p>Bombs have a chance to charm enemies</p>

<ul>

<p>Type: Passive, Bomb Modifier</p>

<p>Item Pool: Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\*, pink, sparkle </p>

</span>

</a>

</li>, <li class="textbox" data-cid="685" data-sid="433" data-tid="1065">

<a>

<span>

<p class="item-title">My Shadow</p>

<p class="r-itemid">ItemID: 433</p>

<p class="pickup">"Me! And my shaaaaadow!"</p>

<p class="quality">Quality: 0</p>

<p>Each time you take damage, My Shadow will apply a fear effect to all enemies in the room and spawn a familiar black charger that will attack for you</p>

<p>The charger deals 5 damage, and will be killed if it is hurt too much</p>

<p class="unlock">UNLOCK: Unlock this item by beating Greed Mode with Judas</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Greed Mode Devil Room</p>

</ul>

<p class="tags">\*, black, outline, upside, down </p>

</span>

</a>

</li>, <li class="textbox" data-cid="626" data-sid="434" data-tid="1045">

<a>

<span>

<p class="item-title">Jar of Flies</p>

<p class="r-itemid">ItemID: 434</p>

<p class="pickup">"Gotta catch 'em all!"</p>

<p class="quality">Quality: 2</p>

<p>Every time you kill an enemy a fly will be added to the Jar, allowing you to stack up to 20</p>

<p>Using the Jar of Flies will release all the flies that are currently in the jar as friendly flies that will damage enemies</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Instant</p>

<p>Item Pool: Shop, Greed Mode Item Room, Greed Mode Shop</p>

</ul>

<p class="tags">\*, glass, bottle </p>

</span>

</a>

</li>, <li class="textbox" data-cid="154" data-sid="435" data-tid="1051">

<a>

<span>

<p class="item-title">Lil Loki</p>

<p class="r-itemid">ItemID: 435</p>

<p class="pickup">"4-way buddy!"</p>

<p class="quality">Quality: 1</p>

<p>A Loki familiar that follows Isaac and shoots tears 4 tears in a cross pattern, dealing a flat 3.5 damage each</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, red, devil, baby, face </p>

</span>

</a>

</li>, <li class="textbox" data-cid="40" data-sid="436" data-tid="1058">

<a>

<span>

<p class="item-title">Milk!</p>

<p class="r-itemid">ItemID: 436</p>

<p class="pickup">"Dont cry over it..."</p>

<p class="quality">Quality: 1</p>

<p>Gives Isaac a familiar glass of milk that follows him and spills on the floor upon taking damage</p>

<p>After being split, the milk gives you a -2 Tear Delay (Tears up) for the rest of the room</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Greed Mod Item Room</p>

</ul>

<p class="tags">\*, glass, white, cup </p>

</span>

</a>

</li>, <li class="textbox" data-cid="606" data-sid="437" data-tid="1020">

<a>

<span>

<p class="item-title">D7</p>

<p class="r-itemid">ItemID: 437</p>

<p class="pickup">"Reroll rewards!"</p>

<p class="quality">Quality: 1</p>

<p>When used, the D7 will restart the current room and bring back all enemies once again, enabling you to farm rewards that spawn at the end after beating the room</p>

<p>Can be used to generate infinite consumable combinations, gaining as many coins/keys/bombs as you need</p>

<p>Will teleport you to out of the room if used in a Boss Room or Devil Room</p>

<p>This item has no effect in Greed Mode, Challenge Rooms and rooms that had no enemies in originally</p>

<p>If used in a Boss Room or Angel/Devil Room, you get teleported to another random room, which is reset instead of the boss/angel/devil room you were in</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 3 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, dice, pip, die, turban, white, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="393" data-sid="438" data-tid="1003">

<a>

<span>

<p class="item-title">Binky</p>

<p class="r-itemid">ItemID: 438</p>

<p class="pickup">"Memories..."</p>

<p class="quality">Quality: 3</p>

<p>+1 Soul heart</p>

<p>+0.75 Tears Up</p>

<p>Isaac size down</p>

<p>Makes Isaac very small like a baby, reducing his hitbox size</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, pacifier, dummy, baby, blue, white</p>

</span>

</a>

</li>, <li class="textbox" data-cid="464" data-sid="439" data-tid="1060">

<a><div class="ab-item-new item abn-item439" onclick=""></div><span><p class="item-title">Mom's Box</p><p class="r-itemid">ItemID: 439</p><p class="pickup">What's inside?</p><p class="quality">Quality: 3</p><p>When used, Mom's Box will drop a random trinket on the ground</p><p>+1 Luck while held</p><p>While held, doubles the effect of trinkets which make sense to be doubled (e.g. +4 damage from Curved Horn instead of 2, -4 Tear Delay from Cancer instead of 2)</p><ul><p>Type: Active</p><p>Recharge time: 4 rooms</p><p>Item Pool: Shop, Greed Mode Shop</p></ul><p class="tags">\*, black, purple, mom box, moms box </p></span></a><li><li class="textbox" data-cid="488" data-sid="440" data-tid="1048"><a><div class="ab-item-new item abn-item440" onclick=""></div><span><p class="item-title">Kidney Stone</p><p class="r-itemid">ItemID: 440</p><p class="pickup">Matt's kidney stone</p><p class="quality">Quality: 2</p><p>Randomly while firing tears, Isaac will stop firing and turn red, where he will charge and release a lot of 'tears' in one go. In the burst of tears is a kidney stone which deals a lot of damage</p><p><strong class="pri">REPENTANCE</strong> - Kidney Stone is no longer a speed downgrade</p><p><strong class="pri">UNLOCK: Unlock this item by beating Challenge #29 (Onan's Streak)</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Greed Mode Item Room</p></ul><p class="tags">\*, bloody, brown, hair, wig, scalp </p></span></a><li><li class="textbox" data-cid="706" data-sid="441" data-tid="1057"><a><div class="ab-item-new item abn-item441" onclick=""></div><span><p class="item-title">Mega Blast</p><p class="r-itemid">ItemID: 441</p><p class="pickup">Laser breath</p><p class="quality">Quality: 4</p><p>Upon use, fires a huge Mega Satan laser for 15 seconds, dealing your tear damage \* 5 per tick to anything in its path and pushing Isaac back by the force</p><p>The laser persists for the entire 15 seconds even between rooms and floors</p><p>This item appears in the Devil Room but is weighted to be about 5 times rarer than all other devil room items</p><p><strong class="pri">UNLOCK: Unlock this item by beating Mega Satan with every character</p><ul><p>Type: Active</p><p>Recharge time: 12 rooms</p><p>Item Pool: Devil Room, Greed Mode Devil Room</p></ul><p class="tags">\*, red, grey, gray, brown, black, red, eyes </p></span></a><li><li class="textbox" data-cid="671" data-sid="442" data-tid=""><a><div class="ap-item-new item apn-item442" onclick=""></div><span><p class="item-title">Dark Prince's Crown</p><p class="r-itemid">ItemID: 442</p><p class="pickup">Loss is power</p><p class="quality">Quality: 1</p><p>A crown appears above your head and while at exactly 1 full red heart of health, you gain a +1.5 Range Up, +2.0 Tears Up and +0.20 Shot Speed Up</p><p>Any time your health changes to be not exactly 1 red heart you lose the effect</p><p>This item does nothing with The Lost</p><p><strong class="pri">REPENTANCE</strong> - Dark Prince's Crown now grants more of an increase in rate of fire, and the bonus now breaks the soft tears cap.</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Azazel</p><ul><p>Type: Passive</p><p>Item Pool: Devil Room, Curse Room</p></ul><p class="tags">\*, red, glow, Dark Prince's Crown, dark prince's crown, dark prince crown</p></span></a><li><li class="textbox" data-cid="116" data-sid="443" data-tid=""><a><div class="ap-item-new item apn-item443" onclick=""></div><span><p class="item-title">Apple</p><p class="r-itemid">ItemID: 443</p><p class="pickup">Trick or treat</p><p class="quality">Quality: 3</p><p>Gives you a 6.66% chance to fire a razor blade which deals x4 damage</p><p>+0.3 Tears Up</p><p>This item also turns your tears red, but does not change your actual damage stat or the damage your normal tears do</p><p>The chance to fire a razor blade depends on your luck stat, and at +14 luck you will fire a razor blade every time</p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, red, </p></span></a><li><li class="textbox" data-cid="223" data-sid="444" data-tid=""><a><div class="ap-item-new item apn-item444" onclick=""></div><span><p class="item-title">Lead Pencil</p><p class="r-itemid">ItemID: 444</p><p class="pickup">Hes a bleeder!</p><p class="quality">Quality: 3</p><p>With every 15 tears fired, Isaac will fire a cluster of 12 tears instead of your normal tear</p><p>Causes your normal tears to fire out of one eye, which means tears will fire in a near-perfect line instead of slightly off-center</p><p><strong class="pri">REPENTANCE</strong> - Lead Pencil's tear barrage no longer deals double damage</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Gold/Stone Chest</p></ul><p class="tags">\*, yellow, pen </p></span></a><li><li class="textbox" data-cid="33" data-sid="445" data-tid=""><a><div class="ap-item-new item apn-item445" onclick=""></div><span><p class="item-title">Dog Tooth</p><p class="r-itemid">ItemID: 445</p><p class="pickup">Bark at the moon!</p><p class="quality">Quality: 1</p><p>+0.3 Damage Up</p><p>+0.1 Speed Up</p><p>When entering a room connected to a Secret Room or Super Secret Room, a howling sound will play</p><p>When entering a room with a crawl space trapdoor in it, a barking sound will play</p><ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, white, silver </p></span></a><li><li class="textbox" data-cid="504" data-sid="446" data-tid=""><a><div class="ap-item-new item apn-item446" onclick=""></div><span><p class="item-title">Dead Tooth</p><p class="r-itemid">ItemID: 446</p><p class="pickup">Halitosis</p><p class="quality">Quality: 1</p>

<p>While firing, you gain a green aura that poisons any enemies which touch it. The poison deals your tear damage per tick, for 2 ticks</p>

<p>Has no effect on Lilith, as she cannot fire tears</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, grey, gray, brown, face, rabbit </p>

</span>

</a>

</li>, <li class="textbox" data-cid="204" data-sid="447" data-tid="">

<a>

<div class="ap-item-new item apn-item447" onclick=""></div>

<span>

<p class="item-title">Linger Bean</p>

<p class="r-itemid">ItemID: 447</p>

<p class="pickup">Crying makes me toot</p>

<p class="quality">Quality: 0</p>

<p>While firing tears constantly for 7.5 seconds, you spawn a poop cloud, which deals periodic damage to any enemies which come near it</p>

<p>The cloud deals damage equal to your base tear damage per tick, roughly 5 times per second</p>

<p>Clouds last 15 seconds before disappearing</p>

<p>The cloud can be pushed slightly by firing tears at it</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Beggar</p>

</ul>

<p class="tags">\*, pink </p>

</span>

</a>

</li>, <li class="textbox" data-cid="370" data-sid="448" data-tid="">

<a>

<div class="ap-item-new item apn-item448" onclick=""></div>

<span>

<p class="item-title">Shard of Glass</p>

<p class="r-itemid">ItemID: 448</p>

<p class="pickup">Blood and guts!</p>

<p class="quality">Quality: 1</p>

<p>Upon taking damage, Isaac starts to bleed, leaving a trail of blood and spraying blood tears everywhere which deal damage to nearby enemies</p>

<p>While bleeding, Isaac takes damage every 30 seconds</p>

<p>The blood sprays in the direction you are current firing, or just randomly near Isaac if not shooting your tears</p>

<p>The blood spray scales with your current tear damage and any future damage increases</p>

<p>This effect lasts until you pick up a red heart</p>

<p>Upon taking damage, this item gives a 25% chance to drop a full red heart</p>

<p><strong class="pri">REPENTANCE</strong> - This entire item has been reworked</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, blue, triangle, pyramid </p>

</span>

</a>

</li>, <li class="textbox" data-cid="603" data-sid="449" data-tid="">

<a>

<div class="ap-item-new item apn-item449" onclick=""></div>

<span>

<p class="item-title">Metal Plate</p>

<p class="r-itemid">ItemID: 449</p>

<p class="pickup">It itches...</p>

<p class="quality">Quality: 1</p>

<p>+1 Soul Heart</p>

<p>Enemy bullets have a 25% chance to be deflected back at the enemy, which will hurt them and apply the concussive status effect, causing it to be stunned for a few seconds</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, silver, metal, grey, gray </p>

</span>

</a>

</li>, <li class="textbox" data-cid="600" data-sid="450" data-tid="">

<a>

<div class="ap-item-new item apn-item450" onclick=""></div>

<span>

<p class="item-title">Eye of Greed</p>

<p class="r-itemid">ItemID: 450</p>

<p class="pickup">Gold tears!</p>

<p class="quality">Quality: 2</p>

<p>Every 20th tear fired will also fire a golden coin tear at the same time. This tear turns enemies to gold for a few seconds and causes them to drop 1-4 coins if killed while golden (similar to the Midas' Touch item)</p>

<p>When the Midas Touch tear effect triggers, it will remove 1 coin from your current total</p>

<p>The golden tear deals double your tear damage</p>

<p>The effect can still trigger even if you have no held coins</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode with Keeper</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, cent, coin, silver, metal, grey, gray </p>

</span>

</a>

</li>, <li class="textbox" data-cid="461" data-sid="451" data-tid="">

<a>

<div class="ap-item-new item apn-item451" onclick=""></div>

<span>

<p class="item-title">Tarot Cloth</p>

<p class="r-itemid">ItemID: 451</p>

<p class="pickup">I see the future</p>

<p class="quality">Quality: 3</p>

<p>Drops a random card on pickup</p>

<p>Duplicates the effect of most tarot cards. A slow pulsing outline HUD effect appears for cards that would be buffed by Tarot Cloth</p>

<p>To see the full list of Tarot Card effects, check out the <strong class="pri">Mechanics &gt; Tarot Cloth</strong> page</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Curse Room</p>

</ul>

<p class="tags">\*, purple, grey, bag </p>

</span>

</a>

</li>, <li class="textbox" data-cid="169" data-sid="452" data-tid="">

<a>

<div class="ap-item-new item apn-item452" onclick=""></div>

<span>

<p class="item-title">Varicose Veins</p>

<p class="r-itemid">ItemID: 452</p>

<p class="pickup">I'm leaking...</p>

<p class="quality">Quality: 2</p>

<p>Every time you take damage, 10 high damage tears are fired in a circle around you (similar to the Tammy's Head effect)</p>

<p>Tear damage is equal to Isaac's tear damage + 25 flat damage</p>

<p>Additionally, has a chance to activate the Anemic effect when taking damage for 2 seconds</p>

<p>Similar to Tammy's Head, this item synergizes with a lot of items (i.e. with Brimstone it fires 10 lasers)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, red, tube </p>

</span>

</a>

</li>, <li class="textbox" data-cid="76" data-sid="453" data-tid="">

<a>

<div class="ap-item-new item apn-item453" onclick=""></div>

<span>

<p class="item-title">Compound Fracture</p>

<p class="r-itemid">ItemID: 453</p>

<p class="pickup">Bone tears!</p>

<p class="quality">Quality: 2</p>

<p>Turns your tears into bones, which shatter into 1-3 smaller bone shards upon hitting any object or enemy</p>

<p>The smaller bone shards deal damage equal to half your normal tear damage</p>

<p>+0.38 Range Up/>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Lazarus</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, bone, broken, snapped, white, bloody </p>

</span>

</a>

</li>, <li class="textbox" data-cid="272" data-sid="454" data-tid="">

<a>

<div class="ap-item-new item apn-item454" onclick=""></div>

<span>

<p class="item-title">Polydactyly</p>

<p class="r-itemid">ItemID: 454</p>

<p class="pickup">"Hold me!"</p>

<p class="quality">Quality: 2</p>

<p>Allows Isaac to carry two cards, runes or pills (or any combination of these) at the same time</p>

<p>Drops a random card, pill or rune on pickup</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, pink </p>

</span>

</a>

</li>, <li class="textbox" data-cid="599" data-sid="455" data-tid="">

<a>

<div class="ap-item-new item apn-item455" onclick=""></div>

<span>

<p class="item-title">Dad's Lost Coin</p>

<p class="r-itemid">ItemID: 455</p>

<p class="pickup">"I remember this..."</p>

<p class="quality">Quality: 2</p>

<p>+0.3% Range Up</p>

<p>Drops a lucky penny</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greedier Mode with The Lost</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Beggar, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, silver, metal, grey, gray, omega, dads lost coin, dad lost coin, dad coin </p>

</span>

</a>

</li>, <li class="textbox" data-cid="520" data-sid="456" data-tid="">

<a>

<div class="ap-item-new item apn-item456" onclick=""></div>

<span>

<p class="item-title">Midnight Snack</p>

<p class="r-itemid">ItemID: 456</p>

<p class="pickup">"HP up"</p>

<p class="quality">Quality: 1</p>

<p>+1 HP Up</p>

<p><strong class="pri">REPENTANCE</strong> - This was renamed from Moldy Bread</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Beggar, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, sandwich, toast, brown, green, bite, bitten </p>

</span>

</a>

</li>, <li class="textbox" data-cid="273" data-sid="457" data-tid="">

<a>

<div class="ap-item-new item apn-item457" onclick=""></div>

<span>

<p class="item-title">Cone Head</p>

<p class="r-itemid">ItemID: 457</p>

<p class="pickup">"Hard headed!"</p>

<p class="quality">Quality: 2</p>

<p>+1 Soul Heart</p>

<p>Each time you take damage from any source, Cone Head has a 20% chance to prevent it from reducing your health</p>

<p>Isaac flashes blue very briefly when damage is negated by this item</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* northernlion, nl, northern lion, ryan letourneau, egg, egg father, egg daddy, dad, BALD, northernlion's head resembles an egg much like this item, isn't that hilarious?, pink </p>

</span>

</a>

</li>, <li class="textbox" data-cid="276" data-sid="458" data-tid="">

<a>

<div class="ap-item-new item apn-item458" onclick=""></div>

<span>

<p class="item-title">Belly Button</p>

<p class="r-itemid">ItemID: 458</p>

<p class="pickup">"What's in there?"</p>

<p class="quality">Quality: 3</p>

<p>Drops one random trinket on pickup</p>

<p>Gives you an extra trinket slot</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, pink, circle, cross </p>

</span>

</a>

</li>, <li class="textbox" data-cid="338" data-sid="459" data-tid="">

<a>

<div class="ap-item-new item apn-item459" onclick=""></div>

<span>

<p class="item-title">Sinus Infection</p>

<p class="r-itemid">ItemID: 459</p>

<p class="pickup">"Booger tears!"</p>

<p class="quality">Quality: 3</p>

<p>Isaac's tears have a random chance to be a booger instead, which stick on to enemies and deal periodic poison damage until they die</p>

<p>Each tick of poison damage is equal to your normal tear damage</p>

<p>Each booger persists until the enemy is dead or 60 seconds has passed</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* bogey, boger, green, drop, drip, boogey,</p>

</span>

</a>

</li>, <li class="textbox" data-cid="14" data-sid="460" data-tid="">

<a>

<div class="ap-item-new item apn-item460" onclick=""></div>

<span>

<p class="item-title">Glaucoma</p>

<p class="r-itemid">ItemID: 460</p>

<p class="pickup">"Blind tears!"</p>

<p class="quality">Quality: 2</p>

<p>Adds a chance to shoot a concussive tear, which will cause enemies to walk around dazed in confusion</p>

<p>The daze effect is effectively permanent for normal enemies, and has a much longer duration for bosses compared to other status effects</p>

<p>Makes all rooms slightly darker</p>

<p>The visual effect of a Glaucoma tear is hard to notice, however it is slightly lighter than normal tears and is not a perfect circle shape</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, white, circle, eye, circle </p>

</span>

</a>

</li>, <li class="textbox" data-cid="399" data-sid="461" data-tid="">

<a>

<div class="ap-item-new item apn-item461" onclick=""></div>

<span>

<p class="item-title">Parasitoid</p>

<p class="r-itemid">ItemID: 461</p>

<p class="pickup">"Egg tears!"</p>

<p class="quality">Quality: 3</p>

<p>This item gives you a chance that instead of firing tears you will fire an egg sack, which slows enemies on hit and drops a pool of white slowing creep below them</p>

<p>If a parasitoid shot successfully hits an enemy, a blue friendly fly or spider is spawned</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation.</p>

<p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, blue, fly </p>

</span>

</a>

</li>, <li class="textbox" data-cid="152" data-sid="462" data-tid="">

<a>

<div class="ap-item-new item apn-item462" onclick=""></div>

<span>

<p class="item-title">Eye of Belial</p>

<p class="r-itemid">ItemID: 462</p>

<p class="pickup">"Possessed tears!"</p>

<p class="quality">Quality: 3</p>

<p>Causes your tears to become piercing, allowing them to travel through enemies</p>

<p>After hitting its first enemy, each tear will double in damage and gain a homing effect</p>

<p>+0.38 Range Up</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode with Judas</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, red, circle </p>

</span>

</a>

</li>, <li class="textbox" data-cid="316" data-sid="463" data-tid="">

<a>

<div class="ap-item-new item apn-item463" onclick=""></div>

<span>

<p class="item-title">Sulfuric Acid</p>

<p class="r-itemid">ItemID: 463</p>

<p class="pickup">"Acid tears!"</p>

<p class="quality">Quality: 2</p>

<p>+0.3 Damage Up</p>

<p>Each tear has a chance to become acidic, allowing it to break rocks, pots and other breakable objects</p>

<p>Acidic tears can also be used to open secret rooms</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, orange, yellow, bottle, X </p>

</span>

</a>

</li>, <li class="textbox condensed" data-cid="375" data-sid="464" data-tid="">

<a>

<div class="ap-item-new item apn-item464" onclick=""></div>

<span>

<p class="item-title">Glyph of Balance</p>

<p class="r-itemid">ItemID: 464</p>

<p class="pickup">"A gift from above"</p>

<p class="quality">Quality: 2</p>

<p>+2 Soul Hearts</p>

<p>This item will modify drops from room clearing and champion enemies based on your current player state. The priority list of what will drop from champion enemies in order is as follows:</p>

<p><strong>Soul Hearts</strong> - When you have no red heart containers and less than 2 soul hearts</p>

<p><strong>Red Hearts (Full hearts)</strong> - While at 0.5 red hearts</p>

<p><strong>Keys</strong> - When you have no keys</p>

<p><strong>Bombs</strong> - When you have no Bombs</p>

<p><strong>Red Hearts (Full hearts)</strong> - When you have at least half a red heart container empty</p>

<p><strong>Coins</strong> - While at less than 15 cents</p>

<p><strong>Keys</strong> - When you have less than 5 keys</p>

<p><strong>Bombs</strong> - When you have less than 5 bombs</p>

<p><strong>Trinkets</strong> - If you have no trinkets and there are no trinkets on the ground in the room</p>

<p><strong>Soul Hearts</strong> - When you have less than 6 total heart containers of any kind</p>

<p>If none of the above conditions are true, champions will resume dropping their regular pickups</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier mode with Maggy</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, blue, triangle </p>

</span>

</a>

</li>, <li class="textbox" data-cid="623" data-sid="465" data-tid="">

<a>

<div class="ap-item-new item apn-item465" onclick=""></div>

<span>

<p class="item-title">Analog Stick</p>

<p class="r-itemid">ItemID: 465</p>

<p class="pickup">"360 tears!"</p>

<p class="quality">Quality: 2</p>

<p>+0.35 Tears Up</p>

<p>Allows you to fire tears diagonally by holding down two of the fire buttons at once</p>

<p>If you are using a gamepad, this item allows you to fire in any direction</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, grey, gray, mushroom </p>

</span>

</a>

</li>, <li class="textbox" data-cid="145" data-sid="466" data-tid="">

<a>

<div class="ap-item-new item apn-item466" onclick=""></div>

<span>

<p class="item-title">Contagion</p>

<p class="r-itemid">ItemID: 466</p>

<p class="pickup">"Outbreak!"</p>

<p class="quality">Quality: 2</p>

<p>The first enemy you kill in each new room will now explode and poison all nearby enemies, causing them to take periodic damage until they also die and explode</p>

<p>If you have lots of enemies near each other this can cause a chain reaction, killing lots of enemies in one go</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, red, glow, biological, danger </p>

</span>

</a>

</li>, <li class="textbox" data-cid="275" data-sid="467" data-tid="">

<a>

<div class="ap-item-new item apn-item467" onclick=""></div>

<span>

<p class="item-title">Finger!</p>

<p class="r-itemid">ItemID: 467</p>

<p class="pickup">"Watch where you point that!"</p>

<p class="quality">Quality: 1</p>

<p>Gives Isaac a finger which floats in front of him and points in the same direction he is facing or firing. The finger deals 10% of your normal damage to all enemies in the same direction that the finger is pointing</p>

<p>The finger will also deal damage to entities such as fires and poops</p>

<p>Applies on-hit status effects such as the burning debuff from Fire Mind</p>

<p>Spawns guppy flies if you have the Guppy transformation</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, thumb, toe, pink, bone </p>

</span>

</a>

</li>, <li class="textbox" data-cid="442" data-sid="468" data-tid="">

<a>

<div class="ap-item-new item apn-item468" onclick=""></div>

<span>

<p class="item-title">Shade</p>

<p class="r-itemid">ItemID: 468</p>

<p class="pickup">"It follows!"</p>

<p class="quality">Quality: 0</p>

<p>Isaac gains a shadow familiar that will follow Isaac's movement pattern delayed by 1 second and deal 2 contact damage to enemies per tick</p>

<p>Shade is absorbed by Isaac after dealing 600 damage. This spawns friendly charger enemies and causes Isaac to deal 2 contact damage (same as the shade did). This effect stacks with multiple shades, scaling the contact damage each time</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Judas</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Devil Room, Curse Room</p></ul><p class="tags">\*, blue, white, eyes </p></span></a></li>, <li class="textbox" data-cid="449" data-sid="469" data-tid=""><a><div class="ap-item-new item apn-item469" onclick=""></div><span><p class="item-title">Depression</p><p class="r-itemid">ItemID: 469</p><p class="pickup">(</p><p class="quality">Quality: 1</p><p>Isaac gains a cloud familiar that follows him and leaves a trail of tears on the floor which damages enemies for 2 damage per tick</p><p>Enemies touching the cloud have a chance to activate the Crack the Sky effect, which spawns a light beam that deals damage equal to your tear damage + 20</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, pink, purple, cloud, smoke </p></span></a></li>, <li class="textbox" data-cid="441" data-sid="470" data-tid=""><a><div class="ap-item-new item apn-item470" onclick=""></div><span><p class="item-title">Hushy</p><p class="r-itemid">ItemID: 470</p><p class="pickup">"lil hush!"</p><p class="quality">Quality: 0</p><p>Gives Isaac a small Hush familiar that bounces diagonally around the room dealing 2 contact damage per tick</p><p>While you're firing tears Hushy will stop moving, which allows you to keep it in one place</p><p>Hushy will block enemy tears and projectiles</p><p class="r-unlock">UNLOCK: Unlock this item by beating Hush with Apollyon</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, blue, pacman, ghost, face </p></span></a></li>, <li class="textbox" data-cid="282" data-sid="471" data-tid=""><a><div class="ap-item-new item apn-item471" onclick=""></div><span><p class="item-title">Lil Monstro</p><p class="r-itemid">ItemID: 471</p><p class="pickup">"Ain't he cute?"</p><p class="quality">Quality: 2</p><p>Gives Isaac a small Monstro familiar, who's tears can be charged and released in a shotgun style effect, much like Monstro's main attack</p><p>Lil Monstro's tears each deal base damage (3.5) and does not scale with damage upgrades</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, head, cleft, lip, palate, hairlip, tooth </p></span></a></li>, <li class="textbox" data-cid="440" data-sid="472" data-tid=""><a><div class="ap-item-new item apn-item472" onclick=""></div><span><p class="item-title">King Baby</p><p class="r-itemid">ItemID: 472</p><p class="pickup">"Lord of the dead!"</p><p class="quality">Quality: 1</p><p>A baby familiar that follows you and causes other familiars to follow it. It stops moving while Isaac is firing tears and upon releasing the fire button, King Baby will teleport back to your location</p><p>King Baby will always appear first in the queue of familiars</p><p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p><p><strong class="pri">REPENTANCE</strong> - Familiars now automatically aim at enemies when being commanded by King Baby</p><p class="r-unlock">UNLOCK: Unlock this item by beating Delirium On The Void floor with ???</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Shop</p></ul><p class="tags">\*, blue, crown, gold, yellow </p></span></a></li>, <li class="textbox" data-cid="328" data-sid="473" data-tid=""><a><div class="ap-item-new item apn-item473" onclick=""></div><span><p class="item-title">Big Chubby</p><p class="r-itemid">ItemID: 473</p><p class="pickup">"Chub chub!"</p><p class="quality">Quality: 1</p><p>A familiar that follows Isaac and charges forwards very slowly, dealing 2.7 damage per tick to any enemies it comes into contact with</p><p>Almost identical to the Little Chubby familiar, but this one moves much more slowly and deals less damage</p><p><strong class="pri">REPENTANCE</strong> - The damage tick rate on Big Chubby has been increased</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, face, yellow, brown </p></span></a></li>, <li class="textbox" data-cid="150" data-sid="475" data-tid=""><a><div class="ap-item-new item apn-item475" onclick=""></div><span><p class="item-title">Plan C</p><p class="r-itemid">ItemID: 475</p><p class="pickup">"Use with caution"</p><p class="quality">Quality: 0</p><p>Upon use, this item deals 9,999,999 damage to all enemies in the room and then kills you 3 seconds later</p><p>This is a single use active item, meaning it is destroyed after using it</p><p>Does not kill both phases of multi-phase bosses like Hush or Ultra Greed</p><p>If used to kill a boss, the kill still counts as a victory for post-it note completion marks, but the run will still get a game over</p><p>Delirium's death animation takes longer than 3 seconds, meaning you will die before it can count as a completion mark. One exception to this is if you are playing as Lazarus or have Lazarus' Rags - you will respawn in the same room and get the kill</p><p>Plan C is 5 times rarer than other items in the same item pool, making it less likely to appear</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode with Lazarus</p><ul><p>Type: Active</p><p>Recharge time: One time use</p><p>Item Pool: Shop, Devil Room, Curse Room, Red Chest, Demon Beggar</p></ul><p class="tags">\*, red, pill, medicine, drug </p></span></a></li>, <li class="textbox" data-cid="55" data-sid="476" data-tid=""><a><div class="ap-item-new item apn-item476" onclick=""></div><span><p class="item-title">D1</p><p class="r-itemid">ItemID: 476</p><p class="pickup">"What will it be?"</p><p class="quality">Quality: 3</p><p>When used, the D1 duplicates a random pickup in the current room. This works with all normal pickups, including cards, runes, chests and trinkets. Duplicated items might not be identical copies of the original - for example duplicating a card may spawn a different card</p><p>Jera runes and trinkets cannot be duplicated using the D1</p><p>Duplicated chests can turn into another kind of chest randomly (e.g. Red chests)</p><p>Can be used in a shop to duplicate pickups which have not yet been purchased, and take the duplicate pickup for free</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode with Isaac</p><ul><p>Type: Active</p><p>Recharge time: 4 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, white, grey, gray, dice pip, one </p></span>

</a>

</li>, <li class="textbox" data-cid="470" data-sid="477" data-tid="">

<a>

<div class="ap-item-new item apn-item477" onclick=""></div>

<span>

<p class="item-title">Void</p>

<p class="r-itemid">ItemID: 477</p>

<p class="pickup">Consume</p>

<p class="quality">Quality: 4</p>

<p>When used, Void will consume any pedestal items in the current room</p>

<p>If an active item is consumed, its effect will be added to Void's effect when used, allowing you to consume multiple items and combine their effects</p>

<p>If a passive item is consumed, you gain a small stat upgrade to a random stat</p>

<p>Possible stat changes include: +1.0 flat damage, +0.5 tears, +0.2 speed, +0.2 shot speed, +0.5 range, +1.0 luck</p>

<p>Void does not work on devil deal or shop items unless they have been bought first</p>

<p>Using Void to absorb items in Boss Rush or Challenge Rooms counts as taking the items and will cause the encounter to start</p>

<p>Using Void on one time use items such as Mama Mega or Diplopia will cause their effect to instantly trigger and will not give you further uses through activating Void again</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Delirium in The Void floor with Apollyon</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Devil Room, Angel Room</p>

</ul>

<p class="tags">\*, purple, swirl, spin, black </p>

</span>

</a>

</li>, <li class="textbox" data-cid="342" data-sid="478" data-tid="">

<a>

<div class="ap-item-new item apn-item478" onclick=""></div>

<span>

<p class="item-title">Pause</p>

<p class="r-itemid">ItemID: 478</p>

<p class="pickup">Stop</p>

<p class="quality">Quality: 1</p>

<p>Upon use, this item freezes all enemies in the room until you press the fire button again or 30 seconds passes (whichever happens first)</p>

<p>Unlike other active items, bosses are not immune to this effect</p>

<p>Touching a frozen enemy will still hurt you</p>

<p>This item doesn't affect troll bombs - they will still explode</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 2 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, green, robot, antenna </p>

</span>

</a>

</li>, <li class="textbox" data-cid="553" data-sid="479" data-tid="">

<a>

<div class="ap-item-new item apn-item479" onclick=""></div>

<span>

<p class="item-title">Smelter</p>

<p class="r-itemid">ItemID: 479</p>

<p class="pickup">Trinket melter!</p>

<p class="quality">Quality: 3</p>

<p>Upon use, the Smelter will destroy your currently held trinket and give you the effect permanently, allowing you to stack up lots of different trinket effects</p>

<p>Holding the Smelter increases the chance for a trinket to drop. (2% chance for the end of room drop to become a trinket)</p>

<p>If a trinket has been smelted, it won't appear a second time unless the entire trinket pool is exhausted or you restart the run (e.g. by doing a victory lap)</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Mom's Heart on Hard Mode with Apollyon</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, grey, gray, brown, orange, steam, coffee, tea, drink, cup </p>

</span>

</a>

</li>, <li class="textbox" data-cid="548" data-sid="480" data-tid="">

<a>

<div class="ap-item-new item apn-item480" onclick=""></div>

<span>

<p class="item-title">Compost</p>

<p class="r-itemid">ItemID: 480</p>

<p class="pickup">Gain more friends!</p>

<p class="quality">Quality: 2</p>

<p>When used, Compost doubles up the current number of blue flies and spiders you have</p>

<p>When picked up, Compost will also destroy every consumable on the ground in the current room and turn each of them into a blue fly or blue spider</p>

<p>If you have no pickups on the ground in the current room and no other flies or spiders, Compost will spawn 1 blue fly or blue spider</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 2 rooms</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, green, brown, grey, gray, ball, lump</p>

</span>

</a>

</li>, <li class="textbox" data-cid="158" data-sid="481" data-tid="">

<a>

<div class="ap-item-new item apn-item481" onclick=""></div>

<span>

<p class="item-title">Dataminer</p>

<p class="r-itemid">ItemID: 481</p>

<p class="pickup">109</p>

<p class="quality">Quality: 0</p>

<p>When used, this item will distort all the sprites and music, rotating graphics 90 degrees and translating them diagonally up/left, while leaving the hitbox in the same place. This can make it confusing while navigating the room</p>

<p>Enemy hitboxes remain the same</p>

<p>Dataminer will randomly increase or decrease one of your stats by a small amount when used</p>

<p>Gives you the Fruit Cake effect for the room when used, which will give a random tear effect with every tear fired</p>

<p>All visual and tear effects reset after leaving the room</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\* data miner, red, pickaxe, minecraft, pixel</p>

</span>

</a>

</li>, <li class="textbox" data-cid="689" data-sid="482" data-tid="">

<a>

<div class="ap-item-new item apn-item482" onclick=""></div>

<span>

<p class="item-title">Clicker</p>

<p class="r-itemid">ItemID: 482</p>

<p class="pickup">Change</p>

<p class="quality">Quality: 0</p>

<p>When used, this item will randomly change you into another character and remove the last item you picked up</p>

<p>All stat changes of the new character are applied (e.g. character damage multipliers)</p>

<p>This item can only reduce your heart containers and will not increase them if you change back into a character with more health. This means if you roll into The Lost, changing back to another character will leave you with only 1/2 of a soul heart</p>

<p>Cannot turn you into a character that isn't unlocked yet</p>

<p>Also includes Lazarus II (Lazarus' revived form) and Dark Judas (effect of Judas' Shadow)</p>

<p>It's also possible that this item will pick the same character, making it seem like nothing happened</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, grey, gray, black, remote, zapper, changer, building </p>

</span>

</a>

</li>, <li class="textbox" data-cid="579" data-sid="483" data-tid="">

<a>

<div class="ap-item-new item apn-item483" onclick=""></div>

<span>

<p class="item-title">MaMa Megal</p>

<p class="r-itemid">ItemID: 483</p>

<p class="pickup">BOOOOOOOOOOM!</p>

<p class="quality">Quality: 3</p>

<p>A one time use item that when used will explode all objects (i.e. rocks, poop) in the room and deal 200 damage to all enemies in the current room, as well as every other room for the remainder of the floor</p>

<p>Also opens the boss rush door after Mom's Foot, blue womb door after Mom's Heart, secret rooms and super secret rooms</p>

<p>Like all single-use items, this item cannot be absorbed and used multiple times by the Void item</p>

<p>Entering a room with an angel statue will destroy it and automatically spawn one of the Angel mini bosses</p><p><strong class="pri">REPENTANCE</strong> - This now blows up machines, beggars and fireplaces too</p><ul><p>Type: Active</p><p>Recharge time: One time use</p><p>Item Pool: Shop, Bomb Beggar</p></ul><p class="tags">\*, bomb, face, red, lips </p></a></li>, <li class="textbox" data-cid="266" data-sid="484" data-tid=""><a><div class="ap-item-new item apn-item484" onclick=""></div><span><p class="item-title">Wait What?</p><p class="r-itemid">ItemID: 484</p><p class="pickup">"I can't believe it's not butter bean!"</p><p class="quality">Quality: 1</p><p>Upon use, this item will fart, pushing enemies away and causing a wave of rocks to spawn that spread outwards from Isaac in a circle, dealing 10 damage per hit to any enemies caught in it</p><p>Can be used to open secret rooms</p><p>Visually this item is very similar to Butter Bean</p><p>The rock waves can destroy destructible objects, e.g. poop</p><ul><p>Type: Active</p><p>Recharge time: 10 seconds</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, white, yellow, bean </p></span></a></li>, <li class="textbox" data-cid="516" data-sid="485" data-tid=""><a><div class="ap-item-new item apn-item485" onclick=""></div><span><p class="item-title">Crooked Penny</p><p class="r-itemid">ItemID: 485</p><p class="pickup">"50/50" </p><p class="quality">Quality: 1</p><p>When used, you have a 50% chance to double all items, consumables and chests in the current room</p><p>If the effect fails, all pickups and items are deleted and Crooked Penny spawns 1 coin</p><p>If there are no consumables currently on the floor, Crooked Penny spawns 1 coin</p><p>This item works with items which can be purchased such as shop items, allowing you to spawn a free version if the effect triggers</p><p>Used in a shop and the effect fails, a Restock box can be used to restore the shop items. This mechanic is very useful on Greed and Greedier modes</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Keeper</p><ul><p>Type: Active</p><p>Recharge time: 4 rooms</p><p>Item Pool: Item Room, Shop, Beggar</p></ul><p class="tags">\*, orange, brown, yellow, gold, coin, cent </p></span></a></li>, <li class="textbox" data-cid="502" data-sid="486" data-tid=""><a><div class="ap-item-new item apn-item486" onclick=""></div><span><p class="item-title">Dull Razor</p><p class="r-itemid">ItemID: 486</p><p class="pickup">"I feel numb..."</p><p class="quality">Quality: 1</p><p>Upon use this item hurts Isaac without actually taking health away, allowing you to activate any items which trigger when taking damage without losing health</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium on The Void floor with Eve</p><ul><p>Type: Active</p><p>Recharge time: 2 rooms</p><p>Item Pool: Shop</p></ul><p class="tags">\*, blue, pink, purple </p></span></a></li>, <li class="textbox" data-cid="534" data-sid="487" data-tid=""><a><div class="ap-item-new item apn-item487" onclick=""></div><span><p class="item-title">Potato Peeler</p><p class="r-itemid">ItemID: 487</p><p class="pickup">"A pound of flesh..."</p><p class="quality">Quality: 2</p><p>When used, this item permanently removes one of your red heart containers and gives you a flat +0.2 Damage Up, the Anemic effect (+1.5 Range Up + red creep trail) and a Cube of Meat</p><p>The Anemic effect will only last for the current room, but the Cube of Meat and Damage Up are both permanent</p><p>Only works for red hearts and has no effect when used if you only have soul/black hearts</p><p>Has no recharge time and can be used as often as you like</p><p>It is possible to generate multiple meatboys by stacking more than 4 Cubes of Meat</p><ul><p>Type: Active</p><p>Recharge time: None</p><p>Item Pool: Shop, Demon Beggar</p></ul><p class="tags">\*, brown, metal, silver, grey, gray </p></span></a></li>, <li class="textbox" data-cid="500" data-sid="488" data-tid=""><a><div class="ap-item-new item apn-item488" onclick=""></div><span><p class="item-title">Metronome</p><p class="r-itemid">ItemID: 488</p><p class="pickup">"Waggle a finger"</p><p class="quality">Quality: 1</p><p>When used, this item gives the effect of a random item for the rest of the room</p><p>Using this item multiple times in the same room will replace the previous item's effect with a new one</p><p>Certain items can be activated with this item which have unexpected effects and many items will do nothing</p><p>Items do not grant consumable drops which would normally occur when that item is picked up</p><p>Most flight-granting items have cosmetic effects only, and will not allow you to fly</p><p>Items that usually give HP up will not give extra health when gained from Metronome</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode with Eden</p><ul><p>Type: Active</p><p>Recharge time: 2 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, grey, gray, brown </p></span></a></li>, <li class="textbox" data-cid="290" data-sid="489" data-tid=""><a><div class="ap-item-new item apn-item489" onclick=""></div><span><p class="item-title">D Infinity</p><p class="r-itemid">ItemID: 489</p><p class="pickup">"Reroll forever"</p><p class="quality">Quality: 4</p><p>This dice allows you to press the Drop key to cycle between all possible dice effects and pick one to use</p><p>Charge time scales based on the chosen dice, updating every time you use it</p><p>Possible dice include: D1, D4, D6, D8, D10, D12, D20, D100</p><p><strong class="pri">REPENTANCE</strong> - This item was completely reworked for Repentance and no longer forces a random dice use each time. You can pick which dice you want to use.</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Isaac</p><ul><p>Type: Active</p><p>Recharge time: Varies</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, grey, gray, cube, box, oo, square </p></span></a></li>, <li class="textbox" data-cid="362" data-sid="490" data-tid=""><a><div class="ap-item-new item apn-item490" onclick=""></div><span><p class="item-title">Eden's Soul</p><p class="r-itemid">ItemID: 490</p>

<p class="pickup">...</p>

<p class="quality">Quality: 3</p>

<p>A one time use active item that when used, will spawn 2 random item pedestals from the item pool associated with the current room (e.g. in an Angel room, this will spawn 2 Angel room items)</p>

<p>Starts with 0 charge and requires 12 charges to use</p>

<p><b>r-unlock</b>: Unlock this item by defeating Delirium in The Void floor with Eden</p>

</ul>

<p>Type: Active</p>

<p>Recharge time: 12 rooms (one time use)</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, blue, circle, spikes </p>

</a>

</li>, <li class="textbox" data-cid="491" data-sid="491" data-tid="">

<a>

<div class="ap-item-new item apn-item491" onclick=""></div>

<span>

<p class="item-title">Acid Baby</p>

<p class="r-itemid">ItemID: 491</p>

<p class="pickup">"Pills pills pills!"</p>

<p class="quality">Quality: 2</p>

<p>Every 6-7 rooms Acid Baby will drop a random pill</p>

<p>The first pill drops after 2 rooms</p>

<p>Every time you use a pill, Acid Baby will deal 10 damage to all enemies and poison them for 6-7 ticks</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p><strong class="pri">REPENTANCE</strong> - Poison effect is stronger, but Acid Baby's pill drop rate has been reduced to every 6-7 rooms (previously every 2-3 rooms)</p>

</ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, brown, yellow, face, red, eyes, ghost </p>

</a>

</li>, <li class="textbox" data-cid="345" data-sid="492" data-tid="">

<a>

<div class="ap-item-new item apn-item492" onclick=""></div>

<span>

<p class="item-title">Yo LISTEN!</p>

<p class="r-itemid">ItemID: 492</p>

<p class="pickup">"Yo listen!"</p>

<p class="quality">Quality: 2</p>

<p>+1 Luck Up</p>

<p>A familiar fairy that will float around the room and highlight the location of any secret room doors, tinted rocks or trapdoors under rocks</p>

<p>Upon entering a new room, if there is an undiscovered secret room or tinted rock, it will move directly to the point of interest, otherwise it will just randomly fly around the room</p>

<p>Counts as 1 of 3 fly items needed towards the Beezlebub transformation.</p>

</ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Key Beggar</p>

</ul>

<p class="tags">\*, navi, blue, green, fly</p>

</a>

</li>, <li class="textbox" data-cid="215" data-sid="493" data-tid="">

<a>

<div class="ap-item-new item apn-item493" onclick=""></div>

<span>

<p class="item-title">Adrenaline</p>

<p class="r-itemid">ItemID: 493</p>

<p class="pickup">"Panic - power"</p>

<p class="quality">Quality: 1</p>

<p>For every empty red heart container, Isaac gains Damage Up and his body increases in size</p>

<p>Only works on full hearts - damage does not change if Isaac is missing 1/2 of a heart in one container</p>

<p>Healing empty red heart containers will remove the damage increases</p>

<p>Has no effect for The Lost and ???, as they cannot gain red heart containers (except for counting towards the Spun transformation)</p>

<p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p>

<p><strong class="pri">REPENTANCE</strong> - Adrenaline now grants an increasingly higher damage bonus the more empty heart containers Isaac has</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Demon Beggar</p>

</ul>

<p class="tags">\*, Adderline, pink, syringe, needle, injection</p>

</a>

</li>, <li class="textbox" data-cid="587" data-sid="494" data-tid="">

<a>

<div class="ap-item-new item apn-item494" onclick=""></div>

<span>

<p class="item-title">Jacob's Ladder</p>

<p class="r-itemid">ItemID: 494</p>

<p class="pickup">"Electric tears"</p>

<p class="quality">Quality: 3</p>

<p>Isaac gains electric tears, which fire 1-2 sparks of electricity in random directions upon hitting any object or enemy</p>

<p>The electricity will chain between nearby enemies</p>

<p>The electricity deals half of your normal tear damage</p>

<p>Tear effects will still apply to your electricity sparks in a lot of cases. Spoon Bender will give them a homing effect, and status effects like fear/poison will spread onto all enemies the electricity chain ns to</p>

<p>Tears which fall naturally to the floor at max range do not generate sparks</p>

<p>It's possible to fire tears at a wall to create electricity that damages enemies on the other side of the wall</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, silver, metal, grey, gray, blue, jacob ladder, jacobs ladder </p>

</a>

</li>, <li class="textbox" data-cid="53" data-sid="495" data-tid="">

<a>

<div class="ap-item-new item apn-item495" onclick=""></div>

<span>

<p class="item-title">Ghost Pepper</p>

<p class="r-itemid">ItemID: 495</p>

<p class="pickup">"Flame tears"</p>

<p class="quality">Quality: 3</p>

<p>Each tear now has a small chance to be a spectral blue flame instead, which deals damage to enemies that come in contact with it</p>

<p>The fire will remain in place and shrink in size when deals damage to something. After dealing enough damage it will eventually disappear</p>

<p>At full size the flame deals 6x your tear damage, scaling down to 3x at its smallest size</p>

<p>The chance to for each tear to become a flame is affected by your luck stat and at +10 Luck it will activate 50% of the time (starts at 8.33% at +0 Luck)</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, white, face </p>

</a>

</li>, <li class="textbox" data-cid="687" data-sid="496" data-tid="">

<a>

<div class="ap-item-new item apn-item496" onclick=""></div>

<span>

<p class="item-title">Euthanasia</p>

<p class="r-itemid">ItemID: 496</p>

<p class="pickup">"Needle shot"</p>

<p class="quality">Quality: 3</p>

<p>Each tear now has a small chance (3.33%) to be a needle instead, which deals 3 times your tear damage</p>

<p>If a needle hits a non-boss enemy it will instantly kill it and will explode into a circle of 10 more needles</p>

<p>The 10 spawned needles will also deal 3 times your tear damage, but won't instantly kill enemies or explode into more needles</p>

<p>The chance to for each tear to become a needle is affected by your luck stat and at +15 Luck it will activate 50% of the time</p>

<p>Counts as 1 of 3 syringe items needed towards the Spun transformation</p>

<p><b>r-unlock</b>: Unlock this item by defeating Delirium in The Void floor with Lilith</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Curse Room, Demon Beggar</p>

</ul>

<p class="tags">\*, black, syringe, injection, euthanasia, dang, dan gheesling, dangheesling, dangDEB8, you piece</p>

</a>

</li>, <li class="textbox" data-cid="209" data-sid="497" data-tid="">

<a>

<div class="ap-item-new item apn-item497" onclick=""></div>

<span>

<p class="item-title">Camo Undies</p>

<p class="r-itemid">ItemID: 497</p>

<p class="pickup">Camo kid</p>

<p class="quality">Quality: 0</p>

<p>Upon entering a new room, Isaac will become camouflaged and enemies won't attack until you start firing tears</p>

<p>Bosses are immune to this effect</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, pink, purple, goggles underwear under wear</p>

</span>

</a>

</li>, <li class="textbox" data-cid="7" data-sid="498" data-tid="">

<a>

<div class="ap-item-new item apn-item498" onclick=""></div>

<span>

<p class="item-title">Duality</p>

<p class="r-itemid">ItemID: 498</p>

<p class="pickup">"You feel very balanced"</p>

<p class="quality">Quality: 1</p>

<p>Any time a devil or angel room door opens after a boss, the other one will also spawn</p>

<p>The extra door will only spawn if a devil or angel room was randomly chosen to spawn already</p>

<p>After entering one of the doors, the other will disappear</p>

<p>If there isn't an available wall for the extra door to spawn on, only one door will spawn (i.e. in a small boss room)</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode with Lilith</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Angel Room</p>

</ul>

<p class="tags">\*, black, white, circle </p>

</span>

</a>

</li>, <li class="textbox" data-cid="251" data-sid="499" data-tid="">

<a>

<div class="ap-item-new item apn-item499" onclick=""></div>

<span>

<p class="item-title">Eucharist</p>

<p class="r-itemid">ItemID: 499</p>

<p class="pickup">"Peace be with you"</p>

<p class="quality">Quality: 3</p>

<p>Gives you a 100% chance to find an Angel Room on every valid floor after defeating the boss</p>

<p>Doesn't spawn an angel room on any floor where it is normally not possible to find one (e.g. Basement 1, Cathedral, Sheol etc.)</p>

<p>Keeps the chance at 100% even after entering and leaving the angel room, meaning the door will not close after visiting</p>

<p>Makes it impossible to find Devil Rooms again, unless you find a way to remove or reroll this item away, or find the Duality item</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in the Void floor with Maggy</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, golden, yellow, white, cross </p>

