

Egotistical Armor

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<https://www.dndbeyond.com/magic-items/7112558-egotistical-armor>



gencraft

Armor (half plate), legendary (requires attunement by a creature of a Non-Good Alignment)

The Egotistical Armor is imbued with a portion of the true demon Pride. They are sentient armor of chaotic evil alignment, with an Intelligence of 16, a Wisdom of 12, and a Charisma of 18. It has hearing and darkvision out to a range of 60 feet. They are two different golden bands that you wear around your arms, when they want to begin a fight they each summon two spectral long bows to fire from. The weapon can speak and understand Abyssal, Primordial, and Common, it can communicate telepathically with its wielder. While you are attuned to it, the Egotistical Armor also understands every language you know. They always see themselves in high regard and will show their anger towards those who don't agree.

Prideful Curse. The Egotistical Armor will see themselves as the best-looking creature in the room and if anyone disagrees the armor will highly influence the wielder to attack them with full force.

Defensive Pride. This armor will use your Charisma modifier for the Armor Class bonus rather than Dexterity.

Magical Origin. With this being having origin with great magical powers it provides the ability to have the attuned wielder cast *Shield* at will.

Sinful Arsenal. The being is one of the seven weapons in the Sinful Arsenal if another piece of equipment of the same type is in the same battle then each of them gains additional benefits. This armor gains no benefits from another member of the Sinful Arsenal but will still help other members of the Sinful Arsenal.

Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.

Notes: Bonus: Armor Class, creature of a Non-Good Alignment, Stealth Disadvantage