

Indolence Aegis

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<https://www.dndbeyond.com/magic-items/7111579-indolence-aegis>



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

The Indolence Aegis is imbued with a portion of the true demon Sloth. They are a sentient shield 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. The weapon can speak and understand Abyssal, Primordial, and Common, it can communicate telepathically with its wielder. While you are attuned to it, the Indolence Aegis also understands every language you know. They are always sluggish and inactive and compel the attuned wielder to not be active.

Slothing Curse. The Indolence Aegis is always pulling the wielder down granting the attuned wielder advantage on Strength saving throws on attempting to knock the wielder prone. Although this also continues to pull the wielder down taking 5 movement speed.

Lethargic Recovery. At the beginning of the wielder's turn, they can choose to forgo all of their movement speed to plant the shield into the ground granting them multiple effects. When the shield is planted, the user gains an additional +2 to their Armor Class as well as a gain 10 temporary hit points at the start of every one of their turn while it's still planted.

Magical Origin. With this being having origin with great magical powers it provides the ability to have the attuned wielder cast *Sleep* at level 4 at will.

Sinful Arsenal. The being is one of the seven pieces of equipment 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 piece of equipment gains an additional bonus of 5 to their temporary hit points for each member in the Sinful Arsenal, as well as strengthening the spells they each contained by an additional level for each member in the Sinful Arsenal. For example, if there are three different members of the Sinful Arsenal in battle including this piece of equipment, then this shield grants +20 hit points while the shield is planted and the ability to cast *Sleep* at level 6 rather than 4 on its own.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Notes: Bonus: Speed, Advantage: Strength Saving Throws, creature of a Non-Good

Alignment