</span>

</a>

</li>, <li class="textbox" data-cid="507" data-sid="500" data-tid="">

<a>

<div class="ap-item-new item apn-item500" onclick=""></div>

<span>

<p class="item-title">Sack of Sacks</p>

<p class="r-itemid">ItemID: 500</p>

<p class="pickup">"Gives Sacks!"</p>

<p class="quality">Quality: 3</p>

<p>A sack familiar that drops a sack every 5 or 6 rooms cleared (alternates between 5 and 6)</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode as Cain</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\* back in black, ac/dc, bag, brown, pouch, pocket, bulge</p>

</span>

</a>

</li>, <li class="textbox" data-cid="508" data-sid="501" data-tid="">

<a>

<div class="ap-item-new item apn-item501" onclick=""></div>

<span>

<p class="item-title">Greed's Gullet</p>

<p class="r-itemid">ItemID: 501</p>

<p class="pickup">"Money = Health!"</p>

<p class="quality">Quality: 1</p>

<p>Gives you an extra heart container for every 25 coins you are currently holding, up to a maximum of 4 extra HP at 99 coins held</p>

<p>If your coin counter goes below the required amount for a heart container, you will lose it again</p>

<p>This item works for the Keeper, allowing him to exceed his usual 2 health containers</p>

<p>However, if Keeper drops to under 2 health coins as a result of Greed's Gullet, he is unable to use a HP Up to increase his health back to 2, and has to regain the lost coins to do so</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #35 (Pong)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, dollar, cash, sack, bag, pouch, greeds gullet, greed gullet </p>

</span>

</a>

</li>, <li class="textbox" data-cid="301" data-sid="502" data-tid="">

<a>

<div class="ap-item-new item apn-item502" onclick=""></div>

<span>

<p class="item-title">Large Zit</p>

<p class="r-itemid">ItemID: 502</p>

<p class="pickup">"Creep shots"</p>

<p class="quality">Quality: 1</p>

<p>Gives you a random chance while firing tears to also fire a creep shot, which deals double your tear damage and places white creep on the floor in front of you that slows enemies down if they walk through it</p>

<p>Unlike some similar tear effects, your luck stat does not alter the chance for this effect to activate</p>

<p>A creep shot is also fired in a random direction after taking damage</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, pink, yellow, toe, nail, tooth </p>

</span>

</a>

</li>, <li class="textbox" data-cid="679" data-sid="503" data-tid="">

<a>

<div class="ap-item-new item apn-item503" onclick=""></div>

<span>

<p class="item-title">Little Horn</p>

<p class="r-itemid">ItemID: 503</p>

<p class="pickup">"Science!"</p>

<p class="quality">Quality: 3</p>

<p>While firing tears you have a 5% chance to fire a void tear, that will instantly kill any non-boss enemy it comes into contact with</p>

<p>The chance to for each tear to become a void tear is affected by your luck stat and at +15 Luck it will activate 20% of the time</p>

<p>Isaac also grows a horn on his head, which causes you to deal contact damage to enemies by running into them (this effect deals base damage of 3.5 per tick)</p>

<p>Void tears from this item can also destroy blue/purple fires, spiked blocks and stone grimaces</p>

<p><strong class="pri">REPENTANCE</strong> - The visual effect was changed on this. Instead of just killing the enemy Big Horn now appears and grabs them, instantly killing them. Tears are no longer piercing</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Curse Room, Demon Beggar</p>

</ul>

<p class="tags">\*, black, tooth, devil, azazel, demon, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="540" data-sid="504" data-tid="">

<a>

<div class="ap-item-new item apn-item504" onclick=""></div>

<span>

<p class="item-title">Brown Nugget</p>

<p class="r-itemid">ItemID: 504</p>

<p class="pickup">"Friendly Fly"</p>

<p class="quality">Quality: 0</p>

<p>When used, will spawn a fly turret that doesn't move and fires tears at nearby enemies</p>

<p>Only persists for the current room</p>

<p>The fly's bullets deal 3.5 damage each and do not scale with your own damage stat</p>

<p><strong class="pri">REPENTANCE</strong> - Brown Nugget flies now have faster shot speed, and their damage has been increased to 3.5 (from 2).</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Ultra Greed as Apollyon</p>

<ul>  
<p>Type: Active</p>  
<p>Recharge time: 7 seconds</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, brown, cube, rock, brownie, dirt </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="346" data-sid="505" data-tid="">  
<a>  
<div class="ap-item-new item apn-item505" onclick=""></div>  
<span>  
<p class="item-title">Poke Go</p>  
<p class="r-itemid">ItemID: 505</p>  
<p class="pickup">Gotta catch em...</p>  
<p class="quality">Quality: 1</p>  
<p>At the start of each new hostile room, you have a 20% chance to gain a random charmed familiar which will fight for you</p>  
<p>The charmed enemy has its own health bar and will die if it takes enough damage</p>  
<p>Charmed enemies persist between each room and floor for as long as they stay alive</p>  
<p>Allows you to have more than one charmed familiar at a time if you can keep them alive</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop</p>  
</ul>  
<p class="tags">\* pokemon, phone, black, green, blue, gps</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="104" data-sid="506" data-tid="">  
<a>  
<div class="ap-item-new item apn-item506" onclick=""></div>  
<span>  
<p class="item-title">BackStabber</p>  
<p class="r-itemid">ItemID: 506</p>  
<p class="pickup">"Watch your back!"</p>  
<p class="quality">Quality: 1</p>  
<p>Every time one of your tears hits an enemy, it has a chance to start bleeding, which will cause it to take damage equal to 10% of its maximum health every 5 seconds</p>  
<p>Damaging enemies from behind gives the bleed effect a 100% chance to apply</p>  
<p>The tear that inflicts the bleed effect also deals double damage</p>  
<p>The bleed effect cannot be applied to immune enemies (e.g. bosses and mini bosses)</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, knife, dagger, red, heart, silver, knife </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="373" data-sid="507" data-tid="">  
<a>  
<div class="ap-item-new item apn-item507" onclick=""></div>  
<span>  
<p class="item-title">Sharp Straw</p>  
<p class="r-itemid">ItemID: 507</p>  
<p class="pickup">"More blood!"</p>  
<p class="quality">Quality: 2</p>  
<p>When used, Sharp Straw will deal damage to all enemies in the room</p>  
<p>The damage dealt is equal to Isaac's current tear damage plus 10% of the enemy's max health</p>  
<p>Every time this item deals damage, it has a 15% chance to drop 1/2 red hearts</p>  
<p><strong class="pri">REPENTANCE</strong> - Sharp Straw is now only able to generate half red hearts (previously, it generated half soul hearts if the player had no heart containers)</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 8 seconds</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, blue, white, stripe </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="212" data-sid="508" data-tid="">  
<a>  
<div class="ap-item-new item apn-item508" onclick=""></div>  
<span>  
<p class="item-title">Mom's Razor</p>  
<p class="r-itemid">ItemID: 508</p>  
<p class="pickup">"It's sharp!"</p>  
<p class="quality">Quality: 0</p>  
<p>A razor blade orbital that deals contact damage and applies the bleeding status effect to enemies, which will cause them to take damage equal to 10% of their total health every 5 seconds</p>  
<p>The contact damage dealt by Mom's Razor is equal to 20% of your current tear damage (scales with damage upgrades)</p>  
<p>Does not block enemy shots</p>  
<p>The bleed effect does not affect bosses</p>  
<p>Its speed is not affected by the Guardian Angel item</p>  
<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room, Curse Room</p>  
</ul>  
<p class="tags">\*, pink, mom's razor, mom razor </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="98" data-sid="509" data-tid="">  
<a>  
<div class="ap-item-new item apn-item509" onclick=""></div>  
<span>  
<p class="item-title">Bloodshot Eye</p>  
<p class="r-itemid">ItemID: 509</p>  
<p class="pickup">"Bloody friend"</p>  
<p class="quality">Quality: 1</p>  
<p>An eye orbital that shoots tears that deal 3.5 damage and deals 2 contact damage per tick to enemies</p>  
<p>The damage dealt by this orbital does not scale with damage upgrades</p>  
<p>Its speed is not affected by the Guardian Angel item</p>  
<p><strong class="pri">REPENTANCE</strong> - Bloodshot Eye now blocks enemy shots, has increased shot speed and rate of fire, and now only shoots when lined up with enemies</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, pink, red </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="264" data-sid="510" data-tid="">  
<a>  
<div class="ap-item-new item apn-item510" onclick=""></div>  
<span>  
<p class="item-title">Delirious</p>  
<p class="r-itemid">ItemID: 510</p>  
<p class="pickup">"Unleash the power!"</p>  
<p class="quality">Quality: 1</p>  
<p>When used, spawns a charmed random white delirium version of a boss, that will fight for you and kill other enemies for the rest of the current room</p>  
<p>Possible bosses spawned include most bosses in the game</p>  
<p>Some bosses' effects can harm Isaac. For example if the spawned boss leaves creep, it can damage Isaac</p>  
<p>UNLOCK: Unlock this item by defeating Delirium for the first time on any character</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 12 rooms</p>  
<p>Item Pool: Angel Room</p>  
</ul>  
<p class="tags">\*, yellow, eyes, face, round </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="117" data-sid="511" data-tid="511">  
<a>  
<div class="bp-item-new item bpn-item511" onclick=""></div>  
<span>  
<p class="item-title">Angry Fly</p>  
<p class="r-itemid">ItemID: 511</p>  
<p class="pickup">"He's violent"</p>  
<p class="quality">Quality: 1</p>  
<p>A familiar fly that orbits around a random enemy in the room until that enemy dies, dealing 2 contact damage to other enemies</p>  
<p>Angry Fly will move to the next enemy after the one it is currently orbiting dies, until the room is cleared, at which point it will return to orbiting Isaac</p>  
<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Custom Phase</p>  
<p>UNLOCK: Unlock this item by transforming into Beelzebub (Achieved by picking up 3 fly related items, see Transformations page for full list)</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, red, cube, wings, face </p>

</span>

</a>

</li>, <li class="textbox" data-cid="458" data-sid="512" data-tid="512">

<a>

<div class="bp-item-new item bpn-item512" onclick=""></div>

<span>

<p class="item-title">Black Hole</p>

<p class="r-itemid">ItemID: 512</p>

<p class="pickup">Nothing can escape</p>

<p class="quality">Quality: 1</p>

<p>A throwable active item that places a black hole on the ground where it lands, sucking all enemies into it for 6 seconds</p>

<p>Enemies stuck inside the black hole take rapid damage over time</p>

<p>The Black Hole will also suck Isaac into it, but with a much weaker effect than to enemies</p>

<p>The Black Hole will destroy nearby obstacles such as rocks and pots</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Custom Phase</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, pink, purple, black, planet </p>

</span>

</a>

</li>, <li class="textbox" data-cid="87" data-sid="513" data-tid="513">

<a>

<div class="bp-item-new item bpn-item513" onclick=""></div>

<span>

<p class="item-title">Bozo</p>

<p class="r-itemid">ItemID: 513</p>

<p class="pickup">Party time!</p>

<p class="quality">Quality: 2</p>

<p>+0.1 Damage Up</p>

<p>+1 Soul Heart</p>

<p>Adds a random chance for an enemy in the current room to become charmed or feared briefly</p>

<p>Adds a random chance to spawn a rainbow poop upon taking damage</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Electoon</p>

<p class="r-unlock">UNLOCK: Unlock this item by breaking 5 rainbow poops</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, red, white, stripe, hat, clown, waldo, wally </p>

</span>

</a>

</li>, <li class="textbox" data-cid="708" data-sid="514" data-tid="514">

<a>

<div class="bp-item-new item bpn-item514" onclick=""></div>

<span>

<p class="item-title">Broken Modem</p>

<p class="r-itemid">ItemID: 514</p>

<p class="pickup">LAG!</p>

<p class="quality">Quality: 2</p>

<p>Causes random enemies to 'lag' at random intervals, causing them to freeze in place for a second</p>

<p>The lag effect can also apply to tears, projectiles and consumables on the ground</p>

<p>While held, this item has a 25% chance to double up any end of room drops (similar to the Contract from Below effect)</p>

<p>Isaac's Luck stat affects how often the lag effect occurs</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Freezenification</p>

<p class="r-unlock">UNLOCK: Complete 7 Daily Challenges (30 on console)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, black, cube, red, vcr, vhs </p>

</span>

</a>

</li>, <li class="textbox" data-cid="331" data-sid="515" data-tid="515">

<a>

<div class="bp-item-new item bpn-item515" onclick=""></div>

<span>

<p class="item-title">Mystery Gift</p>

<p class="r-itemid">ItemID: 515</p>

<p class="pickup">Wrapped up nice for you!</p>

<p class="quality">Quality: 3</p>

<p>One-time use item that spawns a random item from the current room's item pool, with a chance for it to spawn Lump of Coal or The Poop instead</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Mills</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: One time use</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, green, red, present, bow, xmas, christmas </p>

</span>

</a>

</li>, <li class="textbox" data-cid="586" data-sid="516" data-tid="516">

<a>

<div class="bp-item-new item bpn-item516" onclick=""></div>

<span>

<p class="item-title">Sprinkler</p>

<p class="r-itemid">ItemID: 516</p>

<p class="pickup">Sprinkles.</p>

<p class="quality">Quality: 2</p>

<p>When used, spawns a Sprinkler that rotates in a circle, spraying tears in all directions</p>

<p>Will also synergize with some other items, such as Mom's Eye, Brimstone, Dr. Fetus, Tech X or Loki's Horns</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Kieran and Stewartisme</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, grey, gray, silver, metal, eye, stick </p>

</span>

</a>

</li>, <li class="textbox" data-cid="580" data-sid="517" data-tid="517">

<a>

<div class="bp-item-new item bpn-item517" onclick=""></div>

<span>

<p class="item-title">Fast Bombs</p>

<p class="r-itemid">ItemID: 517</p>

<p class="pickup">Faster Bomb Drops!</p>

<p class="quality">Quality: 1</p>

<p>+7 Bombs</p>

<p>Allows you to rapidly place bombs on the ground</p>

<p>Added as part of the Afterbirth+ Booster Pack #1</p>

<p><strong class="pri">REPENTANCE</strong> - Bombs no longer knock each other around when the player has Fast Bombs, allowing for a more controlled line of explosions.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Lil Horn 20 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, lightning, bolt, yellow, black </p>

</span>

</a>

</li>, <li class="textbox" data-cid="86" data-sid="518" data-tid="518">

<a>

<div class="bp-item-new item bpn-item518" onclick=""></div>

<span>

<p class="item-title">Buddy in a Box</p>

<p class="r-itemid">ItemID: 518</p>

<p class="pickup">What could it be?!</p>

<p class="quality">Quality: 2</p>

<p>When picked up, gives Isaac a random familiar which has a random sprite and tear effect</p>

<p>The familiar will be fully randomized again upon entering the next floor</p>

<p>The appearance is chosen from a random co-op baby sprite</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Ashkait and Scayze</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, brown, orange, snake, mgs, cardboard </p>

</span>

</a>

</li>, <li class="textbox" data-cid="263" data-sid="519" data-tid="519">

<a>

<div class="bp-item-new item bpn-item519" onclick=""></div>

<span>

<p class="item-title">Lil Delirium</p>

<p class="r-itemid">ItemID: 519</p>

<p class="pickup">He's Delirious</p>

<p class="quality">Quality: 2</p>

<p>A familiar that will transform into another random familiar every 10 seconds, copying their behaviour and effect</p>

<p>Can be any other familiar, including (but not limited to) Lil Brimstone, Bob's Brain, BBF, Meatboy, Rotten Baby</p>

<p>Familiars appear as a white Delirium version of the original</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Ashkait and Scayze</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Angel Room, Devil Room</p>

</ul>

<p class="tags">\*, white, yellow, eyes, face, circle </p>

</span>

</a>

</li>, <li class="textbox" data-cid="712" data-sid="520" data-tid="520">

<a>

<div class="bp-item-new item bpn-item520" onclick=""></div>

<span>

<p class="item-title">Jumper Cables</p>

<p class="r-itemid">ItemID: 520</p>

<p class="pickup">Bloody recharge!</p>

<p class="quality">Quality: 3</p>

<p>This item gives you 1 bar of charge on your active item for every 15 enemies you kill</p>

<p>Added as part of the Afterbirth+ Booster Pack #2 and based on the Steam Workshop mod created by Ashkait and Scayze</p>

<p class="r-unlock">UNLOCK: Unlock this item by picking up any 3 of these items in a single run: 9 Volt, The Battery, Car Battery, AAA Battery, Watch Battery</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Greed Mode Item Room, Shop</p>

</ul>

<p class="tags">\*, red, black, metal, crocodile, clips </p>

</span>

</a>

</li>, <li class="textbox" data-cid="330" data-sid="521" data-tid="521">

<a>

<div class="bp-item-new item bpn-item521" onclick=""></div>

<span>

<p class="item-title">Coupon</p>

<p class="r-itemid">ItemID: 521</p>

<p class="pickup">Allow 6 weeks for delivery</p>

<p class="quality">Quality: 2</p>

<p>When used, the coupon causes one random item in the shop to become free</p>

<p>While held, guarantees a random item or pickup from the shop to be half price</p>

<p>The effect of this item also works in Devil Rooms, allowing you to take one random item for free</p>

<p>Added as part of the Afterbirth+ Booster Pack #2 and based on the Steam Workshop mod created by Plumbo</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Item room, Shop, Beggar</p>

</ul>

<p class="tags">\*, paper, square, green, pink, white, barcode, letter, postcard </p>

</span>

</a>

</li>, <li class="textbox" data-cid="388" data-sid="522" data-tid="522">

<a>

<div class="bp-item-new item bpn-item522" onclick=""></div>

<span>

<p class="item-title">Telekinesis</p>

<p class="r-itemid">ItemID: 522</p>

<p class="pickup">The power of mind!</p>

<p class="quality">Quality: 1</p>

<p>An active that causes all enemy tears to be held in place and then thrown back away from Isaac for a period of 3 seconds</p>

<p>The aura from this item will repel nearby enemies</p>

<p>Added as part of the Afterbirth+ Booster Pack #2</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 seconds</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, blue, glow, hand </p>

</span>

</a>

</li>, <li class="textbox" data-cid="226" data-sid="523" data-tid="523">

<a>

<div class="bp-item-new item bpn-item523" onclick=""></div>

<span>

<p class="item-title">Moving Box</p>

<p class="r-itemid">ItemID: 523</p>

<p class="pickup">Pack and unpack</p>

<p class="quality">Quality: 1</p>

<p>When used, the box will pick up a maximum of 6 items. Using the box again will put the picked up items back on the floor again, allowing you to move things between rooms</p>

<p>Can move any of the following: Batteries, Items, Trinkets, Hearts, Keys, Bombs, Coins, Chests and more</p>

<p>Using Moving Box with Car Battery will trigger 2 interactions at the same time: First it will drop all items currently inside the box and secondly will then pick up the current room's contents</p>

<p>When used in a room with 2 items you can choose from (e.g. There's Options, Double item room, Boss Rush) the Moving Box will pick only one of the items at random</p>

<p class="r-unlock">UNLOCK: Unlock this item by using Pandora's Box in the Dark Room floor</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, brown, orange, cardboard </p>

</span>

</a>

</li>, <li class="textbox" data-cid="584" data-sid="524" data-tid="524">

<a>

<div class="bp-item-new item bpn-item524" onclick=""></div>

<span>

<p class="item-title">Technology Zero</p>

<p class="r-itemid">ItemID: 524</p>

<p class="pickup">Static tears!</p>

<p class="quality">Quality: 3</p>

<p>Your tears will now be connected together by beams of electricity which deals damage to enemies they hit</p>

<p>The lasers from this item deal 30% of your current damage stat</p>

<p>Added as part of the Afterbirth+ Booster Pack #2 and based on the Steam Workshop mod created by Ashkait and Scayze</p>

<p><strong class="pri">REPENTANCE</strong> - Technology Zero's lasers now deal 30% of the player's damage stat per tick (from 100%)</p>

<p class="r-unlock">UNLOCK: Unlock this item by having 2 technology items at once</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, black, white, grey, gray, round, circle, eye, key, hole, coin, slot, laser </p>

</span>

</a>

</li>, <li class="textbox" data-cid="284" data-sid="525" data-tid="525">

<a>

<div class="bp-item-new item bpn-item525" onclick=""></div>

<span>

<p class="item-title">Leprosy</p>

<p class="r-itemid">ItemID: 525</p>

<p class="pickup">You're tearing me apart!</p>

<p class="quality">Quality: 1</p>

<p>Taking damage will spawn an orbital that rotates around Isaac, dealing contact damage to enemies and blocking enemy projectiles</p>

<p>A maximum of 3 Leprosy orbitals can be active at one time</p>

<p>Using the orbital to deal damage to enemies can cause it to break</p>

<p>Added as part of the Afterbirth+ Booster Pack #2. Based loosely on the Steam Workshop mod created by Extreme Ninja Home Makeover with changes by Edmund McMillen</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, leprosy, leprasy, leprosy, pink, red, bloody, lump</p>

</span>

</li>, <li class="textbox" data-cid="488.5" data-sid="526" data-tid="526">  
<></div>  
<div class="bp-item-new item bpn-item526" onclick=""></div>  
<span>  
<p class="item-title">7 Seals</p>  
<p class="r-itemid">ItemID: 526</p>  
<p class="pickup">Lil Harbingers!</p>  
<p class="quality">Quality: 2</p>  
<p>Gives you a random Harbinger familiar that changes every 10 seconds</p>  
<p>Each harbinger behaves differently, based on any of the original 5 horsemen bosses</p>  
<p><strong class="pri">REPENTANCE</strong> - The harbingers will also randomly spawn their relevant Locust variant. The locust fly will do different things for each harbinger - e.g. poison effect for Pestilence</p>  
<ce/>  
<p>Added as part of the Afterbirth+ Booster Pack #3. Based on the Steam Workshop mod created by Scayze and Ashkait</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Angel Room</p>  
</ul>  
<p class="tags">\*, bloody, paper, script, white, red, toilet paper, seven seals</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="501" data-sid="527" data-tid="527">  
<></div>  
<div class="bp-item-new item bpn-item527" onclick=""></div>  
<span>  
<p class="item-title">Mr. MEL</p>  
<p class="r-itemid">ItemID: 527</p>  
<p class="pickup">Caaan Dol!</p>  
<p class="quality">Quality: 3</p>  
<p>Upon use, this item summons a ghost near Isaac that will follow him around. Also summons a blue crosshair which can be moved around freely. After a few seconds, the crosshair will disappear, and the Ghost will do certain things based on what you targeted:</p>  
<p>Items, pickups, trinkets: Bring them to Isaac. Works in shops and devil deals as well, allowing you to take them for no cost. Stealing an item has a chance to fail (a buzzer sound will play if it fails)</p>  
<ul>  
<p>Buttons: Presses the button</p>  
<p>Enemies: Attacks the enemy until either the ghost or the enemy dies</p>  
<p>Doors: Opens the door, even if it is locked</p>  
<p>Secret room entrances: Explodes and opens the entrance</p>  
<p>Boss rush door: Will open the Boss Rush door from either side, allowing you get into and escape the Boss Rush</p>  
<p>Slot machines, dead shopkeepers: Charges towards them and explodes them</p>  
<p>Added as part of the Afterbirth+ Booster Pack #3. Based on the Steam Workshop mod created by Jean-Alphonse</p>  
<p class="r-unlock">UNLOCK: Unlock this item by opening 20 locked chests</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 4 rooms</p>  
<p>Item Pool: Shop, Key Beggar</p>  
</ul>  
<p class="tags">\*, mr mel, Mr Meeseeks, rick and morty, brown, chest, szechuan sauce, mister me</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="4" data-sid="528" data-tid="528">  
<></div>  
<div class="bp-item-new item bpn-item528" onclick=""></div>  
<span>  
<p class="item-title">Angelic Prism</p>  
<p class="r-itemid">ItemID: 528</p>  
<p class="pickup">Eclipsed by the moon</p>  
<p class="quality">Quality: 3</p>  
<p>Grants a prism orbital with a large orbital radius</p>  
<p>Isaac's tears that pass through the prism split into four multi-colored tears</p>  
<p>Does not deal contact damage to enemies that it passes over</p>  
<p>Added as part of the Afterbirth+ Booster Pack #3. Based on the Steam Workshop mod created by electoon and Erfly</p>  
<ul>  
<p>Type: Passive, Orbital</p>  
<p>Item Pool: Angel Room</p>  
</ul>  
<p class="tags">\*, dark side of the moon, rainbow, red, yellow, green, white, triangle, pink floyd, thought</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="93" data-sid="529" data-tid="529">  
<></div>  
<div class="bp-item-new item bpn-item529" onclick=""></div>  
<span>  
<p class="item-title">PopI</p>  
<p class="r-itemid">ItemID: 529</p>  
<p class="pickup">Eyeball tears!</p>  
<p class="quality">Quality: 2</p>  
<p>Replaces Isaac's tears with eyeballs that can bounce off of each other</p>  
<p>Isaac's tears are no longer limited by range, and will instead dissipate when they stop moving or when hitting an enemy or obstacle</p>  
<p>Added as part of the Afterbirth+ Booster Pack #3. Based on the Steam Workshop mod created by Scayze and Ashkait</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, eyes, eyeball, bloody, white, red, googly googley, bank shot</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="490" data-sid="530" data-tid="530">  
<></div>  
<div class="bp-item-new item bpn-item530" onclick=""></div>  
<span>  
<p class="item-title">Death's List</p>  
<p class="r-itemid">ItemID: 530</p>  
<p class="pickup">Just hope you're not next</p>  
<p class="quality">Quality: 2</p>  
<p>Upon entering a room, a skull appears over a random enemy's head</p>  
<p>Killing the marked enemy will cause the skull to move to a different enemy</p>  
<p>If all enemies in the room are cleared in the order they are marked, Isaac gains a random reward from one of the following: Soul heart, Key, Pill, Bomb, Nickel, +0.2 Speed, +0.5 Range, +0.5 Tears, +1 Flat damage or +1 luck</p>  
<p>Killing enemies in the wrong order will end the streak and deny you any extra rewards</p>  
<p>Added as part of the Afterbirth+ Booster Pack #4. Based on the Steam Workshop mod created by Merloc</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room</p>  
</ul>  
<p class="tags">\*, parchment, quill, script, pact, feather, scroll, death list, deaths list, paper, contract, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="123" data-sid="531" data-tid="531">  
<></div>  
<div class="bp-item-new item bpn-item531" onclick=""></div>  
<span>  
<p class="item-title">Haemolacria</p>  
<p class="r-itemid">ItemID: 531</p>  
<p class="pickup">I'm seeing red...</p>  
<p class="quality">Quality: 3</p>  
<p>With Haemolacria, Isaac's tears become bloody and now fire by in the air in an arc</p>  
<p>Upon hitting the floor, an obstacle or enemy, the bloody tear will burst and fire lots of smaller tears at random directions around the impact point</p>  
<p>Tears Down - (Tear delay \* 2) + 10</p>  
<p>Your damage stat is unaffected by this item, however the large bloody tear does +31% of your tear damage and the smaller scattering tears deal 50-80% of your tear damage</p>  
<p>Added as part of the Afterbirth+ Booster Pack #4. Based on the Steam Workshop mod (originally called Water Balloon) created by HihowAreYou</p>  
<p class="r-unlock">UNLOCK: Unlock this item by picking up the Blood Clot item 10 times</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, water balloon, blood, haemolacria</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="367" data-sid="532" data-tid="532">  
<></div>  
<div class="bp-item-new item bpn-item532" onclick=""></div>  
<span>  
<p class="item-title">Lachryphagy</p>  
<p class="r-itemid">ItemID: 532</p>  
<p class="pickup">Feed them!</p>  
<p class="quality">Quality: 2</p>  
<p>Isaac's tears slow down over time while moving across the room, and upon stopping completely or hitting an object will burst into 8 smaller tears which fire in all directions</p>  
<p>This item will also allow you to 'feed' a tear with other tears. Doing so will cause it to increase in size, and also increase their damage and the damage of the burst tears</p>  
<p>Once a tear is fed 5 times, it will immediately burst</p>  
<p>Tears in the burst will deal half the damage the main tear would have</p>  
<p>Tears which hit an enemy do not burst</p>  
<p>Added as part of the Afterbirth+ Booster Pack #4. Based on the Steam Workshop mod (originally called Hungry Tears) created by Echo</p>

<p class="r-unlock">UNLOCK: Unlock this item by taking 10 Tears Up items or pills in the same run</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="36" data-sid="533" data-tid="533">

<a>

<div class="bp-item-new item bpn-item533" onclick=""></div>

<span>

<p class="item-title">Trisagion</p>

<p class="r-itemid">ItemID: 533</p>

<p class="pickup">Smite thy enemy</p>

<p class="quality">Quality: 2</p>

<p>Isaac's tears are replaced with piercing holy flashes of light, which travel across the room in a similar speed to regular tears</p>

<p>Trisagion tears deal roughly 33% of your usual tear damage, however due to the size of the holy flash it is likely to hit enemies multiple times</p>

<p>Trisagion tears cause no knockback on enemies and simply travel through them (piercing tears)</p>

<p>Added as part of the Afterbirth+ Booster Pack #4. Based on the Steam Workshop mod (originally called Lightshot) created by Wyvern and TRPG</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="544" data-sid="534" data-tid="534">

<a>

<div class="bp-item-new item bpn-item534" onclick=""></div>

<span>

<p class="item-title">Schoolbag</p>

<p class="r-itemid">ItemID: 534</p>

<p class="pickup">Extra active item room</p>

<p class="quality">Quality: 3</p>

<p>Gives you an extra active item slot</p>

<p>Pressing the CTRL key (R2 on PS4, RT on XB1, ZR on Switch) allows you to switch active items</p>

<p>Some items that give temporary effects like The Nail might deactivate if switched to the other slot</p>

<p>Added as part of the Afterbirth+ Booster Pack #4</p>

<p class="r-unlock">UNLOCK: Unlock this item by entering every Shop from the first floor up to Mom's Foot (Depths 2) in one run</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Gold/Stone Chest</p>

</ul>

<p class="tags">\*, backpack back pack school bag</p>

</a>

</li>, <li class="textbox" data-cid="408" data-sid="535" data-tid="535">

<a>

<div class="bp-item-new item bpn-item535" onclick=""></div>

<span>

<p class="item-title">Blanket</p>

<p class="r-itemid">ItemID: 535</p>

<p class="pickup">You feel safe</p>

<p class="quality">Quality: 2</p>

<p>+1 Soul Heart</p>

<p>Heals 1 red heart when picked up</p>

<p>Grants you a shield when entering the Boss Room, which prevents damage from 1 hit, then disappears. This shield stacks with Holy Mantle, giving you 2 free hits</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Ratlah</p>

<p class="r-unlock">UNLOCK: Unlock this item by sleeping in 10 different beds</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="193" data-sid="536" data-tid="536">

<a>

<div class="bp-item-new item bpn-item536" onclick=""></div>

<span>

<p class="item-title">Sacrificial Altar</p>

<p class="r-itemid">ItemID: 536</p>

<p class="pickup">He demands a sacrifice</p>

<p class="quality">Quality: 2</p>

<p>When used, this item will sacrifice up to 2 of your familiars (chosen at random), and spawn a random Devil Room item for each familiar sacrificed this way</p>

<p>In addition to the familiars, any blue flies or spiders will be converted to 1 coin each</p>

<p>If Guardian Angel, Sworn Protector, or Seraphim is sacrificed, Satan will be extra happy and reward you with 2 black hearts</p>

<p>Incubus won't be sacrificed if you're playing as Lilith</p>

<p>If used while you have no familiars, this item will do nothing and won't consume the item</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Niro</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Single use</p>

<p>Item Pool: Devil Room, Curse Room</p>

</ul>

<p class="tags">\*, sacrificial, sacrifice</p>

</a>

</li>, <li class="textbox" data-cid="280" data-sid="537" data-tid="537">

<a>

<div class="bp-item-new item bpn-item537" onclick=""></div>

<span>

<p class="item-title">Lil Spewer</p>

<p class="r-itemid">ItemID: 537</p>

<p class="pickup">Puking buddy</p>

<p class="quality">Quality: 1</p>

<p>A familiar with a charged attack, that spawns a line of creep on the floor which damages enemies that walk over it</p>

<p>Spawns 1 random pill when picked up</p>

<p>The familiar and its creep will change randomly when Isaac uses a pill</p>

<p>Possible creep types include green (deals damage), black (slows enemies), red (deals damage, forms a line with a larger puddle), yellow (deals damage, forms a short-range cone) and white (slows enemies, forms a ring)</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Strawrat and Aczom</p>

<p class="r-unlock">UNLOCK: Unlock this item by dying to your own Ipecac explosion</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mod Item Room</p>

</ul>

<p class="tags">\*, face</p>

</a>

</li>, <li class="textbox" data-cid="506" data-sid="538" data-tid="538">

<a>

<div class="bp-item-new item bpn-item538" onclick=""></div>

<span>

<p class="item-title">Marbles</p>

<p class="r-itemid">ItemID: 538</p>

<p class="pickup">Choking hazard</p>

<p class="quality">Quality: 2</p>

<p>Spawns 3 random trinkets when picked up</p>

<p>Upon taking damage, you have a random chance to consume one of your currently held trinkets, gaining its effect permanently</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Amethyst</p>

<p class="r-unlock">UNLOCK: Unlock this item by using 5 Gulp! pills in one run</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="297" data-sid="539" data-tid="539">

<a>

<div class="bp-item-new item bpn-item539" onclick=""></div>

<span>

<p class="item-title">Mystery Egg</p>

<p class="r-itemid">ItemID: 539</p>

<p class="pickup">Sacrificial insemination</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac and, upon taking damage, will spawn a charmed enemy that will fight for you</p>

<p>When the charmed enemy is spawned the egg will crack, but regenerate in the next room</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Strawrat and Aczom</p>

<p class="r-unlock">UNLOCK: Unlock this item by spawning 3 charmed enemies in a single room</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="437" data-sid="540" data-tid="540">

<a>

<span>

<p class="item-title">Flat Stone</p>

<p class="r-itemid">ItemID: 540</p>

<p class="pickup">Skipping tears</p>

<p class="quality">Quality: 2</p>

<p>Flat Stone causes your tears to bounce across the room</p>

<p>Whenever a tear bounces, it deals splash damage to nearby enemies for 25% of your tear damage</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Maddogs</p>

<p class="r-unlock">UNLOCK: Unlock this item by picking up Rubber Cement 5 times</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="115" data-sid="541" data-tid="541">

<a>

<span>

<p class="item-title">Marrow</p>

<p class="r-itemid">ItemID: 541</p>

<p class="pickup">"HP up?"</p>

<p class="quality">Quality: 1</p>

<p>+1 Bone Heart</p>

<p>Spawns 3 red hearts on the ground when picked up</p>

<p>Added as part of the Afterbirth+ Booster Pack #5</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mom's Heart on hard mode as The Forgotten</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="30" data-sid="542" data-tid="542">

<a>

<span>

<p class="item-title">Slipped Rib</p>

<p class="r-itemid">ItemID: 542</p>

<p class="pickup">Projectile shield</p>

<p class="quality">Quality: 2</p>

<p>This item gives you an orbital, which will reflect projectiles back at enemies</p>

<p>Unlike some other orbitals, Slipped Rib doesn't deal contact damage to enemies</p>

<p>Added as part of the Afterbirth+ Booster Pack #5</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating the Isaac boss as The Forgotten</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="360" data-sid="543" data-tid="543">

<a>

<span>

<p class="item-title">Hallowed Ground</p>

<p class="r-itemid">ItemID: 543</p>

<p class="pickup">Portable sanctuary</p>

<p class="quality">Quality: 1</p>

<p>A familiar which follows Isaac and spawns a white poop when you take damage</p>

<p>The white poop gives an aura that cuts your tear delay in half (Tears up) and has a chance to block damage</p>

<p>The aura disappears if the poop is destroyed</p>

<p>Added as part of the Afterbirth+ Booster Pack #5</p>

<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation.</p>

<p>Can cause white poops through other item effects such as A Card Against Humanity or Re-Lax pills.</p>

<p><strong class="pri">REPENTANCE</strong> - White poop from Hallowed Ground is now more durable, similar to golden poop. While standing in the aura, Isaac's damage is now also increased by 25%, and his tears gain a homing effect</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush as The Forgotten</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Angel Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="84" data-sid="544" data-tid="544">

<a>

<span>

<p class="item-title">Pointy Rib</p>

<p class="r-itemid">ItemID: 544</p>

<p class="pickup">"Stabbing time"</p>

<p class="quality">Quality: 2</p>

<p>A familiar that can be aimed with the fire buttons similar to the Finger item, dealing contact damage to enemies equal to your tear damage</p>

<p>Added as part of the Afterbirth+ Booster Pack #5</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Satan as The Forgotten</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="655" data-sid="545" data-tid="545">

<a>

<span>

<p class="item-title">Book of the Dead</p>

<p class="r-itemid">ItemID: 545</p>

<p class="pickup">"Rise from the grave"</p>

<p class="quality">Quality: 3</p>

<p>When used, this item will spawn a bone orbital or charmed Bony for each enemy killed in the current room</p>

<p>The orbitals and charmed enemies persist when travelling between rooms</p>

<p>Bone orbitals break after dealing enough damage or blocking too many shots</p>

<p>Added as part of the Afterbirth+ Booster Pack #5</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor as The Forgotten</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Item Room, Library, Devil Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="249" data-sid="546" data-tid="546">

<a>

<span>

<p class="item-title">Dad's Ring</p>

<p class="r-itemid">ItemID: 546</p>

<p class="pickup">"Father's blessing"</p>

<p class="quality">Quality: 3</p>

<p>A passive item that puts a yellow ring around Isaac. Enemies are frozen in place while touching the yellow ring</p>

<p>Enemies touching the ring will stay permanently frozen until you move away, except for bosses which only get a temporary freeze effect after touching it</p>

<p>Added as part of the Afterbirth+ Booster Pack #5</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Ultra Greedier as The Forgotten</p>

<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Secret Room</p>  
</ul>  
<p class="tags">\*, dads ring, dad ring</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="77" data-sid="547" data-tid="547">  
<a>  
<div class="bp-item-new item bpn-item547" onclick=""></div>  
<span>  
<p class="item-title">Divorce Papers</p>  
<p class="r-itemid">ItemID: 547</p>  
<p class="pickup">"Tears up + you feel empty"</p>  
<p class="quality">Quality: 3</p>  
<p>+1 Bone Heart</p>  
<p>+0.7 Tears Up</p>  
<p>When you pick this item up, the Mysterious Paper trinket is spawned on the ground</p>  
<p>Added as part of the Afterbirth+ Booster Pack #5</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Boss Rush as The Forgotten</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="31" data-sid="548" data-tid="548">  
<a>  
<div class="bp-item-new item bpn-item548" onclick=""></div>  
<span>  
<p class="item-title">Jaw Bone</p>  
<p class="r-itemid">ItemID: 548</p>  
<p class="pickup">"Fetch"</p>  
<p class="quality">Quality: 1</p>  
<p>A familiar that flies across the room every few seconds while firing and damages enemies (2x your tear damage)</p>  
<p>Can also be used like the Boomerang to pick up consumables on the ground</p>  
<p>Added as part of the Afterbirth+ Booster Pack #5</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating ??? in The Chest floor as The Forgotten</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="34" data-sid="549" data-tid="549">  
<a>  
<div class="bp-item-new item bpn-item549" onclick=""></div>  
<span>  
<p class="item-title">Brittle Bones</p>  
<p class="r-itemid">ItemID: 549</p>  
<p class="pickup">"Everything hurts"</p>  
<p class="quality">Quality: 3</p>  
<p>When picked up, this item replaces all of your red heart containers with 6 Bone Hearts</p>  
<p>Every time you lose a bone heart, lots of bones fire in all directions damaging any enemies hit and you gain a permanent +0.5 Tears Up</p>  
<p>For the Lost and Keeper characters, this item simply gives a permanent Tears Up</p>  
<p>Added as part of the Afterbirth+ Booster Pack #5</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Lamb in the Dark Room floor as The Forgotten</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Greed Mode Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="465" data-sid="550" data-tid="550">  
<a>  
<div class="bp-item-new item bpn-item550" onclick=""></div>  
<span>  
<p class="item-title">Broken Shovel</p>  
<p class="r-itemid">ItemID: 550</p>  
<p class="pickup">"It feels cursed"</p>  
<p class="quality">Quality: 4</p>  
<p>Obtained by beating the Basement 1 boss within 1 minute, then bombing the large shadow that appears in the middle of the starting room</p>  
<p>While held, Mom's Foot will stomp on you from above twice every few seconds, and she will continue to stomp for as long as you hold this item</p>  
<p>Using the Broken Shovel will stop Mom stomping you for the rest of the current room (or current wave if you're in the boss rush or challenge room)</p>  
<p>Beating the Boss Rush while holding this item will drop the second half of the Broken Shovel, which combine to create Mom's Shovel, which is used to unlock The Forgotten character</p>  
<p>Dropping the Broken Shovel will cause it to disappear if you leave the room</p>  
<p>NOTE: This item will not drop unless you have beaten The Lamb at least once</p>  
<p>Added as part of the Afterbirth+ Booster Pack #5 and used in the quest to unlock The Forgotten character</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 4 rooms</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="466" data-sid="551" data-tid="551">  
<a>  
<div class="bp-item-new item bpn-item551" onclick=""></div>  
<span>  
<p class="item-title">Broken Shovel</p>  
<p class="r-itemid">ItemID: 551</p>  
<p class="pickup">"Lost but not forgotten"</p>  
<p class="quality">Quality: 4</p>  
<p>Drops after beating the Boss Rush while holding the other half of the Broken Shovel (see previous item for more details)</p>  
<p>Combines with the first Broken Shovel piece to create Mom's Shovel (see next item for more details)</p>  
<p>Added as part of the Afterbirth+ Booster Pack #5 and used in the quest to unlock The Forgotten character</p>  
<ul>  
<p>Type: Passive</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="467" data-sid="552" data-tid="552">  
<a>  
<div class="bp-item-new item bpn-item552" onclick=""></div>  
<span>  
<p class="item-title">Mom's Shovel</p>  
<p class="r-itemid">ItemID: 552</p>  
<p class="pickup">"Lost but not forgotten"</p>  
<p class="quality">Quality: 4</p>  
<p>When used, spawns a trapdoor that leads to the next floor (has a 10% chance to be a crawl space instead)</p>  
<p>Unlocks The Forgotten character when used on a mound of dirt that appears in a room in The Dark Room floor</p>  
<p>Obtained by combining the two Broken Shovel pieces. The first piece drops by beating the first floor boss within 1 minute then bombing the shadow in the first room. The second piece drops after beating the Boss Rush as long as you are holding the first Broken Shovel piece (see previous 2 items for full details)</p>  
<p>After The Forgotten is unlocked, using it on the mound of dirt again just spawns a random type of chest</p>  
<p>Added as part of the Afterbirth+ Booster Pack #5 and used in the quest to unlock The Forgotten character</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 4 rooms</p>  
</ul>  
<p class="tags">\*, mom's shovel, mom shovel</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="42" data-sid="263" data-tid="42.5">  
<a>  
<div class="item reb-item-new re-item263" onclick=""></div>  
<span>  
<p class="item-title">Clear Rune</p>  
<p class="r-itemid">ItemID: 263</p>  
<p class="pickup">"Rune mimic"</p>  
<p class="quality">Quality: 2</p>  
<p>When used, copies the effect of the Rune or Soul stone you are holding (like the Blank Card)</p>  
<p>Drops a random rune on the floor when picked up</p>  
<p>The recharge time of this item depends on the Rune/Soul Stone held:</p>  
<p>1 room: Soul of Lazarus</p>  
<p>2 rooms: Rune of Ansuz, Rune of Berkano, Rune of Hagalaz, Soul of Cain</p>  
<p>3 rooms: Rune of Algiz, Blank Rune, Soul of Magdalene, Soul of Judas, Soul of ???, Soul of the Lost</p>  
<p>4 rooms: Rune of Ehwaz, Rune of Perthro, Black Rune, Soul of Isaac, Soul of Eve, Soul of Eden, Soul of Jacob and Esau</p>

<p>6 rooms: Rune of Dagaz, Soul of Samson, Soul of Azazel, Soul of Apollyon, Soul of Bethany</p>

<p>12 rooms: Rune of Jera, Soul of Lilith, Soul of the Keeper</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Varies</p>

<p>Item Pool: Secret Room, Crane Game</p>

</ul>

<p class="tags"> Secret Room</p>

</a>

</li>, <li class="textbox" data-cid="445" data-sid="553" data-tid="553">

<a>

</div>

<span>

<p class="item-title">Mucormycosis</p>

<p class="r-itemid">ItemID: 553</p>

<p class="pickup">Spore shot</p>

<p class="quality">Quality: 3</p>

<p>Tears have a chance to fire a fungus tear that sticks to enemies. It grows rapidly in size then explodes into a gas cloud that damages nearby enemies</p>

<p>When the explosion happens, more homing fungus tears fire out in random directions. Those tears will cause the same effect if they happen to hit other enemies</p>

<p>Effects that replace your tears such as Brimstone simply have a chance to apply this effect</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="172" data-sid="554" data-tid="554">

<a>

</div>

<span>

<p class="item-title">2Spooky</p>

<p class="r-itemid">ItemID: 554</p>

<p class="pickup">Ame</p>

<p class="quality">Quality: 2</p>

<p>Any enemies that come within close range of Isaac will become feared, which causes them to flee</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="248" data-sid="555" data-tid="555">

<a>

</div>

<span>

<p class="item-title">Golden Razor</p>

<p class="r-itemid">ItemID: 555</p>

<p class="pickup">Pain from gain</p>

<p class="quality">Quality: 2</p>

<p>+5 coins when picked up</p>

<p>When used, this item takes away 5 of your coins and gives a +1.2 Damage Up that lasts for the current room</p>

<p>Can stack as many times as you want. Using it with less than 5 coins does nothing</p>

<p class="r-unlock">UNLOCK: Unlock this item by collecting 99 coins then spending all of them in the same run</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Instant</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="147" data-sid="556" data-tid="556">

<a>

</div>

<span>

<p class="item-title">Sulfur</p>

<p class="r-itemid">ItemID: 556</p>

<p class="pickup">Temporary demon form</p>

<p class="quality">Quality: 2</p>

<p>Upon use, grants use of Brimstone for the current room</p>

<p>If used twice in the same room, the brimstone laser becomes massive and deals +1.8 more damage</p>

<p>Using it more than twice in the same room will give a damage increase each time</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation.</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 3 rooms</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="515" data-sid="557" data-tid="557">

<a>

</div>

<span>

<p class="item-title">Fortune Cookie</p>

<p class="r-itemid">ItemID: 557</p>

<p class="pickup">Reusable fortunes</p>

<p class="quality">Quality: 2</p>

<p>Upon use, displays a random fortune and has a chance to drop either a soul heart, a card (including dice shards), rune/soul stone or a trinket</p>

<p>Soul hearts and tarot cards are much more common than trinkets</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 2 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="92" data-sid="558" data-tid="558">

<a>

</div>

<span>

<p class="item-title">Eye Sore</p>

<p class="r-itemid">ItemID: 558</p>

<p class="pickup">More eyes</p>

<p class="quality">Quality: 2</p>

<p>With each tear fired, you have a chance to fire 1-3 extra tears in random directions</p>

<p>The extra tears scale with your other damage increasing items</p>

<p>Synergises with other items that replace your tears, like Brimstone or Technology</p>

<p>The chance to fire extra tears is not affected by luck</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="8" data-sid="559" data-tid="559">

<a>

</div>

<span>

<p class="item-title">120 Volt</p>

<p class="r-itemid">ItemID: 559</p>

<p class="pickup">Zap!</p>

<p class="quality">Quality: 2</p>

<p>This item will fire electricity at nearby enemies, dealing roughly x0.75 of your tear damage rapidly</p>

<p>The electricity can chain up to 4 enemies if they are close enough</p>

<p>On floors with water on the ground (Downpour, Flooded Caves, Dross) this effect chain onto enemies further away than it normally would</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="577" data-sid="560" data-tid="560">

