

CRUSADER'S ARMAMENTS

CRUSADER'S SHIELD

Armor (shield), legendary (requires attunement by a paladin), set (Crusader)

This shield appears to be nothing more than a dented steel shield. On the inside of the shield is engraved a prayer to the gods to grant eternal victory against the forces of evil. While holding this shield, you have a +1 bonus to Dexterity saving throws. Additionally, you can use a reaction when you are successfully attacked to gain resistance to that attack's damage. Once this special action is used, it can't be used again until the next dawn.

CRUSADER'S HELM

Wondrous item, legendary (requires attunement by a paladin), set (Crusader)

This heavy steel helmet bears the gleaming symbol of the Crusader proudly on the crest. Once per day as a bonus action, you can activate the helm to gain 1 hit point at the start of each of your turns for 10 minutes. Once this special action is used, it can't be used again until the next dawn.

CRUSADER'S MAIL

Armor (chainmail), legendary (requires attunement by a paladin), set (Crusader)

This suit of unremarkable looking chainmail armor belies its true power. When you are attuned to this item you have advantage on saving throws against being stunned or paralyzed. Additionally, once per day as a reaction to a successful attack, until the start of your next turn you can add your proficiency bonus to your AC, including against the triggering attack. Once this special action is used, it can't be used again until the next dawn.

CRUSADER'S TABARD

Wondrous item, legendary (requires attunement by a paladin), set (Crusader)

This rich blue tabard is worn over a suit of armor and has the symbol of the Crusader emblazoned on the front and back. The tabard has 3 charges. While you are attuned to it, you can use an action and expend 1 charge to cast *bles*. You can expend 2 charges to cast it as a 2nd-level spell. The tabard regains 1d3 expended charges daily at dawn.

CRUSADER'S BLADE

Weapon (longsword), legendary (requires attunement by a paladin), set (Crusader)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a fiend with it, the fiend takes an extra 2d8 damage of the weapon's type. Additionally, the longsword gleams with weak blue light when unsheathed, providing dim light in a 10-foot radius. Once per day, as a bonus action, you can cause this light to glow brighter, providing light as a torch. This lasts for 1 hour or until dismissed. Once this special action is used, it can't be used again until the next dawn.

| Pieces Attuned | Cumulative Benefit |
|----------------|---|
| 2 | Once per day, you can reroll a failed saving throw. You regain the use of this ability after finishing a long rest. |
| 3 | You gain the following ability, which you can use a number of times per day equal to your Charisma modifier (minimum 1). Crusader's Strike. When you make a successful attack roll against a target, you can expend one use of this ability to gain a bonus to the damage roll equal to your proficiency bonus plus your Charisma modifier. You regain all uses when you finish a long rest. |
| 4 | You can use your Channel Divinity class feature twice between rests. |
| 5 | You gain a +1 bonus to AC and gain resistance to necrotic damage while you have equipped all pieces of this set. |