

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