<a>

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<div class="item rep-item rep560" onclick=""></div>
<span>
<p class="item-title">It Hurts</p>
<p class="r-itemid">ItemID: 560</p>
<p class="pickup">No it doesn't...</p>
<p class="quality">Quality: 1</p>
<p>Taking damage causes Isaac to fire a circle of 10 tears around him, each dealing 10 damage</p>
<p>After taking damage, you also gain a +1.2 Tears Up for the rest of the current room. Any subsequent hits give +0.4 Tears Up and will ignore the normal fire rate cap</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Item Room</p>
</ul>
<p class="tags">*, </p>
</span>
</a>
<li class="textbox" data-cid="391" data-sid="561" data-tid="561">
<a>
<div class="item rep-item rep561" onclick=""></div>
<span>
<p class="item-title">Almond Milk</p>
<p class="r-itemid">ItemID: 561</p>
<p class="pickup">"DMG down + tears up + you feel nutty"</p>
<p class="quality">Quality: 1</p>
<p>Greatly increases tears (x4 fire rate)</p>
<p>Greatly decreases damage (x0.33 damage multiplier)</p>
<p>Individual tears gain random worm effects (e.g. Hook Worm, Wiggle Worm etc.)</p>
<ul>
<p>Type: Passive, Tear Modifier</p>
<p>Item Pool: Item Room</p>
</ul>
<p class="tags">*, </p>
</span>
</a>
</li>, <li class="textbox" data-cid="591" data-sid="562" data-tid="562">
<a>
<div class="item rep-item rep562" onclick=""></div>
<span>
<p class="item-title">Rock Bottom</p>
<p class="r-itemid">ItemID: 562</p>
<p class="pickup">"It's only up from there"</p>
<p class="quality">Quality: 2</p>
<p>Prevents your stats from being reduced any more for the rest of the run</p>
<p>e.g. Stat Down pills do nothing, and items like Experimental Treatment increase stats but don't reduce any</p>
<p>This effect works on items that apply negative stat modifiers, such as Soy Milk</p>
<p>This effect works for anything that gives temporary buffs, like Devil/Strength cards, or kill bonuses like Bloody Lust</p>
<p>If you somehow lose Rock Bottom, your stats will go back to normal</p>
<p class="r-unlock">UNLOCK: Unlock this item by defeating the Boss Rush as Jacob & Esau</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Secret Room</p>
</ul>
<p class="tags">*, </p>
</span>
</a>
</li>, <li class="textbox" data-cid="210" data-sid="563" data-tid="563">
<a>
<div class="item rep-item rep563" onclick=""></div>
<span>
<p class="item-title">Nancy Bombs</p>
<p class="r-itemid">ItemID: 563</p>
<p class="pickup">"Random blast +5 bombs"</p>
<p class="quality">Quality: 1</p>
<p>+5 Bombs</p>
<p>Bombs now explode with a random effect (e.g. Poison, Homing, Prize Bombs)</p>
<p>In Antibirth this was called Enigma Bombs</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Item Room</p>
</ul>
<p class="tags">*, </p>
</span>
</a>
</li>, <li class="textbox" data-cid="51" data-sid="564" data-tid="564">
<a>
<div class="item rep-item rep564" onclick=""></div>
<span>
<p class="item-title">A Bar of Soap</p>
<p class="r-itemid">ItemID: 564</p>
<p class="pickup">"Tears + shot speed up"</p>
<p class="quality">Quality: 3</p>
<p>+0.5 Tears Up</p>
<p>+0.2 Shot Speed Up</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Boss Room</p>
</ul>
<p class="tags">*, </p>
</span>
</a>
</li>, <li class="textbox" data-cid="157" data-sid="565" data-tid="565">
<a>
<div class="item rep-item rep565" onclick=""></div>
<span>
<p class="item-title">Blood Puppy</p>
<p class="r-itemid">ItemID: 565</p>
<p class="pickup">"What a cute little thing!"</p>
<p class="quality">Quality: 1</p>
<p>Spawns a red worm familiar that chases enemies nearby around the room and deals 2 contact damage per tick</p>
<p>After killing a 15 enemies, Blood Puppy transforms into an aggressive version that will also attack Isaac by charging at him. Damaging the aggressive Blood Puppy will eventually return it to its normal state.</p>
<p>While aggressive, Blood Puppy deals 7.5 damage and drops half a red heart for every 10 enemies it kills.</p>
<p>After killing a 25 more enemies, it transforms again dealing 15 damage and destroying obstacles it charges into. Isaac takes a full heart if hurt by Blood Puppy and it drops a full red heart for every 10 enemies it kills.</p>
<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Lilith</p>
<ul>
<p>Type: Passive, Familiar</p>
<p>Item Pool: Item Room, Red Chest, Curse Room</p>
</ul>
<p class="tags">*, </p>
</span>
</a>
</li>, <li class="textbox" data-cid="444" data-sid="566" data-tid="566">
<a>
<div class="item rep-item rep566" onclick=""></div>
<span>
<p class="item-title">Dream Catcher</p>
<p class="r-itemid">ItemID: 566</p>
<p class="pickup">"Sweet dreams"</p>
<p class="quality">Quality: 2</p>
<p>During the transition between floors, this item shows you a preview of the item that will spawn in the item room, and the boss that will appear</p>
<p>This effect will work even if you have Curse of the Blind, but the item will still appear as a ? when entering the item room</p>
<p>Gives +1 Soul Heart when starting each new floor after picking this up</p>
<p>On X floors both items are shown</p>
<p>Currently this effect doesn't work in Greed Mode - It will show 2 items but the item rooms will have different items in them</p>
<ul>
<p>Type: Passive</p>
<p>Item Pool: Shop</p>
</ul>
<p class="tags">*, </p>
</span>
</a>
</li>, <li class="textbox" data-cid="219" data-sid="567" data-tid="567">
<a>
<div class="item rep-item rep567" onclick=""></div>
<span>
<p class="item-title">Paschal Candle</p>
<p class="r-itemid">ItemID: 567</p>
<p class="pickup">"Keep the flame burning"</p>
<p class="quality">Quality: 3</p>
<p>Gives +0.4 Tears Up for each room completed without taking damage, up to a maximum of +2.0 Tears Up</p>
<p>When you take damage, the tears bonus is reset</p>
</span>
</a>
```

<p>Picking this item up counts and gives you a temporary +0.4 Tears Up as well</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<a>

<li class="tags">\*, </li>

</a>

<li class="textbox" data-cid="324" data-sid="568" data-tid="568">

<a>

<div class="item rep-item rep568" onclick=""></div>

<span>

<p class="item-title">Divine Intervention</p>

<p class="r-itemid">ItemID: 568</p>

<p class="pickup">Double tap shield</p>

<p class="quality">Quality: 2</p>

<p>Allows you to double-tap the shoot button to create a holy shield for 1 second that pushes enemies back and deals 10 damage to them if they touch it</p>

<p>The shield also reflects enemy shots and beams back at them for some extra damage</p>

<p>Can only be activated every 3 seconds (Shown by a white glow and a ticking noise)</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush as Bethany</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<a>

<li class="tags">\*, </li>

</a>

<li class="textbox" data-cid="574" data-sid="569" data-tid="569">

<a>

<div class="item rep-item rep569" onclick=""></div>

<span>

<p class="item-title">Blood Oath</p>

<p class="r-itemid">ItemID: 569</p>

<p class="pickup">Bleed me dry</p>

<p class="quality">Quality: 2</p>

<p>At the beginning of each new floor, this item will stab Isaac and reduce your red health down as much as it can without killing you. In exchange it gives you +0.05 Speed Up and Damage Up for every half a heart this item removes</p>

<p>The amount of Damage Up is (0.15 \* FullHeartsRemoved ^ 2)</p>

<p>If Isaac is already at half a red heart when stabbed, no damage or speed increases are given</p>

<p>The damage from being stabbed can be avoided with invincibility, however no damage or speed stat increases are gained if you do</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room</p>

</ul>

<a>

<li class="tags">\*, </li>

</a>

<li class="textbox" data-cid="499" data-sid="570" data-tid="570">

<a>

<div class="item rep-item rep570" onclick=""></div>

<span>

<p class="item-title">Playdough Cookie</p>

<p class="r-itemid">ItemID: 570</p>

<p class="pickup">Tasty rainbow</p>

<p class="quality">Quality: 3</p>

<p>Your individual tears each gain a random effect from either: Poison, Fear, Slow, Freeze, Charm, Burning, Homing, Bleeding, x2 Damage or Reduced damage</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Item Room</p>

</ul>

<a>

<li class="tags">\*, </li>

</a>

<li class="textbox" data-cid="447" data-sid="571" data-tid="571">

<a>

<div class="item rep-item rep571" onclick=""></div>

<span>

<p class="item-title">Orphan Socks</p>

<p class="r-itemid">ItemID: 571</p>

<p class="pickup">Speed up + your feet feel stronger</p>

<p class="quality">Quality: 2</p>

<p>+2 Soul Hearts</p>

<p>+0.3 Speed Up</p>

<p>Allows you to walk on harmful floor effects without taking damage (e.g. spikes, creep). Doesn't include Curse Room doors or spiked rocks</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<a>

<li class="tags">\*, </li>

</a>

<li class="textbox" data-cid="142" data-sid="572" data-tid="572">

<a>

<div class="item rep-item rep572" onclick=""></div>

<span>

<p class="item-title">Eye of the Occult</p>

<p class="r-itemid">ItemID: 572</p>

<p class="pickup">DMG up + range up + controlled tears</p>

<p class="quality">Quality: 3</p>

<p>Tears can be controlled mid-flight using the directional keys</p>

<p>+1 Damage Up</p>

<p>+2.0 Range Up</p>

<p>-0.16 Shot Speed Down</p>

<p>Counts as 1 of 3 evil items needed towards the Leviathan transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

</ul>

<a>

<li class="tags">\*, </li>

</a>

<li class="textbox" data-cid="189" data-sid="573" data-tid="573">

<a>

<div class="item rep-item rep573" onclick=""></div>

<span>

<p class="item-title">Immaculate Heart</p>

<p class="r-itemid">ItemID: 573</p>

<p class="pickup">Halo of tears</p>

<p class="quality">Quality: 3</p>

<p>In addition to regular tears, Isaac will sometimes fire extra spectral tears that orbit around him</p>

<p>+1 HP Up</p>

<p>+20% damage multiplier (x1.2)</p>

<p>Fully heals all your red heart containers</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<a>

<li class="tags">\*, </li>

</a>

<li class="textbox" data-cid="240" data-sid="574" data-tid="574">

<a>

<div class="item rep-item rep574" onclick=""></div>

<span>

<p class="item-title">Monstrance</p>

<p class="r-itemid">ItemID: 574</p>

<p class="pickup">Purifying light</p>

<p class="quality">Quality: 2</p>

<p>Isaac now emits a large light aura that damages nearby enemies 5 times per second while touching it</p>

<p>The visual effect is similar to the effect given to tears by the Godhead item</p>

<p>The aura deals more damage towards the center, ranging from 0.75 at max range to 4 damage when touching Isaac</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<a>

<li class="tags">\*, </li>

</a>

<li class="textbox" data-cid="693" data-sid="575" data-tid="575">

<a><div class="item rep-item rep575" onclick=""></div><span><p class="item-title">The Intruder</p><p class="r-itemid">ItemID: 575</p><p class="pickup">Invasive friend</p><p class="quality">Quality: 3</p><p>In addition to normal tears, Isaac now also fires a set of 4 quadshot tears with a slowing effect</p><p>The quadshot tears deal 1.5 damage each and do not scale with your damage upgrades</p><p>Upon taking damage, you have a chance to dislodge the spider from your face. It leaps at enemies, dealing contact damage and firing quad shots at them for the rest of the room</p><p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p><ul><li><p>Type: Passive</p><p>Item Pool: Item Room</p></li><li><p class="tags">\*, ew gross face spider in face</p></span></a></li>, <li class="textbox" data-cid="486" data-sid="576" data-tid="576"><a><div class="item rep-item rep576" onclick=""></div><span><p class="item-title">Dirty Mind</p><p class="r-itemid">ItemID: 576</p><p class="pickup">Filthy friends</p><p class="quality">Quality: 2</p><p>Each time you destroy a poop, this item will spawn 1-4 friendly Dip familiars that follow you, block shots and attack nearby enemies</p><p>Different poop types will spawn different types of Dip, each with their own effects</p><p>Golden poop dips can petrify enemies, turning them to gold for a few seconds. If the enemy dies while in this state they will drop 1-4 coins</p><p>Corn poop dips spawn 1 blue fly on death</p><p>Rainbow poop Dips charm enemies and have a chance to spawn 1/2 a red heart on death</p><p>Black poop Dips leave a trail of creep</p><p>White poop Dips have a small Hallowed Ground aura effect, increasing your damage and fire rate while standing in it.</p><p>Poops spawned by Tainted ??? and IBS also have special effects: Stone Dips deal 3.5 more damage and can take 6 hits before they die. Toxic Dips release a poison cloud when they move/die. Fire Dips burn enemies and leave a fire behind on death</p><p>All enemy dips become friendly.</p><p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation.</p><p class="r-unlock">UNLOCK: Unlock this item by defeating challenge #36 (Scat Man)</p><ul><li><p>Type: Passive</p><p>Item Pool: Item Room</p></li><li><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="564" data-sid="577" data-tid="577"><a><div class="item rep-item rep656" onclick=""></div><span><p class="item-title">Damocles</p><p class="r-itemid">ItemID: 577</p><p class="pickup">A King's fortune... but at what cost?</p><p class="quality">Quality: 2</p><p>When used, places a sword directly above Isaac's head and while active, will spawn an extra item for every item pedestal spawned</p><p>After getting hit once with the item activated, at any time without warning, the sword may fall, instantly killing Isaac regardless of his health</p><p>After being hit the sword has a 1/1000 chance every 4 frames to fall. This chance doesn't change if you take further damage</p><p>You effectively have a 4.4% chance for every minute that passes after taking damage to die</p><p>Self-inflicted damage i.e. Curse Rooms and Blood Donation Machines don't trigger this effect</p><p>Items with a price will spawn the extra item free of charge (i.e. in shops or devil rooms)</p><p>The only way to survive the falling sword is either through extra lives, by using items that would make you invincible, such as Gnawed Leaf or playing as The Lost. After the sword falls, extra items will no longer spawn</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Lamb as Jacob & Esau</p><ul><li><p>Type: Active</p><p>Recharge time: One time use</p><p>Item Pool: Devil Room</p></li><li><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="318" data-sid="578" data-tid="578"><a><div class="item rep-item rep578" onclick=""></div><span><p class="item-title">Free Lemonade</p><p class="r-itemid">ItemID: 578</p><p class="pickup">Party time!</p><p class="quality">Quality: 1</p><p>Upon use, spawns a giant puddle of lemonade that deals 8 damage per tick to any enemies which come in contact with it</p><p>Lasts for about 39 seconds</p><p>Similar effect to the Lemon Party pill</p><ul><li><p>Type: Active</p><p>Recharge time: 4 rooms</p><p>Item Pool: Item Room</p></li><li><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="252" data-sid="579" data-tid="579"><a><div class="item rep-item rep579" onclick=""></div><span><p class="item-title">Spirit Sword</p><p class="r-itemid">ItemID: 579</p><p class="pickup">Divine blade</p><p class="quality">Quality: 3</p><p>Your tears are replaced with a sword which can be swung to deal damage (Damage \* 3 + Base Damage)</p><p>Holding the fire button charges a spin attack (Damage \* 8 + 10). The charge time is based on your tears stat.</p><p>While at full red health you also shoot a projectile across the room with each swing, dealing your current Damage + 2 (similar to the Master Sword in Zelda)</p><p class="r-unlock">UNLOCK: Unlock this item by defeating challenge #39 (Isaac's Awakening)</p><ul><li><p>Type: Passive, Tear Modifier</p><p>Item Pool: Angel Room</p></li><li><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="176" data-sid="580" data-tid="580"><a><div class="item rep-item rep580" onclick=""></div><span><p class="item-title">Red Key</p><p class="r-itemid">ItemID: 580</p><p class="pickup">Explore the other side</p><p class="quality">Quality: 3</p><p>While held, a red outline of a door will appear on certain walls. Using the Red Key near it will spawn a red room</p><p>This room will randomly choose from many types, including (but not limited to) any regular room from that floor, treasure rooms, curse rooms, devil rooms, angel rooms, I AM ERROR rooms and more</p><p>In rooms with multiple door outlines, the closest one will be opened</p><p>Attempting to create a room outside the maximum boundary (13 x 13 rooms) of the map will take you to an I AM ERROR room. You can't use the Red Key to leave this room</p><p>The Red Key can be used to open the secret room in the Home floor, which is the method for unlocking alternative 'Tainted' characters</p><p class="r-unlock">UNLOCK: Unlock this item by opening Mom's Box in the Home floor</p><ul><li><p>Type: Active</p><p>Recharge time: 4 rooms</p><p>Item Pool: Secret Room, Red Chest, Curse Room, Key Beggar, Mom's Chest</p></li><li><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="455" data-sid="581" data-tid="581"><a><div class="item rep-item rep581" onclick=""></div><span><p class="item-title">Psy Fly</p><p class="r-itemid">ItemID: 581</p><p class="pickup">Flamboyant protector</p><p class="quality">Quality: 4</p><p>Gives Isaac an orbital fly, that will rapidly charge around and deflect any incoming tears that would hit Isaac.</p><p>It isn't 100% effective but the effect is very strong and will deflect most shots under a bullet hell situation.</p><p>Deflected tears turn into homing tears and fire back at enemies, dealing 2 damage.</p>

<p>After reflecting a certain number of projectiles, Psy Fly enters a brief cooldown period</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Key Beggar</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="670" data-sid="582" data-tid="582">

<a>

<div class="item rep-item rep582" onclick=""></div>

<span>

<p class="item-title">Wavy Cap</p>

<p class="r-itemid">ItemID: 582</p>

<p class="pickup">Tears up. A mind changing experience!</p>

<p class="quality">Quality: 1</p>

<p>Every time you use Wavy Cap, it gives +0.75 Tears Up and -0.03 Speed Down</p>

<p>Also when used, this item will distort the screen and sound slightly, stacking every time you use it</p>

<p>All of these effects stack for the rest of the floor, meaning if used too many times the screen will be distorted so much it becomes unplayable</p>

<p>Each room you clear removes one use worth of effect - reducing the screen distortion slightly and giving +0.06 Speed Up and -0.3 Tears Down</p>

<p>This item was called Black Mushroom in Antibirth</p>

<p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation.</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Starts at 1 second, increasing by every time you use it. After 10 uses it stops auto recharging.</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="561" data-sid="583" data-tid="583">

<a>

<div class="item rep-item rep583" onclick=""></div>

<span>

<p class="item-title">Rocket in a Jar</p>

<p class="r-itemid">ItemID: 583</p>

<p class="pickup">Rocket propulsion +5 bombs</p>

<p class="quality">Quality: 2</p>

<p>+5 Bombs</p>

<p>Placing a bomb while pressing a fire button will fire an explosive rocket in that direction</p>

<p>Placing a bomb while standing still will place a regular bomb</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="364" data-sid="584" data-tid="584">

<a>

<div class="item rep-item rep584" onclick=""></div>

<span>

<p class="item-title">Book of Virtues</p>

<p class="r-itemid">ItemID: 584</p>

<p class="pickup">Spiritual companionship</p>

<p class="quality">Quality: 3</p>

<p>Upon use, spawns a flame familiar that fires spectral tears and deals contact damage to enemies. After taking two hits, the fire will be extinguished</p>

<p>The Book can be held at the same time as another active item. When used, this will combine with your other active item, creating a unique flame and possibly giving special effects</p>

<p>The recharge time of this item is based on your 2nd active item, otherwise it's 4 rooms</p>

<p>While held, guarantees the first Devil/Angel Room encountered to be an Angel Room, and increases the overall chance of getting one</p>

<p>A maximum of 16 flames can be active at one time around Isaac</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Isaac as Bethany</p>

<ul>

<p>Type: Active/Passive Item</p>

<p>Recharge time: Varies</p>

<p>Item Pool: Angel Room, Library</p>

</ul>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="73" data-sid="585" data-tid="585">

<a>

<div class="item rep-item rep585" onclick=""></div>

<span>

<p class="item-title">Alabaster Box</p>

<p class="r-itemid">ItemID: 585</p>

<p class="pickup">A sacred offering</p>

<p class="quality">Quality: 2</p>

<p>A single use active item that will spawn 3 soul hearts and 2 items from the Angel Room pool</p>

<p>Starts fully uncharged and gains charges only through picking up soul and black. (6 full hearts to fully charge)</p>

<p>Unless fully charged, hearts picked up are consumed by the Alabaster Box, instead of being added to your life total</p>

<p>If a devil deal was already taken this run, it spawns 2 soul hearts and 1 Angel Room item instead.</p>

<p>Picking up Bone Hearts while at 12 hearts will remove charges from the Box</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Lamb as Bethany</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 12 charges (one time use)</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="253" data-sid="586" data-tid="586">

<a>

<div class="item rep-item rep586" onclick=""></div>

<span>

<p class="item-title">The Stairway</p>

<p class="r-itemid">ItemID: 586</p>

<p class="pickup">Stairway to heaven</p>

<p class="quality">Quality: 3</p>

<p>Spawns a ladder in the starting room of all future floors, which leads to an Angel Room</p>

<p>Angel rooms accessed by The Stairway are different - They sell angel room items and soul hearts for money, similar to the Shop</p>

<p>Pedestal items cost 15c, all other items (eternal/soul hearts, keys and holy cards) cost 5c. Sales can be randomly applied just like regular shops</p>

<p>The ladder disappears after leaving the starting room, even if you haven't used it yet</p>

<p>In Antibirth this was called Jacob's Ladder, which had to be renamed as Afterbirth+ already had an item with this name</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Isaac as Jacob & Esau</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="376" data-sid="588" data-tid="588">

<a>

<div class="item rep-item rep588" onclick=""></div>

<span>

<p class="item-title">Sol</p>

<p class="r-itemid">ItemID: 588</p>

<p class="pickup">Radiant victory</p>

<p class="quality">Quality: 2</p>

<p>Permanently shows the location of the boss room on the map</p>

<p>After defeating the shown boss fight, this item will activate a use of the Sun card (full heal and map reveal), fully recharge your active item, remove curses from the floor, gives +3 Damage Up and +1 Luck up for the rest of the floor</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

<p>In The Void floor it shows a random boss room, which isn't necessarily Delirium's room</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Planetarium</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="377" data-sid="589" data-tid="589">

<a>

<div class="item rep-item rep589" onclick=""></div>

<span>

<p class="item-title">Luna</p>

<p class="r-itemid">ItemID: 589</p>

<p class="pickup">More secrets</p>

<p class="quality">Quality: 2</p>

<p>Adds one extra secret room and one extra super secret room to each floor</p>

<p>Each secret room contains a beam of light, that gives half a soul heart, and a Tears Up for the rest of the floor. These stack with multiple secret rooms - The first one gives +1.00 Tears Up, then all future ones give +0.5.</p>

<p>Reveals the location of one secret room on the minimap.</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Planetarium</p>

</ul>

<p class="tags">\*, moon, loona, lunar, </p>

</span>

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</li>, <li class="textbox" data-cid="378" data-sid="590" data-tid="590">

<a>

<div class="item rep-item rep590" onclick=""></div>

<span>

<p class="item-title">Mercurius</p>

<p class="r-itemid">ItemID: 590</p>

<p class="pickup">Speed up + you feel elusive</p>

<p class="quality">Quality: 3</p>

<p>+0.40 Speed Up/</p>

<p>Doors remain open when entering a room with enemies in it. This means you can leave rooms before defeating the enemies inside</p>

<p>Doesn't open locked doors, or the door that leads to the Boss Room</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Planetarium</p>

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<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="379" data-sid="591" data-tid="591">

<a>

<div class="item rep-item rep591" onclick=""></div>

<span>

<p class="item-title">Venus</p>

<p class="r-itemid">ItemID: 591</p>

<p class="pickup">HP up + you feel pretty</p>

<p class="quality">Quality: 2</p>

<p>+1 HP Up/</p>

<p>Heals one red heart container when picked up</p>

<p>This item causes nearby enemies to be affected by the charm effect, causing them to attack other nearby enemies</p>

<p>The charm effect will wear off very quickly when enemies move away from Isaac</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Planetarium</p>

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<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="380" data-sid="592" data-tid="592">

<a>

<div class="item rep-item rep592" onclick=""></div>

<span>

<p class="item-title">Terra</p>

<p class="r-itemid">ItemID: 592</p>

<p class="pickup">Born to rock</p>

<p class="quality">Quality: 3</p>

<p>This item causes your tears to become rocks, which have increased knockback and can break other rocks and objects. This includes key blocks and secret room doors</p>

<p>+1.0 Damage Up, but each rock tear has a random damage modifier that can go up or down ( $\times 0.5$  to  $\times 2$ )</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Planetarium</p>

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<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="381" data-sid="593" data-tid="593">

<a>

<div class="item rep-item rep593" onclick=""></div>

<span>

<p class="item-title">Mars</p>

<p class="r-itemid">ItemID: 593</p>

<p class="pickup">Double tap dash</p>

<p class="quality">Quality: 2</p>

<p>Allows Isaac to charge by double tapping the same direction, dealing damage to any enemies caught</p>

<p>You are invincible while charging (doesn't include self-damage like Blood Donation machines)</p>

<p>Can be used multiple times per room</p>

<p>The dash deals  $\times 3$  your current tear damage + 8</p>

<p>Doesn't have to be in a straight line, you can hold another button to curve it</p>

<p>Has a 3 second cooldown before it can be used again</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Planetarium</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="382" data-sid="594" data-tid="594">

<a>

<div class="item rep-item rep594" onclick=""></div>

<span>

<p class="item-title">Jupiter</p>

<p class="r-itemid">ItemID: 594</p>

<p class="pickup">You're a gas giant!</p>

<p class="quality">Quality: 2</p>

<p>+2 HP Up (only half a heart is filled)</p>

<p>-0.3 Speed Down/</p>

<p>While not moving your speed rapidly increases up to a bonus of +0.5</p>

<p>While you have this +0.5 bonus, moving will cause Isaac to fart around the room, spawning poison gas clouds</p>

<p>The farts stop spawning once you reach your regular movement speed</p>

<p>Poison deals damage equal to half your tears per tick</p>

<p>Isaac is immune to Poison from enemies, such as Gasbag</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Planetarium</p>

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<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="383" data-sid="595" data-tid="595">

<a>

<div class="item rep-item rep595" onclick=""></div>

<span>

<p class="item-title">Saturnus</p>

<p class="r-itemid">ItemID: 595</p>

<p class="pickup">Ring of tears</p>

<p class="quality">Quality: 2</p>

<p>Gives you a wide circle halo which grants 7 orbital tears upon entering a new room</p>

<p>The tears orbit for 13 seconds before dropping off</p>

<p>Has a chance to absorb any enemy tears and add them to the orbiting tears. They can be used to damage enemies</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Planetarium</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="384" data-sid="596" data-tid="596">

<a>

<div class="item rep-item rep596" onclick=""></div>

<span>

<p class="item-title">Uranus</p>

<p class="r-itemid">ItemID: 596</p>

<p class="pickup">Ice tears</p>

<p class="quality">Quality: 3</p>

<p>Isaac now shoots ice tears that slow enemies. Enemies that are killed by the ice tears will become frozen</p>

<p>Frozen enemies never unfreeze and are considered dead by the game. Kicking a frozen enemy will push it into the wall, where it shatters and fires ice shards everywhere (these can then freeze other enemies)</p>

</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Planetarium</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="385" data-sid="597" data-tid="597">

<a>

</div>

<span>

<p class="item-title">Neptunus</p>

<p class="r-itemid">ItemID: 597</p>

<p class="pickup">Open the floodgates</p>

<p class="quality">Quality: 3</p>

<p>Isaac will now automatically charge up tears, allowing you to store them up and fire them rapidly for a short time</p>

<p>Any time you aren't firing tears, the charge bar will start filling up, for up to 3 seconds. Holding down the fire button again will quickly release all stored tears</p>

<p>The charge time and max tears stored scales with your current tears stat</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

<ul>

<p>Type: Passive, Tear Modifier</p>

<p>Item Pool: Planetarium</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="386" data-sid="598" data-tid="598">

<a>

</div>

<span>

<p class="item-title">Pluto</p>

<p class="r-itemid">ItemID: 598</p>

<p class="pickup">Size down</p>

<p class="quality">Quality: 3</p>

<p>+0.7 Tears Up</p>

<p>Greatly reduce Isaac's size, to an extent where some enemy tears will now travel straight over him without dealing damage if they are high off the ground. Tears can still hit Isaac if gravity applies for t oo long</p>

<p>Allows Isaac to squeeze between some objects</p>

<p>Only available inside a Planetarium - a room that has a base 1% chance to appear, which increases by +20% every time you skip an Item Room (Must not enter to count as skipped)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Planetarium</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="573" data-sid="599" data-tid="599">

<a>

</div>

<span>

<p class="item-title">Voodoo Head</p>

<p class="r-itemid">ItemID: 599</p>

<p class="pickup">Extra curse rooms</p>

<p class="quality">Quality: 1</p>

<p>This item has a chance to spawn an additional curse room on each future floor</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Crane Game</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="63" data-sid="600" data-tid="600">

<a>

</div>

<span>

<p class="item-title">Eye Drops</p>

<p class="r-itemid">ItemID: 600</p>

<p class="pickup">Tears up</p>

<p class="quality">Quality: 3</p>

<p>Tears fired from your left eye gain roughly +28% fire rate increase</p>

<p>Causes your tears to be fired at staggered rates</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\*, bottle container dropper medicine</p>

</a>

</li>, <li class="textbox" data-cid="493" data-sid="601" data-tid="601">

<a>

</div>

<span>

<p class="item-title">Act of Contrition</p>

<p class="r-itemid">ItemID: 601</p>

<p class="pickup">Tears up, you feel forgiven</p>

<p class="quality">Quality: 3</p>

<p>+1 Eternal Heart</p>

<p>+0.7 Tears Up</p>

<p>Allows Angel Rooms to appears even if a Devil deal has been taken before</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="250" data-sid="602" data-tid="602">

<a>

</div>

<span>

<p class="item-title">Member Card</p>

<p class="r-itemid">ItemID: 602</p>

<p class="pickup">Exclusive access!</p>

<p class="quality">Quality: 1</p>

<p>All shops now contain a trapdoor with a ladder, which leads down to a special shop</p>

<p>The special shop contains various consumables and items at a higher price from the Devil/Angel room, Boss room and Secret room pools.</p>

<p>Items cost 15-30c, trinkets cost 15c, cards/runes cost 6-8c, black/bone hearts 8c, eternal hearts 15c, rotten hearts 5c</p>

<p class="r-unlock">UNLOCK: Unlock this item by spending 40+ coins in the same shop</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, gold</p>

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</li>, <li class="textbox" data-cid="254" data-sid="603" data-tid="603">

<a>

</div>

<span>

<p class="item-title">Battery Pack</p>

<p class="r-itemid">ItemID: 603</p>

<p class="pickup">Instant energy!</p>

<p class="quality">Quality: 1</p>

<p>When picked up, this item fully recharges your currently held active item and drops between 2-4 battery pickups. These can be smaller or big batteries</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Battery Beggar</p>

</ul>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="242" data-sid="604" data-tid="604">

<a>

</div>

<span>

<p class="item-title">Mom's Bracelet</p>

<p class="r-itemid">ItemID: 604</p>

<p class="pickup">Mother's strength</p>

<p class="quality">Quality: 2</p>

<p>Upon use, Mom's Bracelet allows you to grab objects in the room and throw them, damaging any enemies which are hit for 40 damage</p>

<p>Most objects can be thrown including pots, rocks, poops, tnt etc</p>

<p>Pressing the activation button again will drop the object where you stand, which doesn't consume a charge of use</p>

<p>Allows you to remove the skull on top of Host enemies, turning them into the red version</p>

<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 1 second</p>

<p>Item Pool: Shop, Crane Game, Mom's Chest</p>

</ul>

<p class="tags">\*, arm, moms, ring, bracers, zelda, gold band, golden band, power bracelet</p>

</span>

</a>

</li>, <li class="textbox" data-cid="619" data-sid="605" data-tid="605">

<a>

</div>

<span>

<p class="item-title">The Scooper</p>

<p class="r-itemid">ItemID: 605</p>

<p class="pickup">Plop!</p>

<p class="quality">Quality: 0</p>

<p>When used, this item spawns a Peeker familiar for the current room, which deals 12 contact damage per tick to enemies and leaves red creep in its path</p>

<p>Using this item removes Isaac's right eye, causing tears from this eye to deal x1.5 your normal tear damage</p>

<p>Using it more than once in the same room will spawn multiple Peeker familiars</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 3 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="136" data-sid="606" data-tid="606">

<a>

</div>

<span>

<p class="item-title">Ocular Rift</p>

<p class="r-itemid">ItemID: 606</p>

<p class="pickup">Stare into the abyss</p>

<p class="quality">Quality: 3</p>

<p>Fired tears now have a chance to summon a rift when they land on the ground</p>

<p>The rift sucks in enemies, projectiles and pickups and deals damage to enemies caught inside for 2 seconds</p>

<p>The chance to fire the rift tear can improve based on your luck stat. At +0 Luck theres a ~2.5% chance for this effect to activate</p>

<p>The size of the rift scales with your tear damage</p>

<p>Rifts deal half your damage per tick</p>

<p>In Antibirth this item was called Oculus Rift</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="156" data-sid="607" data-tid="607">

<a>

</div>

<span>

<p class="item-title">Boiled Baby</p>

<p class="r-itemid">ItemID: 607</p>

<p class="pickup">Messy friend</p>

<p class="quality">Quality: 1</p>

<p>A familiar boil that randomly fires bursts of tears, similar to the Boil enemy</p>

<p>Tears either deal 5.3 or 3.5 damage</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="368" data-sid="608" data-tid="608">

<a>

</div>

<span>

<p class="item-title">Freezer Baby</p>

<p class="r-itemid">ItemID: 608</p>

<p class="pickup">Iced iced baby</p>

<p class="quality">Quality: 2</p>

<p>A familiar baby that fires tears which have a chance to freeze or petrify enemies</p>

<p>Frozen enemies never unfreeze and are considered dead by the game. Kicking a frozen enemy will push it into the wall, where it shatters and fires ice shards everywhere (these can then freeze other enemies)</p>

<ul>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation</p>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="56" data-sid="609" data-tid="609">

<a>

</div>

<span>

<p class="item-title">Eternal D6</p>

<p class="r-itemid">ItemID: 609</p>

<p class="pickup">????</p>

<p class="quality">Quality: 3</p>

<p>When used, rerolls all items in the room into another random item from the current room's item pool, however the item also has a 30% chance to disappear</p>

<p>The chance associated with this item does NOT scale with your Luck stat - it's always 30%</p>

<p>In the game files this item is called 'Florians Dice', which is a reference to the Eternal update for the original Binding of Isaac game, which changed the D6 to act as this item does</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as ???</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 2 rooms</p>

<p>Item Pool: Item Room, Secret Room, Crane Game</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="632" data-sid="610" data-tid="610">

<a>

</div>

<span>

<p class="item-title">Bird Cage</p>

<p class="r-itemid">ItemID: 610</p>

<p class="pickup">Fat buddy</p>

<p class="quality">Quality: 1</p>

<p>Taking damage for the first time in a room spawns a familiar which targets an enemy and jumps on them, releasing a rock wave outwards</p>

<p>For the remainder of the room the familiar then continues to attack enemies similar to the Dead Bird item dealing 3 contact damage per tick</p>

<p>Deals 45 damage to enemies it lands on. The rock wave deals 10 damage.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Eve</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="97" data-sid="611" data-tid="611">

<a>

</div>

<span>

<p class="item-title">Larynx</p>

<p class="r-itemid">ItemID: 611</p>

<p class="pickup">Hear my pain</p>

<p class="quality">Quality: 2</p><p>When used, this item does a shout-type attack, with its effect increasing in damage and size the more charges you have</p><p>Larynx can be used with any number of charges. At 1 charge it deals 48 damage to any enemies close to Isaac. At the full 12 charges Isaac does a massive shout, dealing 356 damage to all enemies on the screen</p><p>Type: Active</p><p>Recharge time: 12 rooms (Can be used with partial charges)</p><p>Item Pool: Item Room, Greed Mode Item Room</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="24" data-sid="612" data-tid="612"><a><div class="item rep-item rep612" onclick=""></div><span><p class="item-title">Lost Soul</p><p class="r-itemid">ItemID: 612</p><p class="pickup">Protect him</p><p class="quality">Quality: 2</p><p>This item gives you a familiar version of The Lost character which dies instantly upon hit</p><p>If the familiar survives an entire floor you get one of: 3 soul hearts, 2 eternal hearts or a random item/angel room item</p><p>Regenerates at the start of each floor if dead</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as The Lost</p></ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Secret Room</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="120" data-sid="614" data-tid="614"><a><div class="item rep-item rep614" onclick=""></div><span><p class="item-title">Blood Bombs</p><p class="r-itemid">ItemID: 614</p><p class="pickup">Bloody blast + HP up</p><p class="quality">Quality: 2</p><p>+1 HP Up</p><p>Restores 5 empty red heart containers</p><p>Bombs now spawn a puddle of red creep upon explosion, dealing 2 damage per tick to enemies touching it</p><p>While at 0 bombs, you can also place further bombs now at the cost of 1/2 of a heart (kills The Lost if used like this). Placing a bomb this way will not affect your devil/angel room chances</p></ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="281" data-sid="615" data-tid="615"><a><div class="item rep-item rep615" onclick=""></div><span><p class="item-title">Lil Dumpy</p><p class="r-itemid">ItemID: 615</p><p class="pickup">Puffy buddy</p><p class="quality">Quality: 0</p><p>Lil Dumpy floats around and farts when it gets hit or touched by enemies</p><p>Random farts are chosen from the 3 below:</p><p>A fart that pushes away enemies and enemy projectiles but deals no damage</p><p>A fart that deals 3 damage and stuns enemies</p><p>A fart that deals 5 damage and poisons enemies</p></ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, round, ball, eyes</p></span></a></li>, <li class="textbox" data-cid="188" data-sid="616" data-tid="616"><a><div class="item rep-item rep616" onclick=""></div><span><p class="item-title">Bird's Eye</p><p class="r-itemid">ItemID: 616</p><p class="pickup">It burns</p><p class="quality">Quality: 3</p><p>You have a chance alongside each tear to shoot a red flame, which deals damage to enemies that come in contact with it</p><p>Damage starts at x4 your current tear damage, and scales down each time an enemy touches the fire</p><p>The chance to create a fire scales with your Luck stat, at +12 Luck you have a 50% chance to shoot once</p><p>The flames from this item can destroy shopkeepers, which is handy since doing this once per floor increases your devil/angel room chances slightly</p></ul><p>Type: Passive</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, pepper, chili, face, birds</p></span></a></li>, <li class="textbox" data-cid="650" data-sid="617" data-tid="617"><a><div class="item rep-item rep617" onclick=""></div><span><p class="item-title">Lodestone</p><p class="r-itemid">ItemID: 617</p><p class="pickup">Magnetizing tears</p><p class="quality">Quality: 3</p><p>Tears now have a chance to cause enemies to be magnetized,</p><p>Magnetized enemies attract other enemies, tears (including Isaac's) and enemy projectiles, causing them to be pulled in towards them</p><p>Enemy tears that get pulled into other enemies will hurt them</p></ul><p>Type: Passive</p><p>Item Pool: Item Room, Crane Game</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="187" data-sid="618" data-tid="618"><a><div class="item rep-item rep618" onclick=""></div><span><p class="item-title">Rotten Tomato</p><p class="r-itemid">ItemID: 618</p><p class="pickup">Delicious!</p><p class="quality">Quality: 2</p><p>You have a chance to fire a tear that marks enemies red and slow them</p><p>Marked enemies will be attacked by other enemies either until it is killed or it kills all the other enemies attacking it</p><p>Chance to fire a marking tear scales with your luck stat</p></ul><p>Type: Passive</p><p>Item Pool: Item Room, Rotten Beggar</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="489" data-sid="619" data-tid="619"><a><div class="item rep-item rep619" onclick=""></div><span><p class="item-title">Birthright</p><p class="r-itemid">ItemID: 619</p><p class="pickup">????</p><p class="quality">Quality: 3</p><p>This item has a different effect for each character. See next icon for Tainted character effects</p><p>Isaac - All new pedestal items cycle through two options</p><p>Maggy - +1 HP up. Increases the maximum heart limit to 18.</p><p>Cain - +1 Luck. All floors guaranteed to have an Arcade except the Chest & Dark Room floors</p><p>Judas - Gives a passive Book of Bellial item similar to Book of Virtues. Using active items gives a damage up that scales with the charge time</p><p>??? - Every HP upgrade is now worth 2 soul hearts. Health down effects still only remove 1 heart</p>

<p>Eve - Whore of Babylon and Dead Bird effects are always active</p>

<p>Samson - Bloody Lust can gain 4 more damage boosts, for a new max total of +14 Damage</p>

<p>Azazel - His beam becomes much wider, no effect on damage</p>

<p>Lazarus - When Lazarus dies for the first time, gives +21.6 Damage Up, slowly fading over time.</p>

<p>Eden - Spawns 3 items from any pools, you can only take 1</p>

<p>The Lost - Useless items like HP upgrades, spectral tears or flight are removed from the item pools</p>

<p>Lilith - Causes all your offensive familiars to stack tightly in front of Lilith for more controlled damage</p>

<p>Keeper - +1 HP up. Increases HP cap by 1</p>

<p>Apollyon - Void has a chance to spawn a previously destroyed item as well. More items consumed = more chance for this effect</p>

<p>The Forgotten - Your Soul is now unchained and free to move.</p>

<p>Bethany - Activating an item using soul charges is sometimes free</p>

<p>Jacob & Esau - The character who picks up Birthright gains copies of three of the other character's passive items</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating ??? as Jacob & Esau</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<a href="#">

<li class="tags">\*</li>

</a>

<li class="textbox" data-cid="489" data-sid="619" data-tid="619">

<div class="item rep-item rep619" onclick=""></div>

<span>

<p class="item-title">Birthright (Tainted)</p>

<p class="r-itemid">ItemID: 619</p>

<p class="pickup">???</p>

<p class="quality">Quality: 3</p>

<p>This item has a different effect for each character. See previous icon for normal character effects</p>

<p>Tainted Isaac - Adds 4 more spaces for passive items</p>

<p>Tainted Maggy - Adds 1 extra real heart container that doesn't delete</p>

<p>Tainted Cain - Doubles picks dropped when touching an item</p>

<p>Tainted Judas - Increases the range in which Dark Arts hits enemies and tears</p>

<p>Tainted ??? - Allows you to hold up to 29 poops</p>

<p>Tainted Eve - Clots created only from red hearts spawn a heart that disappears after 2 seconds when they die</p>

<p>Tainted Samson - Chaining kills adds 3 seconds to the Berserk timer instead of 1</p>

<p>Tainted Azazel - Doubles his sneeze size</p>

<p>Tainted Lazarus - The inactive character moves alongside you like Esau. Can fire tears but is immune to damage</p>

<p>Tainted Eden - Items taken before Birthright no longer get reoiled when taking damage</p>

<p>Tainted Lost - Grants an extra life. Deals 200 damage to nearby enemies when reviving</p>

<p>Tainted Lilith - All familiars now attach to her Umbilical cord like the Gello item</p>

<p>Tainted Keeper - Nearby coins dropped by enemies move towards you quickly</p>

<p>Tainted Apollyon - Holding the fire button causes locusts to stay near enemies and damage them instead of returning</p>

<p>Tainted Forgotten - Grants the Recall ability. When used, it retrieves the Forgotten skull, causing it to shoot back into your arms</p>

<p>Tainted Bethany - Spawns four random item wisps of high quality with significantly higher HP than normal</p>

<p>Tainted Jacob - Dark Esau splits into 2. Both charge at the same time and using Anima Sola chains both in the same spot</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating ??? as Jacob & Esau</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<a href="#">

<li class="tags">\*</li>

</a>

<li class="textbox" data-cid="565" data-sid="621" data-tid="621">

<div class="item rep-item rep621" onclick=""></div>

<span>

<p class="item-title">Red Stew</p>

<p class="r-itemid">ItemID: 621</p>

<p class="pickup">Full HP + temporary DMG up</p>

<p class="quality">Quality: 2</p>

<p>Fully heals all red heart containers</p>

<p>Significantly increases damage by +21.6, however the damage boost wears off slowly over time at a rate of roughly -0.04 per second</p>

<p>Every enemy you kill adds +0.02 Damage to the timed effect of Red Stew</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Satan as Jacob & Esau</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Ultra Secret Room</p>

</ul>

<a href="#">

<li class="tags">\*, bowl, soup, broth</li>

</a>

<li class="textbox" data-cid="363" data-sid="622" data-tid="622">

<div class="item rep-item rep622" onclick=""></div>

<span>

<p class="item-title">Genesis</p>

<p class="r-itemid">ItemID: 622</p>

<p class="pickup">"In the beginning"</p>

<p class="quality">Quality: 2</p>

<p>When used, removes all your passive items and teleports you to Isaac's Bedroom</p>

<p>For every passive item removed, you are given a choice of 3 random pedestal items from any item pool. Essentially you are rerolling all your items, but each new item you get to choose between 3 random options</p>

<p>The bedroom also contains a random trinket, 2 chests, 2 sacks and Isaac's bed, which can be used to full heal your red heart health</p>

<p>The only way to exit Isaac's bedroom is teleporting out or via the trapdoor, which takes you to the next floor. This will deviate you from the alt path if you are currently on it</p>

<p>Since this item resets your stats, this item can remove Broken Hearts</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier Mode as Jacob & Esau</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: One time use</p>

<p>Item Pool: Angel Room, Greed Mode Angel Room</p>

</ul>

<a href="#">

<li class="tags">\*</li>

</a>

<li class="textbox" data-cid="85" data-sid="623" data-tid="623">

<div class="item rep-item rep623" onclick=""></div>

<span>

<p class="item-title">Sharp Key</p>

<p class="r-itemid">ItemID: 623</p>

<p class="pickup">"Open your enemies"</p>

<p class="quality">Quality: 1</p>

<p>+5 Keys</p>

<p>Upon use, allows you to consume 1 key and fire it at an enemy, piercing enemies and dealing significant damage</p>

<p>The damage done by the key projectile pierces through enemies and scales with your damage upgrades (x5 damage + 30)</p>

<p>Keys fired by this item can open locked doors/chests, secret rooms and destroy objects in the room, such as rocks</p>

<p>Cannot be used if you don't have any keys</p>

<p>Enemies killed by Sharp Key have a ~10% chance to spawn random items that appear in a chests. This can be anything that would normally drop from a chest including pedestal items</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Instant</p>

<p>Item Pool: Shop</p>

</ul>

<a href="#">

<li class="tags">\*</li>

</a>

<li class="textbox" data-cid="224" data-sid="624" data-tid="624">

<div class="item rep-item rep624" onclick=""></div>

<span>

<p class="item-title">Booster Pack</p>

<p class="r-itemid">ItemID: 624</p>

<p class="pickup">"Collect them all!"</p>

<p class="quality">Quality: 1</p>

<p>Spawns 5 random cards</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room, Shop</p>

</ul>

<a href="#">

<li class="tags">\*</li>

</a>

<li class="textbox" data-cid="255" data-sid="625" data-tid="625">

<div class="item rep-item rep625" onclick=""></div>

<span>

<p class="item-title">Mega Mush</p>

<p class="r-itemid">ItemID: 625</p>

<p class="pickup">"I'm a big boy now!"</p>

<p class="quality">Quality: 4</p><p>When used, this item causes Isaac to become humongous for 30 seconds</p><p>While huge, Isaac is invincible and can crush objects, doors and enemies</p><p>For the duration of the effect this gives you a x4 Damage Multiplier and +2.0 Range Up, but your rate of fire goes way down</p><p>Deals significant contact damage to enemies while active (1600 dps).</p><p>Counts as 1 of 3 mushroom items needed towards the Fun Guy transformation.</p><p class="r-unlock">UNLOCK: Unlock this item by getting all hard mode completion marks for the 17 non-tainted characters</p><ul><p>Type: Active</p><p>Recharge time: 12 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="547" data-sid="626" data-tid="626"><a><div class="item rep-item rep626" onclick=""></div><span><p class="item-title">Knife Piece 1</p><p class="r-itemid">ItemID: 626</p><p class="pickup">??"</p><p class="quality">Quality: 0</p><p>Combines with Knife Piece 2 to create a Knife which can be fired across the room, dealing 25 damage to any enemies it comes into contact with</p><p>In the Downpour/Dross II, you will find a white flame somewhere, and a room with a mirror in it. Touching the white flame temporarily turns you into The Lost, but allows you to walk through the mirror into a mirrored version of this floor. You have the Holy Mantle effect to prevent one hit per room, but taking another hit will kill you. The Knife Piece 1 is located in the Item Room in the mirrored area. Returning back through the mirror door returns you back to normal again</p><p>If you haven't unlocked Holy Mantle for The Lost yet, you won't gain the effect after touching a white fire so be careful!</p><p>The mirrored floor rooms have respawned enemies, and allows you to optionally fight the Boss a second time for an extra item</p><p>When combined with Knife Piece 2, can be used to stab the fleshy door in the Mausoleum II, which then leads to the Corpse floor and the Mother boss</p><ul><p>Type: Passive</p><p>Item Pool: None (see above)</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="593" data-sid="627" data-tid="627"><a><div class="item rep-item rep627" onclick=""></div><span><p class="item-title">Knife Piece 2</p><p class="r-itemid">ItemID: 627</p><p class="pickup">??"</p><p class="quality">Quality: 0</p><p>Combines with Knife Piece 1 to create a Knife which can be fired across the room, dealing 25 damage to any enemies it comes into contact with</p><p>In the Mines/Ashpit II, there's a room with a minecart and a broken track. Pressing 3 yellow buttons on the floor causes the minecart to be rideable. Following the path takes you to an abandoned mineshaft, which leads you to a pedestal with the Knife Piece. Taking it will cause Mom's Shadow to spawn and chase you. You must make it back through the path solving a few bomb puzzles while avoiding her, to get back to the regular floor. All your items and consumables are temporarily removed while in the abandoned mine</p><p>The room to access Knife Piece 2 only appears if you have Knife Piece 1 already</p><p>You can skip pressing the 3 yellow buttons if you have the ability to fly and have 2 bombs to force open the door</p><p>When combined with Knife Piece 1, can be used to stab the fleshy door in the Mausoleum II, which then leads to the Corpse floor and the Mother boss</p><ul><p>Type: Passive</p><p>Item Pool: None (see above)</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="371" data-sid="628" data-tid="628"><a><div class="item rep-item rep628" onclick=""></div><span><p class="item-title">Death Certificate</p><p class="r-itemid">ItemID: 628</p><p class="pickup">Where am I?</p><p class="quality">Quality: 4</p><p>This is a one time use item that teleports you to an alternate floor, which contains every single item in the game</p><p>The items are spread between several different rooms all on pedestals. You may take only one of the items, before being teleported back to where you were</p><p>It's literally every item, that includes items not in item pools like Knife Pieces</p><p class="r-unlock">UNLOCK: Unlock this item by completing every post-it note for every character, including the Tainted characters</p><ul><p>Type: Active</p><p>Recharge time: 1 time use</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="571" data-sid="629" data-tid="629"><a><div class="item rep-item rep629" onclick=""></div><span><p class="item-title">Bot Fly</p><p class="r-itemid">ItemID: 629</p><p class="pickup">Defense drone</p><p class="quality">Quality: 3</p><p>Gives you a robot fly familiar that orbits around Isaac and fires shielded tears at incoming projectiles</p><p>Deals contact damage to enemies it touches</p><p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation</p><ul><p>Type: Passive, Familiar</p><p>Item Pool: Item Room, Key Beggar, Crane Game</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="594" data-sid="631" data-tid="631"><a><div class="item rep-item rep631" onclick=""></div><span><p class="item-title">Meat Cleaver</p><p class="r-itemid">ItemID: 631</p><p class="pickup">Slice but no dice</p><p class="quality">Quality: 1</p><p>When used, the Meat Cleaver will split all enemies in the room into 2 smaller versions with ~40% health each</p><p>For enemies that have multiple parts to them (e.g. Larry Jr.) it will split them into 2 smaller enemies with half the number of sections they used to have</p><p>If the enemy normally has a mechanic that splits it (e.g. Teratoma, Envy) then Meat Cleaver will deal a lot of damage and trigger the splitting effect</p><p>If the split enemy has low enough health, it will just die instead of splitting</p><p>Doesn't work on end-game bosses except Delirium, where it will deal a chunk of damage and spawn a 2nd Delirium to deal with</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Isaac</p><ul><p>Type: Active</p><p>Recharge time: 2 rooms</p><p>Item Pool: Item Room</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="411" data-sid="632" data-tid="632"><a><div class="item rep-item rep632" onclick=""></div><span><p class="item-title">Evil Charm</p><p class="r-itemid">ItemID: 632</p><p class="pickup">Lick up + you feel protected</p><p class="quality">Quality: 2</p><p>#2 Luck Up</p><p>You no longer take damage from poison/toxic gas/burn effects, and become immune to fear/confusion</p><ul><p>Type: Passive</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="624" data-sid="633" data-tid="633"><a><div class="item rep-item rep633" onclick=""></div><span><p class="item-title">Dogma</p>

<p class="r-itemid">ItemID: 633</p>

<p class="pickup">Ascended</p>

<p class="quality">Quality: 0</p>

<p>This item isn't available in any item pools - you are automatically given it after defeating Dogma, just before The Beast sequence</p>

<p>+0.1 Speed Up</p>

<p>+2.0 Damage Up</p>

<p>Grants you the ability to fly</p>

<p>Grants a one-time use of the Holy Mantle effect</p>

<p>On normal mode this grants The Wafer effect, causing all damage to do a maximum of half a heart each time</p>

<p>Sets your health to 6 hearts if you have fewer than 6. This will heal red hearts and then give soul hearts up to a total of 6. This doesn't work with The Lost characters</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: None</p>

</ul>

<p class="tags">\*, godma</p>

</span>

</a>

</li>, <li class="textbox" data-cid="75" data-sid="634" data-tid="634">

<a>

<div class="item rep-item rep634" onclick=""></div>

<span>

<p class="item-title">Purgatory</p>

<p class="r-itemid">ItemID: 634</p>

<p class="pickup">Help from beyond</p>

<p class="quality">Quality: 2</p>

<p>While in a room with enemies, red cracks will appear on the floor in random locations</p>

<p>Walking over the crack spawns a white soul familiar, that launches itself into the nearest enemy, exploding and dealing double your tear damage to everything near it</p>

<p>Cracks will keep appearing but only one can exist in the room at a time</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating challenge #38 (Baptism by Fire)</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Angel Room</p>

</ul>

<p class="tags">\*, ghost</p>

</span>

</a>

</li>, <li class="textbox" data-cid="510" data-sid="635" data-tid="635">

<a>

<div class="item rep-item rep635" onclick=""></div>

<span>

<p class="item-title">Stitches</p>

<p class="r-itemid">ItemID: 635</p>

