

SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature, which offers you the choice of a subclass. The following option is available to you when making that choice: the Mirror Soul.

Mirror Soul

Mirror Soul sorcerers are strange and rare occurrences. Their souls are like mirrors for magic, allowing them to manipulate it in unique ways - reflecting a foe's attacks, weaving it into complex illusions or producing ephemeral reflections of themselves through which they can channel their arcane power.

These sorcerers make tricky combatants, hiding themselves behind several layers of illusions and protections - a tendency that sometimes extends to their lives as well. In fact, Mirror Soul sorcerers are prone to crisis of identity, and their journeys are often ones of self-discovery as they try to cut through the lies and barriers that they put up themselves. They feel compelled to seek out answers to the burning questions that often pop into their minds - who are they and what truth hides under all the illusions they craft? What made them this way and why? Who do they want to become? Ultimately, most of these questions can only be answered by the sorcerer himself, and many come to different conclusions in the end.

The events that lead up to the creation of a Mirror Soul sorcerer are difficult to understand and highly unusual. You can roll randomly on the table below or simply select a result to determine the source of your powers.



MIRROR ORIGIN

d6 Origin

- 1 You accidentally stumbled into the Plane of Mirrors in the past. You managed to escape, but the plane left its mark on you, its essence changing you within.
- 2 You had a twin that died tragically. Ever since, you've quite literally felt that they live on inside of you.
- 3 You were raised by oblex oozes. Their constant feeding on your memories has left your recollections hazy, but has also imbued you with strange powers.

d6 Origin

- 4 Your reflection stepped out of the mirror and into you one day, without explanation. Now you're able to have conversations with yourself inside your mind.
- 5 You are the result of magical experimentation with spells like *clone*, *simulacrum*, or *magic jar*, gone terribly wrong.
- 6 You have a distant ancestor that was a shapechanger or powerful illusionist, such as a doppelganger or an oni, and odd traits have manifested in you as a result.

MIRROR QUIRKS

Mirror Soul sorcerers often exhibit strange quirks and traits that their unique nature brings about. If you want, you can roll on the table below or select one or more quirks.

MIRROR QUIRKS

d10 Quirk

- 1 Your face is perfectly symmetrical, which can be a little off-putting.
- 2 You find yourself mirroring other people's actions and movements when you're distracted.
- 3 You speak in your sleep, in reverse or in a voice that isn't yours.
- 4 Wounds on your skin take the form of long cracks and fractures, as if on glass.
- 5 You have trouble distinguishing left from right sometimes.
- 6 Your eyes and smile always seem unnaturally reflective and shiny.
- 7 You prefer things that come in pairs, and hate to see a single unit of anything.
- 8 Your dominant hand, foot, and eye tend to change randomly.
- 9 You often address people's reflections when talking to them.
- 10 You're obsessed with cleaning and polishing surfaces to a mirror finish.

MIRROR MAGIC

1st-level Mirror Soul feature

You learn additional spells when you reach certain levels in this class, as shown on the Mirror Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or an illusion spell from the sorcerer, warlock, or wizard spell list.

In addition, you learn the *minor illusion* cantrip, which doesn't count against the number of cantrips you know, and you require no components to cast it.

MIRROR SPELLS

Sorcerer Level Spells

1st	<i>disguise self, shield of faith</i>
3rd	<i>blur, mirror image</i>
5th	<i>counterspell, illusory disappearance*</i>
7th	<i>greater invisibility, mirrorskin*</i>
9th	<i>mirror mind*, seeming</i>

INNER REFLECTIONS

1st-level Mirror Soul feature

At 1st level, you learn to shape bits of excess arcane power into copies of yourself. When you use the Cast a Spell action to cast a spell of 1st level or higher, you can choose to create a reflection of yourself in an unoccupied space you can see within 30 feet of you. You choose the appearance of this reflection, but it always bears a resemblance to you, is slightly translucent, and clearly illusory.

Reflections are nearly insubstantial - they cannot be harmed, but neither can they move through or occupy another creature's space. A reflection lasts for 1 minute, until you use it with one of your class features, or when it's more than 60 feet away from you, at which point it shatters into pieces. When a reflection shatters, the area around it resonates with remnants of your magic, and creatures of your choice within 5 feet of it must make a Dexterity saving throw, taking 1d6 force damage on a failed save or half as much on a successful one. A creature in range of several shattering reflections can only take damage from one of them.



