

S-Tier, Amazing item - virtually endlessly stackable



A-Tier, Versatile choice - phas good synergy with most items



B-Tier, Good but not always useful for your build



C-Tier, Some synergies but not useful in many situations



D-Tier, At least it does something



F-Tier, Hope the 3d printer eats them



All information was obtained from Woolie's video, if you want a video or text version of this tier list I will link it in the comments section of this post.

## Exeptions

- Backup Magazine, S+ on everyone except the engineer due to the fact that he only gets one more mine. Still good but definatly not S.
- Rejuvenation Rack, This gets a C on Artificer due to the fact that there isn't much leeching going on.
- Leeching Seed, This gets a D on the Artificer since attacks are charged based so she doesn't leech much.
- Harvester's Scythe, This gets a D on Artificer since attacks are charge based so she doesn't leech very much.
- Shaped Glass, This is very good but you have to offset it with mobility, block, leech or transcendence. Note: If you have transcendence leech doesn't matter.
- Transcendence, This is A on everyone except engineer because it removes all healing.
- Berzerker's Pauldron, This gets a D on the Artificer since her attacks are charged based the attack speed isn't as good.
- Rose Buckler, This items gets bumped up to an A on the Huntress and Engineer because you can attack while sprinting.
- Runald's Band, This gets a D on the Artificer because her attacks are charge based meaning it won't proc as much.
- Kjaro's Band, This gets a D on Artificer because her attacks are charge based meaning it will proc less.
- N'Kuhana's Opinion, This is S+ on Engineer and your turrets are always healing, but this gets an F on artificer due to low healing = low proc rate.
- Sentient Meat Hook, This gets a C on Artificer due to the low attack rate which results in a low proc rate.
- Gesture of the Drowned, This gets an S+ if you have an equipment with damage and maybe some fuel cells.
- Crowbar, This item gets an A on burst builds, so something like Artificer or a royal capacitor build.
- Bandolier, This gets a B+ on the Mercenary since you will almost always be in melee range to pick these up.
- Brittle Crown, This gets an A+ on Engineer since his turrets generate gold but don't lose it if they get hit and Huntress since she is able to stay safe most of the time.
- Bustling Fungus, This item is S+ on the Engineer since his turrets will always have it active.
- Monster Tooth, This gets bumped up to D on the Mercenary since he is always in melee range so he can pick them up.
- Frost Relic, This is a C on Mercenary since he is melee so he can do damage with this item.
- Wake of Vultures, This item is currently bugged so do not even pick it up.