<p class="pickup">Bait and switch</p>

<p class="quality">Quality: 1</p>

<p>While held, this item spawns a familiar that can be moved around using the arrow keys and deals 1.5 damage per tick to any enemies it touches</p>

<p>When activated, you teleport, swapping places with wherever Stitches was positioned</p>

<p>Teleporting next to fires will extinguish them (including blue fires) and on top of shopkeepers will destroy them (gives +10% devil/angel room chance as normal)</p>

<p>If used while stitches is on top of an enemy, it can be used to telefrag enemies, dealing x3.5 your damage + 40</p>

<p>Can be used to enter/exit Curse Rooms for free by teleporting in front of the door while holding the direction key to move in immediately. Also works for opening Spiked Chests and Mimic Chests without taking damage</p>

<ul>

<p>Type: Active, Familiar</p>

<p>Recharge time: 3 seconds</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="260" data-sid="636" data-tid="636">

<a>

<div class="item rep-item rep636" onclick=""></div>

<span>

<p class="item-title">R Key</p>

<p class="r-itemid">ItemID: 636</p>

<p class="pickup">Time to start over</p>

<p class="quality">Quality: 4</p>

<p>When used, this item restarts the game and places you back on the first floor with all your currently collected items, similar to doing a Victory Lap</p>

<p>The game timer does not reset</p>

<p>Allows angel rooms to be found in the new run if a devil deal was taken in the first run</p>

<p>In Greed Mode and while playing as Tainted Keeper, this item costs 99 coins instead of 15</p>

<p>When used in the backwards path after picking up Dad's Note, R key will skip you to the Basement 1 version of this path, which leads directly to the Home floor. This may cause you to skip floors where you left a trinket to spawn a Cracked Key.</p>

<p>Donation machines become fixed if they were jammed before using the R Key</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Single use</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, </p>

</span>

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</li>, <li class="textbox" data-cid="714" data-sid="637" data-tid="637">

<a>

<div class="item rep-item rep637" onclick=""></div>

<span>

<p class="item-title">Knockout Drops</p>

<p class="r-itemid">ItemID: 637</p>

<p class="pickup">They pack a punch!</p>

<p class="quality">Quality: 3</p>

<p>Isaac now has a chance to fire a fist instead of normal tears, which have a much higher knockback effect and confuse enemies for a few seconds</p>

<p>Enemies that are knocked back will take 10 damage and knock back any enemy they are knocked into, dealing damage to them as well</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="206" data-sid="638" data-tid="638">

<a>

<div class="item rep-item rep638" onclick=""></div>

<span>

<p class="item-title">Eraser</p>

<p class="r-itemid">ItemID: 638</p>

<p class="pickup">Erase thy enemy</p>

<p class="quality">Quality: 2</p>

<p>An active item that allows you to throw an eraser at any enemy, which will kill it and prevent it from appearing for the rest of the run</p>

<p>Enemies that are erased create a puff of smoke instead of spawning</p>

<p>Works on bosses, except it doesn't kill them it just deals 15 damage</p>

<p>Can only be used once per floor - batteries also cannot be used to recharge it to bypass this restriction</p>

<p>The first use will raise it above your head, then by pressing the fire button it will be thrown in that direction</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 1 room (Can only be used once per floor)</p>

<p>Item Pool: Shop, Crane Game</p>

</ul>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="333" data-sid="639" data-tid="639">

<a>

<div class="item rep-item rep639" onclick=""></div>

<span>

<p class="item-title">Yuck Heart</p>

<p class="r-itemid">ItemID: 639</p>

<p class="pickup">Gross</p>

<p class="quality">Quality: 2</p>

<p>When used, this item will give you +1 Rotten Heart</p>

<p>Rotten Hearts act as red hearts and each one you currently have spawns 2 blue flies upon successfully clearing a room</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Maggy</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room, Rotten Beggar</p>

</ul>

<p class="tags">\*, </p>

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</a>

</li>, <li class="textbox" data-cid="72" data-sid="640" data-tid="640">

<a>

<div class="item rep-item rep640" onclick=""></div>

<span>  
<p class="item-title">Urn of Souls</p>  
<p class="r-itemid">ItemID: 640</p>  
<p class="pickup">"Unleash their sorrow"</p>  
<p class="quality">Quality: 3</p>  
<p>Enemies now create a soul upon death, which is automatically sucked into the Urn giving it +1 charge. Mini-bosses and bosses create 2-3 souls</p>  
<p>When activated, the urn can be fired as a high damage flamethrower in any direction</p>  
<p>A charge is consumed roughly every 0.5 seconds of use</p>  
<p>Multi-part enemies such as Envy or Teratoma create a soul per each part killed</p>  
<p>A maximum of 20 souls can be held in the urn at one time</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Satan as Bethany</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: None (see above)</p>  
<p>Item Pool: Angel Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="192" data-sid="641" data-tid="641">  
<a>  
<div class="item rep-item rep641" onclick=""></div>  
<span>  
<p class="item-title">Akeldama</p>  
<p class="r-itemid">ItemID: 641</p>  
<p class="pickup">"Spill your guts"</p>  
<p class="quality">Quality: 2</p>  
<p>With each shot fired, another bloody tear will spawn behind Isaac</p>  
<p>Spawning multiple tears will form a trail of tears that follow Isaac as he moves, bursting and dealing damage upon contact with enemies</p>  
<p>The effect from this item will only work while in a hostile room that contains at least 1 enemy</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Judas</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="274" data-sid="642" data-tid="642">  
<a>  
<div class="item rep-item rep642" onclick=""></div>  
<span>  
<p class="item-title">Magic Skin</p>  
<p class="r-itemid">ItemID: 642</p>  
<p class="pickup">"All your desires fulfilled"</p>  
<p class="quality">Quality: 2</p>  
<p>Upon use, this item consumes 1 heart container or 2 soul hearts and spawns one item pedestal from the current room's pool</p>  
<p>Every use gives a broken heart, meaning that slot is permanently broken and the maximum health limit is reduced by 1 for the rest of the run</p>  
<p>If Isaac has 12 broken hearts, he dies instantly (this also applies to The Lost despite having no health)</p>  
<p>Magic Skin will continue to appear after finding it once if you are not still holding it - the chance for it to replace an item is  $1 \div (12 - \text{number of times used})$  up to a maximum of 50%</p>  
<p>Broken hearts are empty heart containers that cannot be removed or refilled and will override other types of hearts when you reach 12 total. Replacing all 12 containers with broken hearts will kill you instantly. The only way to remove broken hearts is by donating to a Confessional Machine</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Jacob & Esau</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 6 rooms</p>  
<p>Item Pool: Shop, Red Chest, Curse Room</p>  
</ul>  
<p class="tags">\*, blood</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="323" data-sid="643" data-tid="643">  
<a>  
<div class="item rep-item rep643" onclick=""></div>  
<span>  
<p class="item-title">Revelation</p>  
<p class="r-itemid">ItemID: 643</p>  
<p class="pickup">"Awaken your faith"</p>  
<p class="quality">Quality: 4</p>  
<p>+2 Soul Hearts</p>  
<p>Grants you the ability to fly</p>  
<p>Holding the fire button charges up a light beam attack similar to Brimstone</p>  
<p>The light beam deals damage equal to your current tear damage per tick to any enemies touching it</p>  
<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Bethany</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Angel Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="485" data-sid="644" data-tid="644">  
<a>  
<div class="item rep-item rep644" onclick=""></div>  
<span>  
<p class="item-title">Consolation Prize</p>  
<p class="r-itemid">ItemID: 644</p>  
<p class="pickup">"+1 to lowest stat"</p>  
<p class="quality">Quality: 1</p>  
<p>When picked up, this item gives you a stat increase, based on which is currently the lowest. Stat options are: +1.0 Damage, +0.6 Tears, +0.2 Speed, +5.25 Range</p>  
<p>Also drops either a bomb, a key or 3 coins on the ground. This is decided by whatever you have the least of. Keys and bombs are equal to 3 coins for deciding which to give</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Golden Chest, Crane Game</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="666" data-sid="645" data-tid="645">  
<a>  
<div class="item rep-item rep645" onclick=""></div>  
<span>  
<p class="item-title">Tintytoma</p>  
<p class="r-itemid">ItemID: 645</p>  
<p class="pickup">"Itching for revenge"</p>  
<p class="quality">Quality: 1</p>  
<p>Grants a large orbital that rotates around Isaac</p>  
<p>When the orbital takes a few hits, they split into two smaller ones</p>  
<p>After the smaller orbitals take another hit, they explode into 2 blue spiders</p>  
<p>This item will respawn after a period of time</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother in the Corpse II as Lazarus</p>  
<ul>  
<p>Type: Passive, Familiar</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="707" data-sid="646" data-tid="646">  
<a>  
<div class="item rep-item rep646" onclick=""></div>  
<span>  
<p class="item-title">Brimstone Bombs</p>  
<p class="r-itemid">ItemID: 646</p>  
<p class="pickup">"Demon blast +5 bombs"</p>  
<p class="quality">Quality: 3</p>  
<p>+5 Bombs</p>  
<p>Your bombs now explode and fire 4 Brimstone lasers in all cardinal directions</p>  
<p>Each brimstone laser deals 8 damage per tick for 13 total hits</p>  
<p class="r-unlock">UNLOCK: Unlock this item by killing Hornfél before he can escape after breaking his minecart</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Bomb Beggar, Greed Mode Devil Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="715" data-sid="647" data-tid="647">  
<a>  
<div class="item rep-item rep647" onclick=""></div>

<span>

<p class="item-title">4.5 Volt</p>

<p class="r-itemid">ItemID: 647</p>

<p class="pickup">Beat the juice out of them!</p>

<p class="quality">Quality: 2</p>

<p>Active items no longer charge up as normal from clearing rooms</p>

<p>Enemies taking damage now charges your item instead. This includes damage you deal, and environmental damage they take e.g. from Fireplaces</p>

<p>60 damage dealt = 1 charge</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop, Battery Beggar</p>

</ul>

<p class="tags">\*, </p>

</span>

</li>, <li class="textbox" data-cid="453" data-sid="649" data-tid="649">

<a>

<div class="item rep-item rep649" onclick=""></div>

<span>

<p class="item-title">Fruity Plum</p>

<p class="r-itemid">ItemID: 649</p>

<p class="pickup">Bouncy friend</p>

<p class="quality">Quality: 1</p>

<p>Gives you a familiar which is a smaller version of the Plum boss, which sprays tears and propels itself around the room</p>

<p>Deals 2 contact damage per tick to enemies, and the tears deal 3 damage each</p>

<p>Deals contact damage to any enemies it runs into</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Baby Plum 10 times</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room, Key Beggar</p>

</ul>

<p class="tags">\*, extremely cute omg :plumsmug:</p>

</span>

</li>, <li class="textbox" data-cid="109" data-sid="650" data-tid="650">

<a>

<div class="item rep-item rep650" onclick=""></div>

<span>

<p class="item-title">Plum Flute</p>

<p class="r-itemid">ItemID: 650</p>

<p class="pickup">Play time!</p>

<p class="quality">Quality: 2</p>

<p>When used, this item calls a friendly version of the Plum boss to fight for you for 10 seconds</p>

<p>It will jump to the nearest enemy, slam on the ground and fire tears around it, then propel itself around the room, dealing contact damage to any enemies it touches before disappearing</p>

<p>It's possible to get a guaranteed spawn of this item by encountering the Baby Plum boss and not damaging her. After a minute or so of not hurting her she will fly away and spawn Plum Flute</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by allowing Baby Plum to escape instead of killing her</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, extremely cute omg :plumsmug:</p>

</span>

</li>, <li class="textbox" data-cid="35" data-sid="651" data-tid="651">

<a>

<div class="item rep-item rep651" onclick=""></div>

<span>

<p class="item-title">Star of Bethlehem</p>

<p class="r-itemid">ItemID: 651</p>

<p class="pickup">Follow the light</p>

<p class="quality">Quality: 3</p>

<p>Spawns a star with a white aura around it, that floats very slowly through each room on the floor, making its way towards the boss room</p>

<p>While standing inside the aura, you gain a big Tears Up (x2.5 fire rate), Damage Up (damage \* 1.2 + 1) and homing tears</p>

<p>The star continues to make its way through the floor, even if you aren't in the same room as it</p>

<p>On The Void floor, it will move towards the boss room containing Delirium</p>

<p>Doesn't travel into the Hush or Mega Satan boss room</p>

<p>It may travel through secret/curse rooms on its route to the boss room</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Bethany</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</li>, <li class="textbox" data-cid="372" data-sid="652" data-tid="652">

<a>

<div class="item rep-item rep652" onclick=""></div>

<span>

<p class="item-title">Cube Baby</p>

<p class="r-itemid">ItemID: 652</p>

<p class="pickup">Kick it!</p>

<p class="quality">Quality: 1</p>

<p>Gives you a baby in an ice cube, which can be kicked around the room by walking into it</p>

<p>Enemies take damage from Cube Baby depending on how fast it was travelling when it hit them. Having a higher movement speed allows you to kick it harder</p>

<p>Enemies hit by the cube while moving have a high chance to become frozen. Frozen enemies never unfreeze and are considered dead by the game. Kicking a frozen enemy will push it into the wall, where it shatters and fires ice shards everywhere (these can then freeze other enemies)</p>

<p>Enemies touching the cube while it's not moving or moving slowly will become slowed for a few seconds, and take a small amount of damage</p>

<p>Cube Baby and enemies frozen will block enemy shots</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</li>, <li class="textbox" data-cid="554" data-sid="653" data-tid="653">

<a>

<div class="item rep-item rep653" onclick=""></div>

<span>

<p class="item-title">Vade Retro</p>

<p class="r-itemid">ItemID: 653</p>

<p class="pickup">Begone!</p>

<p class="quality">Quality: 3</p>

<p>Enemies that die now spawn a red ghost, that floats in place of where the enemy died</p>

<p>Activating the item causes all red ghosts in the room to explode, dealing damage to any enemies near them</p>

<p>The explosion doesn't deal damage to Isaac</p>

<p>Damage dealt by each ghost is  $3 + 0.04x$  the HP of the enemy it spawned from</p>

<p>Larger enemies such as minibosses will spawn a larger red ghost that causes 3 explosions</p>

<p>The red ghosts can be moved around slightly by firing tears through them</p>

<p>Using the item will instantly kill any enemy or boss that has the 'ghost' tag and is at 50% or less HP. Enemies include Candler, Lil' Haunt, Polty, Red Ghost, Wizobob and The Forsaken, The Haunt, The Heretic and The Rainmaker bosses. This effect also works on Delirium if it is currently transformed into The Haunt while below half health</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greedier mode as Bethany</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Instant</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="100" data-sid="654" data-tid="654">

<a>

<div class="item rep-item rep654" onclick=""></div>

<span>

<p class="item-title">False PHD</p>

<p class="r-itemid">ItemID: 654</p>

<p class="pickup">Worse pills + evil up</p>

<p class="quality">Quality: 2</p>

<p>Identified all pills on pickup, and converts them to their worse counterparts (e.g. Stat Up becomes Stat Down)</p>

<p>Any 'Stat down' pills you take give you a permanent +0.6 Damage Up (Horse pills +1.2)</p>

<p>Most other pills spawn a black heart when used, including R U A Wizard?, Amnesia, Bad Trip, ???, Paralysis, Retro Vision, I'm Excited</p>

<p>+1 Black Heart when picked up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, p.h.d ph.d p.hd paper blood</p>

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</li>, <li class="textbox" data-cid="0" data-sid="655" data-tid="655">

<a>

<div class="item rep-item rep655" onclick=""></div>

<span>

<p class="item-title">Spin to Win</p>

<p class="r-itemid">ItemID: 655</p>

<p class="pickup">Let it rip!</p>

<p class="quality">Quality: 1</p>

<p>While held, gives you an orbital that blocks enemy shots and deals contact damage equal to 3.5 per tick</p>

<p>While the active key is held down, Isaac gains +0.5 Speed and all of your orbitals spin faster and deal more damage</p>

<p>Orbital damage is equal to 1.5 x OrbitalDamage + 6 while this effect is active</p>

<ul>

<p>Type: Active & Passive, Familiar</p>

<p>Item Pool: Item Room</p>

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<p class="tags">\*, </p>

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</a>

</li>, <li class="textbox" data-cid="178" data-sid="657" data-tid="657">

<a>

<div class="item rep-item rep657" onclick=""></div>

<span>

<p class="item-title">Vasculitis</p>

<p class="r-itemid">ItemID: 657</p>

<p class="pickup">Clogged enemies</p>

<p class="quality">Quality: 2</p>

<p>On death enemies now fire tears in random directions, which can damage other enemies</p>

<p>The amount of tears created by this effect depends on the total health of the enemy killed. Smaller enemies spawn 2-3 tears, and bosses spawn a maximum of 16</p>

<p>Tears from this effect maintain tear modifiers and status effects that Isaac currently has</p>

<p>Isaac doesn't take damage from the tears created by this item</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="286" data-sid="658" data-tid="658">

<a>

<div class="item rep-item rep658" onclick=""></div>

<span>

<p class="item-title">Giant Cell</p>

<p class="r-itemid">ItemID: 658</p>

<p class="pickup">Micro friends</p>

<p class="quality">Quality: 1</p>

<p>Every time you take damage, a tiny Isaac familiar will spawn, which follows you and shoots tears at nearby enemies that deal 1.3 Damage</p>

<p>The mini-Isaacs stay with you between floors, but can die if they take too much damage</p>

<p>Maximum number of mini-Isaacs is 16 at one time</p>

<p>Mini-Isaac's keep some of the abilities and appearance that Isaac has - e.g. the ability to fly. As Azazel they fire brimstone and as The Forgotten they use a bone club</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="89" data-sid="659" data-tid="659">

<a>

<div class="item rep-item rep659" onclick=""></div>

<span>

<p class="item-title">Tropicamide</p>

<p class="r-itemid">ItemID: 659</p>

<p class="pickup">Tear size + range up</p>

<p class="quality">Quality: 1</p>

<p>+1.5 Range Up</p>

<p>Tear Size Up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="305" data-sid="660" data-tid="660">

<a>

<div class="item rep-item rep660" onclick=""></div>

<span>

<p class="item-title">Card Reading</p>

<p class="r-itemid">ItemID: 660</p>

<p class="pickup">A link to your future</p>

<p class="quality">Quality: 3</p>

<p>At the beginning of all future floors, two portals will appear, that can take you to either the Boss room (Red portal), Item room (Yellow portal) or Secret room (Blue portal)</p>

<p>After Chapter 3 (The Depths floors) only one portal will spawn</p>

<p>Portals disappear if you leave the starting room</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Shop</p>

</ul>

<p class="tags">\*, paper, tarot card</p>

</span>

</a>

</li>, <li class="textbox" data-cid="677" data-sid="661" data-tid="661">

<a>

<div class="item rep-item rep661" onclick=""></div>

<span>

<p class="item-title">Quints</p>

<p class="r-itemid">ItemID: 661</p>

<p class="pickup">They lurk inside</p>

<p class="quality">Quality: 2</p>

<p>Every time an enemy dies, a random familiar spawns where it was killed for the rest of the room</p>

<p>The familiar cannot move, but continues to do its usual abilities</p>

<p>Possible familiars include: Abel, Boiled Baby, Brother Bobby, Sister Maggy, Little Steven, Demon Baby, Multidimensional Baby, Freezer Baby, Rotten Baby, Harlequin Baby, Ghost Baby, Guardian Angel, Lil Brimstone, Robo-Baby and Seraphim</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation.</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Greed Mode Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="622" data-sid="663" data-tid="663">

<a>

<div class="item rep-item rep663" onclick=""></div>

<span>

<p class="item-title">Tooth and Nail</p>

<p class="r-itemid">ItemID: 663</p>

<p class="pickup">You feel prickly</p>

<p class="quality">Quality: 2</p>

<p>Every 5 seconds you become spiky for a second, becoming immune and dealing 40 contact damage to any enemies that touch you</p>

<p>The effect is indicated by 4 white flashes, where the item activates on the 4th flash</p>

<p>If timed well, can be used to enter curse rooms and open spiky chests without taking damage. You still take damage however when using Blood Donation machines and Devil Beggars</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, spikes, spiky, spike rock, greyhost, grey host</p>

</span>

</a>

</li>, <li class="textbox" data-cid="497" data-sid="664" data-tid="664">

<a>

<div class="item rep-item rep664" onclick=""></div>

<span>

<p class="item-title">Binge Eater</p>

<p class="r-itemid">ItemID: 664</p>

<p class="pickup">All you can eat</p>

<p class="quality">Quality: 4</p><p>Causes all pedestal items to show up as rotating items, that swap every 1 second between the original spawned item and a HP up item. This allows you to choose between the item that originally spawned and a HP upgrade every time.</p><p>This effect applies to most items, including those in the shop and devil room. Doesn't apply to progress items like The Polaroid.</p><p>When you pick up an item that increases your maximum HP, you gain 2 permanent stat increases, and a temporary damage boost that slowly goes down over time. Starts at +3.6 damage and goes to 0 after 30 seconds.</p><p>While this temporary damage boost is active, each enemy you kill increases your damage slightly, allowing you to quickly kill multiple enemies and chain the effect for longer.</p><p>This item also gives a -0.03 Speed Down for every food item held.</p><p>The 2 permanent stat increases depend on the item taken:</p><p>A Snack = +0.2 shot speed, +1 luck. Breakfast = +0.2 shot speed, +1.5 range. Dessert = +1 flat damage, +0.2 shot speed. Dinner = +0.5 tears, +0.2 shot speed.</p><p>Lunch = +0.5 tears, +1.5 range. Midnight Snack = +1 flat damage, +1 luck. Rotten Meat = +1 flat damage, +1.5 range. Supper = +0.5 tears, +1 luck.</p><ul><li><p>Type: Passive</p><p>Item Pool: Secret Room</p></li><li><p>tags>\*, dog, food, </p></span></a></li><li class="textbox" data-cid="237" data-sid="665" data-tid="665"><a><div class="item rep-item rep665" onclick=""></div><span><p>item-title>Guppy's Eye</p><p>r-itemid>ItemID: 665</p><p>pickup>"An eye for secrets"</p><p>quality>Quality: 2</p><p>Shows you to see the contents of chests, sacks, shopkeepers and items that will drop from fires before you destroy them</p><p>Doesn't work on tinted rocks and other obstacles (e.g. poop, pots)</p><p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p><p>r-unlock>UNLOCK: Unlock this item by defeating Mother in the Corpse II as Cain</p><ul><li><p>Type: Passive</p><p>Item Pool: Devil Room, Red Chest</p></li><li><p>tags>\*, guppys eye, guppy eye </p></span></a></li><li class="textbox" data-cid="604" data-sid="667" data-tid="667"><a><div class="item rep-item rep667" onclick=""></div><span><p>item-title>Strawman</p><p>r-itemid>ItemID: 667</p><p>pickup>"A helping hand"</p><p>quality>Quality: 2</p><p>Spawns a Keeper familiar, that shoots triple tears and follows your exact movements as you walk</p><p>The keeper has 3 health coins and can die if it takes enough damage. He can pick up coins to restore health</p><p>Similar to other familiars of this kind, you can hold the drop key to cause him to stand still</p><p>If he dies, his corpse turns into a few blue spiders. He won't respawn even if you move to a new floor</p><p>Will always match your current movement speed</p><p>+1 Bomb</p><p>r-unlock>UNLOCK: Unlock this item by defeating The Beast as Tainted Keeper</p><ul><li><p>Type: Passive, Familiar</p><p>Item Pool: Secret Room</p></li><li><p>tags>\*, </p></span></a></li><li class="textbox" data-cid="258" data-sid="668" data-tid="668"><a><div class="item rep-item rep668" onclick=""></div><span><p>item-title>Dad's Note</p><p>r-itemid>ItemID: 668</p><p>pickup>...</p><p>quality>Quality: 0</p><p>Only found in the Mausoleum/Gehenna II boss room</p><p>The item itself has no effect, but triggers the ascent through the backwards path towards the Home floor</p><p>Once you've beaten Mother once, a door will appear at the starting room in Depths II, which leads to the Mausoleum/Gehenna floors. The door can only be opened if you have The Polaroid, The Negative or Faded Polaroid (the item/trinket is taken away when it opens). This means you need a way to teleport out of the Mom's Foot boss fight. If you didn't find one before this point, there will be a tinted Skull somewhere on Depths II, which contains a Fool card when blown up.</p><p>Cannot be rerolled by 4-pip dice rooms and Spindown Dice</p><ul><li><p>Type: Passive</p><p>Item Pool: None (see above)</p></li><li><p>tags>\*, dads note, dad note, paper, </p></span></a></li><li class="textbox" data-cid="108" data-sid="669" data-tid="669"><a><div class="item rep-item rep669" onclick=""></div><span><p>item-title>Sausage</p><p>r-itemid>ItemID: 669</p><p>pickup>"All stats up"</p><p>quality>Quality: 3</p><p>+1 HP</p><p>+0.2 Speed Up</p><p>+0.5 Tears Up</p><p>+0.5 Damage Up</p><p>+0.15 Range Up</p><p>+0.1 Shot Speed Up</p><p>+1 Luck Up</p><p>+6.9% Devil/Angel Room chance</p><p>+6.9% Planetary chance</p><ul><li><p>Type: Passive</p><p>Item Pool: Secret Room</p></li><li><p>tags>\*, sosig, meat, food, </p></span></a></li><li class="textbox" data-cid="602" data-sid="670" data-tid="670"><a><div class="item rep-item rep670" onclick=""></div><span><p>item-title>Options?</p><p>r-itemid>ItemID: 670</p><p>pickup>"There might be options"</p><p>quality>Quality: 2</p><p>Clearing a room will spawn an extra reward, however only one can be picked up - the other one will disappear</p><p>r-unlock>UNLOCK: Unlock this item by defeating The Beast as Isaac</p><ul><li><p>Type: Passive</p><p>Item Pool: Shop</p></li><li><p>tags>\*, </p></span></a></li><li class="textbox" data-cid="131" data-sid="671" data-tid="671"><a><div class="item rep-item rep671" onclick=""></div><span><p>item-title>Candy Heart</p><p>r-itemid>ItemID: 671</p><p>pickup>"Power of love"</p><p>quality>Quality: 2</p><p>Every half red heart you pick up gives a small but permanent stat increase</p><p>Randomly picks between +0.10 Damage Up, +0.05 Tears Up, +0.15 Range Up, +0.02 Speed Up, +0.1 Luck Up, +0.02 Shot Speed Up per half red heart</p><p>Spawns 1 Red Heart when picked up</p><p>r-unlock>UNLOCK: Unlock this item by defeating The Beast as Magdalene</p><ul><li><p>Type: Passive</p><p>Item Pool: Item Room</p></li><li><p>tags>\*, </p></span></a></li><li class="textbox" data-cid="703" data-sid="672" data-tid="672">

<a>  
<div class="item rep-item rep672" onclick=""></div>  
<span>  
<p class="item-title">A Pound of Flesh</p>  
<p class="r-itemid">ItemID: 672</p>  
<p class="pickup">Blood money</p>  
<p class="quality">Quality: 1</p>  
<p>This item causes Devil deals to cost money instead of hearts, and shop items to cost hearts instead of money</p>  
<p>Shop items cost heart containers, and pickups have spikes around them</p>  
<p>The Devil deal conversion rate is 1 heart container to 15 coins</p>  
<p>Devil deal items can be on discount similar to the shop, making it 1 heart container = 7 coins instead</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Cain</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Devil Room, Demon Beggar</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="361" data-sid="673" data-tid="673">  
<a>  
<div class="item rep-item rep673" onclick=""></div>  
<span>  
<p class="item-title">Redemption</p>  
<p class="r-itemid">ItemID: 673</p>  
<p class="pickup">Deliver me from evil</p>  
<p class="quality">Quality: 2</p>  
<p>Every time you enter a devil room and choose not to take an item, you get +1 Damage Up upon entering the next floor</p>  
<p>The effect is shown via a cross above Isaac's head. Taking a Devil deal breaks the cross and prevents the damage up next floor</p>  
<p>Taking free pickups such as Black hearts in the Devil room also count</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Judas</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: None</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="387" data-sid="674" data-tid="674">  
<a>  
<div class="item rep-item rep674" onclick=""></div>  
<span>  
<p class="item-title">Spirit Shackles</p>  
<p class="r-itemid">ItemID: 674</p>  
<p class="pickup">Unfinished business</p>  
<p class="quality">Quality: 2</p>  
<p>When you die, you turn into a ghost with 1/2 a red heart and flying, that is chained to your body for 10 seconds. This allows you to stay alive as long as you don't get hit during this 10 second period</p>  
<p>After this effect occurs, it cannot activate again until Isaac gains a half or full Soul Heart or a Black Heart. Soul Hearts that are used to charge Spirit Shackles will not be added to your health as normal</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as The Forgotten</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Secret Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="592.5" data-sid="675" data-tid="675">  
<a>  
<div class="item rep-item rep675" onclick=""></div>  
<span>  
<p class="item-title">Cracked Orb</p>  
<p class="r-itemid">ItemID: 675</p>  
<p class="pickup">Shards of knowledge</p>  
<p class="quality">Quality: 1</p>  
<p>Taking damage reveals a random room on the minimap, and automatically opens certain doors in the current room. Possible doors include any needing a key to open (Item Room, Shop, Alt Path doors), secret rooms and crawl spaces</p>  
<p>Cracked Orb can also reveal the location of the red room that contains a pedestal item. The Red Key item is required to access it, but it shows the direction to get there</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Eve</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Secret Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="702" data-sid="676" data-tid="676">  
<a>  
<div class="item rep-item rep676" onclick=""></div>  
<span>  
<p class="item-title">Empty Heart</p>  
<p class="r-itemid">ItemID: 676</p>  
<p class="pickup">It multiplies</p>  
<p class="quality">Quality: 2</p>  
<p>Upon entering each new floor, if you have one red heart or less, another one is added</p>  
<p>This effect works while moving up floors in the backwards path</p>  
<p>This item has no effect for characters with non-red health i.e. ???, Keeper and The Forgotten</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Samson</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Demon Beggar</p>  
</ul>  
<p class="tags">\*, blood</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="74" data-sid="677" data-tid="677">  
<a>  
<div class="item rep-item rep677" onclick=""></div>  
<span>  
<p class="item-title">Astral Projection</p>  
<p class="r-itemid">ItemID: 677</p>  
<p class="pickup">The true out-of-body experience!</p>  
<p class="quality">Quality: 2</p>  
<p>The first time you take damage in a room, Isaac will become a ghost and time will stop for 3 seconds</p>  
<p>During this ghost effect, you gain flight, spectral tears and the damage from the next hit you take is negated</p>  
<p>Isaac returns to his body if you either clear the room or take damage while in ghost form</p>  
<p>Only happens once per room - taking damage a second time does not turn you into a ghost again</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Lazarus</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room, Secret Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="106" data-sid="678" data-tid="678">  
<a>  
<div class="item rep-item rep678" onclick=""></div>  
<span>  
<p class="item-title">Section</p>  
<p class="r-itemid">ItemID: 678</p>  
<p class="pickup">Fetus shots</p>  
<p class="quality">Quality: 4</p>  
<p>Your tears are replaced with a charge attack that fires a homing, spectral fetus</p>  
<p>The fetus tears deal damage equal to your current tear damage while in contact with enemies, roughly 5 times per second</p>  
<p>Can't be held down like normal charge attacks, they will release automatically at full charge</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Lilith</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Item Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="698" data-sid="679" data-tid="679">  
<a>  
<div class="item rep-item rep679" onclick=""></div>  
<span>  
<p class="item-title">Lil Abaddon</p>  
<p class="r-itemid">ItemID: 679</p>  
<p class="pickup">Abyssal friend</p>

<p class="quality">Quality: 3</p>

<p>Gives you a familiar that can be charged up to release a black ring, that damages any enemies that touch it with rapid hits (similar to Maw of the Void / Athame effects)</p>

<p>The effect does a decent amount of damage, but doesn't scale with your damage upgrades</p>

<p>Counts as 1 of 3 familiars items needed towards the Conjoined transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Azazel</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="533" data-sid="680" data-tid="680">

<a>

<div class="item rep-item rep680" onclick=""></div>

<span>

<p class="item-title">Montezuma's Revenge</p>

<p class="r-itemid">ItemID: 680</p>

<p class="pickup">"Oh no..."</p>

<p class="quality">Quality: 3</p>

<p>While firing tears, you now charges up a poop attack for 3 seconds that when released, fires from Isaac's behind</p>

<p>The poop attack deals your current tear damage to any enemies caught in the blast</p>

<p>Counts as 1 of 3 poop items needed towards the Oh Crap transformation</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as ???</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, Montezumas revenge </p>

</a>

</li>, <li class="textbox" data-cid="463" data-sid="681" data-tid="681">

<a>

<div class="item rep-item rep681" onclick=""></div>

<span>

<p class="item-title">Lil Portal</p>

<p class="r-itemid">ItemID: 681</p>

<p class="pickup">"It hungers"</p>

<p class="quality">Quality: 1</p>

<p>Gives Isaac a little portal familiar, that moves across the screen as you're firing</p>

<p>The portal will suck up any consumables and trinkets it travels over, causing it to become larger and deal more contact damage</p>

<p>When the portal sucks up 4 pickups, it turns into a portal that can be used to teleport to unexplored rooms around the floor. It can take you to rooms that require bombs/keys, e.g. the Secret Room or the S hop</p>

<p>Every time the portal sucks up an item, it spawns a blue attack fly for you</p>

<p>Once every room has been explored, the portal does nothing</p>

<p>Cannot take you to rooms that aren't a part of the floor structure e.g. Devil Rooms / I AM ERROR rooms</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother as Apollyon</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="177" data-sid="682" data-tid="682">

<a>

<div class="item rep-item rep682" onclick=""></div>

<span>

<p class="item-title">Worm Friend</p>

<p class="r-itemid">ItemID: 682</p>

<p class="pickup">"Clingy buddy"</p>

<p class="quality">Quality: 3</p>

<p>You gain a familiar that lives under the floor. Every so often it will come up and attempt to grab onto a random enemy in the room, holding them in place and dealing damage</p>

<p>The Worm Friend deals 4 damage for 8 ticks total</p>

<p>If the enemy moves quickly enough it can miss its attack</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Apollyon</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="32" data-sid="683" data-tid="683">

<a>

<div class="item rep-item rep683" onclick=""></div>

<span>

<p class="item-title">Bone Spurs</p>

<p class="r-itemid">ItemID: 683</p>

<p class="pickup">"Break your enemies"</p>

<p class="quality">Quality: 2</p>

<p>Enemies that die will leave behind 1-2 floating bone shards where they die, until you leave the room</p>

<p>Other enemies that touch the bone shards will take 3.5 damage, with a chance to either bounce off them or cause it to break and disappear</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother as The Forgotten</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="171" data-sid="684" data-tid="684">

<a>

<div class="item rep-item rep684" onclick=""></div>

<span>

<p class="item-title">Hungry Soul</p>

<p class="r-itemid">ItemID: 684</p>

<p class="pickup">"Out for blood"</p>

<p class="quality">Quality: 3</p>

<p>Each time an enemy dies, a friendly red soul appears. It will hunt down other enemies, dealing contact damage which scales with your tear damage</p>

<p>After 5 seconds the red soul explodes (Isaac doesn't take damage from this effect)</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as The Lost</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, this item is irrelevant 99.94% of you wont kill the beast as the lost me included :( </p>

</a>

</li>, <li class="textbox" data-cid="245" data-sid="685" data-tid="685">

<a>

<div class="item rep-item rep685" onclick=""></div>

<span>

<p class="item-title">Jar of Wisps</p>

<p class="r-itemid">ItemID: 685</p>

<p class="pickup">"Your faith grows"</p>

<p class="quality">Quality: 2</p>

<p>When used, gives you number of blue flame orbital based on the number shown over this item</p>

<p>It starts at 1, and increments each activation, giving you more familiars each time you use it</p>

<p>The flames fire tears at the same time Isaac does, that deal a flat 3 damage</p>

<p>If a flame touches an enemy, it deals contact damage equal to double your current tear damage and then disappears</p>

<p>You can have a maximum of 24 flame orbitals at once</p>

<p>Each flame has a chance to spawn as one of many variants, such as green flames that poison enemies, or a crucifix flame that spawns a random horseman familiar + Locusts when it is extinguished</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Bethany</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 12 rooms</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="433" data-sid="686" data-tid="686">

<a>

<div class="item rep-item rep686" onclick=""></div>

<span>

<p class="item-title">Soul Locket</p>

<p class="r-itemid">ItemID: 686</p>

<p class="pickup">"Power of faith"</p>

<p class="quality">Quality: 2</p>

<p>Spawns 1 soul heart on the floor</p>

<p>Soul hearts give you small permanent stat increases when picked up</p>

<p>Possible stats include +0.3 Range Up, +0.2 Luck Up, +0.2 Damage Up, +0.1 Tears Up, +0.04 Speed Up</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greed Mode as Bethany</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="265" data-sid="687" data-tid="687">

<a>

</div>

<span>

<p class="item-title">Friend Finder</p>

<p class="r-itemid">ItemID: 687</p>

<p class="pickup">"Best friends forever!"</p>

<p class="quality">Quality: 3</p>

<p>Spawns a random charmed enemy which fights by your side and copies your exact movements, similar to how Jacob & Esau work</p>

<p>The familiars fire tears at the same time as Isaac, and have a visible health bar showing how much damage they can take before dying</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Jacob & Esau</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Item Room, Crane Game</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="299" data-sid="688" data-tid="688">

<a>

</div>

<span>

<p class="item-title">Inner Child</p>

<p class="r-itemid">ItemID: 688</p>

<p class="pickup">"Let him free!"</p>

<p class="quality">Quality: 2</p>

<p>Gives you an extra life</p>

<p>You respawn as a tiny version of Isaac, with a greatly reduced hitbox and +0.2 Speed Up</p>

<p>When the effect activates you deal 35 damage to nearby enemies</p>

<p>Once unlocked, if you have already unlocked the tainted version of the character you're playing as, Inner Child is guaranteed to spawn in the hidden closet on the Home floor</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Greed Mode as Jacob & Esau</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="244" data-sid="689" data-tid="689">

<a>

</div>

<span>

<p class="item-title">Glitched Crown</p>

<p class="r-itemid">ItemID: 689</p>

<p class="pickup">"?????"</p>

<p class="quality">Quality: 4</p>

<p>Item pedestals now cycle between 5 random items</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Isaac</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="335" data-sid="690" data-tid="690">

<a>

</div>

<span>

<p class="item-title">Belly Jelly</p>

<p class="r-itemid">ItemID: 690</p>

<p class="pickup">"Bounce away!"</p>

<p class="quality">Quality: 3</p>

<p>Enemies that touch Isaac will now bounce off him and fly off in the opposite direction</p>

<p>Bounced enemies will take 10 damage if they slam into the wall</p>

<p>This item also gives a random chance for enemy shots to bounce off you without taking damage</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Magdalene</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="241" data-sid="691" data-tid="691">

<a>

</div>

<span>

<p class="item-title">Sacred Orb</p>

<p class="r-itemid">ItemID: 691</p>

<p class="pickup">"Destined for greatness"</p>

<p class="quality">Quality: 4</p>

<p>Increases the quality of generated items</p>

<p>Rerolls items with a quality of 0 or 1</p>

<p>33% chance to reroll items with a quality of 2</p>

<p>Quality is a hidden mechanic in Repentance for all items and ranges from 0-4. Certain items consider Quality for picking what item to spawn, allowing better items to spawn under certain conditions</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Lost</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room, Secret Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="105" data-sid="692" data-tid="692">

<a>

</div>

<span>

<p class="item-title">Sanguine Bond</p>

<p class="r-itemid">ItemID: 692</p>

<p class="pickup">"He awaits your offering"</p>

<p class="quality">Quality: 1</p>

<p>Spawns a special set of spikes in the Devil Room</p>

<p>Taking damage from the spikes has a chance to spawn a reward</p>

<p>Nothing - 37.5% chance</p>

<p>6 Pennies - 17% chance</p>

<p>+0.5 Damage Up - 27.5% chance</p>

<p>2 Black Hearts - 9.5% chance</p>

<p>Random Item - 5.5% chance</p>

<p>Leviathan trasformation - 3% chance</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Judas</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room</p>

</ul>

<p class="tags">\*, </p>

</a>

</li>, <li class="textbox" data-cid="674" data-sid="693" data-tid="693">

<a>

</div>

<span>

<p class="item-title">The Swarm</p>

<p class="r-itemid">ItemID: 693</p>

<p class="pickup">"Infest"</p>

<p class="quality">Quality: 2</p>

<p>When picked up, this gives you 9 orbital flies</p>

<p>Each time a fly blocks an enemy shot, it will turn into a blue fly and attack nearby enemies, leaving you with one less orbital</p>

<p>Every room clear gives you +1 orbital fly, up to a maximum of 9</p>

<p>Counts as 1 of 3 fly items needed towards the Beelzebub transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Blue Baby</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Key Beggar</p>

</ul>

<p class="tags">, </p>

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</li>, <li class="textbox" data-cid="184" data-sid="694" data-tid="694">

<a>

<div class="item rep-item rep694" onclick=""></div>

<span>

<p class="item-title">Heartbreak</p>

<p class="r-itemid">ItemID: 694</p>

<p class="pickup">"Eternal sorrow"</p>

<p class="quality">Quality: 3</p>

<p>Gives you +0.25 Damage Up for every broken heart you have</p>

<p>Gives 3 broken hearts when picked up</p>

<p>Every hit of damage that would kill you, instead adds 2 more broken hearts and deal 40 damage to all enemies in the room</p>

<p>Heartbreak cannot kill you on pickup</p>

<p>Broken hearts are empty heart containers that cannot be removed or refilled and will override other types of hearts when you reach 12 total. Replacing all 12 containers with broken hearts will kill you instantly. The only way to remove broken hearts is by donating to a Confessional Machine</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Eve</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room</p>

</ul>

<p class="tags">, </p>

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</li>, <li class="textbox" data-cid="170" data-sid="695" data-tid="695">

<a>

<div class="item rep-item rep695" onclick=""></div>

<span>

<p class="item-title">Bloody Gust</p>

<p class="r-itemid">ItemID: 695</p>

<p class="pickup">"May your rage bring haste"</p>

<p class="quality">Quality: 3</p>

<p>Every time you take damage, you gain a Speed Up and a Tears Up</p>

<p>The stat increases start small, and scale up each time you take damage (+0.25 Tears Up for the first hit, +0.75 Tears Up for the 6th hit)</p>

<p>The effect maxes out at +3 Tears Up and +1 Speed Up after taking damage 6 times. This brings you to the maximum possible speed</p>

<p>The effect lasts for the rest of the current floor</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Mother as Samson</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">, </p>

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</li>, <li class="textbox" data-cid="374" data-sid="696" data-tid="696">

<a>

<div class="item rep-item rep696" onclick=""></div>

<span>

<p class="item-title">Salvation</p>

<p class="r-itemid">ItemID: 696</p>

<p class="pickup">"Divine protection"</p>

<p class="quality">Quality: 3</p>

<p>Isaac gains a halo of light around him. When an enemy touches the halo for couple of seconds, a beam of light will come down and deal a burst of damage to it</p>

<p>The triggered beam also fires in all 4 cardinal directions, dealing damage to anything it touches</p>

<p>Every time Isaac takes damage, the halo grows slightly bigger up to a maximum of 10 times. The size resets when leaving the floor</p>

<p>Counts as 1 of 3 angel items needed towards the Seraphim transformation. The size resets when leaving the floor</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Lazarus</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Angel Room</p>

</ul>

<p class="tags">, </p>

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</li>, <li class="textbox" data-cid="268" data-sid="697" data-tid="697">

<a>

<div class="item rep-item rep697" onclick=""></div>

<span>

<p class="item-title">Vanishing Twin</p>

<p class="r-itemid">ItemID: 697</p>

<p class="pickup">"He wants revenge"</p>

<p class="quality">Quality: 3</p>

<p>A fetus familiar follows Isaac, and upon entering the Boss room on each floor, it will transform into a copy of the boss</p>

<p>This makes bosses a lot harder, however you now get 2 boss item drops</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush as Jacob & Esau</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Secret Room, Curse Room</p>

</ul>

<p class="tags">, </p>

</a>

</li>, <li class="textbox" data-cid="699" data-sid="698" data-tid="698">

<a>

<div class="item rep-item rep698" onclick=""></div>

<span>

<p class="item-title">Twisted Pair</p>

<p class="r-itemid">ItemID: 698</p>

<p class="pickup">"Double trouble!"</p>

<p class="quality">Quality: 4</p>

<p>You gain two familiar demons, that stay by Isaac's side and fire shots in the same direction as you</p>

<p>The familiars deal roughly 40% of Isaac's damage, scaling with damage upgrades you get</p>

<p>They sit near and rotate around Isaac depending on which way you're firing tears. They do not block enemy shots</p>

<p>Counts as 1 of 3 familiar items needed towards the Conjoined transformation. The size resets when leaving the floor</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Lilith</p>

<ul>

<p>Type: Passive, Familiar</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">, </p>

</a>

</li>, <li class="textbox" data-cid="701" data-sid="699" data-tid="699">

<a>

<div class="item rep-item rep699" onclick=""></div>

<span>

<p class="item-title">Azazel's Rage</p>

<p class="r-itemid">ItemID: 699</p>

<p class="pickup">"Ancient power"</p>

<p class="quality">Quality: 3</p>

<p>Isaac builds rage each time you clear a new room. This is shown by the Azazel skin spreading on Isaac's face</p>

<p>After 4 rooms, Isaac's face will flash red. The next room you enter he will automatically fire a massive red brimstone laser for 4 seconds, dealing huge damage</p>

<p>The rage resets back to zero, and the cycle continues every 5 rooms cleared</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Azazel</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">, azazels rage, azazel rage</p>

</a>

</li>, <li class="textbox" data-cid="107" data-sid="700" data-tid="700">

<a>

<div class="item rep-item rep700" onclick=""></div>

<span>

<p class="item-title">Echo Chamber</p>

<p class="r-itemid">ItemID: 700</p>

<p class="pickup">"I can see see the future future future"</p>

<p class="quality">Quality: 2</p>

<p>When using a card, pill, or rune, you also use a copy of the last 3 cards/pills/runes you used after picking up Echo Chamber</p>

<p>Counts as 1 of 3 astrology items needed in the same run to unlock Planetariums</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Apollyon</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

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<p class="tags">\*, </p>

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</a>

</li>, <li class="textbox" data-cid="550" data-sid="701" data-tid="701">

<a>

<div class="item rep-item rep701" onclick=""></div>

<span>

<p class="item-title">Isaac's Tomb</p>

<p class="r-itemid">ItemID: 701</p>

<p class="pickup">"Buried memories"</p>

<p class="quality">Quality: 3</p>

<p>Spawns an Old chest at the start of all future floors</p>

<p>Old Chests work the same as Golden Chests, requiring a key to open but contain different items</p>

<p>The Old chest can contain: 3 trinkets (42% chance), 1-3 soul hearts (43% chance), a random item from the Old Chest pool (10% chance) or an angel room item (5% chance)</p>

<p>Spawns a second chest in the mirrored floor of Downpour II or Dross II, but only if you had this item before entering the floor</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Forgotten</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Secret Room</p>

</ul>

<p class="tags">\*, isaacs tomb, isaac tomb </p>

</span>

</a>

</li>, <li class="textbox" data-cid="110" data-sid="702" data-tid="702">

<a>

<div class="item rep-item rep702" onclick=""></div>

<span>

<p class="item-title">Vengeful Spirit</p>

<p class="r-itemid">ItemID: 702</p>

<p class="pickup">"Hot blooded"</p>

<p class="quality">Quality: 2</p>

<p>Each time you take damage, a red flame orbital will appear around Isaac for the remainder of the floor, up to a maximum of 6</p>

<p>The flames deal contact damage which scales with your tear damage</p>

<p>Upon reaching 6 flames, they will also start to fire tears along with Isaac, dealing a flat 3.2 damage per tear</p>

<p>When entering a new floor, all the flames disappear</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Bethany</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Devil Room, Curse Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="175" data-sid="703" data-tid="703">

<a>

<div class="item rep-item rep703" onclick=""></div>

<span>

<p class="item-title">Esau Jr</p>

<p class="r-itemid">ItemID: 703</p>

<p class="pickup">"Lost brother"</p>

<p class="quality">Quality: 2</p>

<p>Using this item swaps you between the character you started as, and Esau, which has 3 black hearts, +2 base damage and the ability to fly</p>

<p>This character keeps its own separate health and items. Items picked up are not shared between the two characters</p>

<p>If either character dies it's game over</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Jacob</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 1 room</p>

<p>Item Pool: Item Room, Secret Room</p>

</ul>

<p class="tags">\*, </p>

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</a>

</li>, <li class="textbox" data-cid="95" data-sid="704" data-tid="704">

<a>

<div class="item rep-item rep704" onclick=""></div>

<span>

<p class="item-title">Berserk!</p>

<p class="r-itemid">ItemID: 704</p>

<p class="pickup">"Rip and tear"</p>

<p class="quality">Quality: 3</p>

<p>When activated, Isaac's tears are replaced by a bone sword and he goes on a killing rampage, gaining +0.4 Speed, +3 Flat Damage Up for 5 seconds</p>

<p>The sword deals x3 damage if used at close range, or x1.5 damage if charged up and thrown</p>

<p>Clearing rooms doesn't charge this item - charge is added equal to damage taken by enemies. This includes all sources of damage, including environmental damage to enemies</p>

<p>Killing an enemy while berserk will increase the duration of the effect by 1 second</p>

<p>You don't die while in Berserk mode, but taking lethal damage will kill you after the effect wears off</p>

<p>The bone sword from this item is similar to Donkey Jawbone from Antibirth</p>

<p>Tainted Samson starts with a passive version of this item</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Samson</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Enemy damage taken = charge</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, berzerk, bamson</p>

</span>

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</li>, <li class="textbox" data-cid="101" data-sid="705" data-tid="705">

<a>

<div class="item rep-item rep705" onclick=""></div>

<span>

<p class="item-title">Dark Arts</p>

<p class="r-itemid">ItemID: 705</p>

<p class="pickup">"One with the shadows"</p>

<p class="quality">Quality: 2</p>

<p>When used, Isaac turns into a ghost for 1 second and his speed goes up to maximum (2.0). During this time he can walk over enemies to mark them for death. When the effect wears off, Isaac quickly runs between each marked enemy, dealing high damage to each one rapidly (roughly x2.5 your tear damage)</p>

<p>The damage caused by this effect scales up with every target it hits in a row</p>

<p>Tainted Judas starts with this item</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Judas</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 7 seconds</p>

<p>Item Pool: Devil Room</p>

</ul>

<p class="tags">\*, budas, jibus, sword, blood, omae wa mou shindeiru</p>

</span>

</a>

</li>, <li class="textbox" data-cid="135" data-sid="706" data-tid="706">

<a>

<div class="item rep-item rep706" onclick=""></div>

<span>

<p class="item-title">Abyss</p>

<p class="r-itemid">ItemID: 706</p>

<p class="pickup">"Come forth from the depths"</p>

<p class="quality">Quality: 4</p>

<p>When used, Abyss consumes all pedestal items in the current room and converts them into Red attack flies</p>

<p>Red attack flies will charge across the room in the same direction Isaac is shooting, dealing contact damage to enemies equal to Isaac's tear damage</p>

<p>The flies don't block energy shots, but this also means they never die and stay with Isaac forever</p>

<p>Tainted Apollyon starts with this item</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Apollyon</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 4 rooms</p>

<p>Item Pool: Devil Room</p>

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<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="511" data-sid="707" data-tid="707">

<a>

<div class="item rep-item rep707" onclick=""></div>

<span>

<p class="item-title">Supper</p>

<p class="r-itemid">ItemID: 707</p>

<p class="pickup">"HP up"</p>

<p class="quality">Quality: 1</p>

<p>+1 HP Up</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

<li class="textbox" data-cid="631" data-sid="708" data-tid="708">

<a>

<div class="item rep-item rep708" onclick=""></div>

<span>

<p class="item-title">Stapler</p>

<p class="r-itemid">ItemID: 708</p>

<p class="pickup">DMG up</p>

<p class="quality">Quality: 3</p>

<p>+1.0 Damage Up</p>

<p>Staples one of Isaac's eyes shut, meaning he only shoots tears from one eye. This means some effects such as R U A WIZARD pills only fire tears in one direction</p>

<ul>

<p>Type: Passive</p>

<p>Item Pool: Boss Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

<li class="textbox" data-cid="233" data-sid="709" data-tid="709">

<a>

<div class="item rep-item rep709" onclick=""></div>

<span>

<p class="item-title">Suplex!</p>

<p class="r-itemid">ItemID: 709</p>

<p class="pickup">Angel breaker</p>

<p class="quality">Quality: 3</p>

<p>When used, you charge forwards for a second. If you touch an enemy in that time, Isaac will pick it up and slam it on the ground, killing it and sending a shockwave around the impact</p>

<p>In the brief period while holding the enemy you can move a target to decide where it lands</p>

<p>Actually does work on bosses! However after the attack you end up near the boss, which puts you in danger of taking damage too</p>

<p>Scales in damage and area of effect with the player's size</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Jacob & Esau</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 8 seconds</p>

<p>Item Pool: Item Room, Crane Game</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

<li class="textbox" data-cid="505" data-sid="710" data-tid="710">

<a>

<div class="item rep-item rep710" onclick=""></div>

<span>

<p class="item-title">Bag of Crafting</p>

<p class="r-itemid">ItemID: 710</p>

<p class="pickup">Make your destiny</p>

<p class="quality">Quality: 4</p>

<p>When used will do a swipe attack in any direction. Can be used to store up to 8 consumables in, such as hearts, coins, keys, bombs, cards etc</p>

<p>When the bag has 8 items you can hold down the activate button for 2 seconds to craft yourself a brand new random item</p>

<p>Bag of Crafting's recipes are based on your current seed, but there are some fixed recipes that exist in every run, e.g. 8 coins = Slot Machine</p>

<p>While playing as Tainted Cain you get a visual interface to see what items are in the bag, allowing you to see what item will be created and swap out specific consumables</p>

