

Monastic Tradition - Way of the Mirror

"If you're searching for that one person who will change your life...take a look in the mirror."

While monks of every Tradition strive for mastery over their physical form, honing their bodies into deadly weapons, and mastering ancient martial arts techniques, the Monastic Tradition of the Way of the Mirror see their ki as a way to bring about a Reflection of their true form. This Reflection has the capacity to be a force of order or disorder, with some monasteries training students to use their power to protect the weak and other instructing aspirants in how to manifest their Reflections in service to the mighty.

Cast Reflection

3rd-level Way of the Mirror feature

You can use a bonus action to magically manifest a Reflection of yourself in an unoccupied space you can see within 15 feet of you. This Reflection is a magical, translucent, silver image of you that lasts until it is destroyed, until you dismiss it as a bonus action, until you manifest another reflection, or until you're incapacitated.

Your Reflection is considered an object the same size as you, and it occupies its space. It has AC 14 + your proficiency bonus, 1 hit point, immunity to poison damage, psychic damage, and all conditions. It uses your saving throw bonus for any saving throws it must roll. On your turn, you can mentally command the reflection (no action required) to move up to 30 feet in any direction, including into the air. If your reflection is ever more than 30 feet from you at the end of your turn, it is destroyed. You can use the reflection in the following ways:

- As a bonus action, you can teleport, magically swapping places with your reflection at a cost of 15 feet of your movement, regardless of the distance between the two of you.
- On your turn, when you use the Attack action with an unarmed strike or a monk weapon or make an unarmed strike as part of a bonus action, any attack you make with those actions can originate from your space or the reflection's space. You make this choice for each attack.
- When a creature that you can see within 5 feet of your reflection moves at least 5 feet away from it, you can use your reaction to make an opportunity attack with an unarmed strike or a monk weapon against that creature as if you were in the reflection's space.

Mirror Incantations

3rd-level Way of the Mirror feature

You can use your ki to duplicate the effects of certain spells. As an action, you can spend 2 ki points to cast *Alter Self*, *Blur*, *Disguise Self*, or *Mirror Image*. Additionally, you gain the *Minor Illusion* cantrip if you don't already know it.

Glass Looking

6th-level Way of the Mirror feature

You can temporarily transfer your consciousness to your reflection. As an action, you can see through your reflection's eyes and hear through its ears. During this time, you are **deafened** and **blinded**. You can sustain this effect for up to 10 minutes, and you can end it at any time (requires no action). While your reflection is being used in this way, it can be up to 1,000 feet away from you without being destroyed.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. While you have no uses available, you can spend 1 ki point to use this feature again.

Interpose Reflection

11th-level Way of the Mirror feature

You can interpose your reflection in front of an attack directed at another creature that you can see. Before the attack roll is made, you can use your reaction to teleport the reflection to an unoccupied space within 5 feet of the targeted creature. The attack roll that triggered the reaction is instead made against your reflection.

Once you use this feature, you can't use it again until you finish a long rest, unless you expend 2 ki points to use it again.

Mirror Dance

17th-level Way of the Mirror feature

Whenever a creature within 5 feet of you or your reflection is hit by an attack made by a creature other than you, you can use your reaction to make a melee attack with an unarmed strike or a monk weapon against that creature from your or the reflection's space.

In addition, when a reflection of yours is destroyed by taking damage, you can (no action required) gain a number of temporary hit points equal to five times your proficiency bonus, provided you don't already have temporary hit points. Once you use this feature, you can't use it again until you finish a long rest, unless you expend 3 ki points to use it again.