

<div>Headband</div> <div>(Headgear) +1 modifier</div>	<div>Crown of the Druid</div> <div>(Headgear) +1 modifier Wildlife won't attack you if you fail the attack roll</div>	<div>Leather Cap</div> <div>(Headgear) +1 modifier</div>	<div>Cultist Hood</div> <div>(Headgear) +2 modifier</div>	<div>Goats Head Helmet</div> <div>(Headgear) +1 modifier Get one favor point</div>	<div>Elder Sign</div> <div>(Accessory) +1 modifier You can redirect Byathis to attack another player</div>	<div>Ancient Scripture</div> <div>(Accessory) +1 modifier</div>
<div>Cultist Robe</div> <div>(Chest) +1 modifier</div>	<div>Trench Coat</div> <div>(Chest) Investigators won't attack you if you fail the attack roll</div>	<div>Leather Armor</div> <div>(Chest) +1 modifier</div>	<div>Kevlar Vest</div> <div>(Chest) +2 modifier</div>	<div>Blessed Robe</div> <div>(Chest) +1 modifier +1 max HP</div>	<div>Ring of Immovability</div> <div>(Accessory) You can't be moved involuntarily</div>	<div>Black Goat Emblem</div> <div>(Accessory) +2 modifier +2 favor points when burned</div>
<div>Sandals</div> <div>(Footwear) +1 modifier</div>	<div>Fashionable Boots</div> <div>(Footwear) +1 modifier</div>	<div>Moccasin Loafers</div> <div>(Footwear) +1 modifier</div>	<div>Army Boots</div> <div>(Footwear) +2 modifier</div>	<div>Running Shoes</div> <div>(Footwear) +1 modifier +1 move</div>	<div>Bag of Holding</div> <div>(Accessory) +1 handlimit</div>	