<p>Has other uses - Will deal 3 damage to enemies it hits, and can be used to quickly push bombs and objects across rooms</p>

<p>Tainted Cain starts with this item, but can be used by any character after unlocking it and finding it in the item room</p>

<p>Check out the <strong class="pri">Mechanics &gt; Bag of Crafting</strong> page for more info and a tool that shows what consumables create which items!</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Cain</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: Instant</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, Bain</p>

</span>

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<li class="textbox" data-cid="144" data-sid="711" data-tid="711">

<a>

<div class="item rep-item rep711" onclick=""></div>

<span>

<p class="item-title">Flip</p>

<p class="r-itemid">ItemID: 711</p>

<p class="pickup">Life and death</p>

<p class="quality">Quality: 4</p>

<p>While holding flip, a ghost item will appear behind item pedestals upon entering Item Rooms and Shop that cannot be interacted with</p>

<p>When activated, all real items in the room will be swapped with the ghost items behind them</p>

<p>The ghost item stays there even if you take the regular item, allowing you to use Flip to get both of them</p>

<p>Does nothing with item pedestals that don't have a ghost item behind them</p>

<p>When playing as Tainted Lazarus, activating Flip also changes you between Lazarus and Dead Lazarus</p>

<p>Tainted Lazarus starts with this item, but can be used by any character after unlocking it and finding it in the item room</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Lazarus</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Curse Room, Secret Room, Shop</p>

</ul>

<p class="tags">\*, Bazaar</p>

</span>

</a>

<li class="textbox" data-cid="549" data-sid="712" data-tid="712">

<a>

<div class="item rep-item rep712" onclick=""></div>

<span>

<p class="item-title">Lemegeton</p>

<p class="r-itemid">ItemID: 712</p>

<p class="pickup">Item summoner</p>

<p class="quality">Quality: 3</p>

<p>When used, gives you an orbital flame which represents another random passive item in the game. While you have this flame you also have that item's effect</p>

<p>The flame deals double your tear damage to any enemies that touch it, but if it takes too much damage the flame will disappear and you lose the item's effect</p>

<p>Tainted Bethany starts with this item</p>

<p>Wisps are randomly chosen from Item Room, Boss Room and Shop item pools, with a 25% chance to pick the same pool as the current room</p>

<p>Counts as 1 of 3 book items needed towards the Bookworm transformation.</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Bethany</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Devil Room, Library</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

<li class="textbox" data-cid="575" data-sid="713" data-tid="713">

<a>

<div class="item rep-item rep713" onclick=""></div>

<span>

<p class="item-title">Sumptorium</p>

<p class="r-itemid">ItemID: 713</p>

<p class="pickup">Return</p>

<p class="quality">Quality: 3</p>

<p>When used, removes half a heart of health and creates a clot familiar</p>

<p>Clot familiars follow Isaac's exact movements including flight, firing tears and tear effects</p>

<p>Holding down the swap button will cause all your clots to stay in place</p>

<p>Works differently as Tainted Eve - instead clots are created by firing for 2 seconds, down to a minimum of half a red heart. Using Sumptorium as her will then cause all Clots to be consumed and return your hearts back to you. Clots returning back to Eve deal 3x damage as they suck back in</p>

<p>The type of heart consumed to create a clot will give it different abilities: Soul Hearts = More health, Black Hearts = Dark Matter effect, Eternal Hearts = Sacred Heart effect, Gold Hearts = Midas Touch effect, Bone Hearts = Compound Fracture effect, Rotten Hearts = Less health</p>

<p>Tainted Eve starts with this item, but can be used by any character after unlocking it and finding it in the item room</p>

<p class="r-unlock">UNLOCK: This item comes along with Tainted Eve. The achievement 'Sumptorium' is unlocked by defeating Delirium as Tainted Eve</p>

<ul>

<p>Type: Active</p>

<p>Recharge time: 10 seconds</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

<li class="textbox" data-cid="369" data-sid="714" data-tid="714">

<a>

<div class="item rep-item rep714" onclick=""></div>

<p class="item-title">Recall</p><p class="r-itemid">ItemID: 714</p><p class="pickup">Come back</p><p class="quality">Quality: 0</p><p>When used, this will retrieve the Tainted Forgotten's skeleton back to its owner's hands from any distance</p><p>Tainted Forgotten's Birthright effect. Cannot be obtained and has no use for any other character</p><p>Birthright is a Shop item that has unique effects depending on what character you're playing as</p><ul><p>Type: Active</p><p>Recharge time: 3 seconds</p><p>Item Pool: None</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="230" data-sid="715" data-tid="715"><a><div class="item rep-item rep715" onclick=""></div><span><p class="item-title">Hold</p><p class="r-itemid">ItemID: 715</p><p class="pickup">Saved for later</p><p class="quality">Quality: 0</p><p>This is the item Tainted Blue Baby (???) uses as his main mechanic</p><p>Killing or damaging enemies spawns various poops, which add to his collection. Pressing the bomb button will put the next poop into the 'Hold' jar. Pressing it again allows you to throw it at enemies. Each poop has random effects like Butt Bombs, Fire Poops etc</p><p>Tainted Blue Baby starts with this item, and is the only one who can use it</p><ul><p>Type: Active</p><p>Recharge time: Instant</p><p>Item Pool: None</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="633" data-sid="716" data-tid="716"><a><div class="item rep-item rep716" onclick=""></div><span><p class="item-title">Keeper's Sack</p><p class="r-itemid">ItemID: 716</p><p class="pickup">Spending power</p><p class="quality">Quality: 3</p><p>Spawns 3 random coins and a key when picked up</p><p>Buying items from the shop gives you random stat upgrades. The more you spend the higher the stat increase</p><p>Possible stats include Speed, Damage and Range</p><p>15C items give all 3 stats: +1 Damage Up, +0.03 or +0.06 Speed Up, +0.25 or +0.5 Range Up</p><p>5C items give 1 or 2 stats: +0.5 Damage Up \*\*OR\*\* +0.25 Range and +0.03 Speed Up</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Mother as The Keeper</p><ul><p>Type: Passive</p><p>Item Pool: Shop, Secret Room</p></ul><p class="tags">\*, keepers sack, keeper sack</p></span></a></li>, <li class="textbox" data-cid="589" data-sid="717" data-tid="717"><a><div class="item rep-item rep717" onclick=""></div><span><p class="item-title">Keeper's Kin</p><p class="r-itemid">ItemID: 717</p><p class="pickup">Under a rock</p><p class="quality">Quality: 2</p><p>While in a room with enemies, blue spiders will randomly spawn from objects in the room (e.g. rocks, pots, stone blocks)</p><p>All rocks spawn 0-2 blue spiders when destroyed</p><p>Counts as 1 of 3 spider items needed towards the Spider Baby transformation.</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Keeper</p><ul><p>Type: Passive</p><p>Item Pool: Item Room, Secret Room</p></ul><p class="tags">\*, keepers kin, keeper kin</p></span></a></li>, <li class="textbox" data-cid="530" data-sid="719" data-tid="719"><a><div class="item rep-item rep719" onclick=""></div><span><p class="item-title">Keeper's Box</p><p class="r-itemid">ItemID: 719</p><p class="pickup">Portable shop</p><p class="quality">Quality: 2</p><p>When used, spawns a random shop item or consumable, however you have to pay the relevant cost to pick it up</p><p>Can include anything that would appear in the shop</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Keeper</p><ul><p>Type: Active</p><p>Recharge time: 4 rooms</p><p>Item Pool: Shop, Secret Room, Wooden Chest</p></ul><p class="tags">\*, keepers box, keeper box</p></span></a></li>, <li class="textbox" data-cid="446" data-sid="720" data-tid="720"><a><div class="item rep-item rep720" onclick=""></div><span><p class="item-title">Everything Jar</p><p class="r-itemid">ItemID: 720</p><p class="pickup">Anything is possible</p><p class="quality">Quality: 2</p><p>With every bar of charge this item has, a different consumable is shown inside the Jar. 1 = poop, 2 = penny, 3 = bomb, 4 = key, 5 = red heart, 6 = pill, 7 = card, 8 = soul heart, 9 = gold heart, 10 = gold key, 11 = gold bomb</p><p>At the full 12 charges, a completely random effect will happen. It can be anything including spawning a bunch of consumables, spawning a glitched pedestal item, creating a bunch of light beams, spawning trr oil bombs or nothing at all</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Eden</p><ul><p>Type: Active</p><p>Recharge time: 12 rooms</p><p>Item Pool: Item Room, Crane Game</p></ul><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="270" data-sid="721" data-tid="721"><a><div class="item rep-item rep721" onclick=""></div><span><p class="item-title">TMTRAINERC</p><p class="r-itemid">ItemID: 721</p><p class="pickup">Isaac and his mother lived alone in a small house on a hill</p><p class="quality">Quality: 2</p><p>When picked up, all future items become 'glitched', causing them to become random combinations of 2-3 effects based on other items</p><p>Glitched items can be passive or active and are completely randomly generated with infinite possibilities (similar to other 'Randomizer' games)</p><p>Random effects combine effects that exist on other items, and assign them to a random event (e.g. on enemy death, on room clear, on damage taken etc.)</p><p class="r-unlock">UNLOCK: Unlock this item by defeating The Beast as Tainted Eden</p><ul><p>Type: Passive</p><p>Item Pool: Secret Room</p></ul><p class="tags">\*, tm trainer, glitched items, glitch item, tmt trainer, tmelt, t melt</p></span></a></li>, <li class="textbox" data-cid="700" data-sid="722" data-tid="722"><a><div class="item rep-item rep722" onclick=""></div><span><p class="item-title">Anima Sola</p><p class="r-itemid">ItemID: 722</p>

<p class="pickup">Repent</p>

<p class="quality">Quality: 2</p>

<p>When used, it puts the closes enemy in chains for 5 seconds, preventing it from moving. You can release the enemy early by using it again</p>

<p>Tainted Jacob starts with this item. While playing as him Anima Sola will always target Dark Esau. Releasing Dark Esau will cause him to charge directly at Jacob and deal damage to anything in his path. If used in a room with no enemies, Dark Esau will instantly spawn</p>

<p>Will chain up to two targets if you have Car Battery, if only one valid target is present it will be chained for twice the duration</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Jacob</p>

</ul>

<p>Type: Active</p>

<p>Recharge time: 15 seconds</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, Baboc</p>

</span>

</a>

</li>, <li class="textbox" data-cid="691" data-sid="723" data-tid="723">

<a>

<div class="item rep-item rep723" onclick=""></div>

<span>

<p class="item-title">Spindown Dice</p>

<p class="r-itemid">ItemID: 723</p>

<p class="pickup">"1</p>

<p class="quality">Quality: 4</p>

<p>Rerolls all pedestal items, lowering all their internal item IDs by 1</p>

<p>For example: Brimstone's ID = 118, so it would be rerolled into Dead Bird (ID = 117)</p>

<p>Sad Onion (ID = 1) will reroll into nothing</p>

<p>There are some gaps in item IDs which are skipped if no item exists, or will reroll into unexpected items if hidden items are present at that ID. For example rerolling Plan C (ID = 475) changes it into the Broken Glass Cannon, which is a hidden item with ID = 474</p>

<p>Items that are yet to be unlocked will also be skipped over, preventing you from getting items you don't have access to yet</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Isaac</p>

</ul>

<p>Type: Active</p>

<p>Recharge time: 6 rooms</p>

<p>Item Pool: Item Room, Secret Room, Crane Game</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="162" data-sid="724" data-tid="724">

<a>

<div class="item rep-item rep724" onclick=""></div>

<span>

<p class="item-title">Hypercoagulation</p>

<p class="r-itemid">ItemID: 724</p>

<p class="pickup">"Thick blooded</p>

<p class="quality">Quality: 3</p>

<p>Upon taking damage you have a chance to drop the heart that you just lost. It gives you 2 seconds to pick it up again to re-heal, before it disappears</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Magdalene</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="200" data-sid="725" data-tid="725">

<a>

<div class="item rep-item rep725" onclick=""></div>

<span>

<p class="item-title">IBS</p>

<p class="r-itemid">ItemID: 725</p>

<p class="pickup">"Your stomach rumbles</p>

<p class="quality">Quality: 2</p>

<p>Whenever you deal damage to an enemy, has a chance to give the effect of one of Tainted ???'s unique poops</p>

<p>Corn poop - Spawns a blue fly every 2 seconds</p>

<p>Flaming poop - Leaves behind fire that damages enemies</p>

<p>Stinky poop - Emits a toxic cloud</p>

<p>Black poop - Creates slowing black creep. Confuses all enemies briefly when destroyed</p>

<p>White poop - Same effect as Hallowed Ground</p>

<p>Stone poop - Deals extra thrown damage, can hit multiple enemies. Takes more shots before breaking</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Blue Baby</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="139" data-sid="726" data-tid="726">

<a>

<div class="item rep-item rep726" onclick=""></div>

<span>

<p class="item-title">Hemoptysis</p>

<p class="r-itemid">ItemID: 726</p>

<p class="pickup">"Double tap sneeze</p>

<p class="quality">Quality: 3</p>

<p>Allows you to quickly double tap a shoot button to sneeze on nearby enemies, dealing x1.5 your tear damage and pushing them back slightly</p>

<p>If an enemy is pushed into a wall or object it takes 10 damage</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Azazel</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="52" data-sid="727" data-tid="727">

<a>

<div class="item rep-item rep727" onclick=""></div>

<span>

<p class="item-title">Ghost Bombs</p>

<p class="r-itemid">ItemID: 727</p>

<p class="pickup">"Spooky blast +5 bombs</p>

<p class="quality">Quality: 2</p>

<p>+5 Bombs</p>

<p>Bombs become spectral and can now pass through objects</p>

<p>Bombs spawn a friendly white soul, which will hunt down other enemies, dealing contact damage which scales with your tear damage</p>

<p>After 10 seconds the white soul explodes dealing 7 damage to nearby enemies. Isaac doesn't take damage from this effect</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Lost</p>

</ul>

<p>Type: Passive</p>

<p>Item Pool: Item Room, Bomb Beggar</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="191" data-sid="728" data-tid="728">

<a>

<div class="item rep-item rep728" onclick=""></div>

<span>

<p class="item-title">Gelloc</p>

<p class="r-itemid">ItemID: 728</p>

<p class="pickup">"Demonic gestation</p>

<p class="quality">Quality: 3</p>

<p>Spawns a familiar that's attached via an Umbilical Cord, but will move and shoot in the same direction Isaac is shooting</p>

<p>When activated you first need to throw the familiar, which deals x3 your tear damage to any enemies it touches</p>

<p>Gelloc's tears deal x0.75 your tear damage (x1.0 if liliith)</p>

<p>Can be used multiple times per room to spawn more familiars, however they only last for the current room</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Lilith</p>

</ul>

<p>Type: Active</p>

<p>Recharge time: 2 rooms</p>

<p>Item Pool: Item Room, Devil Room</p>

</ul>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="279" data-sid="729" data-tid="729">

<a>

<div class="item rep-item rep729" onclick=""></div>

<span>  
<p class="item-title">Decap Attack</p>  
<p class="r-itemid">ItemID: 729</p>  
<p class="pickup">Chuck away!</p>  
<p class="quality">Quality: 2</p>  
<p>When used, this item allows you to throw your head where it will sit as a stationary sentry firing bullets until you walk over and pick it up again</p>  
<p>Throwing Isaac's head deals 24 damage to anything it hits while being thrown</p>  
<p>Your hitbox remains with the body. Enemies touching the head don't hurt Isaac</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium as Tainted Forgotten</p>  
<ul>  
<p>Type: Active</p>  
<p>Recharge time: 4 seconds</p>  
<p>Item Pool: Item Room, </p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="8.5" data-sid="730" data-tid="730">  
<a>  
<div class="item rep-item rep730" onclick=""></div>  
<span>  
<p class="item-title">Glass Eye</p>  
<p class="r-itemid">ItemID: 730</p>  
<p class="pickup">DMG + luck up</p>  
<p class="quality">Quality: 3</p>  
<p>+0.75 Damage Up</p>  
<p>+1 Luck Up</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room, Crane Game, Golden Chest</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="276.5" data-sid="731" data-tid="731">  
<a>  
<div class="item rep-item rep731" onclick=""></div>  
<span>  
<p class="item-title">Stye</p>  
<p class="r-itemid">ItemID: 731</p>  
<p class="pickup">DMG + range up</p>  
<p class="quality">Quality: 2</p>  
<p>+2% Damage Up (right eye only)</p>  
<p>+7 Range Up (right eye only)</p>  
<p>-0.3 Shot Speed Down (right eye only)</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Boss Room</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="241.1" data-sid="732" data-tid="732">  
<a>  
<div class="item rep-item rep732" onclick=""></div>  
<span>  
<p class="item-title">Mom's Ring</p>  
<p class="r-itemid">ItemID: 732</p>  
<p class="pickup">DMG up</p>  
<p class="quality">Quality: 3</p>  
<p>+1 Damage Up</p>  
<p>Drops 1 random rune or soul stone when picked up</p>  
<p>Counts as 1 of 3 mom items needed towards the Mom transformation</p>  
<ul>  
<p>Type: Passive</p>  
<p>Item Pool: Shop, Golden Chest, Mom's Chest</p>  
</ul>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="872" data-sid="10001" data-tid="68">  
<a>  
<div class="item trinket trinket001" onclick=""></div>  
<span>  
<p class="item-title">Swallowed Penny</p>  
<p class="r-itemid">TrinketID: 1</p>  
<p class="pickup">"Gulp!"</p>  
<p>Each time you get hit, you drop a coin or two</p>  
<p><strong class="pri">REPENTANCE</strong> - No longer guaranteed to drop coins as The Keeper</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #15 (Slow Roll)</p>  
<p class="tags">\*, the lost item pool, cent, gold, water, wet, blue</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="954" data-sid="10002" data-tid="53">  
<a>  
<div class="item trinket trinket002" onclick=""></div>  
<span>  
<p class="item-title">Petrified Poop</p>  
<p class="r-itemid">TrinketID: 2</p>  
<p class="pickup">"It feels lucky!"</p>  
<p>While held, Isaac has a significantly higher chance to find drops when breaking poops</p>  
<p class="tags">\*, grey, gray </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="938" data-sid="10003" data-tid="3">  
<a>  
<div class="item trinket trinket003" onclick=""></div>  
<span>  
<p class="item-title">AAA Battery</p>  
<p class="r-itemid">TrinketID: 3</p>  
<p class="pickup">"Trickle charge"</p>  
<p>lowers your spacebar item charge rate by 1</p>  
<p>Cannot lower the charge of your spacebar item below 1 room</p>  
<p>For example, you will now be able to use a 3 room charge item after 2 rooms instead</p>  
<p class="tags">\*, bullet, grey, gray, yellow </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="955" data-sid="10004" data-tid="8.5">  
<a>  
<div class="item trinket trinket004" onclick=""></div>  
<span>  
<p class="item-title">Broken Remote</p>  
<p class="r-itemid">TrinketID: 4</p>  
<p class="pickup">"It's broken!"</p>  
<p>Does the teleport effect every time you use your current spacebar item</p>  
<p>Can be used infinitely every room if you have Guppy's Paw and no red heart containers (Can be exploited to get to the boss room without clearing any other rooms)</p>  
<p class="tags">\*, joystick, grey, gray </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="916" data-sid="10005" data-tid="58.5">  
<a>  
<div class="item trinket trinket005" onclick=""></div>  
<span>  
<p class="item-title">Purple Heart</p>  
<p class="r-itemid">TrinketID: 5</p>  
<p class="pickup">"Challenge up"</p>  
<p>Higher chance for champion enemies while held</p>  
<p class="tags">\*, </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="846" data-sid="10006" data-tid="8">  
<a>  
<div class="item trinket trinket006" onclick=""></div>  
<span>  
<p class="item-title">Broken Magnet</p>  
<p class="r-itemid">TrinketID: 6</p>  
<p class="pickup">"It kinda works!"</p>  
<p>Has a partial Magneto effect and will attract coins, pulling them into Isaac from a distance</p>  
<p>Does not attract other pickups like the full Magneto item does</p>  
<p class="tags">\*, red </p>  
</span>

</a>

</li>, <li class="textbox" data-cid="851" data-sid="10007" data-tid="62.5">

<a>

<div class="item trinket trinket007" onclick=""></div>

<span>

<p class="item-title">Rosary Bead</p>

<p class="r-itemid">TrinketID: 7</p>

<p class="pickup">"Faith up!"</p>

<p>Increases your chances to find an Angel Room instead of a Devil Room</p>

<p>Normally there is a 50%/50% chance of a Angel or Devil room with if a door spawns after the boss. The Rosary Bead changes this to a 75%/25% chance of an angel or devil room (respectively)</p>

<p class="tags">\*, red, black, circle </p>

</span>

</a>

</li>, <li class="textbox" data-cid="937" data-sid="10008" data-tid="14">

<a>

<div class="item trinket trinket008" onclick=""></div>

<span>

<p class="item-title">Cartridge</p>

<p class="r-itemid">TrinketID: 8</p>

<p class="pickup">"I remember these!"</p>

<p>When Isaac takes damage, there is a chance he will gain the Gamekid effect, turning him invincible and dealing contact damage to any enemies he touches</p>

<p>The chance to activate the invincibility effect is affected by your luck stat and at +38 Luck it will activate every time you get hit</p>

<p class="tags">\*, the lost item pool, nes, game, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="811" data-sid="10009" data-tid="58">

<a>

<div class="item trinket trinket009" onclick=""></div>

<span>

<p class="item-title">Pulse Worm</p>

<p class="r-itemid">TrinketID: 9</p>

<p class="pickup">"Wub wub!"</p>

<p>Tears shrink and grow in size as they go across the room</p>

<p>Does not appear to affect your damage and only the hitbox size of tears</p>

<p class="tags">\*, white, lump </p>

</span>

</a>

</li>, <li class="textbox" data-cid="814" data-sid="10010" data-tid="73">

<a>

<div class="item trinket trinket010" onclick=""></div>

<span>

<p class="item-title">Wiggle Worm</p>

<p class="r-itemid">TrinketID: 10</p>

<p class="pickup">"Wiggle wiggle!"</p>

<p>Tears now move in a wave fashion across the room</p>

<p>Grants spectral tears</p>

<p>+0.4 Tears up</p>

<p class="tags">\*, white, s, snake </p>

</span>

</a>

</li>, <li class="textbox" data-cid="813" data-sid="10011" data-tid="62">

<a>

<div class="item trinket trinket011" onclick=""></div>

<span>

<p class="item-title">Ring Worm</p>

<p class="r-itemid">TrinketID: 11</p>

<p class="pickup">"Woop woop!"</p>

<p>While held, tears move in a spiral pattern across the screen at high speed</p>

<p>Grants spectral tears</p>

<p>+0.4 Tears up</p>

<p>Effectively increases your range due to the tear pattern</p>

<p class="tags">\*, white, circle, snake </p>

</span>

</a>

</li>, <li class="textbox" data-cid="810" data-sid="10012" data-tid="28">

<a>

<div class="item trinket trinket012" onclick=""></div>

<span>

<p class="item-title">Flat Worm</p>

<p class="r-itemid">TrinketID: 12</p>

<p class="pickup">"Blub blub!"</p>

<p>Tears become flat and disc shaped giving them a larger hitbox</p>

<p>Higher knockback effect with your tears</p>

<p class="tags">\*, grey, gray, eyes </p>

</span>

</a>

</li>, <li class="textbox" data-cid="945" data-sid="10013" data-tid="67.5">

<a>

<div class="item trinket trinket013" onclick=""></div>

<span>

<p class="item-title">Store Credit</p>

<p class="r-itemid">TrinketID: 13</p>

<p class="pickup">"YES!"</p>

<p>While this trinket is held, all items in the Shop cost 0 coins</p>

<p>After buying any 0 cent item in the Shop, the trinket disappears</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Lazarus</p>

<p class="tags">\*, grey, gray, dollar, bill, note, cash, money </p>

</span>

</a>

</li>, <li class="textbox" data-cid="889" data-sid="10014" data-tid="12">

<a>

<div class="item trinket trinket014" onclick=""></div>

<span>

<p class="item-title">Callus</p>

<p class="r-itemid">TrinketID: 14</p>

<p class="pickup">"Your feet feel stronger"</p>

<p>Isaac no longer takes damage from walking over spikes and blood creep while this trinket is held</p>

<p class="tags">\*, the lost item pool, brown, pink, lump, ball, spot</p>

</span>

</a>

</li>, <li class="textbox" data-cid="956" data-sid="10015" data-tid="42">

<a>

<div class="item trinket trinket015" onclick=""></div>

<span>

<p class="item-title">Lucky Rock</p>

<p class="r-itemid">TrinketID: 15</p>

<p class="pickup">"There's something inside"</p>

<p>33% chance to drop a coin for every rock that you destroy</p>

<p>**>REPENTANCE** - Previously was 100%, now 33%</p>

<p class="r-unlock">UNLOCK: Unlock this item by destroying 100 rocks</p>

<p class="tags">\*, grey, gray, stone, square </p>

</span>

</a>

</li>, <li class="textbox" data-cid="879" data-sid="10016" data-tid="51.2">

<a>

<div class="item trinket trinket016" onclick=""></div>

<span>

<p class="item-title">Mom's Toenail</p>

<p class="r-itemid">TrinketID: 16</p>

<p class="pickup">"??"</p>

<p>Mom's Leg will now appear every 60 seconds and stomp down randomly in the room dealing 300 damage to enemies, similar to how Daddy Longlegs works but less frequent</p>

<p>Be warned though, Mom's leg can also stomp and hurt Isaac too!</p>

<p class="tags">\*, mustache, moustache, white, yellow, moms toenail</p>

</span>

</a>

</li>, <li class="textbox" data-cid="963" data-sid="10017" data-tid="6.5">

<a>

<div class="item trinket trinket017" onclick=""></div>

<span>

<p class="item-title">Black Lipstick</p>

<p class="r-itemid">TrinketID: 17</p>

<p class="pickup">"Evil up!"</p>

<p>Increases the chance for Black hearts to spawn</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Eve</p>

<p class="tags">\*, the lost item pool, grey, gray, makeup</p>

</span>

</a>

</li>, <li class="textbox" data-cid="961" data-sid="10018" data-tid="6">

<a>

<div class="item trinket trinket018" onclick=""></div>

<span>

<p class="item-title">Bible Tract</p><p class="r-itemid">TrinketID: 18</p><p class="pickup">Faith up</p><p>Gives you a higher chance of eternal hearts</p><p>Contrary to popular belief, the Bible Tract doesn't allow Angel Rooms to appear after paying for a Devil Deal</p><p class="tags">\*, the lost item pool, grey, gray, black, book</p></span></a></li>, <li class="textbox" data-cid="946" data-sid="10019" data-tid="52.5"><a><div class="item trinket trinket019" onclick=""></div><span><p class="item-title">Paper Clip</p><p class="r-itemid">TrinketID: 19</p><p class="pickup">Master of lockpicking</p><p>Allows you to unlock golden chests without needing a key</p><p>Does not work on locked rooms</p><p>Cain starts with this trinket after donating 68 coins to the Greed Donation Machine</p><p class="tags">\* starting, grey, gray, metal, wire</p></span></a></li>, <li class="textbox" data-cid="890" data-sid="10020" data-tid="51.5"><a><div class="item trinket trinket020" onclick=""></div><span><p class="item-title">Monkey Paw</p><p class="r-itemid">TrinketID: 20</p><p class="pickup">Wish granted</p><p>When you reach half a heart of life remaining, a black heart will spawn</p><p>After three black hearts have spawned, the trinket disappears</p><p class="tags">\*, the lost item pool, hand, brown, monkeys paw, monkey's paw</p></span></a></li>, <li class="textbox" data-cid="826" data-sid="10021" data-tid="51.8"><a><div class="item trinket trinket021" onclick=""></div><span><p class="item-title">Mysterious Paper</p><p class="r-itemid">TrinketID: 21</p><p class="pickup">????</p><p>Imitates the behaviour of some of the other 'paper' items/trinkets</p><p>A Missing Page: When taking damage, Isaac has a chance to deal damage to the entire room in a Necronomicon style effect</p><p>Has a chance to trigger the Polaroid or Negative effect every time you take damage with half a red heart or less</p><p>Missing Poster: Dying in a sacrifice room while holding this trinket will reveal a puzzle piece on the death screen. Finding all the puzzle pieces will help you to reveal the final secret, unlocking the hidden character 'The Lost' </p><p>If held when you touch the chest after the Satan or Isaac fight and you don't have the relevant item to go to the next floor (Polaroid or Negative), you have a small chance to be taken there anyway</p><p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Eden</p><p class="tags">\*, white, grey, gray, page </p></span></a></li>, <li class="textbox" data-cid="973" data-sid="10022" data-tid="22"><a><div class="item trinket trinket022" onclick=""></div><span><p class="item-title">Daemon's Tail</p><p class="r-itemid">TrinketID: 22</p><p class="pickup">Evil up</p><p>80% of heart drops are replaced with keys</p><p>Hearts turn into black hearts where possible. This doesn't convert hearts that dropped before picking up this trinket, and doesn't apply to set heart drops, i.e. the eternal hearts that drop in angel themed super secret rooms</p><p>All heart drops from Ace of Hearts will be Black Hearts</p><p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Azazel</p><p class="tags">\*, black, devil, pointy, daemons tail, demons tail, demon tail </p></span></a></li>, <li class="textbox" data-cid="941" data-sid="10023" data-tid="50"><a><div class="item trinket trinket023" onclick=""></div><span><p class="item-title">Missing Poster</p><p class="r-itemid">TrinketID: 23</p><p class="pickup">????</p><p>Dying in a sacrifice room while holding this trinket will unlock The Lost character</p><p>After The Lost is unlocked, dying anywhere with this trinket will bring you back to life as The Lost and the trinket will be deleted</p><p>When playing as Tainted Lost, you don't swap to being regular Lost, it simply acts as an extra life</p><p class="r-unlock">UNLOCK: Unlock this item by beating Dark Room with Isaac</p><p class="tags">\*, page, paper, isaac, white, writing </p></span></a></li>, <li class="textbox" data-cid="931" data-sid="10024" data-tid="10"><a><div class="item trinket trinket024" onclick=""></div><span><p class="item-title">Butt Penny</p><p class="r-itemid">TrinketID: 24</p><p class="pickup">Wealth of gas</p><p>Everytime you pick up a coin, you fart, inflicting poison damage to nearby enemies</p><p>Greatly increases the chance of coins dropping from poops</p><p class="tags">\*, brown, orange, flat </p></span></a></li>, <li class="textbox" data-cid="929" data-sid="10025" data-tid="51.7"><a><div class="item trinket trinket025" onclick=""></div><span><p class="item-title">Mysterious Candy</p><p class="r-itemid">TrinketID: 25</p><p class="pickup">Uh-oh!</p><p>Causes Isaac to create poops randomly</p><p class="tags">\*, chocolate, brown, rectangle </p></span></a></li>, <li class="textbox" data-cid="817" data-sid="10026" data-tid="31"><a><div class="item trinket trinket026" onclick=""></div><span><p class="item-title">Hook Worm</p><p class="r-itemid">TrinketID: 26</p><p class="pickup">Zip zoopl</p><p>Tears now move forwards at right angles, shifting left and right across the room</p><p>+0.4 Tears up</p><p>Grants spectral tears</p><p>Increases your range stat by +10.0 while held but due to the fire pattern, your tears travel a similar distance to normal</p><p class="tags">\*, white, snake, square</p></span></a></li>, <li class="textbox" data-cid="816" data-sid="10027" data-tid="72"><a><div class="item trinket trinket027" onclick=""></div><span><p class="item-title">Whip Worm</p><p class="r-itemid">TrinketID: 27</p><p class="pickup">Woosch!</p><p>Your tears now whip across the room at a very high shot speed</p><p>Shot speed gives your tears more effective range, but doesn't increase your range stat directly</p><p class="tags">\*, snake, white </p></span></a></li>, <li class="textbox" data-cid="960" data-sid="10028" data-tid="8.2"><a><div class="item trinket trinket028" onclick=""></div><span><p class="item-title">Broken Ankh</p><p class="r-itemid">TrinketID: 28</p><p class="pickup">Eternal life?</p><p>Has a 22.2% chance to respawn with 3 Soul hearts as Blue Baby when you die</p><p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Lazarus</p><p class="tags">\*, ank, grey, gray </p></span></a>

</li>, <li class="textbox" data-cid="892" data-sid="10029" data-tid="25">  
<></div>  
<div class="item trinket trinket029" onclick=""></div>  
<span>  
<p class="item-title">Fish Head</p>  
<p class="r-itemid">TrinketID: 29</p>  
<p class="pickup">It stinks</p>  
<p>Everytime Isaac takes damage, one blue fly will spawn</p>  
<p class="tags">\*, the lost item pool, green, red, bloody, dead</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="843" data-sid="10030" data-tid="57">  
<></div>  
<div class="item trinket trinket030" onclick=""></div>  
<span>  
<p class="item-title">Pinky Eye</p>  
<p class="r-itemid">TrinketID: 30</p>  
<p class="pickup">Poison shots</p>  
<p>Isaac's tears have a chance to poison enemies</p>  
<p>The poison effect leaves a damage over time, which deals 4 or 6 damage per tick</p>  
<p>The chance to poison enemies is affected by your luck stat and at +18 Luck it will activate every time</p>  
<p class="tags">\*, red </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="906" data-sid="10031" data-tid="59">  
<></div>  
<div class="item trinket trinket031" onclick=""></div>  
<span>  
<p class="item-title">Push Pin</p>  
<p class="r-itemid">TrinketID: 31</p>  
<p class="pickup">Piercing shots</p>  
<p>Isaac now has a chance to make a spectral and piercing tear</p>  
<p>The chance to fire a piercing tear is affected by your luck stat and at +18 Luck it will activate every time</p>  
<p class="tags">\*, blue</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="958" data-sid="10032" data-tid="41">  
<></div>  
<div class="item trinket trinket032" onclick=""></div>  
<span>  
<p class="item-title">Liberty Cap</p>  
<p class="r-itemid">TrinketID: 32</p>  
<p class="pickup">Touch fuzzy, get dizzy!</p>  
<p>While held, this trinket gives a random mushroom effect each room</p>  
<p>Possible mushrooms include: Mini Mush, Odd Mushroom (Thin), Odd Mushroom (Thick), The Compass</p>  
<p class="tags">\*, ping, pong, paddle, grey, gray, mushroom</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="864" data-sid="10033" data-tid="71">  
<></div>  
<div class="item trinket trinket033" onclick=""></div>  
<span>  
<p class="item-title">Umbilical Cord</p>  
<p class="r-itemid">TrinketID: 33</p>  
<p class="pickup">Fetal protection</p>  
<p>While at 1/2 a red heart of health, you gain a little Steve familiar that follows you and shoots homing tears</p>  
<p><strong class="pri">REPENTANCE</strong> - Umbilical Cord now has a high chance to spawn a Gemini familiar for the room when Isaac takes damage. This effect is stackable</p>  
<p class="tags">\*, the lost item pool, pink, red, guts, intestine, tube</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="853" data-sid="10034" data-tid="15">  
<></div>  
<div class="item trinket trinket034" onclick=""></div>  
<span>  
<p class="item-title">Child's Heart</p>  
<p class="r-itemid">TrinketID: 34</p>  
<p class="pickup">It calls out to its brothers</p>  
<p>Gives Isaac a higher chance to find hearts from drops after clearing a room and from chests</p>  
<p class="tags">\*, the lost item pool, red, purple, childs heart, child heart </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="888" data-sid="10035" data-tid="21">  
<></div>  
<div class="item trinket trinket035" onclick=""></div>  
<span>  
<p class="item-title">Curved Horn</p>  
<p class="r-itemid">TrinketID: 35</p>  
<p class="pickup">DMG up</p>  
<p>+2 Damage Up</p>  
<p>+r-unlock<UNLOCK> Unlock this item by beating the Dark Room with Judas</p>  
<p class="tags">\*, pink, purple, twisted</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="926" data-sid="10036" data-tid="63">  
<></div>  
<div class="item trinket trinket036" onclick=""></div>  
<span>  
<p class="item-title">Rusted Key</p>  
<p class="r-itemid">TrinketID: 36</p>  
<p class="pickup">It feels lucky?</p>  
<p>Gives Isaac a higher chance to find keys and chests</p>  
<p class="tags">\*, brown, wooden, broken </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="976" data-sid="10037" data-tid="29">  
<></div>  
<div class="item trinket trinket037" onclick=""></div>  
<span>  
<p class="item-title">Goat Hoof</p>  
<p class="r-itemid">TrinketID: 37</p>  
<p class="pickup">Speed up</p>  
<p>+0.15 Speed Up</p>  
<p class="tags">\* grey, gray, bloody, square</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="807" data-sid="10038" data-tid="51">  
<></div>  
<div class="item trinket trinket038" onclick=""></div>  
<span>  
<p class="item-title">Mom's Pearl</p>  
<p class="r-itemid">TrinketID: 38</p>  
<p class="pickup">It emanates purity</p>  
<p>Grants a secondary chance of any non-specific heart drop turning into a soul heart</p>  
<p class="tags">\*, the lost item pool, white, grey, gray, circle, round, moms pearl</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="975" data-sid="10039" data-tid="13">  
<></div>  
<div class="item trinket trinket039" onclick=""></div>  
<span>  
<p class="item-title">Cancer</p>  
<p class="r-itemid">TrinketID: 39</p>  
<p class="pickup">"Xy, cancer!"</p>  
<p>-2 Tear Delay (Team Up)</p>  
<p>The fire rate increase is applied in such a way that the higher your tear stat is, the more effective Cancer is</p>  
<p>Breaks the normal fire rate cap, allowing you to fire faster than the normal maximum</p>  
<p class="tags">\*, green, brown, red, saddle, tube</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="861" data-sid="10040" data-tid="61">  
<></div>  
<div class="item trinket trinket040" onclick=""></div>  
<span>  
<p class="item-title">Red Patch</p>  
<p class="r-itemid">TrinketID: 40</p>  
<p class="pickup">Your rage grows</p>  
<p>You have a chance when taking damage to gain +1.8 Damage Up for the rest of the room</p>  
<p class="tags">\*, the lost item pool</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="865" data-sid="10041" data-tid="47">

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<a>
<div class="item trinket trinket041" onclick=""></div>
<span>
<p class="item-title">Match Stick</p>
<p class="r-itemid">TrinketID: 41</p>
<p class="pickup">"Tastes like burning"</p>
<p>Gives Isaac a higher chance to find bombs</p>
<p>Picking up the Match Stick is the only way to remove the Tick trinket</p>
<p class="tags">*, red, white </p>
</span>
</a>
</li>, <li class="textbox" data-cid="838" data-sid="10042" data-tid="43">
<a>
<div class="item trinket trinket042" onclick=""></div>
<span>
<p class="item-title">Lucky Toe</p>
<p class="r-itemid">TrinketID: 42</p>
<p class="pickup">"Luck up!"</p>
<p>+1 Luck Up while held</p>
<p class="r-unlock">UNLOCK: Unlock this item by blowing up 20 shop keepers (this includes the ones in the secret room)</p>
<p class="tags">*, finger, thumb, nail, bone </p>
</span>
</a>
</li>, <li class="textbox" data-cid="808" data-sid="10043" data-tid="19">
<a>
<div class="item trinket trinket043" onclick=""></div>
<span>
<p class="item-title">Cursed Skull</p>
<p class="r-itemid">TrinketID: 43</p>
<p class="pickup">"Cursed?"</p>
<p>When you take damage while on 1/2 a heart, you are teleported back to the previous room</p>
<p class="tags">*, the lost item pool, head, bone, grey, gray, </p>
</span>
</a>
</li>, <li class="textbox" data-cid="821" data-sid="10044" data-tid="65">
<a>
<div class="item trinket trinket044" onclick=""></div>
<span>
<p class="item-title">Safety Cap</p>
<p class="r-itemid">TrinketID: 44</p>
<p class="pickup">"Don't swallow it!"</p>
<p>Gives Isaac a higher chance to find pills</p>
<p class="tags">*, white, pill </p>
</span>
</a>
</li>, <li class="textbox" data-cid="805.5" data-sid="10045" data-tid="5">
<a>
<div class="item trinket trinket045" onclick=""></div>
<span>
<p class="item-title">Ace of Spades</p>
<p class="r-itemid">TrinketID: 45</p>
<p class="pickup">"Luck of the draw"</p>
<p>Gives Isaac a higher chance to find Tarot cards after clearing a room or from chests</p>
<p class="tags">*, card </p>
</span>
</a>
</li>, <li class="textbox" data-cid="949" data-sid="10046" data-tid="33">
<a>
<div class="item trinket trinket046" onclick=""></div>
<span>
<p class="item-title">Isaac's Fork</p>
<p class="r-itemid">TrinketID: 46</p>
<p class="pickup">"Consume thy enemy!"</p>
<p>After clearing a room, you have a chance to heal for half a red heart</p>
<p class="tags">*, the lost item pool, silver, metal, grey, gray, isaacs fork </p>
</span>
</a>
</li>, <li class="textbox" data-cid="839" data-sid="10048" data-tid="49">
<a>
<div class="item trinket trinket048" onclick=""></div>
<span>
<p class="item-title">A Missing Page</p>
<p class="r-itemid">TrinketID: 48</p>
<p class="pickup">"It glows with power!"</p>
<p>When taking damage, Isaac has a chance to deal damage to the entire room in a Necronomicon style effect</p>
<p>The chance to damage enemies is affected by your luck stat and at +50 or more Luck it will activate 50% of the time</p>
<p class="tags">*, the lost item pool, pink, purple, paper, red </p>
</span>
</a>
</li>, <li class="textbox" data-cid="847" data-sid="10049" data-tid="7">
<a>
<div class="item trinket trinket049" onclick=""></div>
<span>
<p class="item-title">Bloody Penny</p>
<p class="r-itemid">TrinketID: 49</p>
<p class="pickup">"Wealth of health"</p>
<p>Everytime you pick up a penny, you have a 25% chance to spawn a red heart on the floor</p>
<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Samson</p>
<p class="tags">*, the lost item pool, red, coin, cent, money </p>
</span>
</a>
</li>, <li class="textbox" data-cid="957" data-sid="10050" data-tid="9">
<a>
<div class="item trinket trinket050" onclick=""></div>
<span>
<p class="item-title">Burnt Penny</p>
<p class="r-itemid">TrinketID: 50</p>
<p class="pickup">"Wealth of chaos"</p>
<p>Everytime you pick up a coin, you have a 25% chance to spawn a bomb on the floor</p>
<p class="r-unlock">UNLOCK: Unlock this item by beating Challenge #13 (Beans!)</p>
<p class="tags">*, money, silver, grey, gray, steam, smoke, cents </p>
</span>
</a>
</li>, <li class="textbox" data-cid="942" data-sid="10051" data-tid="27">
<a>
<div class="item trinket trinket051" onclick=""></div>
<span>
<p class="item-title">Flat Penny</p>
<p class="r-itemid">TrinketID: 51</p>
<p class="pickup">"Wealth of answers"</p>
<p>Everytime you pick up a coin, you have a 25% chance to spawn a key</p>
<p class="tags">*, white, grey, gray, coin, cent, money, cash </p>
</span>
</a>
</li>, <li class="textbox" data-cid="873" data-sid="10052" data-tid="17">
<a>
<div class="item trinket trinket052" onclick=""></div>
<span>
<p class="item-title">Counterfeit Penny</p>
<p class="r-itemid">TrinketID: 52</p>
<p class="pickup">"Wealth of wealth"</p>
<p>When picking up a coin, you have a chance to automatically gain one more coin</p>
<p class="r-unlock">UNLOCK: Unlock this item by playing the shell game in the arcade 100 times</p>
<p class="tags">*, yellow, golden, coin, cent, money, cash, sparkle </p>
</span>
</a>
</li>, <li class="textbox" data-cid="923" data-sid="10053" data-tid="69">
<a>
<div class="item trinket trinket053" onclick=""></div>
<span>
<p class="item-title">Tick</p>
<p class="r-itemid">TrinketID: 53</p>
<p class="pickup">"Well, that's not coming off!"</p>
<p>When you enter a boss room, immediately remove 15% health from the boss and restore 1 red heart</p>
<p>This trinket cannot be dropped by holding the drop key or picking up other trinkets. The only way to remove it is via having a second trinket slot (Mom's Purse, Belly Button) or absorbing it (Marbles, Smel Gulp! pill) or picking up the Match Stick trinket, which will burn it off you</p>
<p class="tags">*, insect, bug, spider, beetle, grey, gray, brown </p>
</span>
</a>
</li>, <li class="textbox" data-cid="887" data-sid="10054" data-tid="35">
<a>
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<div class="item trinket trinket054" onclick=""></div>

<span>

<p class="item-title">Isaac's Head</p>

<p class="r-itemid">TrinketID: 54</p>

<p class="pickup">"Dead friend"</p>

<p>While held, this trinket gives Isaac a familiar that shoots piercing tears that deal 3.5 damage</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Boss Rush with Isaac</p>

<p class="tags">\*, dead, crying, isaacs head </p>

</span>

</a>

</li>, <li class="textbox" data-cid="877" data-sid="10055" data-tid="45">

<a>

<div class="item trinket trinket055" onclick=""></div>

<span>

<p class="item-title">Maggy's Faith</p>

<p class="r-itemid">TrinketID: 55</p>

<p class="pickup">"Faith's reward"</p>

<p>At the start of a new floor, you get an eternal heart</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Maggy</p>

<p class="tags">\*, the lost item pool, cross, yellow, golden, glow, maggys faith </p>

</span>

</a>

</li>, <li class="textbox" data-cid="858" data-sid="10056" data-tid="37">

<a>

<div class="item trinket trinket056" onclick=""></div>

<span>

<p class="item-title">Judas' Tongue</p>

<p class="r-itemid">TrinketID: 56</p>

<p class="pickup">"Payment received"</p>

<p>Items which cost 2 heart containers in a deal with the devil are reduced to only cost 1 heart</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Judas</p>

<p class="tags">\*, the lost item pool, tong, red, bloody, lips, judas tongue </p>

</span>

</a>

</li>, <li class="textbox" data-cid="911" data-sid="10057" data-tid="1">

<a>

<div class="item trinket trinket057" onclick=""></div>

<span>

<p class="item-title">????'s Soul</p>

<p class="r-itemid">TrinketID: 57</p>

<p class="pickup">"Imaginary friend"</p>

<p>Creates a familiar which moves around the room in a similar fashion to The Peeper, shooting tears in the same direction as Isaac</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Blue Baby</p>

<p class="tags">\*, dead, baby, blue, ???s soul, blue baby's soul, blue babys soul </p>

</span>

</a>

</li>, <li class="textbox" data-cid="934" data-sid="10058" data-tid="67">

<a>

<div class="item trinket trinket058" onclick=""></div>

<span>

<p class="item-title">Samson's Lock</p>

<p class="r-itemid">TrinketID: 58</p>

<p class="pickup">"Your rage grows"</p>

<p>When you kill an enemy, you have a chance to get +0.5 damage up for the current room</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Dark Room with Samson</p>

<p class="tags">\*, hair, pony, tail, brown, red, samsons lock </p>

</span>

</a>

</li>, <li class="textbox" data-cid="806" data-sid="10059" data-tid="11">

<a>

<div class="item trinket trinket059" onclick=""></div>

<span>

<p class="item-title">Cain's Eye</p>

<p class="r-itemid">TrinketID: 59</p>

<p class="pickup">"May you see your destination"</p>

<p>Gives a 25% chance to reveal map icons at the start of a new floor (The same effect as the Compass)</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Chest with Cain</p>

<p class="tags">\*, circle, white, black </p>

</span>

</a>

</li>, <li class="textbox" data-cid="962" data-sid="10060" data-tid="23">

<a>

<div class="item trinket trinket060" onclick=""></div>

<span>

<p class="item-title">Eve's Bird Foot</p>

<p class="r-itemid">TrinketID: 60</p>

<p class="pickup">"Revenge from beyond"</p>

<p>When you kill an enemy, you have a chance to spawn a transparent Dead Bird familiar</p>

<p>The Dead Bird familiar deals 2 damage per tick to enemies while in contact with them</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating the Isaac boss with Eve</p>

<p class="tags">\*, grey, gray, black, striped, eves bird foot </p>

</span>

</a>

</li>, <li class="textbox" data-cid="980" data-sid="10061" data-tid="39">

<a>

<div class="item trinket trinket061" onclick=""></div>

<span>

<p class="item-title">The Left Hand</p>

<p class="r-itemid">TrinketID: 61</p>

<p class="pickup">"The left hand path reaps dark rewards"</p>

<p>Replaces chest spawns with red chests</p>

<p><strong>pri</strong>REPENTANCE</strong> - No longer replaces chests that have already spawned</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Ultra Pride</p>

<p class="tags">\*, northernlion, drop the left hand, paw, bloody, bleeding, grey, gray </p>

</span>

</a>

</li>, <li class="textbox" data-cid="827" data-sid="10062" data-tid="1000">

<a>

<div class="trinket item trinket062" onclick=""></div>

<span>

<p class="item-title">Shiny Rock</p>

<p class="r-itemid">TrinketID: 62</p>

<p class="pickup">"It shines for it's brothers"</p>

<p>While held, tinted rocks and rocks with a crawlspace below them will flash white every 10 seconds</p>

<p class="tags">\*, grey, gray, silver, lump, metal, stone </p>

</span>

</a>

</li>, <li class="textbox" data-cid="905" data-sid="10063" data-tid="1000">

<a>

<div class="trinket item trinket063" onclick=""></div>

<span>

<p class="item-title">Safety Scissors</p>

<p class="r-itemid">TrinketID: 63</p>

<p class="pickup">"Fuse cutter"</p>

<p>Turns all troll bombs into bombs which you can pick up and use</p>

<p>Super Troll bombs turn into 1+1 free double bomb pickups</p>

<p class="tags">\*, blue, metal, scissors </p>

</span>

</a>

</li>, <li class="textbox" data-cid="800" data-sid="10064" data-tid="1000">

<a>

<div class="trinket item trinket064" onclick=""></div>

<span>

<p class="item-title">Rainbow Worm</p>

<p class="r-itemid">TrinketID: 64</p>

<p class="pickup">"Bleep bloop blop"</p>

<p>Gives your tears a random worm effect every few seconds</p>

<p>The possible tear effects include: Whip Worm, Ring Worm, Wiggle Worm, Flat Worm, Hook Worm, Pulse Worm, Tape Worm and Lazy Worm</p>

<p class="tags">\*, ight, circle, snake, red, green, blue </p>

</span>

</a>

</li>, <li class="textbox" data-cid="815" data-sid="10065" data-tid="1000">

<a>

<div class="trinket item trinket065" onclick=""></div>

<span>

<p class="item-title">Tape Worm</p>

<p class="r-itemid">TrinketID: 65</p>

<p class="pickup">"Flooooooooooop!"</p>

<p>While held, Tape Worm doubles your range stat and halves your tear height stat</p>

<p class="tags">\*, intestine, white, snake </p>

</span>

</a>

</li>, <li class="textbox" data-cid="809" data-sid="10066" data-tid="1000">

<a>

<div class="trinket item trinket066" onclick=""></div>

<span>

<p class="item-title">Lazy Worm</p>

<p class="r-itemid">TrinketID: 66</p>

<p class="pickup">Pf</p>

<p>-0.4 Shot Speed Down</p>

<p class="tags">\*, circle, button, eyes, white </p>

</span>

</a>

</li>, <li class="textbox" data-cid="823" data-sid="10067" data-tid="1000">

<a>

<div class="trinket item trinket067" onclick=""></div>

<span>

<p class="item-title">Cracked Dice</p>

<p class="r-itemid">TrinketID: 67</p>

<p class="pickup">You feel cursed... kinda.</p>

<p>Every time you get hit, you have a chance to activate the D6, D20, D8 or D12 effect</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with ???</p>

<p class="tags">\*, stone, rock, grey, gray, white, dice, pip, broken, die </p>

</span>

</a>

</li>, <li class="textbox" data-cid="820" data-sid="10068" data-tid="1000">

<a>

<div class="trinket item trinket068" onclick=""></div>

<span>

<p class="item-title">Super Magnet</p>

<p class="r-itemid">TrinketID: 68</p>

<p class="pickup">It pulls</p>

<p>While held this trinket causes all pickups and enemies to move slowly towards you</p>

<p>Will also attract the Mom's Foot and Ultra Greed door entities</p>

<p class="tags">\*, white, grey, gray, pill, medicine, drug </p>

</span>

</a>

</li>, <li class="textbox" data-cid="882" data-sid="10069" data-tid="1000">

<a>

<div class="trinket item trinket069" onclick=""></div>

<span>

<p class="item-title">Faded Polaroid</p>

<p class="r-itemid">TrinketID: 69</p>

<p class="pickup">You feel faded</p>

<p>Randomly Isaac will gain a camouflage for a few seconds and all enemies in the current room will have a confused status effect applied to them</p>

<p>This trinket can be used to open the door to Mausoleum in Depths II</p>

<p class="tags">\*, photo, family, old </p>

</span>

</a>

</li>, <li class="textbox" data-cid="884" data-sid="10070" data-tid="1000">

<a>

<div class="trinket item trinket070" onclick=""></div>

<span>

<p class="item-title">Louse</p>

<p class="r-itemid">TrinketID: 70</p>

<p class="pickup">Itchy, tasty...</p>

<p>Gives a small chance to spawn a friendly attack spider while in a hostile room with enemies</p>

<p class="tags">\*, bug, insect, pink, legs </p>

</span>

</a>

</li>, <li class="textbox" data-cid="894" data-sid="10071" data-tid="1000">

<a>

<div class="trinket item trinket071" onclick=""></div>

<span>

<p class="item-title">Bob's Bladder</p>

<p class="r-itemid">TrinketID: 71</p>

<p class="pickup">Creepy bombs</p>

<p>Leaves a pool of green creep under all bombs you place, which damages enemies that walk over it</p>

<p class="tags">\*, green, bogey, snot, ocarina, bobs bladder, bob bladder </p>

</span>

</a>

</li>, <li class="textbox" data-cid="948" data-sid="10072" data-tid="1000">

<a>

<div class="trinket item trinket072" onclick=""></div>

<span>

<p class="item-title">Watch Battery</p>

<p class="r-itemid">TrinketID: 72</p>

<p class="pickup">Lil charge</p>

<p>Gives a +6.66% chance of getting a small battery after clearing a room</p>

<p>Gives a +2.0% chance for pickups to be small batteries</p>

<p>Gives a +5.0% chance to add an extra charge to your active item after clearing a room</p>

<p class="tags">\*, metal, grey, gray, silver, pill, cross </p>

</span>

</a>

</li>, <li class="textbox" data-cid="856" data-sid="10073" data-tid="1000">

<a>

<div class="trinket item trinket073" onclick=""></div>

<span>

<p class="item-title">Blasting Cap</p>

<p class="r-itemid">TrinketID: 73</p>

<p class="pickup">Pop! Pop!</p>

<p>Exploding bombs now have a chance to drop another bomb that you can pick up</p>

<p class="tags">\*, orange, red, circle </p>

</span>

</a>

</li>, <li class="textbox" data-cid="981" data-sid="10074" data-tid="1000">

<a>

<div class="trinket item trinket074" onclick=""></div>

<span>

<p class="item-title">Stud Finder</p>

<p class="r-itemid">TrinketID: 74</p>

<p class="pickup">The ground below feels hollow...</p>

<p>Higher chance to find crawl spaces when exploding rocks</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by beating Challenge #27 (Brains)</p>

<p class="tags">\*, toe, finger, thumb, grey, gray, black, red, yellow </p>

</span>

</a>

</li>, <li class="textbox" data-cid="856.5" data-sid="10075" data-tid="1000">

<a>

<div class="trinket item trinket075" onclick=""></div>

<span>

<p class="item-title">Error</p>

<p class="r-itemid">TrinketID: 75</p>

<p class="pickup">Effect not found?</p>

<p>Gives a different trinket effect per room, randomly choosing between any of the other available trinkets in the game</p>

<p>Each room is locked to a specific trinket effect, meaning if you exit and re-enter a room, that specific room will always have the same effect.

</p>

<p class="tags">\*, 404, red </p>

</span>

</a>

</li>, <li class="textbox" data-cid="841" data-sid="10076" data-tid="1000">

<a>

<div class="trinket item trinket076" onclick=""></div>

<span>

<p class="item-title">Poker Chip</p>

<p class="r-itemid">TrinketID: 76</p>

<p class="pickup">It's double down time!</p>

<p>Chests now have a 50/50 chance to either pay out with extra consumables or nothing/an enemy</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by beating Challenge #26 (I Rule)</p>

<p class="tags">\*, red, white, circle, pill, bow </p>

</span>

</a>

</li>, <li class="textbox" data-cid="886" data-sid="10077" data-tid="1000">

<a>

<div class="trinket item trinket077" onclick=""></div>

<span>

<p class="item-title">Blisterc</p>

<p class="r-itemid">TrinketID: 77</p>

<p class="pickup">Bounce back!</p>

<p>Tears have a stronger knockback effect while this trinket is held</p>

<p class="tags">\*, white, lump, circle, hairy </p>

</span>

</a>

</li>, <li class="textbox" data-cid="850" data-sid="10078" data-tid="1000">

<a>

<div class="trinket item trinket078" onclick=""></div>

<span>

<p class="item-title">Second Hand</p>

<p class="r-itemid">TrinketID: 78</p>

<p class="pickup">Extended stat effect time</p>

<p>Increases the time that status effects stay on enemies. e.g. With poison effects, the damage over time poison will last for much longer.

</p>

<p class="tags">\*, red, stick, dynamite, tnt, rod </p>

</span>

</a>

<li>, <li class="textbox" data-cid="967" data-sid="10079" data-tid="1000">

<a>

<div class="trinket item trinket079" onclick=""></div>

<span>

<p class="item-title">Endless Nameless</p>

<p class="r-itemid">TrinketID: 79</p>

<p class="pickup">I'm stuck in a loop...</p>

<p>While held there is a small chance when using a tarot card or pill that a copy of it will be dropped on the floor next to you</p>

<p class="tags">\*, grey, gray, black, infinity, oo </p>

</span>

</a>

<li>, <li class="textbox" data-cid="969" data-sid="10080" data-tid="1000">

<a>

<div class="trinket item trinket080" onclick=""></div>

<span>

<p class="item-title">Black Feather</p>

<p class="r-itemid">TrinketID: 80</p>

<p class="pickup">With darkness comes power</p>

<p>+0.2 Damage Up for each 'evil' item you have</p>

<p>Items classed as evil in this case are Black Candle, Ceremonial Robes, Abaddon, Goat Head, Match Book, Missing Page 2, Safety Pin</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Greed Mode with Eve</p>

<p class="tags">\*, grey, gray, leaf </p>

</span>

</a>

<li>, <li class="textbox" data-cid="828" data-sid="10081" data-tid="1000">

<a>

<div class="trinket item trinket081" onclick=""></div>

<span>

<p class="item-title">Blind Rage</p>

<p class="r-itemid">TrinketID: 81</p>

<p class="pickup">Blind to damage</p>

<p>Invincibility lasts longer after getting hit (Increased i-frames)</p>

<p>This makes it possible to use the Blood Donation machine twice from one hit of damage</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Blue Womb (Hush) with Samson</p>

<p class="tags">\*, bandana, sling, white, knot, blindfold </p>

</span>

</a>

<li>, <li class="textbox" data-cid="870" data-sid="10082" data-tid="1000">

<a>

<div class="trinket item trinket082" onclick=""></div>

<span>

<p class="item-title">Golden Horse Shoe</p>

<p class="r-itemid">TrinketID: 82</p>

<p class="pickup">Feel lucky!</p>

<p>+15% chance to get a double item room to spawn on the next floor</p>

<p>If the effect activates, two items spawn in your item room, however only one can be taken (Same effect as the More Options item)</p>

<p>The chance doubles to +30% with the effect from Mom's Box</p>

<p class="tags">\*, yellow, u, magnet </p>