You can have a number of reflections at the same time equal to your proficiency bonus. If creating another reflection puts you over this limit, your oldest reflection immediately shatters. You can use your reflections in the following ways:

- You can use a bonus action to move a reflection up to 30 feet. As part of that bonus action, or as a separate one, you can also cause a reflection to shatter.
- When you cast a spell, you can choose to do so as if you were standing in the space of one of your reflections, but you must use your own senses. The reflection then shatters.
- When you gain the Metamagic feature at 3rd level, you can use the latent magic in your reflections to fuel your Metamagic. Instead of spending sorcery points whenever you use a Metamagic, you can shatter a number of reflections equal to the amount of sorcery points that Metamagic would cost.

SMOKE AND MIRRORS

6th-level Mirror Soul feature

At 6th level, you understand that your reflections are as real as you allow them to be, and gain the ability to shift yourself into one of them, becoming it as it becomes you. As a reaction when you're hit with an attack, you can swap places with a reflection that you can see, taking no damage from the attack. The reflection then shatters. You can use this ability a number of times equal to your half your proficiency bonus, and regain all uses of it when you finish a long rest.

Additionally, reflections now deal damage to creatures of your choice within 10 feet of them when they shatter.

WHOLENESS OF SOUL

14th-level Mirror Soul feature

Starting at 14th level, you're able to quickly take your reflections back into yourself to boost your defenses. As a reaction when you're forced to make a saving throw, you can shatter a reflection you can see to gain advantage on the roll.

Additionally, reflections now deal 2d6 force damage when they shatter.

SPECULUM

18th-level Mirror Soul feature

At 18th level, you can finally fully embrace your unusual nature. Reflections now deal damage to creatures of your choice within 15 feet of them when they shatter.

Additionally, as an action, you can spend 6 sorcery points to enter a state of ultimate reflectiveness. When you do, you can immediately produce as many reflections as you can have. For 1 minute or until you decide to end it (no action required), you gain the following benefits:

- You can use a bonus action to move and shatter any number of your reflections at once.
- Using your reflections to cast spells, use Metamagic, swap places or gain advantage on saving throws does not cause them to shatter if you don't want them to.
- Your reflections deal 3d6 force damage when they shatter.
- Any time you are targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 6, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target and using its spell attack bonus and spell save DC.



SPELLS

The magic of the Plane of Mirrors is a strange and unique one, but not exclusive to the creatures that dwell in it. Over the years, daring scholars have been able to unlock the secrets of these spells, and though they remain largely unknown, an adventurer with an eye for the exotic and mysterious might come across the opportunity to learn one of them - just as long as they remain careful of any otherworldly attention that might attract.

Spell Descriptions

The spells are presented in alphabetical order.

ILLUSORY DISAPPEARANCE

3rd-level illusion

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, you disappear before the creature's eyes, accompanied by a visual effect of your choice. For example, you may scatter into a murder of crows, dissolve into mist or simply blink away from existence. For the duration of the spell, that creature cannot see you, hear you, or perceive you in any way, and it doesn't know where you are, even if explicitly told. At the end of each of the target's turns, if you damaged it or targeted it with a spell or ability on that turn, it can repeat the saving throw, ending the effect on itself on a success.

MIRRORSKIN

4th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (an ornate hand mirror worth at least 100 gp)

Duration: Concentration, up to 10 minutes

You touch a willing creature, granting their skin a mirror-like sheen and making it highly reflective. Until the spell ends, the creature has advantage on saving throws against spells and other magical effects, and spell attack rolls made against it have disadvantage.

Additionally, whenever a spell attack roll misses the creature, or when it succeeds on a saving throw against a spell or other magical effect, it can use its reaction to deal 2d6 force damage to the source of the effect.

MIRROR MIND

5th-level enchantment

Casting Time: 1 bonus action

Range: Special

Components: V, M

Duration: Instantaneous

Through innate talent or rigorous study, you have mastered the art of splitting your mind to focus on several tasks at once. When you cast this spell, choose a spell of 1st or 2nd level that you can cast and requires concentration. You immediately cast that spell without expending a spell slot. It doesn't require concentration, but instead lasts for its duration.

If you cast this spell again while a spell that it replicated is still in effect, that spell immediately ends.

SPELLS

Level	Spell	School	Conc.	Ritual	Class
3rd	Illusory Disappearance	Illusion	Yes	No	Bard, Sorcerer, Warlock, Wizard
4th	Mirrorskin	Transmutation	Yes	No	Artificer, Sorcerer, Wizard
5th	Mirror Mind	Enchantment	No	No	Sorcerer, Wizard

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