</span>

</a>

<li>, <li class="textbox" data-cid="951" data-sid="10083" data-tid="1000">

<a>

<div class="trinket item trinket083" onclick=""></div>

<span>

<p class="item-title">Store Keys</p>

<p class="r-itemid">TrinketID: 83</p>

<p class="pickup">Stores are open!</p>

<p>Automatically opens all shop room doors for free</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by donating 666 coins to the Greed Donation Machine</p>

<p class="r-unlock">UNLOCK: Keeper starts with this trinket after beating Satan with Keeper</p>

<p class="tags">\* starting, grey, gray, metal </p>

</span>

</a>

<li>, <li class="textbox" data-cid="822" data-sid="10084" data-tid="1000">

<a>

<div class="trinket item trinket084" onclick=""></div>

<span>

<p class="item-title">Rib of Greed</p>

<p class="r-itemid">TrinketID: 84</p>

<p class="pickup">Feels greedy!</p>

<p>Forces the Greed and Super Greed mini bosses to no longer appear in shops or secret rooms</p>

<p>Holding Rib of Greed increase your chance to receive coin drops</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by beating Ultra Greed with Keeper</p>

<p class="tags">\*, white, trunk, bent </p>

</span>

</a>

<li>, <li class="textbox" data-cid="897" data-sid="10085" data-tid="1000">

<a>

<div class="trinket item trinket085" onclick=""></div>

<span>

<p class="item-title">Karma</p>

<p class="r-itemid">TrinketID: 85</p>

<p class="pickup">Karma up!</p>

<p>Donating to a Donation Machine has a chance to heal Isaac for a full red heart or spawn a Beggar</p>

<p>Can't spawn in greed mode</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating The Lamb boss with Keeper</p>

<p class="tags">\*, black, three, spiral </p>

</span>

</a>

<li>, <li class="textbox" data-cid="880" data-sid="10086" data-tid="1000">

<a>

<div class="trinket item trinket086" onclick=""></div>

<span>

<p class="item-title">Lil Larva</p>

<p class="r-itemid">TrinketID: 86</p>

<p class="pickup">The poop is moving...</p>

<p>Destroying poops now gives you a blue fly</p>

<p class="tags">\*, white, grey, gray, bent </p>

</span>

</a>

<li>, <li class="textbox" data-cid="868" data-sid="10087" data-tid="1000">

<a>

<div class="trinket item trinket087" onclick=""></div>

<span>

<p class="item-title">Mom's Locket</p>

<p class="r-itemid">TrinketID: 87</p>

<p class="pickup">you feel her love!</p>

<p>While held, you heal for half a red heart every time you use a key to open a door or golden chest</p>

<p>Changes all half red hearts into full hearts</p>

<p>Hearts dropped from Tainted Magdalene's mechanic will be always full red hearts</p>

<p class="tags">\*, red, brown, grey, gray, necklace, moms locket, mom locket </p>

</span>

</a>

<li>, <li class="textbox" data-cid="834" data-sid="10088" data-tid="1000">

<a>

<div class="trinket item trinket088" onclick=""></div>

<span>

<p class="item-title">NO!</p>

<p class="r-itemid">TrinketID: 88</p>

<p class="pickup">Never again!</p>

<p>While this trinket is held you have a significantly lower chance to find spacebar/active items</p>

<p>It will cause passive items to spawn except when the game cannot generate any more passive items and will then instead choose spacebar/active items</p>

<p>Some hard coded spacebar items from bosses and mini-bosses (i.e. Krampus Head) can still spawn</p>

<p>Bible drops caused by the Rosary item are not prevented by this trinket</p>

<p class="tags">\*, stop, red, circle, line, cross, entry, warning </p>

</span>

</a>

<li>, <li class="textbox" data-cid="899" data-sid="10089" data-tid="1000">

<a>  
<div class="trinket item trinket089" onclick=""></div>  
<span>  
<p class="item-title">Child Leash</p>  
<p class="r-itemid">TrinketID: 89</p>  
<p class="pickup">"Keep your friends close..."</p>  
<p>Causes your familiars to stay closer to each other</p>  
<p class="tags">\*, ribbon, green, blue </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="930" data-sid="10090" data-tid="1000">  
<a>  
<div class="trinket item trinket090" onclick=""></div>  
<span>  
<p class="item-title">Brown Cap</p>  
<p class="r-itemid">TrinketID: 90</p>  
<p class="pickup">"Fartoom!"</p>  
<p>Poop in the environment will now explode when destroyed</p>  
<p class="tags">\*, circle, rectangle </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="966" data-sid="10091" data-tid="1000">  
<a>  
<div class="trinket item trinket091" onclick=""></div>  
<span>  
<p class="item-title">Meconium</p>  
<p class="r-itemid">TrinketID: 91</p>  
<p class="pickup">"Eww"</p>  
<p>While held you have an increased chance for Black Poops to spawn, which deal damage to all enemies in the room when destroyed</p>  
<p>Gives The Poop active item a chance to spawn a Black Poop too!</p>  
<p>UNLOCK: Unlock this trinket by defeating Greedier Mode with ???</p>  
<p class="tags">\*, black, grey, gray, poop </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="871" data-sid="10092" data-tid="1000">  
<a>  
<div class="trinket item trinket092" onclick=""></div>  
<span>  
<p class="item-title">Cracked Crown</p>  
<p class="r-itemid">TrinketID: 92</p>  
<p class="pickup">"Boost Stats"</p>  
<p>Boosts speed, range, shot speed, tears and damage if they are above their base values by roughly +20%</p>  
<p>Affects stat bonuses from passive items, trinkets that are absorbed or in a second trinket slot, and permanent bonuses given by items such as Void</p>  
<p class="r-unlock">UNLOCK: Unlock this trinket by getting a 5-win streak in daily challenges (must have a score of above 0 on the score screen)</p>  
<p class="tags">\*, broken, damaged, yellow, golden </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="805" data-sid="10093" data-tid="1000">  
<a>  
<div class="trinket item trinket093" onclick=""></div>  
<span>  
<p class="item-title">Used Diaper</p>  
<p class="r-itemid">TrinketID: 93</p>  
<p class="pickup">"You Stink!"</p>  
<p>While held, gives the Skatole effect only in certain rooms, which will turn hostile flies to neutral and stop others from shooting</p>  
<p>Attack, Dart and Ring Flies turn into neutral Black Flies and Pooters and Fat Flies will no longer fire at you</p>  
<p class="tags">\*, circle, white, fly, brown, poop </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="898" data-sid="10094" data-tid="1000">  
<a>  
<div class="trinket item trinket094" onclick=""></div>  
<span>  
<p class="item-title">Fish Tail</p>  
<p class="r-itemid">TrinketID: 94</p>  
<p class="pickup">"It also stinks!"</p>  
<p>Items and trinkets which generate blue flies and spiders will have double the effect, causing twice as many to spawn</p>  
<p class="tags">\*, grey, gray, green, arrow, flower, plant </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="972.5" data-sid="10095" data-tid="1000">  
<a>  
<div class="trinket item trinket095" onclick=""></div>  
<span>  
<p class="item-title">Black Tooth</p>  
<p class="r-itemid">TrinketID: 95</p>  
<p class="pickup">"It looks dead!"</p>  
<p>Some tears will randomly become a black tooth, that deal double your normal tear damage and can poison enemies</p>  
<p class="tags">\*, grey, gray, horn </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="974" data-sid="10096" data-tid="1000">  
<a>  
<div class="trinket item trinket096" onclick=""></div>  
<span>  
<p class="item-title">Ouroboros Worm</p>  
<p class="r-itemid">TrinketID: 96</p>  
<p class="pickup">"Foop foop!"</p>  
<p>Tears become spectral and travel in a huge spiral pattern</p>  
<p>+1.5 Range Up</p>  
<p>+0.4 Tears up</p>  
<p class="tags">\*, grey, gray, brown, circle, snake </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="843.5" data-sid="10097" data-tid="1000">  
<a>  
<div class="trinket item trinket097" onclick=""></div>  
<span>  
<p class="item-title">Tonsil</p>  
<p class="r-itemid">TrinketID: 97</p>  
<p class="pickup">"Sick..."</p>  
<p>Every time you take damage you have a very small chance to gain a Tonsil familiar, which follows you and blocks enemy projectiles</p>  
<p>This effect can happen twice before the Tonsil trinket is destroyed</p>  
<p>Does not deal contact damage to enemies</p>  
<p class="tags">\*, pink, bloody, brain </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="895" data-sid="10098" data-tid="1000">  
<a>  
<div class="trinket item trinket098" onclick=""></div>  
<span>  
<p class="item-title">Nose Goblin</p>  
<p class="r-itemid">TrinketID: 98</p>  
<p class="pickup">"Seems magic..."</p>  
<p>Your tears have a random chance to become booger tears</p>  
<p>Booger tears stick on to enemies and deal periodic poison damage until they die or 60 seconds passes. Each tick of poison damage is equal to your normal tear damage</p>  
<p>The boogers will have a homing effect</p>  
<p class="tags">\*, green, snot, booger, bogey, slime </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="867" data-sid="10099" data-tid="1000">  
<a>  
<div class="trinket item trinket099" onclick=""></div>  
<span>  
<p class="item-title">Super Ball</p>  
<p class="r-itemid">TrinketID: 99</p>  
<p class="pickup">"Boing!"</p>  
<p>Some random tears will gain the Rubber Cement effect and become bouncy</p>  
<p class="tags">\*, yellow, orange, red, circle, stripe </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="876" data-sid="10100" data-tid="1000">  
<a>  
<div class="trinket item trinket100" onclick=""></div>  
<span>  
<p class="item-title">Vibrant Bulb</p>  
<p class="r-itemid">TrinketID: 100</p>  
<p class="pickup">"It needs power!"</p>  
<p>Grants +0.25 Speed, +0.75 Range, +0.1 Shot Speed, +0.2 Tears, +0.5 Damage and +1 Luck when Isaac's active item is fully charged</p>  
<p>Infinite use items such as Potato Peeler count as charged and provide the bonus from this trinket</p>  
<p class="tags">\*, yellow, light </p>

</span>  
</a>  
<li class="textbox" data-cid="959" data-sid="10101" data-tid="1000">  
<a>  
<div class="trinket item trinket101" onclick=""></div>  
<span>  
<p class="item-title">Dim Bulb</p>  
<p class="r-itemid">TrinketID: 101</p>  
<p class="pickup">"think it's broken"</p>  
<p>Grants +0.5 Speed, +1.5 Range, +0.3 Shot Speed, +0.4 Tears, +1.5 Damage when Isaac's active item is completely uncharged</p>  
<p>One-time use items such as Mama Mega count as uncharged and provide the bonus from this trinket</p>  
<p class="tags">\*, grey, gray, light </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="915" data-sid="10102" data-tid="1000">  
<a>  
<div class="trinket item trinket102" onclick=""></div>  
<span>  
<p class="item-title">Fragmented Card</p>  
<p class="r-itemid">TrinketID: 102</p>  
<p class="pickup">"Double moon"</p>  
<p>Gives you another secret room on each new floor while held</p>  
<p>Does not spawn more than one super secret room, only the normal secret room</p>  
<p class="tags">\*, purple, torn, ripped, paper, page, poster </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="852" data-sid="10103" data-tid="1000">  
<a>  
<div class="trinket item trinket103" onclick=""></div>  
<span>  
<p class="item-title">Equality!</p>  
<p class="r-itemid">TrinketID: 103</p>  
<p class="pickup">"</p>  
<p>When you have the same amount of coins, bombs and keys, half consumables turn into their doubled version</p>  
<p>This effect works for any number of consumables, including 0 and 99, as long as the count for coins/keys/bombs is equal</p>  
<p class="tags">\*, red, lines, redpill </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="953" data-sid="10104" data-tid="1000">  
<a>  
<div class="trinket item trinket104" onclick=""></div>  
<span>  
<p class="item-title">Wish Bone</p>  
<p class="r-itemid">TrinketID: 104</p>  
<p class="pickup">"Make a wish"</p>  
<p>Every time you take damage you have a very small chance to spawn a random pedestal item</p>  
<p>When the effect triggers, the trinket is destroyed</p>  
<p class="tags">\*, grey, gray, claw, rib </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="922" data-sid="10105" data-tid="1000">  
<a>  
<div class="trinket item trinket105" onclick=""></div>  
<span>  
<p class="item-title">Bag Lunch</p>  
<p class="r-itemid">TrinketID: 105</p>  
<p class="pickup">"I wonder what it is"</p>  
<p>Every time you take damage you have a very small chance to spawn the Lunch item, which gives +1 HP up</p>  
<p>When the effect triggers, this trinket is destroyed</p>  
<p class="tags">\*, brown, sack, hoof </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="920" data-sid="10106" data-tid="1000">  
<a>  
<div class="trinket item trinket106" onclick=""></div>  
<span>  
<p class="item-title">Lost Cork</p>  
<p class="r-itemid">TrinketID: 106</p>  
<p class="pickup">"Uncorked"</p>  
<p>Increases the radius of any creep you produce</p>  
<p class="tags">\*, brown, yellow, orange, black </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="919" data-sid="10107" data-tid="1000">  
<a>  
<div class="trinket item trinket107" onclick=""></div>  
<span>  
<p class="item-title">Crow Heart</p>  
<p class="r-itemid">TrinketID: 107</p>  
<p class="pickup">"Drain me"</p>  
<p>While held, any damage taken remove red hearts first, before soul hearts, black hearts and rotten heart damage</p>  
<p>While at 1/2 of a red heart, it will begin to remove your other hearts again</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating Greedier mode with Eve</p>  
<p class="tags">\*, crow's, purple, blue, bloody</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="921" data-sid="10108" data-tid="1000">  
<a>  
<div class="trinket item trinket108" onclick=""></div>  
<span>  
<p class="item-title">Walnut</p>  
<p class="r-itemid">TrinketID: 108</p>  
<p class="pickup">"That's a hard nut to crack!"</p>  
<p>The Walnut has a chance to break when taking damage from an explosion. If it does, it will drop a random trinket, coin, heart and key</p>  
<p>The Walnut trinket is destroyed once the effect activates</p>  
<p class="tags">\*, brown, brain, stone, rock </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="943" data-sid="10109" data-tid="1000">  
<a>  
<div class="trinket item trinket109" onclick=""></div>  
<span>  
<p class="item-title">Duct Tape</p>  
<p class="r-itemid">TrinketID: 109</p>  
<p class="pickup">"Stuck!"</p>  
<p>Causes any orbitalists you have to stop moving while held</p>  
<p>Stops shooting familiars from moving (including Lilith's Incubus)</p>  
<p>Some familiars with irregular movement are not affected by Duct Tape, such as Abel, BBB, Bumbo, Guppy's Hair Ball, Lil Gurdy, Punching Bag, Robo-Baby 2.0, Succubus</p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="947" data-sid="10110" data-tid="1000">  
<a>  
<div class="trinket item trinket110" onclick=""></div>  
<span>  
<p class="item-title">Silver Dollar</p>  
<p class="r-itemid">TrinketID: 110</p>  
<p class="pickup">"Feels lucky..."</p>  
<p>While held, shops will now appear on the womb floors (The Womb, Utero and Scarred Womb)</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Cain</p>  
<p class="tags">\*, coin, money, cash, cent </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="853.5" data-sid="10111" data-tid="1000">  
<a>  
<div class="trinket item trinket111" onclick=""></div>  
<span>  
<p class="item-title">Bloody Crown</p>  
<p class="r-itemid">TrinketID: 111</p>  
<p class="pickup">"Drips with blood..."</p>  
<p>While held, item rooms now appear on the womb floors (The Womb, Utero and Scarred Womb)</p>  
<p><strong><small>pri</small>REPENTANCE</strong> - Causes item rooms to appear on Corpse floors</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with Samson</p>  
<p class="tags">\*, red, dripping </p>  
</span>  
</a>  
</li>, <li class="textbox" data-cid="901" data-sid="10112" data-tid="1000">  
<a>  
<div class="trinket item trinket112" onclick=""></div>  
<span>  
<p class="item-title">Pay To Win</p>

<p class="r-itemid">TrinketID: 112</p>

<p class="pickup">...</p>

<p><b>While held, restock boxes will always spawn in item rooms</b></p>

<p class="tags">\*, cent, money, cash, coin, pixel, blue, green, p2w </p>

</span>

</a>

</li>, <li class="textbox" data-cid="845" data-sid="10113" data-tid="1000">

<a>

<div class="trinket item trinket113" onclick=""></div>

<span>

<p class="item-title">Locust of War</p>

<p class="r-itemid">TrinketID: 113</p>

<p class="pickup">I Bring Wrath</p>

<p>Upon entering a room with enemies, spawns a Red Locust which detonates upon impact with enemies, dealing double tear damage for the impact of the Locust and 60 damage for the explosion</p>

<p>Can be dangerous as the fly will target the nearest enemy, which can be close enough to catch Isaac in its blast radius</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac in the Cathedral as Apollyon</p>

<p class="tags">\*, red, wings, fly, locust of wrath</p>

</span>

</a>

</li>, <li class="textbox" data-cid="893" data-sid="10114" data-tid="1000">

<a>

<div class="trinket item trinket114" onclick=""></div>

<span>

<p class="item-title">Locust of Pestilence</p>

<p class="r-itemid">TrinketID: 114</p>

<p class="pickup">I Bring Pestilence</p>

<p>At the start of each new hostile room you spawn a green attack fly, which will target a nearby enemy, deal double your tear damage and then poison them</p>

<p class="r-unlock">UNLOCK: Unlock this item by beating Satan with Apollyon</p>

<p class="tags">\*, green, wings, fly</p>

</span>

</a>

</li>, <li class="textbox" data-cid="935" data-sid="10115" data-tid="1000">

<a>

<div class="trinket item trinket115" onclick=""></div>

<span>

<p class="item-title">Locust of Famine</p>

<p class="r-itemid">TrinketID: 115</p>

<p class="pickup">I bring Famine</p>

<p>At the start of each new hostile room you spawn a yellow attack fly, which will target a nearby enemy, deal double your tear damage and apply a slowing effect to it</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating ??? in The Chest as Apollyon</p>

<p class="tags">\*, brown, wings, fly</p>

</span>

</a>

</li>, <li class="textbox" data-cid="970" data-sid="10116" data-tid="1000">

<a>

<div class="trinket item trinket116" onclick=""></div>

<span>

<p class="item-title">Locust of Death</p>

<p class="r-itemid">TrinketID: 116</p>

<p class="pickup">I bring Death</p>

<p>Upon entering a room with enemies, spawns a Black Locust that deals quadruple Isaac's damage, applied as two hits of double damage</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating The Lamb as Apollyon</p>

<p class="tags">\*, grey, gray, black, wings, fly</p>

</span>

</a>

</li>, <li class="textbox" data-cid="829" data-sid="10117" data-tid="1000">

<a>

<div class="trinket item trinket117" onclick=""></div>

<span>

<p class="item-title">Locust of Conquest</p>

<p class="r-itemid">TrinketID: 117</p>

<p class="pickup">I Bring Conquest</p>

<p>At the start of each new hostile room you spawn 2-5 white attack flies, which will target a nearby enemy and deal double your tear damage to it</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Boss Rush as Apollyon</p>

<p class="tags">\*, white, wings, fly</p>

</span>

</a>

</li>, <li class="textbox" data-cid="971" data-sid="10118" data-tid="1000">

<a>

<div class="trinket item trinket118" onclick=""></div>

<span>

<p class="item-title">Bat Wing</p>

<p class="r-itemid">TrinketID: 118</p>

<p class="pickup">They Are Growing...</p>

<p>When killing an enemy, you have a very small chance to gain the ability to fly for the rest of the room</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Greedier Mode with Azazel</p>

<p class="tags">\*, black, grey, gray</p>

</span>

</a>

</li>, <li class="textbox" data-cid="863" data-sid="10119" data-tid="1000">

<a>

<div class="trinket item trinket119" onclick=""></div>

<span>

<p class="item-title">Stem Cell</p>

<p class="r-itemid">TrinketID: 119</p>

<p class="pickup">Regen!</p>

<p>Stem Cell heals Isaac's red heart containers to 50% each floor</p>

<p>If Isaac already has 50% health or more, it heals half of a heart instead</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Greedier Mode with Samson</p>

<p class="tags">\*, red, pink, orange, eye, circle</p>

</span>

</a>

</li>, <li class="textbox" data-cid="878" data-sid="10120" data-tid="1000">

<a>

<div class="trinket item trinket120" onclick=""></div>

<span>

<p class="item-title">Hairpin</p>

<p class="r-itemid">TrinketID: 120</p>

<p class="pickup">Danger charge</p>

<p>Fully recharges your active item at the start of each boss fight</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Zaratus</p>

<p class="tags">\*, yellow, whip, glow, black</p>

</span>

</a>

</li>, <li class="textbox" data-cid="932" data-sid="10121" data-tid="1000">

<a>

<div class="trinket item trinket121" onclick=""></div>

<span>

<p class="item-title">Wooden Cross</p>

<p class="r-itemid">TrinketID: 121</p>

<p class="pickup">My faith protects me</p>

<p>Gives you the Holy Mantle shield effect at the start of every new floor, which protects you from the next hit of damage you take</p>

<p>Does not recharge until the start of the next floor</p>

<p>Stacks with the effects from Holy Mantle and Blanket, but it does not stack with Holy Card</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Ep and Mills</p>

<p class="tags">\*, brown, crucifix</p>

</span>

</a>

</li>, <li class="textbox" data-cid="875" data-sid="10122" data-tid="1000">

<a>

<div class="trinket item trinket122" onclick=""></div>

<span>

<p class="item-title">Button!</p>

<p class="r-itemid">TrinketID: 122</p>

<p class="pickup">I Can't hold it!</p>

<p>Using your active item while holding this trinket will drop it back on a pedestal on the ground</p>

<p>Also after taking damage, you have a very small chance to drop one of your passive items</p>

<p>One-time use active items will be consumed and not dropped</p>

<p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by MarkusLeben and iquesti</p>

<p class="tags">\*, yellow, golden, box, block, square, cube</p>

</span>

</a>

</li>, <li class="textbox" data-cid="950" data-sid="10123" data-tid="1000">

<a>

<div class="trinket item trinket123" onclick=""></div>

<span>

<p class="item-title">Filigree Feather</p>

<p class="r-itemid">TrinketID: 123</p>

<p class="pickup">Angelic spoils!</p>

<p>Holding this trinket will cause the Angel mini bosses to drop normal items instead of Key Pieces</p>

<p>Added as part of the Afterbirth+ Booster Pack #2, designed by Edmund McMillen</p>

<p class="tags">\*, silver, grey, gray, white, quill </p>

</span>

</a>

</li>, <li class="textbox" data-cid="924" data-sid="10124" data-tid="1000">

<a>

<div class="trinket item trinket124" onclick=""></div>

<span>

<p class="item-title">Door Stop</p>

<p class="r-itemid">TrinketID: 124</p>

<p class="pickup">"Hold the door!"</p>

<p>While held, the last door Isaac went through stays open, allowing him to leave the room even if enemies are in it</p>

<p>This trinket works on boss rooms (except Ultra Greed) and devil rooms containing Krampus, allowing you to exit out mid-fight</p>

<p>Does not drop in Greed mode</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by blowing up doors and secret room walls 50 times</p>

<p class="tags">\*, door, stop, wedge, cheese, wood, brown, hodor, game of thrones, Wylis </p>

</span>

</a>

</li>, <li class="textbox" data-cid="939" data-sid="10125" data-tid="1000">

<a>

<div class="trinket item trinket125" onclick=""></div>

<span>

<p class="item-title">Extension Cord</p>

<p class="r-itemid">TrinketID: 125</p>

<p class="pickup">"Charged friends!"</p>

<p>After being picked up, a yellow laser chain now flows through Isaac's familiars</p>

<p>Added as part of the Afterbirth+ Booster Pack #4 and based on the Steam Workshop mod created by Strawrat and Aczom</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="891" data-sid="10126" data-tid="1000">

<a>

<div class="trinket item trinket126" onclick=""></div>

<span>

<p class="item-title">Rotten Penny</p>

<p class="r-itemid">TrinketID: 126</p>

<p class="pickup">"Wealth of flies"</p>

<p>While held, spawns +1 friendly blue fly every time you pick up a coin</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Eufuu</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by having a lot of blue flies at once</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="902" data-sid="10127" data-tid="1000">

<a>

<div class="trinket item trinket127" onclick=""></div>

<span>

<p class="item-title">Baby-Bender</p>

<p class="r-itemid">TrinketID: 127</p>

<p class="pickup">"Feed them magic!"</p>

<p>While held this trinket gives your familiars homing shots</p>

<p>Added as part of the Afterbirth+ Booster Pack #5. Based on the Steam Workshop mod created by Ink Tears</p>

<p class="r-unlock">UNLOCK: Unlock this item by having two items or effects that grant homing shots at once (e.g. Spoon Bender, Telepathy for Dummies, I - The Magician)</p>

<p class="tags">\*, baby bender babybender </p>

</span>

</a>

</li>, <li class="textbox" data-cid="830" data-sid="10128" data-tid="1000">

<a>

<div class="trinket item trinket128" onclick=""></div>

<span>

<p class="item-title">Finger Bone</p>

<p class="r-itemid">TrinketID: 128</p>

<p class="pickup">"It looks brittle"</p>

<p>While held, gives you a small chance to gain a bone heart everytime you take damage</p>

<p>Added as part of the Afterbirth+ Booster Pack #5</p>

<p><strong class="pink">REPENTANCE</strong> - Finger Bone's chance to grant a bone heart has been increased to 5% per hit taken (from 2%)</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Ultra Greed as The Forgotten</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="804" data-sid="10129" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx129" onclick=""></div>

<span>

<p class="item-title">Jawbreaker</p>

<p class="r-itemid">TrinketID: 129</p>

<p class="pickup">"Don't chew on it!"</p>

<p>Tears have a chance to become a tooth, dealing x3.2 damage, similar to Tough Love</p>

<p>The chance to fire a tooth with this trinket is affected by your Luck stat</p>

<p>At +0 luck you have ~12% chance for this effect to activate</p>

<p>At +9 luck every tear you fire will be a tooth</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="965" data-sid="10130" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx130" onclick=""></div>

<span>

<p class="item-title">Chewed Pen</p>

<p class="r-itemid">TrinketID: 130</p>

<p class="pickup">"It's leaking"</p>

<p>Tears have a chance to slow enemies</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="907" data-sid="10131" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx131" onclick=""></div>

<span>

<p class="item-title">Blessed Penny</p>

<p class="r-itemid">TrinketID: 131</p>

<p class="pickup">"Wealth of purity"</p>

<p>Chance to spawn half a soul heart when picking up a coin</p>

<p>The chance scales up based on the coin's worth: Penny = 16.66%, Double Penny = 30.5%, Nickel = 59.7%, Dime = 83.3%</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating ??? as Bethany</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="855" data-sid="10132" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx132" onclick=""></div>

<span>

<p class="item-title">Broken Syringe</p>

<p class="r-itemid">TrinketID: 132</p>

<p class="pickup">"Mystery medicine"</p>

<p>Gives you a random syringe effect every room</p>

<p>The effect can be The Virus, Roid Rage, Speed Ball, Experimental Treatment, Synthoil, Euthanasia or Growth Hormones</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="862" data-sid="10133" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx133" onclick=""></div>

<span>

<p class="item-title">Short Fuse</p>

<p class="r-itemid">TrinketID: 133</p>

<p class="pickup">"Faster explosions"</p>

<p>Placed bombs explode after 0.66 seconds instead of the usual 1.5 seconds</p>

<p>This was called Exploded Firecracker in Antibirth</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="881" data-sid="10134" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx134" onclick=""></div>

<span>

<p class="item-title">Gigante Bean</p>

<p class="r-itemid">TrinketID: 134</p>

<p class="pickup">"Mega farts"</p>

<p>Farts produced by Isaac or familiars will be twice as large</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="977" data-sid="10135" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx135" onclick=""></div>

<span>

<p class="item-title">A Lighter</p>

<p class="r-itemid">TrinketID: 135</p>

<p class="pickup">Watch the world burn</p>

<p>Chance for enemies to burn when entering a room</p>

<p>The chance for this effect to activate is effected by your Luck stat</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="964" data-sid="10136" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx136" onclick=""></div>

<span>

<p class="item-title">Broken Padlock</p>

<p class="r-itemid">TrinketID: 136</p>

<p class="pickup">Bombs are key</p>

<p>Explosions can open locked doors</p>

<p>This includes key blocks and golden chests</p>

<p class="tags">\*, </p>

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</a>

</li>, <li class="textbox" data-cid="900" data-sid="10137" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx137" onclick=""></div>

<span>

<p class="item-title">Myosotis</p>

<p class="r-itemid">TrinketID: 137</p>

<p class="pickup">Forget me not...</p>

<p>Pickups left on current floor will appear in the starting room of the next floor, up to a maximum of 4 pickups</p>

<p class="tags">\*, flower, blue, petal, leaf, myosotis</p>

</span>

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</li>, <li class="textbox" data-cid="801" data-sid="10138" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx138" onclick=""></div>

<span>

<p class="item-title"> \*C</p>

<p class="r-itemid">TrinketID: 138</p>

<p class="pickup" style="white-space: pre-wrap;">t's broken! Reroll your dest "</p>

<p>Active item will be rerolled upon using them</p>

<p>Using with Book of Virtues will only reroll the item the book is holding</p>

<p>Has no effect with Notched Axe due to how its durability works</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Eden</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="904" data-sid="10139" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx139" onclick=""></div>

<span>

<p class="item-title">Teardrop Charm</p>

<p class="r-itemid">TrinketID: 139</p>

<p class="pickup">It feels lucky</p>

<p>Random luck-based tear effects have an extra chance of occurring</p>

<p>The additional chance is effectively +3 Luck Up</p>

<p class="tags">\*, </p>

</span>

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</li>, <li class="textbox" data-cid="896" data-sid="10140" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx140" onclick=""></div>

<span>

<p class="item-title">Apple of Sodom</p>

<p class="r-itemid">TrinketID: 140</p>

<p class="pickup">It feels empty</p>

<p>Picking up red hearts now has a high chance to spawn 1-4 blue attack spiders, instead of giving you health back</p>

<p>This effect also works while fully healed, giving a guaranteed chance of getting spiders</p>

<p>While missing any red health the chance for spiders is less</p>

<p>Works for characters that don't use red health, which always gives you spiders</p>

<p>Hearts in Shops can be converted into spiders for free</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="883" data-sid="10141" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx141" onclick=""></div>

<span>

<p class="item-title">Forgotten Lullaby</p>

<p class="r-itemid">TrinketID: 141</p>

<p class="pickup">Sing for your friends</p>

<p>Gives your familiars improved rate of fire while held</p>

<p>In Antibirth this trinket was called Song of the Siren</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by bombing the skull left by The Siren boss after her death</p>

<p class="tags">\*, </p>

</span>

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</li>, <li class="textbox" data-cid="908" data-sid="10142" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx142" onclick=""></div>

<span>

<p class="item-title">Beth's Faith</p>

<p class="r-itemid">TrinketID: 142</p>

<p class="pickup">My faith protects me</p>

<p>While held at the start of each floor, this trinket spawns four wisp familiar orbitals around Isaac</p>

<p>These wisps are the same as the ones created by the Book of Virtues item</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by beating the Boss Rush as Bethany</p>

<p class="tags">\*, beths faith</p>

</span>

</a>

</li>, <li class="textbox" data-cid="910" data-sid="10143" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx143" onclick=""></div>

<span>

<p class="item-title">Old Capacitor</p>

<p class="r-itemid">TrinketID: 143</p>

<p class="pickup">Voltage starving</p>

<p>Your active item no longer gains charges, but battery drops become much more common</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by blowing up 10 Battery Beggars</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="812" data-sid="10144" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx144" onclick=""></div>

<span>

<p class="item-title">Brain Worm</p>

<p class="r-itemid">TrinketID: 144</p>

<p class="pickup">"Ding!"</p>

<p>Tears that miss enemies will redirect themselves and travel 90 degrees towards enemies</p>

<p>Tears must be roughly 2 tiles or closer to activate this effect</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="832" data-sid="10145" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx145" onclick=""></div>

<span>

<p class="item-title">Perfection</p>

<p class="r-itemid">TrinketID: 145</p>

<p class="pickup">Luck way up. Don't lose it!</p>

<p>+10 Luck while held, but the trinket is destroyed when damage is taken</p>

<p>Blood donation machines, Curse Rooms and Sacrifice Rooms wont destroy it</p>

<p>Taking a hit and activating Holy Mantle won't destroy it</p>

<p>Can be dropped in order to avoid breaking it</p>

<p>This trinket is automatically given to you after clearing 3 bosses without taking damage</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="979" data-sid="10146" data-tid="1000">

<>

<div class="item rep-item rep-trink rep-junxx146" onclick=""></div>

<span>

<p class="item-title">Devil's Crown</p>

<p class="r-itemid">TrinketID: 146</p>

<p class="pickup">"His special customer"</p>

<p>Treasure Rooms are replaced with Red Treasure Rooms, which contain a deal with the devil in place of a regular item pedestal</p>

<p>If an item room has not yet been entered, it can be transformed to either a regular or Red Treasure Room by picking up or dropping this trinket before entering</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Azazel</p>

<p class="tags">\*, devils crown</p>

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</li>, <li class="textbox" data-cid="874" data-sid="10147" data-tid="1000">

<>

<div class="item rep-item rep-trink rep-junxx147" onclick=""></div>

<span>

<p class="item-title">Charged Penny</p>

<p class="r-itemid">TrinketID: 147</p>

<p class="pickup">"Wealth of power"</p>

<p>Every time you pick up a coin, you have a small chance to gain 1 bar of charge on your active item</p>

<p>The chance for this effect to happen is 1/6th of the value of the coin picked up</p>

<p>Can only activate once per coin collected</p>

<p>In Antibirth this trinket was called Electric Penny</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by donating to a battery beggar until he pays out with an item 5 times</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="859" data-sid="10148" data-tid="1000">

<>

<div class="item rep-item rep-trink rep-junxx148" onclick=""></div>

<span>

<p class="item-title">Friendship Necklace</p>

<p class="r-itemid">TrinketID: 148</p>

<p class="pickup">"Gather round"</p>

<p>While held, your familiars will now orbit around Isaac instead of following behind him</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="836" data-sid="10149" data-tid="1000">

<>

<div class="item rep-item rep-trink rep-junxx149" onclick=""></div>

<span>

<p class="item-title">Panic Button</p>

<p class="r-itemid">TrinketID: 149</p>

<p class="pickup">"Push in case of emergency"</p>

<p>Activates your active item just before damage would be taken</p>

<p>It doesn't activate for free - the charges are used up as normal if this effect activates. This means the trinket does nothing if your active item isn't fully charged</p>

<p>Single-use active items are consumed as normal</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="912" data-sid="10150" data-tid="1000">

<>

<div class="item rep-item rep-trink rep-junxx150" onclick=""></div>

<span>

<p class="item-title">Blue Key</p>

<p class="r-itemid">TrinketID: 150</p>

<p class="pickup">"Look between the rooms"</p>

<p>Doors can be opened without using up a key</p>

<p>However, when entering the door you are taken to a blue womb room with enemies to defeat. This room will always drop a reward at the end, then allow you to exit back to the real floor</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating The Beast as Tainted Cain</p>

<p class="tags">\*, </p>

</span>

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</li>, <li class="textbox" data-cid="936" data-sid="10151" data-tid="1000">

<>

<div class="item rep-item rep-trink rep-junxx151" onclick=""></div>

<span>

<p class="item-title">Flat File</p>

<p class="r-itemid">TrinketID: 151</p>

<p class="pickup">"No more spikes"</p>

<p>While held this trinket causes spikes to retract into the floor</p>

<p>Works for curse rooms - you no longer take damage entering or leaving</p>

<p>Allows you to open spiked chests without taking damage</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-cid="914" data-sid="10152" data-tid="1000">

<>

<div class="item rep-item rep-trink rep-junxx152" onclick=""></div>

<span>

<p class="item-title">Telescope Lens</p>

<p class="r-itemid">TrinketID: 152</p>

<p class="pickup">"Seek the stars"</p>

<p>+9% chance for a Planetary to spawn</p>

<p>Allows Planetarys to spawn in the Womb/Utero floors</p>

<p>Planetarys have a base 1% chance to appear, which increases by +20% whenever you skip an Item Room (Must not enter to count as skipped)</p>

<p>After entering a Planetary the chance goes back to 1%. Holding this trinket increase that chance by +15%</p>

<p>Does not drop in Greed Mode</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by collecting three of the following in the same run: Magic 8 Ball, Tiny Planet, Crystal Ball, Star of Bethlehem or any of the Astrology-related items (e.g. Aries, Cancer, Capricorn, Leo etc.). The item called Zodiac does not count.</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="868" data-sid="10153" data-tid="1000">

<>

<div class="item rep-item rep-trink rep-junxx153" onclick=""></div>

<span>

<p class="item-title">Mom's Lock</p>

<p class="r-itemid">TrinketID: 153</p>

<p class="pickup">"A piece of her love"</p>

<p>Has a high chance to give you the effect of a random Mom item every room</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Isaac</p>

<p class="tags">\*, mom's lock</p>

</span>

</a>

</li>, <li class="textbox" data-cid="917" data-sid="10154" data-tid="1000">

<>

<div class="item rep-item rep-trink rep-junxx154" onclick=""></div>

<span>

<p class="item-title">Dice Bag</p>

<p class="r-itemid">TrinketID: 154</p>

<p class="pickup">"Bonus roll"</p>

<p>Every time you enter a brand new room, you have a chance to get a random one-time use Dice (e.g. D6, D20 etc.)</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Isaac</p>

<p class="tags">\*, </p>

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</a>

</li>, <li class="textbox" data-cid="903.5" data-sid="10155" data-tid="1000">

<>

<div class="item rep-item rep-trink rep-junxx155" onclick=""></div>

<span>

<p class="item-title">Holy Crown</p>

<p class="r-itemid">TrinketID: 155</p>

<p class="pickup">"Walk the path of the saint"</p>

<p>Causes Item rooms and Shops to appear in the Cathedral</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Magdalene</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="849" data-sid="10156" data-tid="1000">

<>

<div class="item rep-item rep-trink rep-junxx156" onclick=""></div>

<span>

<p class="item-title">Mother's Kiss</p>

<p class="r-itemid">TrinketID: 156</p>

<p class="pickup">"HP up"</p>

<p>While held you get +1 HP Up</p>

<p>The first time you pick this trinket up, the heart container will be filled. This effect can't be abused - next time it will be empty if dropped</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Magdalene</p><p class="tags">\*, mothers kiss</p></span></a></li>, <li class="textbox" data-cid="803" data-sid="10157" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx157" onclick=""></div><span><p class="item-title">Torn Card</p><p class="r-itemid">TrinketID: 157</p><p class="pickup">"Death awaits"</p><p>Every 15 shots you will shoot an Ipecac + My Reflection shot</p><p>The tear will fly in the air for about 3 seconds and follows Isaac until it falls and explodes. You need to move out of the way or it will hurt Isaac, but can be used to open anything requiring a bomb e.g. Secret Rooms</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Lazarus</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="952" data-sid="10158" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx158" onclick=""></div><span><p class="item-title">Torn Pocket</p><p class="r-itemid">TrinketID: 158</p><p class="pickup">"A hole in your pocket"</p><p>Every time you take damage, you drop up to 2 different types of consumables on the ground</p><p>Dropped consumables can be any variant of its kind - e.g. a bomb can become a troll bomb, or a dropped coin can become a dime</p><p>Does nothing if you have no consumables</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Lazarus</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="869" data-sid="10159" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx159" onclick=""></div><span><p class="item-title">Gilded Key</p><p class="r-itemid">TrinketID: 159</p><p class="pickup">"Less is more"</p><p>All new chests become locked Golden chests</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Cain</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="928" data-sid="10160" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx160" onclick=""></div><span><p class="item-title">Lucky Sack</p><p class="r-itemid">TrinketID: 160</p><p class="pickup">"Free goodies!"</p><p>Spawns a sack at the start of each new floor</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Cain</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="854" data-sid="10161" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx161" onclick=""></div><span><p class="item-title">Wicked Crown</p><p class="r-itemid">TrinketID: 161</p><p class="pickup">"Walk the path of the wicked"</p><p>Causes an Item Room and Shop to appear in Sheol</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Azazel</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="972" data-sid="10162" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx162" onclick=""></div><span><p class="item-title">Azazel's Stump</p><p class="r-itemid">TrinketID: 162</p><p class="pickup">"Unleash your inner demon"</p><p>When entering a new room, gives a small chance to gain Azazel's short-range Brimstone laser for the current room and the ability to fly</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Azazel</p><p class="tags">\*, azazels stump</p></span></a></li>, <li class="textbox" data-cid="925" data-sid="10163" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx163" onclick=""></div><span><p class="item-title">Dingle Berry</p><p class="r-itemid">TrinketID: 163</p><p class="pickup">"Oops!"</p><p>Spawns 2 friendly Dips upon clearing a room</p><p>Dips that spawn after killing a Squirt turn friendly</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Blue Baby</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="837" data-sid="10164" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx164" onclick=""></div><span><p class="item-title">Ring Cap</p><p class="r-itemid">TrinketID: 164</p><p class="pickup">"Twice the bang!"</p><p>Drops 2 bombs at once (only 1 bomb is removed from your total)</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Blue Baby</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="835" data-sid="10165" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx165" onclick=""></div><span><p class="item-title">Nuh Uhh</p><p class="r-itemid">TrinketID: 165</p><p class="pickup">"Don't want!"</p><p>Beyond the womb floor, replaces all coin and key spawns with a random pickup as follows:</p><p>Bomb - 26.6% chance. Heart - 26.6% chance</p><p>Pill - 16.6% chance. Card - 16.6% chance</p><p>Trinket - 6.6% chance. Battery - 6.6% chance</p><p>Also adds a 20% chance to spawn a fly if the original drop was a coin</p><p>Doesn't spawn in Greed Mode</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Eden</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="927" data-sid="10166" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx166" onclick=""></div><span><p class="item-title">Modeling Clay</p><p class="r-itemid">TrinketID: 166</p><p class="pickup">"??"</p><p>Each brand new room this trinket has a chance to transform into a copy of a random passive item, which gives you the effect for the duration of this room</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Eden</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="831" data-sid="10167" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx167" onclick=""></div><span><p class="item-title">Polished Bone</p><p class="r-itemid">TrinketID: 167</p><p class="pickup">"Friends from beyond"</p>

<p>Gives a small chance to spawn a friendly Bony when clearing a room, which will throw bones at enemies until it takes enough damage to die</p>

<p>Can be either the regular white Bony or the black variant</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Forgotten</p>

<p class="tags">\*, </p>

</span>

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</li>, <li class="textbox" data-cid="885" data-sid="10168" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx168" onclick=""></div>

<span>

<p class="item-title">Hollow Heart</p>

<p class="r-itemid">TrinketID: 168</p>

<p class="pickup">A brittle blessing</p>

<p>Gives you +1 Bone Heart every time you enter a new floor</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Forgotten</p>

<p class="tags">\*, </p>

</span>

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</li>, <li class="textbox" data-cid="920.5" data-sid="10169" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx169" onclick=""></div>

<span>

<p class="item-title">Kid's Drawing</p>

<p class="r-itemid">TrinketID: 169</p>

<p class="pickup">Looks familiar...</p>

<p>Counts as 1 of 3 cat items needed towards the Guppy transformation</p>

<p>Dropping this trinket again removes the transformation if you don't have 3 other Guppy items</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Lost</p>

<p class="tags">\*, kids drawing</p>

</span>

</a>

</li>, <li class="textbox" data-cid="944" data-sid="10170" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx170" onclick=""></div>

<span>

<p class="item-title">Crystal Key</p>

<p class="r-itemid">TrinketID: 170</p>

<p class="pickup">Call to the other side</p>

<p>Each time you clear a room there is a chance a Red Room will spawn at one of the walls.</p>

<p>The chance for a Red Room to unlock increases as you pick up more Crystal Keys.</p>

<p>While in a regular room, the chances to spawn a Red Room are: 1 Key = 33.3% chance. 2 keys = 50% chance. 3 or more keys = 100% chance.</p>

<p>While in a Red room, the chances to spawn a Red Room are: 1 Key = 12.5% chance. 2 keys = 16.6% chance. 3 keys = 25% chance. 4 keys = 50% chance. 5 keys = 100% chance.</p>

<p>Passive rooms with no enemies don't have a chance to spawn Red Rooms.</p>

<p>It's possible to hold more than one trinket by taking Mom's Purse, Belly Button or using the Smelter to convert them into passive items. Having a golden version of this trinket counts as 2 keys.</p>

<p>Doesn't spawn in Greed Mode</p>

<p>UNLOCK: Unlock this trinket by defeating Mother as Tainted Lost</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="840" data-sid="10171" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx171" onclick=""></div>

<span>

<p class="item-title">Keeper's Bargain</p>

<p class="r-itemid">TrinketID: 171</p>

<p class="pickup">Money talks</p>

<p>Has a decent chance for Devil Deals to cost money instead of Health</p>

<p>The conversion rate is 1 heart container to 15 coins</p>

<p>Items can be on discount similar to the shop, making 1 heart container = 7 coins instead</p>

<p>No effect on Lost or Tainted Lost</p>

<p>Can be dropped to disable this effect while in the room</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Keeper</p>

<p class="tags">\*, keepers bargain, keeper bargain</p>

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</li>, <li class="textbox" data-cid="918" data-sid="10172" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx172" onclick=""></div>

<span>

<p class="item-title">Cursed Penny</p>

<p class="r-itemid">TrinketID: 172</p>

<p class="pickup">Wealth of misery</p>

<p>While held, you will be teleported to a random room everytime you pick up a coin</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Keeper</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="818" data-sid="10173" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx173" onclick=""></div>

<span>

<p class="item-title">Your Soul</p>

<p class="r-itemid">TrinketID: 173</p>

<p class="pickup">Give it to me</p>

<p>Allows you to pay for a devil deal with this trinket</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Judas</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="857" data-sid="10174" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx174" onclick=""></div>

<span>

<p class="item-title">Number Magnet</p>

<p class="r-itemid">TrinketID: 174</p>

<p class="pickup">6</p>

<p>+10% devil room chance while held</p>

<p>Changes Devil Room layouts. The new rooms contain 0-3 Devil Deal Items, 1-3 Black Hearts and random enemies from the Sheol floor</p>

<p>Prevents Krampus from appearing</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Judas</p>

<p class="tags">\*, </p>

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</li>, <li class="textbox" data-cid="913" data-sid="10175" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx175" onclick=""></div>

<span>

<p class="item-title">Strange Key</p>

<p class="r-itemid">TrinketID: 175</p>

<p class="pickup">What could it open?</p>

<p>Opens the door to the Blue Womb, regardless of whether you meet the 30 minute speed timer</p>

<p>Opening Pandora's Box while holding this item will ignore the normal effect and instead spawn 6 item pedestals from random item pools. Both the box and trinket are consumed when this happens</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Eve</p>

<p class="tags">\*, </p>

</span>

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</li>, <li class="textbox" data-cid="848" data-sid="10176" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx176" onclick=""></div>

<span>

<p class="item-title">Lil Clot</p>

<p class="r-itemid">TrinketID: 176</p>

<p class="pickup">Mini friend</p>

<p>A small clot friend will hug Isaac, following his exact movements (similar to how Jacob & Esau work) and shooting tears when he does</p>

<p>The clot can be moved around by collision with an object/wall, allowing you to re-position it</p>

<p>The clot's damage is roughly 1/3 of your tear damage</p>

<p>If it takes a few hits it will die, and respawn in the next room</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Eve</p>

<p class="tags">\*, mini clot</p>

</span>

</a>

</li>, <li class="textbox" data-cid="866" data-sid="10177" data-tid="1000">

<a>

<div class="item rep-item rep-trink rep-junxx177" onclick=""></div>

<span>

<p class="item-title">Temporary Tattoo</p>

<p class="r-itemid">TrinketID: 177</p>

<p class="pickup">You feel braver</p>

<p>Spawns a random chest after completing a regular Challenge Room</p>

<p>Spawns a pedestal item after completing a boss Challenge Room</p>

<p>Doesn't spawn in Greed Mode</p>

<p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Samson</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="842" data-sid="10178" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx178" onclick=""></div><span><p class="item-title">Swallowed M80</p><p class="r-itemid">TrinketID: 178</p><p class="pickup">Bang!</p><p>When taking damage you have a chance to explode and deal 185 damage to all enemies around you (Same damage as a Mr. Mega bomb)</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Samson</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="978" data-sid="10179" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx179" onclick=""></div><span><p class="item-title">RC Remote</p><p class="r-itemid">TrinketID: 179</p><p class="pickup">Controllable buddies!</p><p>Familiars follow Isaac's exact movements, (similar to how Jacob & Esau work) instead of following loosely like they usually do</p><p>Holding the drop button (Ctrl on Steam version) causes them to stop moving</p><p>Doesn't affect some familiars with specific movement patterns, e.g. Abel</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Jacob</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="819" data-sid="10180" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx180" onclick=""></div><span><p class="item-title">Found Soul</p><p class="r-itemid">TrinketID: 180</p><p class="pickup">Finally!</p><p>Gives you a familiar that follows Isaac's exact movements (similar to how Jacob & Esau work) and shoots spectral tears</p><p>Similar to Jacob and Esau, positions can be altered by running it into objects, or holding the drop button (Ctrl on Steam version)</p><p>When you place a bomb, the Found Soul will drop one too</p><p>If it takes any damage, it will die and not respawn until the next floor</p><p>Will always match your current movement speed</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Jacob</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="940" data-sid="10181" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx181" onclick=""></div><span><p class="item-title">Expansion Pack</p><p class="r-itemid">TrinketID: 181</p><p class="pickup">Fun extras</p><p>Everytime you use your active item, you have a chance to activate another random active item</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Bethany</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="909" data-sid="10182" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx182" onclick=""></div><span><p class="item-title">Beth's Essence</p><p class="r-itemid">TrinketID: 182</p><p class="pickup">Virtue's reward</p><p>Taking damage gives you a chance to spawn a flame orbital, similar to the ones created by Book of Virtues</p><p>Entering an Angel Room gives you +5 flame orbitals. The angel room spawned by The Stairway item also counts</p><p>Giving money to a beggar gives a flame orbital</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Bethany</p><p class="tags">\*, beths essence</p></span></a></li>, <li class="textbox" data-cid="802" data-sid="10183" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx183" onclick=""></div><span><p class="item-title">The Twins</p><p class="r-itemid">TrinketID: 183</p><p class="pickup">I'm seeing double...</p><p>Upon entering each new room, this trinket has a chance to copy one of your current familiars</p><p>If you have no familiars instead it will spawn either Brother Bobby or Sister Maggy</p><p>Only lasts for the current room</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Lilith</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="825" data-sid="10184" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx184" onclick=""></div><span><p class="item-title">Adoption Papers</p><p class="r-itemid">TrinketID: 184</p><p class="pickup">Give them a home</p><p>All shops only sell familiars while holding this trinket</p><p>If you enter a shop while holding this trinket, the effect won't undo by dropping it until you move to a new floor</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Lilith</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="933" data-sid="10185" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx185" onclick=""></div><span><p class="item-title">Cricket Leg</p><p class="r-itemid">TrinketID: 185</p><p class="pickup">Infested</p><p>Every time an enemy dies you have a chance to gain a random Locust</p><p>Different color Locusts correspond to the horsemen. Each of them deal double your tear damage, similar to how standard blue flies work</p><p>War (Red) - Explodes when touching the enemy. The actual explosion deals flat 60 damage</p><p>Pestilence (Green) - Poisons the enemy it attacks</p><p>Famine (Brown) - Applies a slowing effect</p><p>Death (Black) - Deals x4 damage instead of x2</p><p>Conquest (White) - Spawns 2-5 at once</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Isaac, ???, Satan and The Lamb as Tainted Apollyon</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="833" data-sid="10186" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx186" onclick=""></div><span><p class="item-title">Apollyon's Best Friend</p><p class="r-itemid">TrinketID: 186</p><p class="pickup">Attack buddy</p><p>Gives you a red attack fly, that will charge at enemies in the same direction you are shooting</p><p>Deals damage equal to your current tear damage</p><p>Stops charging once it hits an enemy and returns to Isaac's side</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating Mother as Tainted Apollyon</p><p class="tags">\*, apollyons best friend</p></span></a></li>, <li class="textbox" data-cid="961.5" data-sid="10187" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx187" onclick=""></div><span><p class="item-title">Broken Glasses</p><p class="r-itemid">TrinketID: 187</p><p class="pickup">Double vision!</p><p>Gives a 33% chance to spawn an extra blind pedestal item in all future item rooms. This one will be a hidden question mark</p><p>Allows you to see what both items are on alternative path floors (Downpour/Dross, Mines/Ashpit, Gehenna/Mausoleum)</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating challenge #40 (Seeing Double)</p>

<p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="903" data-sid="10188" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx188" onclick=""></div><span><p class="item-title">Ice Cube</p><p class="r-itemid">TrinketID: 188</p><p class="pickup">"Stay frosty!"</p><p>Gives a small chance when entering a room for enemies to be petrified for 4 seconds. Killing a petrified enemy will freeze it.</p><p>The chance for this effect to activate depends on your Luck stat.</p><p>Frozen enemies can be pushed into obstacles where they shatter on contact and fire ice shards around them. Any other enemies hit by these shards will become frozen too.</p><p>Frozen enemies are considered dead by the game, and won't unfreeze or move again. The room doors will open if only frozen enemies remain.</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating challenge #41 (Pica Run)</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-cid="968" data-sid="10189" data-tid="1000"><a><div class="item rep-item rep-trink rep-junxx189" onclick=""></div><span><p class="item-title">Sigil of Baphomet</p><p class="r-itemid">TrinketID: 189</p><p class="pickup">"Revel in death"</p><p>Every time you kill an enemy you get an invincibility shield for 1 second</p><p>While shielded, each enemy killed adds +1 seconds to the duration.</p><p class="r-unlock">UNLOCK: Unlock this trinket by defeating challenge #37 (Bloody Mary)</p><p class="tags">\*, </p></span></a></li>, <li class="textbox" data-sid="1" data-tid="1"><a><div class="rebirth-card item r-card01" onclick=""></div><span><p class="item-title">0 - The Fool</p><p class="r-itemid">CardID: 1</p><p class="pickup">"Where your journey begins"</p><p>Teleports the player to the first room of the current floor.</p><p>There is a guaranteed Fool card in the Depths 2, if you bomb the skull with an X on it. This is intended give you a guaranteed way to teleport out of the Mom's Foot fight, for accessing the path to the Mau soulent floor.</p><p class="tags">\*, tarot, card, green </p></span></a></li>, <li class="textbox" data-sid="2" data-tid="2"><a><div class="rebirth-card item r-card02" onclick=""></div><span><p class="item-title">I - The Magician</p><p class="r-itemid">CardID: 2</p><p class="pickup">"May you never miss your goal"</p><p>For the current room, tears now have the Spoon Bender effect, which allows them to curve towards enemies and gives them a purple appearance.</p><p class="tags">\*, tarot, card, yellow </p></span></a></li>, <li class="textbox" data-sid="3" data-tid="3"><a><div class="rebirth-card item r-card03" onclick=""></div><span><p class="item-title">II - The High Priestess</p><p class="r-itemid">CardID: 3</p><p class="pickup">"Mother is watching you"</p><p>Summons Mom's foot which will stomp on a random enemy in the current room, dealing 300 damage.</p><p>If no enemies are in the current room, the foot will target Isaac (and do damage if it hits), however it can be used to break rocks.</p><p class="tags">\*, tarot, card, red </p></span></a></li>, <li class="textbox" data-sid="4" data-tid="4"><a><div class="rebirth-card item r-card04" onclick=""></div><span><p class="item-title">III - The Empress</p><p class="r-itemid">CardID: 4</p><p class="pickup">"May your rage bring power"</p><p>Gives the player the Whore of Babylon effect for the current room, increasing damage and speed.</p><p class="tags">\*, speed up, tarot, card, blue, red</p></span></a></li>, <li class="textbox" data-sid="5" data-tid="5"><a><div class="rebirth-card item r-card05" onclick=""></div><span><p class="item-title">IV - The Emperor</p><p class="r-itemid">CardID: 5</p><p class="pickup">"Challenge me!"</p><p>Teleports the player to the Boss room on the current floor.</p><p class="tags">\*, tarot, card, yellow </p></span></a></li>, <li class="textbox" data-sid="6" data-tid="6"><a><div class="rebirth-card item r-card06" onclick=""></div><span><p class="item-title">V - The Hierophant</p><p class="r-itemid">CardID: 6</p><p class="pickup">"Two prayers for the lost"</p><p>Spawns 2 Soul hearts on the floor.</p><p class="tags">\*, the lost item pool, tarot, card, blue, red</p></span></a></li>, <li class="textbox" data-sid="7" data-tid="7"><a><div class="rebirth-card item r-card07" onclick=""></div><span><p class="item-title">VI - The Lovers</p><p class="r-itemid">CardID: 7</p><p class="pickup">"May you prosper and be in good health"</p><p>Spawns 2 red hearts on the floor.</p><p>If used in a Super Secret Room containing a Black Heart or Eternal Heart, it will spawn those types of hearts instead.</p><p class="tags">\*, the lost item pool, tarot, card, red</p></span></a></li>, <li class="textbox" data-sid="8" data-tid="8"><a><div class="rebirth-card item r-card08" onclick=""></div><span><p class="item-title">VII - The Chariot</p><p class="r-itemid">CardID: 8</p><p class="pickup">"May nothing stand before you"</p><p>Grants the same effect as 'My Little Unicorn', which makes Isaac invincible and deal 40 contact damage to enemies per hit.</p><p class="tags">\*, tarot, card, yellow </p></span></a></li>, <li class="textbox" data-sid="9" data-tid="9"><a><div class="rebirth-card item r-card09" onclick=""></div><span><p class="item-title">VIII - Justice</p><p class="r-itemid">CardID: 9</p><p class="pickup">"May your future become balanced"</p><p>Spawns 1 bomb, 1 key, 1 coin, 1 heart, which can be random variants of each.</p><p class="tags">\*, tarot, card, red </p></span></a></li>, <li class="textbox" data-sid="10" data-tid="10"><a><div class="rebirth-card item r-card10" onclick=""></div><span><p class="item-title">IX - The Hermit</p><p class="r-itemid">CardID: 10</p>

<p class="pickup">May you see what life has to offer</p>

<p>Teleports the player to the Shop</p>

<p>On or below the Womb, this acts as a random teleport, since there are no shops on those floors</p>

<p class="tags">\*, tarot, card, blue </p>

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</li>, <li class="textbox" data-sid="11" data-tid="11">

<a>

<div class="rebirth-card item r-card11" onclick=""></div>

<span>

<p class="item-title">X - Wheel of Fortune</p>

<p class="r-itemid">CardID: 11</p>

<p class="pickup">Spin the wheel of destiny</p>

<p>Spawns a Slot Machine or a Fortune Machine</p>

<p class="tags">\*, tarot, card, pink </p>

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</li>, <li class="textbox" data-sid="12" data-tid="12">

<a>

<div class="rebirth-card item r-card12" onclick=""></div>

<span>

<p class="item-title">XI - Strength</p>

<p class="r-itemid">CardID: 12</p>

<p class="pickup">May your power bring rage</p>

<p>Gives the player the Magic Mushroom effect, which increasing size and all stats by 1 for the current room</p>

<p>If you use the Strength card with 12 heart containers, it will take you down to 11 when you leave the room</p>

<p class="tags">\*, tarot, card, pink </p>

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</li>, <li class="textbox" data-sid="13" data-tid="13">

<a>

<div class="rebirth-card item r-card13" onclick=""></div>

<span>

<p class="item-title">XII - The Hanged Man</p>

<p class="r-itemid">CardID: 13</p>

<p class="pickup">May you find enlightenment</p>

<p>Gives the player the flying effect for the current room, allowing the player to fly over obstacles in the room</p>

<p>This card is useless if you have any item which allows you to permanently fly</p>

<p class="tags">\*, the lost item pool, tarot, card, grey, gray</p>

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</li>, <li class="textbox" data-sid="14" data-tid="14">

<a>

<div class="rebirth-card item r-card14" onclick=""></div>

<span>

<p class="item-title">XIII - Death</p>

<p class="r-itemid">CardID: 14</p>

<p class="pickup">Lay waste to all that oppose you</p>

<p>Deals 40 damage to all enemies in the room in a similar style to the Necronomicon</p>

<p class="tags">\*, tarot, card, grey, gray </p>

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</li>, <li class="textbox" data-sid="15" data-tid="15">

<a>

<div class="rebirth-card item r-card15" onclick=""></div>

<span>

<p class="item-title">XIV - Temperance</p>

<p class="r-itemid">CardID: 15</p>

<p class="pickup">May you be pure in heart</p>

<p>Spawns a Blood Donation Machine</p>

<p class="tags">\*, the lost item pool, tarot, card, red, blue</p>

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</li>, <li class="textbox" data-sid="16" data-tid="16">

<a>

<div class="rebirth-card item r-card16" onclick=""></div>

<span>

<p class="item-title">XV - The Devil</p>

<p class="r-itemid">CardID: 16</p>

<p class="pickup">Revel in the power of your darkness</p>

<p>Gives the Book of Belial effect for the current room, increasing damage</p>

<p class="tags">\* damage up, tarot, card, red </p>

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</li>, <li class="textbox" data-sid="17" data-tid="17">

<a>

<div class="rebirth-card item r-card17" onclick=""></div>

<span>

<p class="item-title">XVI - The Tower</p>

<p class="r-itemid">CardID: 17</p>

<p class="pickup">Destruction brings creation</p>

<p>Spawns some troll bombs at random locations in the current room</p>

<p>Each bomb deals 60 damage (normal bomb damage)</p>

<p class="tags">\*, tarot, card, purple </p>

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</li>, <li class="textbox" data-sid="18" data-tid="18">

<a>

<div class="rebirth-card item r-card18" onclick=""></div>

<span>

<p class="item-title">XVII - The Stars</p>

<p class="r-itemid">CardID: 18</p>

<p class="pickup">May you find what you desire</p>

<p>Teleports the player to the Item Room</p>

<p>On or below the Womb, this acts as a random teleport, since there are no item rooms on those floors</p>

<p class="tags">\*, tarot, card, blue </p>

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</li>, <li class="textbox" data-sid="19" data-tid="19">

<a>

<div class="rebirth-card item r-card19" onclick=""></div>

<span>

<p class="item-title">XVIII - The Moon</p>

<p class="r-itemid">CardID: 19</p>

<p class="pickup">May you find all you have lost</p>

<p>Teleports the player to the Secret Room</p>

<p class="tags">\*, tarot, card, blue </p>

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</li>, <li class="textbox" data-sid="20" data-tid="20">

<a>

<div class="rebirth-card item r-card20" onclick=""></div>

<span>

<p class="item-title">XIX - The Sun</p>

<p class="r-itemid">CardID: 20</p>

<p class="pickup">May the light heal and enlighten you</p>

<p>A card with three uses: A full heal, deals 100 damage to all enemies in the current room and reveals the entire map for the current floor (Treasure Map + The Compass)</p>

<p class="tags">\*, tarot, card, yellow </p>

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</li>, <li class="textbox" data-sid="21" data-tid="21">

<a>

<div class="rebirth-card item r-card21" onclick=""></div>

<span>

<p class="item-title">XX - Judgement</p>

<p class="r-itemid">CardID: 21</p>

<p class="pickup">Judge lest ye be judged</p>

<p>Spawns a beggar</p>

<p>Has a chance to be a demon beggar</p>

<p>Killing a Devil Beggar, Key Master, or Shell Game Beggar gives you an increased chance of finding Angel rooms instead of Devil rooms. See the dedicated Devil room page for more details</p>

<p class="tags">\*, tarot, card, blue </p>

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</li>, <li class="textbox" data-sid="22" data-tid="22">

<a>

<div class="rebirth-card item r-card22" onclick=""></div>

<span>

<p class="item-title">XXI - The World</p>

<p class="r-itemid">CardID: 22</p>

<p class="pickup">Open your eyes and see</p>

<p>Reveals the entire map and shows the icons for every room which has one</p>

<p>This is completely useless if you currently have both the Treasure Map and The Compass</p>

<p class="tags">, tarot, card, pink </p>

</span>

</a>

</li>, <li class="textbox" data-sid="23" data-tid="23">

<a>

<div class="rebirth-card item r-card24" onclick=""></div>

<span>

<p class="item-title">2 of Clubs</p>

<p class="r-itemid">CardID: 23</p>

<p class="pickup">"Item multiplier"</p>

<p>Doubles the number of Bombs you have</p>

<p>If you have no bombs, it gives you two</p>

<p class="tags">\*, playing, card, white, black </p>

</span>

</a>

</li>, <li class="textbox" data-sid="24" data-tid="24">

<a>

<div class="rebirth-card item r-card26" onclick=""></div>

<span>

<p class="item-title">2 of Diamonds</p>

<p class="r-itemid">CardID: 24</p>

<p class="pickup">"Item multiplier"</p>

<p>Doubles the number of coins you have</p>

<p>If you have no coins, it gives you two</p>

<p class="tags">\*, playing, card, white, red </p>

</span>

</a>

</li>, <li class="textbox" data-sid="25" data-tid="25">

<a>

<div class="rebirth-card item r-card23" onclick=""></div>

<span>

<p class="item-title">2 of Spades</p>

<p class="r-itemid">CardID: 25</p>

<p class="pickup">"Item multiplier"</p>

<p>Doubles the number of keys you have</p>

<p>If you have no keys, it gives you two</p>

<p class="tags">\*, playing, card, white, black </p>

</span>

</a>

</li>, <li class="textbox" data-sid="26" data-tid="26">

<a>

<div class="rebirth-card item r-card25" onclick=""></div>

<span>

<p class="item-title">2 of Hearts</p>

<p class="r-itemid">CardID: 26</p>

<p class="pickup">"Item multiplier"</p>

<p>Doubles your current red hearts up to full health</p>

<p>This card is useless for the Blue Baby</p>

<p class="tags">\*, the lost item pool, playing, card, white, red</p>

</span>

</a>

</li>, <li class="textbox" data-sid="27" data-tid="27">

<a>

<div class="rebirth-card item r-card203" onclick=""></div>

<span>

<p class="item-title">Ace of Clubs</p>

<p class="r-itemid">CardID: 27</p>

<p class="pickup">"Convert all"</p>

<p>When used, turns all pickups, chests and non-boss enemies in the room into Bombs</p>

<p class="r-unlock">UNLOCK: Unlock this item by getting a 3 win streak</p>

<p class="tags">\*, playing, card, white, black </p>

</span>

</a>

</li>, <li class="textbox" data-sid="28" data-tid="28">

<a>

<div class="rebirth-card item r-card204" onclick=""></div>

<span>

<p class="item-title">Ace of Diamonds</p>

<p class="r-itemid">CardID: 28</p>

<p class="pickup">"Convert all"</p>

<p>When used, turns all pickups, chests and non-boss enemies in the room into Coins</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Lamb in under 20 minutes</p>

<p class="tags">\*, playing, card, white, red </p>

</span>

</a>

</li>, <li class="textbox" data-sid="29" data-tid="29">

<a>

<div class="rebirth-card item r-card202" onclick=""></div>

<span>

<p class="item-title">Ace of Spades</p>

<p class="r-itemid">CardID: 29</p>

<p class="pickup">"Convert all"</p>

<p>When used, turns all pickups, chests and non-boss enemies in the room into Keys</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating The Lamb without taking hearts, coins and bombs</p>

<p class="tags">\*, playing, card, white, black </p>

</span>

</a>

</li>, <li class="textbox" data-sid="30" data-tid="30">

<a>

<div class="rebirth-card item r-card201" onclick=""></div>

<span>

<p class="item-title">Ace of Hearts</p>

<p class="r-itemid">CardID: 30</p>

<p class="pickup">"Convert all"</p>

<p>When used, turns all pickups, chests and non-boss enemies in the room into Hearts</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating any floor after Basement I with only half a heart of health (works as The Lost)</p>

<p class="tags">\*, playing, card, white, red </p>

</span>

</a>

</li>, <li class="textbox" data-sid="31" data-tid="31">

<a>

<div class="rebirth-card item r-card27" onclick=""></div>

<span>

<p class="item-title">The Joker</p>

<p class="r-itemid">CardID: 31</p>

<p class="pickup">"??"</p>

<p>Teleports you to the Devil Deal Room on the current floor</p>

<p class="tags">\*, playing, card, white, black </p>

</span>

</a>

</li>, <li class="textbox" data-sid="46" data-tid="46">

<a>

<div class="rebirth-card item r-card32" onclick=""></div>

<span>

<p class="item-title">Suicide King</p>

<p class="r-itemid">CardID: 46</p>

<p class="pickup">"A true ending"</p>

<p>When used, instantly kills you and spawns 10 pickup on the floor</p>

<p>Each of the 10 things spawned can be any type of consumable or sometimes a pedestal item (up to a maximum of 3 pedestal items)</p>

<p>Any pedestal item created by Suicide King will be related to the room where it was used, meaning that using it in the Angel room will spawn Angel room items</p>

<p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #7 (Suicide King)</p>

<p class="tags">\*, white, blue, red </p>

</span>

</a>

</li>, <li class="textbox" data-sid="79" data-tid="79">

<a>

<div class="rep-card item repc79" onclick=""></div>

<span>

<p class="item-title">Queen of Hearts</p>

<p class="r-itemid">CardID: 79</p>

<p class="pickup">"1t;3;"</p>

<p>Drops 1-20 full red hearts on the floor</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Mega Satan as Tainted Magdalene</p>

<p class="tags">\*, </p>

</span>

</a>

</li>, <li class="textbox" data-sid="42" data-tid="42">

<a>

<div class="rebirth-card item r-card28" onclick=""></div>

<span>

<p class="item-title">Chaos Card</p><p class="r-itemid">CardID: 42</p><p class="pickup">????</p><p>A card which can be thrown as a projectile directly in front of Isaac, instantly killing anything it hits, including most bosses</p><p>If thrown at a multi-phase boss with multiple forms such as Satan, Mega Satan or Hush it will only kill that particular phase of the boss</p><p>Will not kill Delirium or The Beast</p><p>Will destroy rocks and poop in its path</p><p>Can also be thrown against a door to open it (Doesn't work against Mega Satan's door)</p><p>Throwing this at the Great Gideon boss will trigger a special animation and reveal a crawl space containing several chests and items!</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #9 (Demo Man)</p><p class="tags">\*, mtg, card, magic, gathering, brown </p></span></a></li>, <li class="textbox" data-sid="52" data-tid="52"><a><div class="rebirth-card item r-card552" onclick=""></div><span><p class="item-title">Huge Growth</p><p class="r-itemid">CardID: 52</p><p class="pickup">Become immense!</p><p>Temporarily makes Isaac huge, giving him +7 Damage Up and +30 Range Up for the rest of the current room</p><p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Coper140</p><p class="r-unlock">UNLOCK: Unlock this item by getting 5 items or consumables that increase your size, e.g. 'One Makes you Larger' pills, Magic Mushroom etc</p><p class="tags">\*, mtg, card, magic, gathering, green, brown, giant growth</p></span></a></li>, <li class="textbox" data-sid="53" data-tid="53"><a><div class="rebirth-card item r-card553" onclick=""></div><span><p class="item-title">Ancient Recall</p><p class="r-itemid">CardID: 53</p><p class="pickup">Draw 3 cards</p><p>Spawns 3 random cards on the floor when used</p><p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Coper140</p><p class="tags">\*, mtg, card, magic, gathering, blue </p></span></a></li>, <li class="textbox" data-sid="54" data-tid="54"><a><div class="rebirth-card item r-card554" onclick=""></div><span><p class="item-title">Erg Walk</p><p class="r-itemid">CardID: 54</p><p class="pickup">Savor the moment</p><p>When used, this card will slow down enemies, Isaac's tears by -1 Shot Speed, but speed up Isaac's movement speed by +0.50 for the rest of the current room</p><p>Added as part of the Afterbirth+ Booster Pack #1 and based on the Steam Workshop mod created by Coper140</p><p class="r-unlock">UNLOCK: Unlock this item by getting both the Broken Watch and the Stop Watch in your collection</p><p class="tags">\*, mtg, card, magic, gathering, blue </p></span></a></li>, <li class="textbox" data-sid="43" data-tid="43"><a><div class="rebirth-card item r-card29" onclick=""></div><span><p class="item-title">Credit Card</p><p class="r-itemid">CardID: 43</p><p class="pickup">Charge it!</p><p>When used, removes the price tag from all items in the current shop or devil deal, making everything free</p><p>The effect of Credit Card only lasts for the current room</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #10 (Cursed!)</p><p class="tags">\*, blue, green </p></span></a></li>, <li class="textbox" data-sid="44" data-tid="44"><a><div class="rebirth-card item r-card30" onclick=""></div><span><p class="item-title">Rules Card</p><p class="r-itemid">CardID: 44</p><p class="pickup">????</p><p>Displays a random cryptic message on the screen similar to the fortune machine ones. One of the following messages may show:</p><p>Rooms may yield more than you expect</p><p>Some doors require a blessing. Carry them with you</p><p>The walls will harden over time. Time is the essence</p><p>Sleeping gatekeepers will need to be awoken with a loud sound</p><p>A piece of paper is your guide</p><p>Deny his gifts to attain your reward</p><p>A dark market lies under your feet</p><p>Chub dislikes smoke!</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #11 (Glass Cannon)</p><p class="tags">\*, white, black, writing </p></span></a></li>, <li class="textbox" data-sid="45" data-tid="45"><a><div class="rebirth-card item r-card31" onclick=""></div><span><p class="item-title">Card Against Humanity</p><p class="r-itemid">CardID: 45</p><p class="pickup">Something stinks...</p><p>When used, fills the entire room with poop!</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #12 (When Life Gives You Lemons)</p><p class="tags">\*, black, white, writing </p></span></a></li>, <li class="textbox dlccontent" data-sid="47" data-tid="47"><a><div class="rebirth-card item r-card103" onclick=""></div><span><p class="item-title">Get Out Of Jail Free Card</p><p class="r-itemid">CardID: 47</p><p class="pickup">Open sesame</p><p>When used, will open all doors in the current room, similar to a one-time use of Dad's Key</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #22 (Speed)</p><p class="tags">\*, brown, orange </p></span></a></li>, <li class="textbox dlccontent" data-sid="48" data-tid="48"><a><div class="rebirth-card item r-card104" onclick=""></div><span><p class="item-title">? Card</p><p class="r-itemid">CardID: 48</p><p class="pickup">Double active</p><p>When used this card will activate a use of your spacebar item for free</p><p class="tags">\*, black, white, question, mark </p></span></a></li>, <li class="textbox" data-sid="32" data-tid="32"><a><div class="rebirth-card item r-card34" onclick=""></div><span><p class="item-title">Rune of Hagalaz</p><p class="r-itemid">CardID: 32</p><p class="pickup">Destruction</p><p>When used, this rune will destroy all breakable objects in the current room, such as poop, rocks, secret room entrances</p><p>This includes key blocks</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #1 (Pitch Black)</p><p class="tags">\*, purple, glow </p></span></a></li>, <li class="textbox" data-sid="33" data-tid="33"><a><div class="rebirth-card item r-card35" onclick=""></div><span><p class="item-title">Rune of Jera</p><p class="r-itemid">CardID: 33</p><p class="pickup">Abundance</p><p>When used this rune will double all pickups on the floor in the room</p>

<p>Creates copies of pickups in the Shop which can be taken for free, even if you haven't purchased them yet</p><p>Can be used to double the number of item chests in the first room of the final Chest / Dark Room floors</p><p>Cloned chests have the same types of items as the first one</p><p>Cannot be used to clone trinkets or other Jera runes</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #2 (High Brow)</p><p class="tags">\*, purple, glow </p></span></a></li>, <li class="textbox" data-sid="34" data-tid="34"><a><div class="rebirth-card item r-card36" onclick=""></div><span><p class="item-title">Rune of Ehwaz</p><p class="r-itemid">CardID: 34</p><p class="pickup">"Passage"</p><p>Creates a trapdoor on the floor</p><p>Has a 8% chance to spawn a door to a Crawl Space instead</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #3 (Head Trauma)</p><p class="tags">\*, purple, glow </p></span></a></li>, <li class="textbox" data-sid="35" data-tid="35"><a><div class="rebirth-card item r-card37" onclick=""></div><span><p class="item-title">Rune of Dagaz</p><p class="r-itemid">CardID: 35</p><p class="pickup">"Purity"</p><p>Removes the curse which is in effect on the current floor (except Curse of the Labyrinth)</p><p>Can also cure the effect of the Amnesia pill</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #4 (Darkness Falls)</p><p class="tags">\*, purple, glow </p></span></a></li>, <li class="textbox" data-sid="36" data-tid="36"><a><div class="rebirth-card item r-card38" onclick=""></div><span><p class="item-title">Rune of Ansuz</p><p class="r-itemid">CardID: 36</p><p class="pickup">"Vision"</p><p>When used, reveals the entire map including all the secret room locations and other icon rooms</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #5 (The Tank)</p><p class="tags">\*, purple, glow </p></span></a></li>, <li class="textbox" data-sid="37" data-tid="37"><a><div class="rebirth-card item r-card39" onclick=""></div><span><p class="item-title">Rune of Perthro</p><p class="r-itemid">CardID: 37</p><p class="pickup">"Change"</p><p>Rerolls all pedestal items in the current room (One time use of the D6)</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #6 (Solar System)</p><p class="tags">\*, purple, glow </p></span></a></li>, <li class="textbox" data-sid="38" data-tid="38"><a><div class="rebirth-card item r-card40" onclick=""></div><span><p class="item-title">Rune of Berkano</p><p class="r-itemid">CardID: 38</p><p class="pickup">"Companionship"</p><p>Summons 3 blue friendly spiders and 3 blue flies</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #20 (Purist)</p><p class="tags">\*, purple, glow </p></span></a></li>, <li class="textbox" data-sid="39" data-tid="39"><a><div class="rebirth-card item r-card33" onclick=""></div><span><p class="item-title">Rune of Algiz</p><p class="r-itemid">CardID: 39</p><p class="pickup">"Resistance"</p><p>When used, gives you an invincibility effect which lasts for 20 seconds</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #8 (Cat Got Your Tongue)</p><p class="tags">\*, purple, glow </p></span></a></li>, <li class="textbox diconcontent" data-sid="40" data-tid="40"><a><div class="rebirth-card item r-card100" onclick=""></div><span><p class="item-title">Blank Rune</p><p class="r-itemid">CardID: 40</p><p class="pickup">"??"</p><p>When used, gives a random Mystic rune effect</p><p>Possible effects include: Algiz, Ansuz, Berkano, Dagaz, Ehwaz, Hagalaz, Jera, Perthro</p><p>Also has a 25% chance to spawn another Blank Rune upon use</p><p class="r-unlock">UNLOCK: Unlock this card by beating Challenge #30 (Guardian)</p><p class="tags">\*, rock, black </p></span></a></li>, <li class="textbox" data-sid="41" data-tid="41"><a><div class="rebirth-card item r-card206" onclick=""></div><span><p class="item-title">Black Rune</p><p class="r-itemid">CardID: 41</p><p class="pickup">"Void"</p><p>When used, this rune deals 40 damage to all enemies in the room and consumes all pedestal items in the room, giving you a random stat increase for each item consumed</p><p>Also consumes all pickups in the room and turns them into blue flies and spiders</p><p class="r-unlock">UNLOCK: Unlock this item by beating Greedier mode as Apollyon</p><p class="tags">\*, rock, black </p></span></a></li>, <li class="textbox" data-sid="55" data-tid="55"><a><div class="rep-card item repc55" onclick=""></div><span><p class="item-title">Rune Shard</p><p class="r-itemid">CardID: 55</p><p class="pickup">"It still glows faintly"</p><p>Activates a random rune effect. The effect is weaker than normal runes.</p><p>These only appear if not all runes have been unlocked yet.</p><p class="tags">\*, shard </p></span></a></li>, <li class="textbox diconcontent" data-sid="49" data-tid="49"><a><div class="rebirth-card item r-card101" onclick=""></div><span><p class="item-title">Dice Shard</p><p class="r-itemid">CardID: 49</p><p>Gives a one-time use of the D6 and D20 effects at the same time</p><p class="tags">\*, purple, broken, pip </p></span></a></li>, <li class="textbox diconcontent" data-sid="50" data-tid="50"><a><div class="rep-card item repc50" onclick=""></div><span><p class="item-title">Emergency Contact</p><p class="r-itemid">CardID: 50</p><p class="pickup">"Help from above"</p><p>When used will cause two of Mom's Hand to come down and grab a random enemy</p><p class="tags">\*, mom, brown, paper, shop room pool </p>

</span>  
</a>  
</li>, <li class="textbox" data-sid="51" data-tid="51">  
<>  
<div class="rebirth-card item r-card205" onclick=""></div>  
<span>  
<p class="item-title">Holy Card</p>  
<p class="r-itemid">CardID: 51</p>  
<p class="pickup">"You feel protected"</p>  
<p>Grants the Holy Mantle effect for, which will negate your next hit of damage</p>  
<p>The effect persists between rooms/floors</p>  
<p>Tainted Lost starts with this card, and while playing as this character all cards and runes have a 10% chance to turn into a Holy Card</p>  
<p class="r-unlock">UNLOCK: Unlock this item by defeating Delirium in The Void floor with The Lost</p>  
<p class="tags">\*, playing, card, white, cross, blue</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="78" data-tid="78">  
<>  
<div class="rep-card item repc78" onclick=""></div>  
<span>  
<p class="item-title">Cracked Keys</p>  
<p class="r-itemid">CardID: 78</p>  
<p class="pickup">????</p>  
<p>This is a one-time use of the Red Key item.</p>  
<p>The main purpose of the Cracked Key is to unlock Tainted character in the Home floor without needing to find the Red Key. You can force spawn a cracked key by dropping any trinket in a Boss Room or Item room, on any floor you want down to Depths II. When you take the reverse path back up to Home, the trinket will turn into Cracked Key in the same floor/room you dropped it before.</p>  
<p class="r-unlock">UNLOCK: Unlock this card by opening Mom's Box on the Home floor.</p>  
<p class="tags">\*, Red Key Shard</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="56" data-tid="56">  
<>  
<div class="rebirth-card inverse item r-card01" onclick=""></div>  
<span>  
<p class="item-title">O - The Fool?</p>  
<p class="r-itemid">CardID: 56</p>  
<p class="pickup">"Let go and move on"</p>  
<p>When used, this card drops all of your hearts (including non-red hearts), coins, keys and bombs on the floor</p>  
<p>This effect is done in the most efficient way possible - e.g. if you have 99 coins it will create 3 x Quarters, 2 Dimes and 4 Pennies. If you have 40 bombs it will spawn 4 x Boom! pedestal items</p>  
<p>Picking up all dropped items leaves you with the same health and consumables you had before</p>  
<p>This allows you to manipulate your consumables in lots of different ways, for example by rerolling them with the D6/D20, re-arrange your Bone heart containers and more</p>  
<p>if you have the Tarot Cloth item, this card will also drop all your passive items on the floor as pedestals</p>  
<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Lost</p>  
<p class="tags">\*, tarot, card, green</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="57" data-tid="57">  
<>  
<div class="rebirth-card inverse item r-card02" onclick=""></div>  
<span>  
<p class="item-title">I - The Magician?</p>  
<p class="r-itemid">CardID: 57</p>  
<p class="pickup">"May no harm come to you"</p>  
<p>Gives you a blue aura that repels enemy projectiles, causing them to slowly curve away from Isaac and avoid hitting him</p>  
<p>Lasts for 60 seconds</p>  
<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Judas</p>  
<p class="tags">\*, tarot, card, yellow</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="58" data-tid="58">  
<>  
<div class="rebirth-card inverse item r-card03" onclick=""></div>  
<span>  
<p class="item-title">II - The High Priestess?</p>  
<p class="r-itemid">CardID: 58</p>  
<p class="pickup">"Run"</p>  
<p>Causes Mom's Foot to keep stomping down randomly for 60 seconds where Isaac is standing</p>  
<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Lilith</p>  
<p class="tags">\*, tarot, card, red</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="59" data-tid="59">  
<>  
<div class="rebirth-card inverse item r-card04" onclick=""></div>  
<span>  
<p class="item-title">III - The Empress?</p>  
<p class="r-itemid">CardID: 59</p>  
<p class="pickup">"May your love bring protection"</p>  
<p>Gives 2 HP Up and +1.5 Tears Up for 60 seconds</p>  
<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Eve</p>  
<p class="tags">\*, speed up, tarot, card, blue, red</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="60" data-tid="60">  
<>  
<div class="rebirth-card inverse item r-card05" onclick=""></div>  
<span>  
<p class="item-title">IV - The Emperor?</p>  
<p class="r-itemid">CardID: 60</p>  
<p class="pickup">"May you find a worthy opponent"</p>  
<p>Teleports you to an extra boss room, that drops a Boss room item as normal. This room isn't part of the actual floor, and leaving it returns you to where you teleported from</p>  
<p>The boss isn't necessarily from the current floor - e.g. you could find a caves boss in the basement</p>  
<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted ???</p>  
<p class="tags">\*, tarot, card, yellow</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="61" data-tid="61">  
<>  
<div class="rebirth-card inverse item r-card06" onclick=""></div>  
<span>  
<p class="item-title">V - The Hierophant?</p>  
<p class="r-itemid">CardID: 61</p>  
<p class="pickup">"Two prayers for the forgotten"</p>  
<p>Spawns 2 Bone hearts on the floor</p>  
<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Bethany</p>  
<p class="tags">\*, the lost item pool, tarot, card, blue, red</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="62" data-tid="62">  
<>  
<div class="rebirth-card inverse item r-card07" onclick=""></div>  
<span>  
<p class="item-title">VI - The Lovers?</p>  
<p class="r-itemid">CardID: 62</p>  
<p class="pickup">"May your heart shatter to pieces"</p>  
<p>Spawns a random pedestal item from the current room's item pool</p>  
<p>In exchange, turns one heart container or 2 soul hearts into a broken heart. Broken hearts permanently subtract from your total possible health containers</p>  
<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Magdalene</p>  
<p class="tags">\*, the lost item pool, tarot, card, red</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="63" data-tid="63">  
<>  
<div class="rebirth-card inverse item r-card08" onclick=""></div>  
<span>  
<p class="item-title">VII - The Chariot?</p>  
<p class="r-itemid">CardID: 63</p>  
<p class="pickup">"May nothing walk past you"</p>  
<p>Isaac turns to stone and can't move for 10 seconds, but your tear rate goes up significantly for the duration</p>  
<p class="r-unlock">UNLOCK: Unlock this card by defeating Challenge #42 (Hot Potato)</p>  
<p class="tags">\*, tarot, card, yellow</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="64" data-tid="64">  
<>  
<div class="rebirth-card inverse item r-card09" onclick=""></div>  
<span>  
<p class="item-title">VIII - Justice?</p>  
<p class="r-itemid">CardID: 64</p>  
<p class="pickup">"May your sins come back to torment you"</p>  
<p>Spawns 2-4 locked gold chests</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating challenge #43 (Cantripped)</p><p class="tags">\*, tarot, card, red </p></span></a></li>, <li class="textbox" data-sid="65" data-tid="65"><a><div class="rebirth-card inverse item r-card10" onclick=""></div><span><p class="item-title">IX - The Hermit?</p><p class="r-itemid">CardID: 65</p><p class="pickup">May you see the value of all things in life</p><p>When used, all items and pickups in the current room are turned into money. Everything is sold for its shop price, e.g. Items for 15c, hearts for 3c, sacks for 7c</p><p class="r-unlock">UNLOCK: Unlock this card by defeating challenge #44 (Red Redemption)</p><p class="tags">\*, tarot, card, blue </p></span></a></li>, <li class="textbox" data-sid="66" data-tid="66"><a><div class="rebirth-card inverse item r-card11" onclick=""></div><span><p class="item-title">X - Wheel of Fortune?</p><p class="r-itemid">CardID: 66</p><p class="pickup">Throw the dice of fate</p><p>Activates a random effect from a Dice room</p><p>See the dice icon above for each possible effect</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Cain</p><p class="tags">\*, tarot, card, pink </p></span></a></li>, <li class="textbox" data-sid="67" data-tid="67"><a><div class="rebirth-card inverse item r-card12" onclick=""></div><span><p class="item-title">XI - Strength?</p><p class="r-itemid">CardID: 67</p><p class="pickup">May you break their resolve</p><p>All enemies in the current room are slowed and take double damage</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Samson</p><p class="tags">\*, tarot, card, pink </p></span></a></li>, <li class="textbox" data-sid="68" data-tid="68"><a><div class="rebirth-card inverse item r-card13" onclick=""></div><span><p class="item-title">XII - The Hanged Man?</p><p class="r-itemid">CardID: 68</p><p class="pickup">May your greed know no bounds</p><p>You turn into the Keeper, gaining triple shot, -0.1 Speed Down for 30 seconds</p><p>Enemies drop random coins while this effect is active</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Keeper</p><p class="tags">\*, the lost item pool, tarot, card, grey, gray </p></span></a></li>, <li class="textbox" data-sid="69" data-tid="69"><a><div class="rebirth-card inverse item r-card14" onclick=""></div><span><p class="item-title">XIII - Death?</p><p class="r-itemid">CardID: 69</p><p class="pickup">May life spring forth from the fallen</p><p>Activates the Book of the Dead effect, spawning a bone orbital or charmed Bony for each enemy killed in the current room</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Forgotten</p><p class="tags">\*, tarot, card, grey, gray </p></span></a></li>, <li class="textbox" data-sid="70" data-tid="70"><a><div class="rebirth-card inverse item r-card15" onclick=""></div><span><p class="item-title">XIV - Temperance?</p><p class="r-itemid">CardID: 70</p><p class="pickup">May your hunger be sated</p><p>When used, this card activates 5 random pill effects one after the other</p><p class="r-unlock">UNLOCK: Unlock this card by defeating challenge #45 (DELETE THIS)</p><p class="tags">\*, the lost item pool, tarot, card, red, blue </p></span></a></li>, <li class="textbox" data-sid="71" data-tid="71"><a><div class="rebirth-card inverse item r-card16" onclick=""></div><span><p class="item-title">XV - The Devil?</p><p class="r-itemid">CardID: 71</p><p class="pickup">Bask in the light of your mercy</p><p>Activates The Bible effect (granting flight) and gives a Seraphim familiar for 30 seconds</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Azazel</p><p class="tags">\* damage up, tarot, card, red </p></span></a></li>, <li class="textbox" data-sid="72" data-tid="72"><a><div class="rebirth-card inverse item r-card17" onclick=""></div><span><p class="item-title">XVI - The Tower?</p><p class="r-itemid">CardID: 72</p><p class="pickup">Creation brings destruction</p><p>Spawns 6 clusters of rocks and objects that normally appear on this floor</p><p>It won't block any doors that exist</p><p>Rocks have a pretty good chance to become tinted rocks</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Apollyon</p><p class="tags">\*, tarot, card, purple </p></span></a></li>, <li class="textbox" data-sid="73" data-tid="73"><a><div class="rebirth-card inverse item r-card18" onclick=""></div><span><p class="item-title">XVII - The Stars?</p><p class="r-itemid">CardID: 73</p><p class="pickup">May your loss bring fortune</p><p>Removes your oldest item and spawns 2 pedestal items from the current room's pool</p><p>Can remove either passive or active items</p><p>Doesn't remove your character's starting items</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Isaac</p><p class="tags">\*, tarot, card, blue </p></span></a></li>, <li class="textbox" data-sid="74" data-tid="74"><a><div class="rebirth-card inverse item r-card19" onclick=""></div><span><p class="item-title">XVIII - The Moon?</p><p class="r-itemid">CardID: 74</p><p class="pickup">May you remember lost memories</p><p>Teleports to the ultra secret room on the floor</p><p>The ultra secret room is a red room containing an item from the angel room item pool. Can only be accessed via the Red Key, Crystal Key or Cracked Key. Using this card will also open a pathway of red rooms back to the regular floor</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Jacob</p><p class="tags">\*, tarot, card, blue </p></span></a></li>, <li class="textbox" data-sid="75" data-tid="75"><a><div class="rebirth-card inverse item r-card20" onclick=""></div><span><p class="item-title">XIX - The Sun?</p><p class="r-itemid">CardID: 75</p><p class="pickup">May the darkness swallow all around you</p><p>When used, grants +1.5 Damage Up, turns your hearts to Bone hearts and the Spirit of the Night effect (Spectral tears and the ability to fly) for the current floor</p><p>Also gives the Curse of Darkness effect that can't be removed for the current floor</p>

<p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Jacob</p><p class="tags">\*, tarot, card, yellow </p></span></a></li>, <li class="textbox" data-sid="76" data-tid="76"><a><div class="rebirth-card inverse item r-card21" onclick=""></div><span><p class="item-title">XX - Judgement?</p><p class="r-itemid">CardID: 76</p><p class="pickup">"May you redeem those found wanting"</p><p>Spawns a Restock machine</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Lazarus</p><p class="tags">\*, tarot, card, blue </p></span></a></li>, <li class="textbox" data-sid="77" data-tid="77"><a><div class="rebirth-card inverse item r-card22" onclick=""></div><span><p class="item-title">XXI - The World?</p><p class="r-itemid">CardID: 77</p><p class="pickup">"Step into the abyss"</p><p>Creates a trapdoor to a guaranteed crawl space</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Ultra Greedier mode as Tainted Eden</p><p class="tags">\*, tarot, card, pink </p></span></a></li>, <li class="textbox" data-sid="80" data-tid="80"><a><div class="rep-card item repc80" onclick=""></div><span><p class="item-title">Wild Card</p><p class="r-itemid">CardID: 80</p><p class="pickup">"Again"</p><p>When used, this copies the effect of the card, pill, rune, soul stone or active item you used most recently</p><p class="r-unlock">UNLOCK: Unlock this card by defeating Mega Satan as Tainted Eden</p><p class="tags">\*, Uno Card </p></span></a></li>, <li class="textbox" data-sid="81" data-tid="81"><a><div class="rep-card item repc81" onclick=""></div><span><p class="item-title">Soul of Isaac</p><p class="r-itemid">CardID: 81</p><p class="pickup">"Reroll... or not?"</p><p>Turns all pedestal items in the current room into rotating items, which cycle between the old item and a random new item every second</p><p>This allows you to effectively reroll items like with The D6, but choose the old item as well if you want</p><p>Tainted Isaac has this effect passively for all items</p><p>If you use more than one in the same room, each pedestal item will cycle through +1 random item</p><p>Items are chosen from the item pool related to the current item</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Isaac</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="82" data-tid="82"><a><div class="rep-card item repc82" onclick=""></div><span><p class="item-title">Soul of Magdalene</p><p class="r-itemid">CardID: 82</p><p class="pickup">"Give me your love!"</p><p>When used, all enemies in the current room drop half a red heart that will disappear after 2 seconds if not picked up</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Magdalene</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="83" data-tid="83"><a><div class="rep-card item repc83" onclick=""></div><span><p class="item-title">Soul of Cain</p><p class="r-itemid">CardID: 83</p><p class="pickup">"Opens the unopenable"</p><p>When used, this Soul Stone creates Red rooms for every possible exit in the current room</p><p>Red outlines of doors appear where this Soul Stone will create exits for</p><p>See the Red Key item description for more information about these Red rooms behave</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Cain</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="84" data-tid="84"><a><div class="rep-card item repc84" onclick=""></div><span><p class="item-title">Soul of Judas</p><p class="r-itemid">CardID: 84</p><p class="pickup">"Right behind you!"</p><p>Activates the Dark Arts item effect, which turns Isaac into a ghost for a few seconds. While in this form you can walk over enemies to mark them for death. After a few seconds, he will quickly attack each target, chaining higher damage for each enemy it hits</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Judas</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="85" data-tid="85"><a><div class="rep-card item repc85" onclick=""></div><span><p class="item-title">Soul of ???</p><p class="r-itemid">CardID: 85</p><p class="pickup">"Chemical warfare"</p><p>When used this will cause 8 poison farts that leave a brown creep behind, and then drop 7 Butt Bombs very quickly</p><p>Standing in the creep gives you +1 Damage Up and +1.35 Tears Up</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Blue Baby</p><p class="tags">\* Soul of Blue Baby</p></span></a></li>, <li class="textbox" data-sid="86" data-tid="86"><a><div class="rep-card item repc86" onclick=""></div><span><p class="item-title">Soul of Eve</p><p class="r-itemid">CardID: 86</p><p class="pickup">"Your very own murder!"</p><p>For the current room, 14 Dead Birds fly in from off the screen and attack all enemies, dealing low but frequent damage</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Eve</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="87" data-tid="87"><a><div class="rep-card item repc87" onclick=""></div><span><p class="item-title">Soul of Samson</p><p class="r-itemid">CardID: 87</p><p class="pickup">"Slay a thousand!"</p><p>Isaac gains the Berserk! effect for 10 seconds. This gives Isaac a bone sword and he goes on a killing rampage, gaining +0.4 Speed, +3 Flat Damage Up</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Samson</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="88" data-tid="88"><a><div class="rep-card item repc88" onclick=""></div><span><p class="item-title">Soul of Azazel</p><p class="r-itemid">CardID: 88</p><p class="pickup">"Demon rage!"</p><p>Activates the Mega Blast item effect, which gives you a giant laser that deals x5 your tear damage per tick to anything in its path and pushing Isaac back by the force</p><p>The effect lasts for 8 seconds but does persist between rooms</p>

<p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Azazel</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="89" data-tid="89"><a><div class="rep-card item repc89" onclick=""></div><span><p class="item-title">Soul of Lazarus</p><p class="r-itemid">CardID: 89</p><p class="pickup">Life after death</p><p>When used this Soul Stone is that it automatically activates if you die, meaning it is effectively an extra passive life while held</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Lazarus</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="90" data-tid="90"><a><div class="rep-card item repc90" onclick=""></div><span><p class="item-title">Soul of Eden</p><p class="r-itemid">CardID: 90</p><p class="pickup">Embrace chaos</p><p>Activates the D6 and D20 effects, rerolling all items and pickups in the room. Unlike the regular D6, rerolled items can pick from any item pool</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Eden</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="91" data-tid="91"><a><div class="rep-card item repc91" onclick=""></div><span><p class="item-title">Soul of the Lost</p><p class="r-itemid">CardID: 91</p><p class="pickup">Leave your body behind</p><p>When used, Isaac dies and becomes The Lost for the current room. This gives you his ability to fly, and the Holy Mantle effect. However if you take damage a second time you die like the Lost does</p><p>Same effect as touching a white fire, but only lasts one room</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Lost</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="92" data-tid="92"><a><div class="rep-card item repc92" onclick=""></div><span><p class="item-title">Soul of Lilith</p><p class="r-itemid">CardID: 92</p><p class="pickup">Motherhood</p><p>Gives you 1 random permanent familiar</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Lilith</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="93" data-tid="93"><a><div class="rep-card item repc93" onclick=""></div><span><p class="item-title">Soul of the Keeper</p><p class="r-itemid">CardID: 93</p><p class="pickup">\$\$\$\$</p><p>Spawns up to 25 random coins on the floor</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Keeper</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="94" data-tid="94"><a><div class="rep-card item repc94" onclick=""></div><span><p class="item-title">Soul of Apollyon</p><p class="r-itemid">CardID: 94</p><p class="pickup">Bringer of calamity</p><p>Creates 15 random Locusts</p><p>Locusts are variants of blue flies, except they have special effects based on the color</p><p>War (Red) - Explodes when touching the enemy. The actual explosion deals flat 60 damage</p><p>Pestilence (Green) - Poisons the enemy it attacks</p><p>Famine (Brown) - Applies a slowing effect</p><p>Death (Black) - Deals x4 damage instead of x2</p><p>Conquest (White) - Spawns 2-5 at once</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Apollyon</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="95" data-tid="95"><a><div class="rep-card item repc95" onclick=""></div><span><p class="item-title">Soul of the Forgotten</p><p class="r-itemid">CardID: 95</p><p class="pickup">Skeletal protector</p><p>Gives you The Forgotten as a temporary familiar, with 2 Bone hearts and his bone weapon. He behaves the same as how Esau works with Jacob, following your exact movements</p><p>Disappears after the current room or if he takes enough damage and dies</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Forgotten</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="96" data-tid="96"><a><div class="rep-card item repc96" onclick=""></div><span><p class="item-title">Soul of Bethany</p><p class="r-itemid">CardID: 96</p><p class="pickup">Friends from beyond</p><p>Creates 6 wisps, similar to the Book of Virtues effect</p><p>Most wisps will be the standard blue ones, but have a chance to have random special properties</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Bethany</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="97" data-tid="97"><a><div class="rep-card item repc97" onclick=""></div><span><p class="item-title">Soul of Jacob and Esau</p><p class="r-itemid">CardID: 97</p><p class="pickup">Bound by blood</p><p>Spawns Esau as a temporary familiar, who copies your exact movements the same as how the Jacob & Esau character works</p><p>Disappears after the current room or if he takes enough damage and dies</p><p class="r-unlock">UNLOCK: Unlock this item by defeating Hush and Boss Rush as Tainted Jacob</p><p class="tags">\* Soul Stone</p></span></a></li>, <li class="textbox" data-sid="312" data-tid="312"><a><div class="rebirth-card item r-card108" onclick=""></div><span><p class="item-title">Gold Key</p><p>Once picked up, you gain unlimited key use for the rest of the floor</p><p class="tags">\*, yellow, skull </p></span></a></li>, <li class="textbox dlcontent" data-sid="313" data-tid="313"><a><div class="rebirth-card item r-card107" onclick=""></div><span><p class="item-title">Gold Bomb</p><p>Once picked up, you gain unlimited bomb use for the rest of the floor</p><p class="r-unlock">UNLOCK: Unlock this item by beating challenge #23 (Blue Bomber)</p><p class="tags">\*, yellow </p></span>

</li>, <li class="textbox" data-sid="314" data-tid="314">  
<></div>  
<div class="rep-card item repgb" onclick=""></div>  
<span>  
<p class="item-title">Golden Battery</p>  
<p>Fully charges your active item when picked up</p>  
<p>Also, you take a full heart of damage when picked up. Doing this will cause this Golden Battery to reappear somewhere else on the floor</p>  
<p class="r-unlock">UNLOCK: Unlock this by defeating Mega Satan as Tainted Forgotten</p>  
<p class="tags">\*</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="315" data-tid="315">  
<></div>  
<div class="rep-card item repgt" onclick=""></div>  
<span>  
<p class="item-title">Golden Troll Bomb</p>  
<p>Spawns similar to regular troll bombs and cannot be picked up</p>  
<p>However, they will explode forever instead of disappearing</p>  
<p>The Safety Scissors trinket will turn this into a gold bomb</p>  
<p class="tags">\*</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="316" data-tid="316">  
<></div>  
<div class="rep-card item repgo" onclick=""></div>  
<span>  
<p class="item-title">Golden Penny</p>  
<p>When picked up, will respawn again at a random location in the room</p>  
<p>Every time you pick up a golden penny it has a 5% chance to disappear completely</p>  
<p class="r-unlock">UNLOCK: Unlock this by defeating Mega Satan as Tainted Keeper</p>  
<p class="tags">\*</p>  
</span>  
</a>  
</li>, <li class="textbox diconcontent" data-sid="317" data-tid="317">  
<></div>  
<div class="rebirth-card item r-card106" onclick=""></div>  
<span>  
<p class="item-title">Gold Heart</p>  
<p>Once picked up, the gold heart will drop money on the floor the next time Isaac loses a heart</p>  
<p class="r-unlock">UNLOCK: Unlock this item by beating challenge #21 (XXXXXXXXL)</p>  
<p class="tags">\*, yellow heart, golden heart </p>  
</span>  
</a>  
</li>, <li class="textbox diccontent" data-sid="318" data-tid="318">  
<></div>  
<div class="rebirth-card item r-card109" onclick=""></div>  
<span>  
<p class="item-title">Bone Heart</p>  
<p>Takes three hits to deplete and can be refilled with red hearts, but disappears forever when depleted</p>  
<p class="r-unlock">UNLOCK: Unlock this item by unlocking the Forgotten character. See the Broken Shovel / Mom's Shovel items for more information on how to unlock</p>  
<p class="tags">\*, bone heart, white heart </p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="319" data-tid="319">  
<></div>  
<div class="rep-card item reproto" onclick=""></div>  
<span>  
<p class="item-title">Rotten Heart</p>  
<p>Rotten Hearts fill up a whole container the same as normal red hearts, or the rightmost heart if you're at full health</p>  
<p>Every time you clear a room, you'll spawn 2 Blue Flies for each Rotten Heart you currently have</p>  
<p class="r-unlock">UNLOCK: Unlock this by entering the Corpse floor for the first time</p>  
<p class="tags">\*</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="320" data-tid="320">  
<></div>  
<div class="rep-card item repsac" onclick=""></div>  
<span>  
<p class="item-title">Black Sack</p>  
<p>Spawns 2-3 pills, black/bone hearts and/or bombs when picked up</p>  
<p>Can spawn in place of a regular sack, including in Shops for 7c</p>  
<p>Only one heart can spawn per sack as a maximum</p>  
<p class="r-unlock">UNLOCK: Unlock this by defeating Mega Satan as Tainted Judas</p>  
<p class="tags">\*</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="1000" data-tid="1000">  
<></div>  
<div class="rebirth-card item r-card300" onclick=""></div>  
<span>  
<p class="item-title">Rebirth Pills A - L</p>  
<p>48 Hour Energy - Fully recharges your active item and drops 1-2 battery pickups. Can be used with Placebo to generate infinite batteries</p>  
<p>Amnesia - Hides the floor map for the rest of the current floor (same as curse of the lost). Can be negated with Black Candle</p>  
<p>Bad Gas - Isaac farts, poisoning enemies around him</p>  
<p>Bad Trip - Deals damage to yourself</p>  
<p>Balls of Steel - +2 Soul Hearts</p>  
<p>Bombs are key - Switches number of bombs and keys</p>  
<p>Explosive Diarrhea - Spawns five live troll bombs behind Isaac, one per second</p>  
<p>Full Health - Restores all your empty red heart containers</p>  
<p>Health Down - -1 HP. If you have 1 or less heart containers, this pill becomes Health Up</p>  
<p>Health Up - +1 HP</p>  
<p>Hematemesis - Empties all but one red heart container and spawns 1-4 red hearts on the floor. Spawns coins as The Keeper</p>  
<p>I can see forever - Opens secret room and super secret room entrances on the current floor</p>  
<p>I found pills - Changes the appearance of Isaac's face for the current room (Cosmetic change only)</p>  
<p>Lemon Party - Spawns a large yellow pool on the floor around you, damaging enemies which walk in it</p>  
<p>Luck Down - Reduces your luck stat by -1</p>  
<p>Luck Up - Increases your luck stat by +1</p>  
<p class="tags">\*</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="1001" data-tid="1001">  
<></div>  
<div class="rebirth-card item r-card301" onclick=""></div>  
<span>  
<p class="item-title">Rebirth Pills P - Z</p>  
<p>Paralyisis - Prevents you from moving for a short while</p>  
<p>Pheromones - Applies the charm effect to all enemies in the room for a short while</p>  
<p>Puberty - Causes Isaac to grow hair for the rest of the run. Cosmetic change only. In Afterbirth+, taking 3 of this pill gives the Adult transformation</p>  
<p>Pretty Fly - Gives Isaac +1 fly orbital, which blocks enemy projectiles and damages fly-type enemies on touch</p>  
<p>Range Down - Reduces your range stat by -2</p>  
<p>Range Up - Increases your range stat by +2.5</p>  
<p>R U a wizard? - Tears will shoot diagonally for about 60 seconds. Effect persists between rooms while the time period is active</p>  
<p>Speed Down - Reduces your speed stat by -0.12</p>  
<p>Speed Up - Increases your speed stat by +0.15</p>  
<p>Tears Down - Reduces your tears stat by -0.28</p>  
<p>Tears Up - Increases your tears stat by 0.35</p>  
<p>Telepills - Teleports you to a random room when used. Has a small chance to take you to the I AM ERROR room, and a smaller chance to teleport to a Black Market</p>  
<p class="tags">\*</p>  
</span>  
</a>  
</li>, <li class="textbox diconcontent" data-sid="1002" data-tid="1002">  
<></div>  
<div class="rebirth-card item r-card302" onclick=""></div>  
<span>  
<p class="item-title">Afterbirth Pills</p>  
<p>Addicted - Causes you to take a full heart of damage for all sources for the current room. Unlocked from Challenge #24 - PAY TO PLAY</p>  
<p>Friends till the end - Spawns three friendly blue attack flies</p>  
<p>Infested! - Destroys all poops in the room and spawns a blue attack spider on every destroyed poop</p>  
<p>Infested? - Spawns one blue attack spider for every enemy in the room. If there are no enemies this pill spawns 1-3 blue spiders instead</p>  
<p>One makes you smaller - Reduces Isaac's size and hitbox size</p>  
<p>One makes you larger - Increases Isaac's size, but does not affect the size of his hitbox</p>  
<p>Percs - Causes Isaac to only take half a heart of damage from all sources for the current room (The Wafer effect). Unlocked from Challenge #24 - PAY TO PLAY</p>  
<p>Power Pill - Gives you invulnerability and the ability to damage enemies for a short while (similar to The Gamekid effect)</p>  
<p>Re-Lax - Causes Isaac to spawn poops behind him while he walks for a few seconds. Similar to Explosive Diarrhea but with poop</p>  
<p>Retro Vision - Pixelates the screen for a few seconds, obscuring your vision. Happens a total of 3 times over 30 seconds</p>  
<p>???? - Gives the curse of the maze effect for the current floor. Unlocked from Challenge #25 - Have a Heart</p>  
<p class="tags">\*</p>  
</span>  
</a>  
</li>, <li class="textbox" data-sid="1003" data-tid="1003">

```

<a>
<div class="rebirth-card item r-card303" onclick=""></div>
<span>
<p class="item-title">Afterbirth+ Pills</p>
<p>Feels like I'm walking on sunshine! - Turns Isaac invincible for a few seconds (similar to Unicorn Stump). Unlocked from the 'Sin Collector' achievement (collect every Bestiary entry)</p>
<p>Gulp! - When used, shoots an Ipecac explosive shot. Unlocked from the 'Dedication' achievement (participate in 31 dailies in a row)</p>
<p>Horf! - Drowsy... - Slows all enemies for the rest of the current room</p>
<p>I'm excited!!! - Speeds up all enemies for the rest of the room. The effect triggers again 30 seconds after use and again 60 seconds after use</p>
<p>Something's wrong... - Spawns a pool of black creep beneath Isaac</p>
<p>Vurp! - Spawns the last pill you used. Spawns another Vurp! pill if no other pills were used yet. Unlocked from the 'U broke it!' achievement (collect 50 items in a single run)</p>
<p>X-Lar - Spawns a pool of slippery brown creep beneath Isaac</p>
<p class="tags">*</p>
</span>
</a>
</li>, <li class="textbox" data-sid="1004" data-tid="1004">
<a>
<div class="rep-card item reppill" onclick=""></div>
<span>
<p class="item-title">Repentance Pills</p>
<p>Shot Speed Down - -0.15 shot speed</p>
<p>Shot Speed Up - +0.15 shot speed</p>
<p>Experimental Pill - Increases one random stat and decreases another random stat. Amount changed equals the equivalent stat up/down pill. If you have PhD it will only increase one stat</p>
<p class="tags">*</p>
</span>
</a>
</li>, <li class="textbox" data-sid="1005" data-tid="1005">
<a>
<div class="rep-card item repgp" onclick=""></div>
<span>
<p class="item-title">Gold Pill</p>
<p>When used gives a random pill effect</p>
<p>Can be used multiple times, but every time you use it, it has a chance to disappear</p>
<p>The Gold Pill can spawn as a Horse Pill, which then causes it to give random Horse pill effects</p>
<p class="r-unlock">UNLOCK: Unlock this by defeating Mega Satan as Tainted Cain</p>
<p class="tags">*</p>
</span>
</a>
</li>, <li class="textbox" data-sid="1006" data-tid="1006">
<a>
<div class="rep-card item rephorse" onclick=""></div>
<span>
<p class="item-title">Horse Pill</p>
<p>Horse Pill rarely spawn as larger versions of normal pills with more powerful effects</p>
<p>Items that synergize with pills also have the same effect with Horse pills</p>
<p>In general, the effect of a Horse Pill is double the effect of a normal pill i.e. Speed Up will be +0.3 instead of +0.15. Pills with effects that can't necessarily 'double' are stronger, i.e. Pretty Fly gives a Big Fan item rather than a fly orbital</p>
<p class="r-unlock">UNLOCK: Unlock this by defeating Mega Satan as Tainted Eve</p>
<p class="tags">*</p>
</span>
</a>
</li>, <li class="textbox" data-sid="2007" data-tid="2007">
<a>
<div class="rebirth-card item r-card41" onclick=""></div>
<span>
<p class="item-title">Dice Rooms</p>
<p>1 Dot - Rerolls all of your items. (Does not change your trinkets, pills or cards)</p>
<p>2 Dot - Rerolls all pickups in the room. (D20 effect)</p>
<p>3 Dot - Rerolls all pickups on the entire floor</p>
<p>4 Dot - Rerolls all pedestal items on the floor. (Does not roll your devil deal items)</p>
<p>5 Dot - Reroll and restart the current floor (Forget Me Now effect)</p>
<p>6 Dot - Reroll all of your items and all the pickups on the entire floor (Combined 1 + 3 + 4 rooms)</p>
<p class="tags">*</p>
</span>
</a>
</li>]

```

In [186]

```

get_rid = soup.find("strong", class_ = 'pri')
get_rid.decompose()

#print(get_rid)

```

In [187]

```

title = []
ID = []
pickup = []
quality = []
description = []

#the elements will automatically be put into lists when appended to list
for element in textbox:
    item_title = element.find("p", class_ = 'item-title')
    item_id = element.find("p", class_ = 'r-itemid')
    item_pickup = element.find("p", class_ = 'pickup')
    item_quality = element.find("p", class_ = 'quality')
    #item_description = element.find("p", class_ = None)

    #print(item_description)

    for x in item_title:
        #print(x)
        title.append(x)

    if item_id != None:
        for x in item_id:
            #print(x)
            ID.append(x)

    if item_pickup != None:
        for x in item_pickup:
            #print(x)
            pickup.append(x)

    if item_quality != None:
        for x in item_quality:
            #print(x)
            quality.append(x)

    for x in element.find('p', class_ = None):
        for strong in element.findAll('strong', class_ = 'pri'):
            #print(strong)
            strong.decompose()
        #print(x)
        description.append(x)

pickup.insert(960, '"D6 + D20"') #The Dice Shard's Pickup was not included in the website
title[199] = 'Humbling Bundle'
title[543] = 'Broken Shovel (Top)'
title[544] = 'Broken Shovel (Bottom)'
title[545] = "Mom's Shovel (Top + Bottom Broken Shovel)"
description[233] = "Increases your chances to find an Angel Room instead of a Devil Room."
description[234] = "Increases your chances to find an Angel Room instead of a Devil Room."

#print(title)
#print(ID)
#print(pickup)
#print(quality)
#print(description)

```

In [188]

```

paragraph = []
item_types = []
item_pool = []

for p in soup.select("ul > p"):
    #print(p.text)
    paragraph.append(p.text)
#print(paragraph)

for p in paragraph:
    if 'Type' in p:
        #print(p)
        item_types.append(p)
    if 'Item Pool' in p:
        #print(p)
        item_pool.append(p)

item_types[645] = 'Type: Active, Familiar'

item_pool[8] = 'Item Pool: Arcade Shell Game'
item_pool[17] = 'Item Pool: Arcade Machine'
item_pool[69] = 'Item Pool: One of the Horsemen Bosses (Famine, Pestilence, War, Death)'
item_pool[86] = 'Item Pool: Tinted Rock'
item_pool[88] = 'Item Pool: Item Room, Boss Room'
item_pool[115] = 'Item Pool: Blood Donation Machine'
item_pool[116] = 'Item Pool: Item Room, Secret Room'
item_pool[126] = 'Item Pool: Headless Horseman Boss'
item_pool[128] = 'Item Pool: Krampus Boss'
item_pool[131] = 'Item Pool: Blood Donation Machine'
item_pool[233] = 'Item Pool: Angel Statue in Angel Room'
item_pool[234] = 'Item Pool: Angel Statue in Angel Room'
item_pool[547] = 'Item Pool: Item Room'
item_pool[615] = 'Item Pool: Shop'
item_pool[616] = 'Item Pool: Boss Room, Crane Game, Shop'
item_pool[621] = 'Item Pool: Crane Game, Key Beggar, Item Room'
item_pool[652] = 'Item Pool: Secret Room'
item_pool[657] = 'Item Pool: Shop'
item_pool[698] = 'Item Pool: Curse Room, Secret Room, Super Secret Room'
item_pool[699] = 'Item Pool: Library, Devil Room'

item_pool.insert(543, " ")
item_pool.insert(544, " ")
item_pool.insert(545, " ")
#print(item_pool)

```

## Create the CSV File:

Here the `.csv` is created under the name `items.csv`.

```
In [189]:
import csv
from itertools import zip_longest

data = [ID, title, pickup, quality, description, item_types, item_pool]
export_data = zip_longest(data, fillvalue = '')

with open('items.csv', 'w', encoding = 'UTF-8', newline = '') as myfile:
    wr = csv.writer(myfile)
    wr.writerow(["ID", "Name of Item", "Pickup", "Quality", "Description", "Type", "Item Pool"])
    wr.writerows(export_data)
myfile.close()
```

```
In [190]:
import pandas as pd

items = pd.read_csv('items.csv')
items.head()
```

	ID	Name of Item	Pickup	Quality	Description	Type	Item Pool
0	ItemID: 1	The Sad Onion	"Tears up"	Quality: 3	+0.7 Tears Up	Type: Passive	Item Pool: Item Room
1	ItemID: 2	The Inner Eye	"Triple shot"	Quality: 2	Tears now shoot three at a time (Triple Shot)	Type: Passive, Tear Modifier	Item Pool: Item Room
2	ItemID: 3	Spoon Bender	"Homing shots"	Quality: 3	Gives Isaac's tears a homing effect	Type: Passive	Item Pool: Item Room
3	ItemID: 4	Cricket's Head	"DMG up"	Quality: 4	+0.5 Damage Up	Type: Passive	Item Pool: Item Room
4	ItemID: 5	My Reflection	"Boomerang tears"	Quality: 0	Gives tears a boomerang effect	Type: Passive, Tear Modifier	Item Pool: Item Room

## Tidy and Wrangle Data:

```
In [191]:
#items.tail(8)
items = items[:-8]
items.tail(10)
```

	ID	Name of Item	Pickup	Quality	Description	Type	Item Pool
1003	CardID: 97	Soul of Jacob and Esau	"Bound by blood"	NaN	Spawns Esau as a temporary familiar, who copies...	NaN	NaN
1004	NaN	Gold Key	NaN	NaN	Once picked up, you gain unlimited key use for...	NaN	NaN
1005	NaN	Gold Bomb	NaN	NaN	Once picked up, you gain unlimited bomb use fo...	NaN	NaN
1006	NaN	Golden Battery	NaN	NaN	Fully charges your active item when picked up	NaN	NaN
1007	NaN	Golden Troll Bomb	NaN	NaN	Spawns similar to regular troll bombs and can...	NaN	NaN
1008	NaN	Golden Penny	NaN	NaN	When picked up, will respawn again at a random...	NaN	NaN
1009	NaN	Gold Heart	NaN	NaN	Once picked up, the gold heart will drop money...	NaN	NaN
1010	NaN	Bone Heart	NaN	NaN	Takes three hits to deplete and can be refille...	NaN	NaN
1011	NaN	Rotten Heart	NaN	NaN	Rotten Hearts fill up a whole container the sa...	NaN	NaN
1012	NaN	Black Sack	NaN	NaN	Spawns 2-3 pills, black/bone hearts and/or bom...	NaN	NaN

## Miscellaneous Stuff

```
In [192]:
misc = items.iloc[1004:]
misc = misc.loc[:, ('Name of Item', 'Description')]
misc = misc.reset_index(drop = True)

misc.head(10)
```

	Name of Item	Description
0	Gold Key	Once picked up, you gain unlimited key use for...
1	Gold Bomb	Once picked up, you gain unlimited bomb use fo...
2	Golden Battery	Fully charges your active item when picked up
3	Golden Troll Bomb	Spawns similar to regular troll bombs and can...
4	Golden Penny	When picked up, will respawn again at a random...
5	Gold Heart	Once picked up, the gold heart will drop money...

	Name of Item	Description
6	Bone Heart	Takes three hits to deplete and can be refilled
7	Rotten Heart	Rotten Hearts fill up a whole container the same
8	Black Sack	Spawns 2-3 pills, black/bone hearts and/or bones

## Cards & Other Useable Items

```
In [193... cards = items.iloc[907:1004]
cards = cards.loc[:, ('Name of Item', 'Pickup', 'Description')]
cards = cards.reset_index(drop = True)
cards.tail()
```

	Name of Item	Pickup	Description
92	Soul of the Keeper	"\$\$\$"	Spawns up to 25 random coins on the floor
93	Soul of Apollyon	"Bringer of calamity"	Creates 15 random Locusts
94	Soul of the Forgotten	"Skeletal protector"	Gives you The Forgotten as a temporary familiar
95	Soul of Bethany	"Friends from beyond"	Creates 6 wisps, similar to the Book of Virtue
96	Soul of Jacob and Esau	"Bound by blood"	Spawns Esau as a temporary familiar, who copies

## Trinkets

```
In [194... trinkets = items.iloc[719:907]
trinkets = trinkets.loc[:, ('Name of Item', 'Pickup', 'Description')]
trinkets = trinkets.reset_index(drop = True)
trinkets.head()
```

	Name of Item	Pickup	Description
0	Swallowed Penny	"Gulp!"	Each time you get hit, you drop a coin or two
1	Petrified Poop	"It feels lucky?"	While held, Isaac has a significantly higher chance to
2	AAA Battery	"Trickle charge"	Lowers your spacebar item charge rate by 1
3	Broken Remote	"It's broken"	Does the teleport effect every time you use yo...
4	Purple Heart	"Challenge up"	Higher chance for champion enemies while held

## Useable Items

```
In [195... useable_items = items.iloc[:719]
useable_items = useable_items.loc[:, ('Name of Item', 'Pickup', 'Quality', 'Description', 'Type', 'Item Pool')]
useable_items = useable_items.reset_index(drop = True)
#useable_items.head()
```

```
In [196... useable_items['Quality'] = useable_items['Quality'].str.split(':')
useable_items['Quality'] = useable_items['Quality'].str.get(1)
useable_items['Quality'] = pd.to_numeric(useable_items['Quality'])

#useable_items.head()
```

```
In [197... useable_items['Type'] = useable_items['Type'].str.split(':')
useable_items['Type'] = useable_items['Type'].str.get(1)

useable_items['Secondary Type'] = useable_items['Type'].str[9:]
useable_items['Type'] = useable_items['Type'].str.split(',')
useable_items['Type'] = useable_items['Type'].str.get(0)

useable_items = useable_items[['Name of Item', 'Pickup', 'Quality', 'Description', 'Type', 'Secondary Type', 'Item Pool']]
#useable_items.head()
```

```
In [198... useable_items['Item Pool'] = useable_items['Item Pool'].str.split(':')
useable_items['Item Pool'] = useable_items['Item Pool'].str.get(1)

useable_items = useable_items.fillna(" ")
#useable_items.head()
```

```
In [199... pd.set_option('display.max_rows', None, 'display.max_columns', None)
pd.set_option('display.width', 5000)
useable_items.to_html('useable_items_dataframe.html')
```

## Pills

```
In [200... #scrape the info for pills and turn that into a dataframe
extra = []
pills = []

rebirth_one = soup.find_all('li', {'data-sid': '1000'})
#print(rebirth_one)
for pill in rebirth_one:
    #print(pill)
    rebirth_pill_one = pill.find_all('p', class_= None)
    #print(rebirth_pill_one)

for pill in rebirth_pill_one:
    for x in pill:
        #print(x)
        pills.append(x)

rebirth_two = soup.find_all('li', {'data-sid': '1001'})
#print(rebirth_two)
for pill in rebirth_two:
    rebirth_pill_two = pill.find_all('p', class_= None)
    #print(rebirth_pill_two)

for pill in rebirth_pill_two:
    for x in pill:
        #print(x)
        pills.append(x)

afterbirth = soup.find_all('li', {'data-sid': '1002'})
for pill in afterbirth:
    afterbirth_pill = pill.find_all('p', class_= None)
    #print(afterbirth_pill)
```

```

for pill in afterbirth_pill:
    for x in pill:
        #print(x)
        pills.append(x)

afterbirth_plus = soup.find_all('li', {'data-sid': '1003'})
for pill in afterbirth_plus:
    afterbirth_plus_pill = pill.find_all('p', class_=None)
    #print(afterbirth_plus_pill)

for pill in afterbirth_plus_pill:
    for x in pill:
        #print(x)
        pills.append(x)

repentance = soup.find_all('li', {'data-sid': '1004'})
for pill in repentance:
    repentance_pill = pill.find_all('p', class_=None)
    #print(repentance_pill)

for pill in repentance_pill:
    for x in pill:
        #print(x)
        pills.append(x)

#print(pills)

```

```

In [201... data = [pills]
export_data = zip_longest(*data, fillvalue = '')
with open('pills.csv', 'w', encoding = 'UTF-8', newline = '') as myfile:
    wr = csv.writer(myfile)
    wr.writerow([""])
    wr.writerow(export_data)
    myfile.close()

```

```

In [202... pills = pd.read_csv('pills.csv')
#pills.head()

```

```

In [203... pills['str_split'] = pills['P'].str.split(' - ')
pills['Pill Name'] = pills['str_split'].str.get(0)
pills['Description'] = pills['str_split'].str.get(1)

```

```

In [204... del pills['str_split']
del pills['P']

pills.head()

```

	Pill Name	Description
0	48 Hour Energy	Fully recharges your active item and drops 1-2...
1	Amnesia	Hides the floor map for the rest of the current...
2	Bad Gas	Isaac farts, poisoning enemies around him
3	Bad Trip	Deals damage to yourself
4	Balls of Steel	+2 Soul Hearts

## Characters

\*These following characters were removed from the .csv :

- Eden: Heart containers, damage, tears, shot speed, range, speed, luck, starting pickups are all randomized each round.
- The Forgotton + The Soul: This is a 2-in-1 character, each with different heart containers, damage, etc. If one dies, then both die.
- Jacob + Esau: These 2 characters are played together, but each has different statistics. If one character dies, then both die.
- Dark Judas: Didn't want to include Dark Judas as I didn't want Judas to be confused with Dark Judas.
- The Keeper: The Keeper has special heart containers made of coins that can be refilled with picking up coins.

```

In [224... import numpy as np

characters = pd.read_csv('binding_of_isaac_characters.csv')
characters['Health in Red Hearts'] = pd.to_numeric(characters['Health in Red Hearts'])

characters.head(13)

```

	Character	Health in Red Hearts	Health in Soul Heart	Health in Black Heart	Damage	Tears	Shot Speed	Range	Speed	Luck	Starting Pickup(s)	Starting Item(s)
0	Isaac	3.0	NaN	NaN	3.500	0.0	1.00	6.5	1.00	0	1 bomb	The D6
1	Magdalene	4.0	NaN	NaN	3.500	0.0	1.00	6.5	0.85	0	NaN	Yum Heart
2	Cain	2.0	NaN	NaN	4.200	0.0	1.00	4.5	1.30	0	1 key	Lucky Foot
3	Judas	1.0	NaN	NaN	4.725	0.0	1.00	6.5	1.00	0	3 coins	The Book of Belial
4	???(Blue Baby)	NaN	3.0	NaN	3.675	0.0	1.00	6.5	1.10	0	NaN	The Poop
5	Eve	2.0	NaN	NaN	2.625	0.0	1.00	6.5	1.23	0	NaN	Whore of Babylon, Dead Bird
6	Samson	3.0	NaN	NaN	3.500	-0.1	1.31	5.0	1.10	0	NaN	Brimstone, Flight
7	Azazel	NaN	NaN	3.0	5.250	0.5	1.00	4.5	1.25	0	0 - The Fool	Anemic
8	Lazarus	3.0	NaN	NaN	3.500	0.0	1.00	4.5	1.00	-1	1 pill	Flight, Spectral tears
9	The Lost	NaN	NaN	NaN	3.500	0.0	1.00	6.5	1.00	1	1 coin	Blindfolded, Incubus, Cambion Conception, Box ...
10	Lilith	1.0	NaN	2.0	3.500	0.0	1.00	6.5	1.00	0	NaN	Void
11	Apollyon	2.0	NaN	NaN	3.500	0.0	1.00	6.5	1.00	0	NaN	Book of Virtues
12	Bethany	3.0	NaN	NaN	3.500	0.0	1.00	6.5	1.00	0	4 soul charges	

## Analyze Data:

### 1. Use a Bar Graph to Look at Each Character's Health Stats

```

In [232... import matplotlib.pyplot as plt

#Bar 1
n = 1
t = 3
d = 13
w = 0.3

```

```

x_values1 = [t * element + w * n for element in range(d)]
#Bar 2
n = 2
x_values2 = [t * element + w * n for element in range(d)]
#Bar 3
n = 3
x_values3 = [t * element + w * n for element in range(d)]

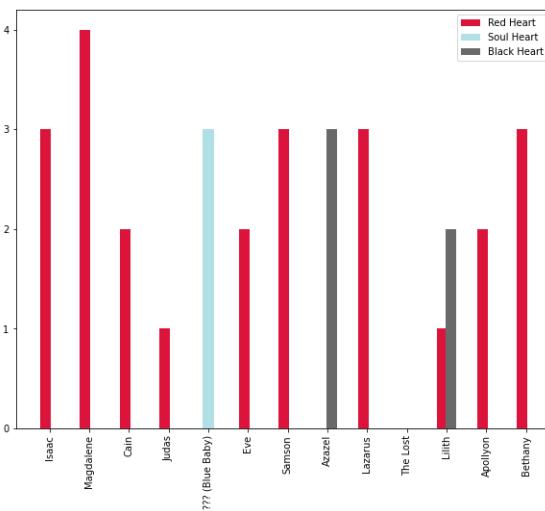
plt.figure(figsize = (10, 8))
ax = plt.subplot()
plt.bar(x_values1, characters['Health in Red Hearts'], label = 'Red Heart', color = 'crimson')
plt.bar(x_values2, characters['Health in Soul Heart'], label = 'Soul Heart', color = 'powderblue')
plt.bar(x_values3, characters['Health in Black Heart'], label = 'Black Heart', color = 'dimgray')

ax.set_xticks(x_values2)
ax.set_xticklabels(characters['Character'], rotation = 90)
ax.set_yticks(range(5))

plt.legend()

plt.show()

```



There are a majority of characters that start out with red hearts with the exception of ??? (Blue Baby), Azazel, and Lilith. ??? (Blue Baby) starts with 3 soul hearts, Azazel starts with 3 black hearts, and Lilith starts with 1 red heart, and 2 black hearts.

## 2. Use Bar Graphs to Look at Each Character's Damage, Shot Speed, etc. and Compare Them

```

In [209]...
#Bar 1
n = 1
t = 6
d = 13
w = 0.7
x_values1 = [t * element + w * n for element in range(d)]

#Bar 2
n = 2
x_values2 = [t * element + w * n for element in range(d)]

#Bar 3
n = 3
x_values3 = [t * element + w * n for element in range(d)]

#Bar 4
n = 4
x_values4 = [t * element + w * n for element in range(d)]

#Bar 5
n = 5
x_values5 = [t * element + w * n for element in range(d)]

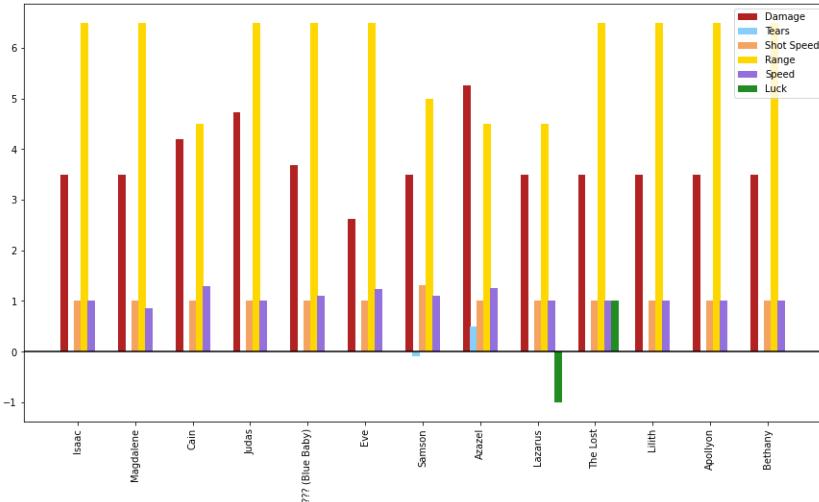
#Bar 6
n = 6
x_values6 = [t * element + w * n for element in range(d)]

plt.figure(figsize = (15, 8))
ax = plt.subplot()
plt.bar(x_values1, characters['Damage'], label = 'Damage', color = 'firebrick')
plt.bar(x_values2, characters['Tears'], label = 'Tears', color = 'lightskyblue')
plt.bar(x_values3, characters['Shot Speed'], label = 'Shot Speed', color = 'sandybrown')
plt.bar(x_values4, characters['Range'], label = 'Range', color = 'gold')
plt.bar(x_values5, characters['Speed'], label = 'Speed', color = 'mediumpurple')
plt.bar(x_values6, characters['Luck'], label = 'Luck', color = 'forestgreen')

ax.set_xticks(x_values3)
ax.set_xticklabels(characters['Character'], rotation = 90)
plt.axhline(y=0, color='black')
plt.legend()

plt.show()

```



This just shows the starting statistics (outside of health) for each character. Most of the characters tend to have the same starting statistics, but a couple have a higher/lower tear rate or luck than the rest.

### 3. How Many Items are Active and How Many are Passive?

In [181]

```
#separate the active and passive items
useable_items['Type'] = useable_items['Type'].astype('string') #need to change 'Type' to string type instead of object type
useable_items['Type'] = useable_items['Type'].str.strip()

active_items = useable_items[useable_items['Type'] == 'Active']
active_items.head()
```

Out[181]

	Name of Item	Pickup	Quality	Description	Type	Secondary Type	Item Pool
32	The Bible	"Temporary flight"	1	Gives Isaac angel wings for the current room, ...	Active		Shop, Library, Angel Room
33	The Book of Belial	"Temporary DMG up"	3	Upon use, gives +2 damage up which lasts for t...	Active		Library, Devil Room
34	The Necronomicon	"Mass room damage"	1	Deals 40 damage to everything in the room when...	Active		Library, Secret Room, Devil Room
35	The Poop	"Plop!"	0	Drops a poop on the floor	Active		Item Room
36	Mr. Boom	"Reusable bomb buddy"	1	Drops a large bomb below the player which does...	Active		Item Room, Wrath Miniboss, Bomb Beggar

In [182]

```
passive_items = useable_items[useable_items['Type'] == 'Passive']
passive_items.head()
```

Out[182]

	Name of Item	Pickup	Quality	Description	Type	Secondary Type	Item Pool
0	The Sad Onion	"Tears up"	3	+0.7 Tears Up	Passive		Item Room
1	The Inner Eye	"Triple shot"	2	Tears now shoot three at a time (Triple Shot)	Passive	Tear Modifier	Item Room
2	Spoon Bender	"Homing shots"	3	Gives Isaac's tears a homing effect	Passive		Item Room
3	Cricket's Head	"DMG up"	4	+0.5 Damage Up	Passive		Item Room
4	My Reflection	"Boomerang tears"	0	Gives tears a boomerang effect	Passive	Tear Modifier	Item Room

In [217]

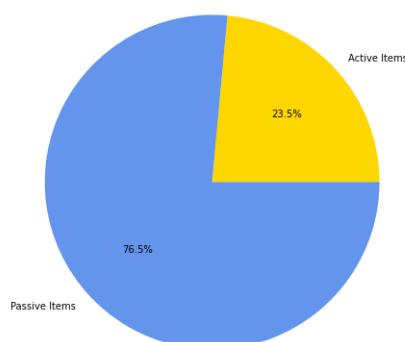
```
item_graph = []
item_graph.append(len(active_items['Type']))
item_graph.append(len(passive_items['Type']))
#print(item_graph)

labels = ['Active Items', 'Passive Items']

plt.figure(figsize = (10, 8))
plt.pie(item_graph, labels = labels, colors = ['gold', 'cornflowerblue'], autopct = '%0.1f%%')

plt.title("Active or Passive?")
plt.show()
```

Active or Passive?



A majority of items in the game are passive (usually adds to character's statistics), while less than a quarter are active items.

### 4. What is the Percent of Cards, Trinkets, etc. to Items?

In [230]

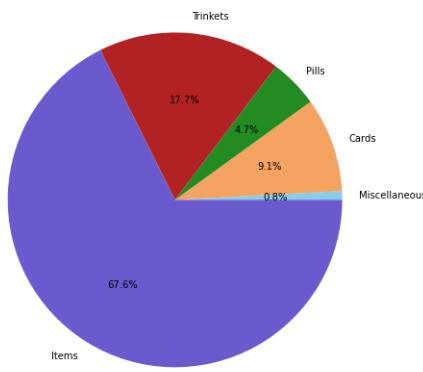
```
#use a pie chart to find the proportion of cards, trinkets, misc, and items
all_items_graph = []
all_items_graph.append(len(misc))
all_items_graph.append(len(cards))
all_items_graph.append(len(pills))
all_items_graph.append(len(trinkets))
all_items_graph.append(len(useable_items))
```

```

labels = ['Miscellaneous', 'Cards', 'Pills', 'Trinkets', 'Items']

plt.figure(figsize = (10, 8))
plt.pie(all_items_graph, labels = labels, colors = ['skyblue', 'sandybrown', 'forestgreen', 'firebrick', 'slateblue'], autopct = '%0.1f%')
plt.show()

```



When looking at the total things within the game, a majority are items (both passive and aggressive), with a smaller percentage in trinkets, cards, pills, and miscellaneous (in that order from largest to smallest).

## 5. When Dropping an Item, What is it Likely to Be: A Card, or Trinket?

First we need to find the sample size needed using the Baseline Conversion Rate, Minimum Detectable Effect, and the Significance Threshold for trinkets.

In [236]

```

amount_trinkets = len(trinkets)
amount_total = len(items)

baseline = (amount_trinkets / amount_total) * 100
print("Baseline: " + str(round(baseline, 2)) + "%")

```

Baseline: 18.56%

Suppose that 18.56% of trinkets will be dropped over a card. We're thinking about adding a new trinket, but it would be more worth it if the trinket was dropped 23% instead.

In [239]

```

new_baseline = 23 #23%
mde = ((new_baseline - baseline) / baseline) * 100
print("Minimum Detectable Effect: " + str(round(mde, 2)) + "%")

```

Minimum Detectable Effect: 23.93%

The most common Significance Threshold is 95%, so we will stick with using that too.

Using a [sample size calculator](#), we get the sample size of **830**. Now we will use that number to create a simulation to determine if a card or trinket would be more likely to be dropped.

In [242]

```

card_percent = (len(cards) / amount_total) * 100
print(str(round(card_percent, 2)) + "%")

```

9.58%

In [246]

```

sample_trinket = np.random.choice(['yes', 'no'], size = 415, p = [0.1856, 0.8144])
sample_card = np.random.choice(['yes', 'no'], size = 415, p = [0.0958, 0.9042])

```

In [248]

```

group = ['trinket'] * 415 + ['card'] * 415
outcome = list(sample_trinket) + list(sample_card)

sim_data = {'Trinket or Card?': group, 'Dropped?': outcome}
sim_data = pd.DataFrame(sim_data)
sim_data.head()

```

Out[248]

	Trinket or Card?	Dropped?
0	trinket	no
1	trinket	no
2	trinket	no
3	trinket	no
4	trinket	no

In [251]

```

sim_data_trinket = sim_data[sim_data['Trinket or Card?'] == 'trinket']
sim_data_trinket_dropped = sim_data_trinket[sim_data_trinket['Dropped?'] == 'yes']
# print(len(sim_data_trinket_dropped))
sim_data_trinket_not_dropped = sim_data_trinket[sim_data_trinket['Dropped?'] == 'no']

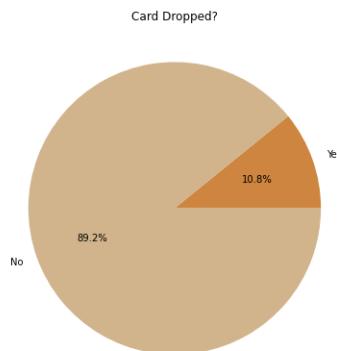
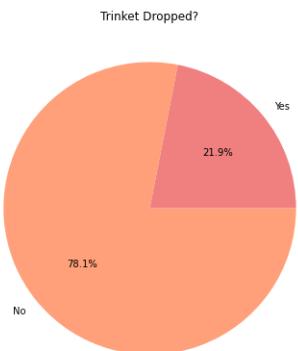
sim_data_card = sim_data[sim_data['Trinket or Card?'] == 'card']
sim_data_card_dropped = sim_data_card[sim_data_card['Dropped?'] == 'yes']
# print(len(sim_data_card_dropped))
sim_data_card_not_dropped = sim_data_card[sim_data_card['Dropped?'] == 'no']

plt.figure(figsize = (15, 8))
ax1 = plt.subplot(1, 2, 1)
plt.pie([len(sim_data_trinket_dropped), len(sim_data_trinket_not_dropped)], labels = ['Yes', 'No'], autopct = '%0.1f%', 
        colors = ['lightcoral', 'lightsalmon'])
plt.title("Trinket Dropped?")

ax2 = plt.subplot(1, 2, 2)
plt.pie([len(sim_data_card_dropped), len(sim_data_card_not_dropped)], labels = ['Yes', 'No'], autopct = '%0.1f%', 
        colors = ['peru', 'tan'])
plt.title("Card Dropped?")

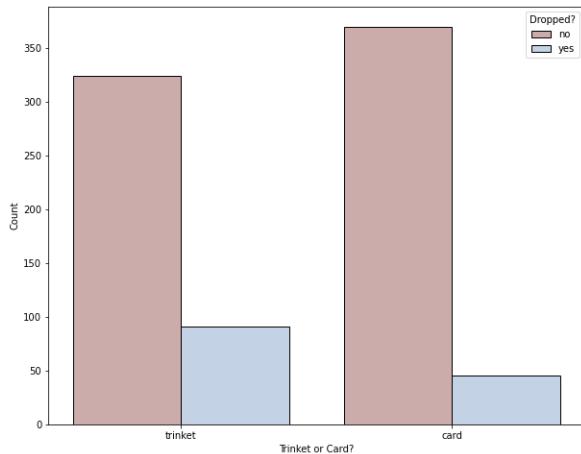
plt.show()

```



In [253]:

```
import seaborn as sns
plt.figure(figsize = (10, 8))
sns.histplot(data = sim_data, x = 'Trinket or Card?', hue = 'Dropped?', multiple = 'dodge', shrink = 0.8, palette = ['#BCBFBF', '#B0C4DE'])
plt.show()
```



Looking at these 2 graphs, it is most likely that neither a card or trinket will drop; at a 21.9% a trinket will drop, and a card will drop at even less at 10.8%. It's likely that another item may drop, or nothing at all.

---

<sup>1</sup> Descriptions for Items in Binding of Isaac.

In [ ]: