

# THE PLANE OF MIRRORS

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D&D HOMEBREW

Embark on an epic journey to a perilous demiplane and discover new foes, items, and character options for the world's greatest roleplaying game

# THE PLANE OF MIRRORS

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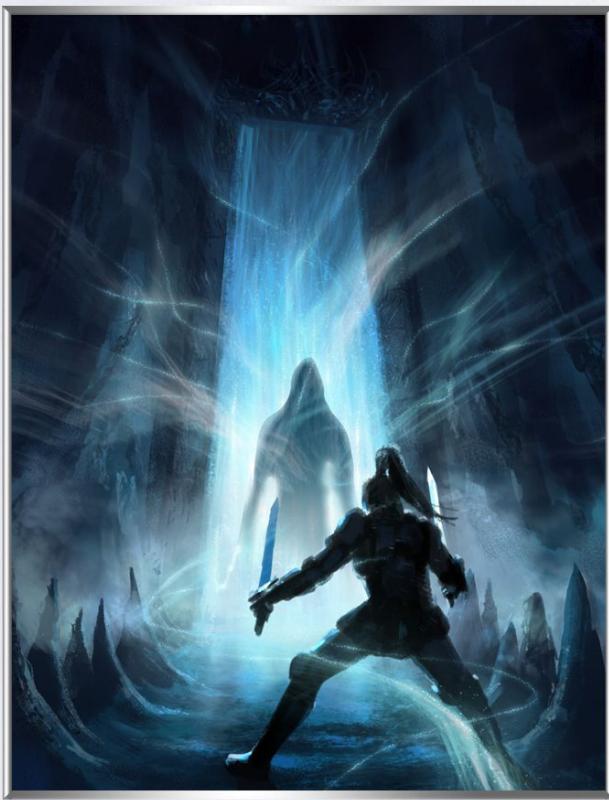
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## ON THE COVER

An adventurer opens a portal to the Plane of Mirrors, only to come face to face with its ruler, the Mirror Man. Art by moonxels.

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# PREFACE

Greetings, reader.

You hold in your hands quite the rare document. Within these pages lies an account, as complete as I could manage, of a mysterious demiplane dubbed the Plane of Mirrors. Should you attempt to independently delve into this matter, you will no doubt find, as I did, that information regarding it is remarkably hard to come by, and understandably so. It is not one of the great Inner or Outer Planes, no deities call it their home, and there is no vast treasure or glory to be found in its depths. Still, I believe compiling everything I could on this subject to be of utmost importance, for the Plane of Mirrors is far from empty. Dark things lurk within - alien creatures with incomprehensible goals, capable of crossing into the Material Plane and just waiting for a chance to pounce on an unsuspecting target.

It is my goal, through the spread of the knowledge contained herein, to ensure that there are fewer of those unsuspecting targets to be preyed upon, and I feel quite confident in stating that this is the most comprehensive and accurate tome to be found on the subject of this obscure demiplane. I have personally verified, to the best of my abilities, all of the information presented to you within, which has been gathered from multiple sources - mages and mystics hired at great expense to peer into the plane, the scarce souls who ventured into it and survived the harrowing experience, and my own occasional and brief incursions to that wretched place.

If you are to take anything from this work, let it be this: the Plane of Mirrors is dangerous, and not to be meddled with lightheartedly. It is a world of bizarre magic, mind-bending landscapes, treacherous illusions and cunning tricks, devised to keep its victims trapped there in torment for as long as possible. This warning goes doubly for its principal denizen and ruler: a mysterious, otherworldly entity that goes by the name of the Mirror Man. Once a mark is in its sights, it will pursue them relentlessly across the multiverse until they are dead - or worse, captured. The safest and easiest way to evade it is to never catch its attention in the first place.

This is why it's my sincerest hope that the reason driving you to read my work is simple intellectual curiosity, and not preparation for a perilous trip to the plane, which very few would attempt but for a matter of life or death. Should the latter be the case, however, I pray the information within serves you well. I can do nothing more but to wish you the best of luck and urge that you take extreme caution. Move quickly and silently, act decisively, and leave as soon as possible.

Remember that if you gaze long enough into your reflection, you might find it gazing back into you. And at that point, it won't be long before it starts reaching out...

May the Gods be with you,

- D.L.

# USING THIS SUPPLEMENT

 Welcome to the Plane of Mirrors. The objective of this supplement is to provide DMs and players alike with new material for their games. DMs get a brand new, unique location to place in their worlds and campaigns, complete with everything they need to populate it – new creatures, items, and plenty of random tables. Players get additional character options in the form of new spells and two subclasses for bards and sorcerers. All of these revolve around the same theme: mirrors.

The Plane of Mirrors is not a single dungeon or a one-shot adventure. Rather, the intention is for it to be the stage for adventures to take place on or around, a strange new land that can take several days to traverse and perhaps even multiple trips to truly conquer. The creatures detailed here can interact with the party in many different ways, in or out of their plane of origin, and provide not just combat encounters, but varied roleplay opportunities as well. The ruler of the plane, the Mirror Man, is a fully fledged villain that can serve as the main antagonist of a story, a lieutenant of the main antagonist, or simply a recurring foil for the adventuring party.

## Recommended Levels

The Plane of Mirrors is a dangerous place, and it is expected that an adventuring party will need to be of reasonably high level to truly experience it to its full extent. That being said, it is possible to utilize these themes and concepts in all tiers of play, as suggested below:

**Tier 1 (Levels 1-4).** Adventurers in this bracket are still a little too inexperienced to truly take on the horrors of the plane. However, it is possible to lay the groundwork for the future by introducing mysteries tied to the Plane of Mirrors for the players to unravel, such as strange disappearances or bodies being taken over. Twisted reflections occupying the bodies of low-CR humanoids or simply uninterested in fighting the party can be used at any level, and a few shardstorms will make worthy foes for adventurers at the higher levels of this bracket.

**Tier 2 (Levels 5-10).** At this point, the Plane of Mirrors can start having a more active presence in the adventure. Creatures might start being sent into the Material Plane specifically to pursue the party, and it's a good time to begin looking into ways of reaching the plane. Adventurers should now be capable of taking on a lot of what the plane can throw at them, such as multiple shardstorms, twisted reflections in more powerful bodies, and even the occasional mirror golem. The Mirror Man itself might make an appearance to toy with the party, and towards the end of the bracket, a party can survive short incursions into the plane.

**Tier 3 (Levels 11-16).** This is the ideal interval for a party to truly explore the Plane of Mirrors and come face to face with its ruler, the deadly Mirror Man. Adventurers in this bracket should be able to endure longer stays in the plane with adequate preparation, and at the higher levels, to confront and eventually even defeat the Mirror Man. Don't be afraid to toss your players into prickly situations, even if they're forced to retreat and return at a later time with a better plan. Part of the challenge of the plane lies in figuring out what obstacles it contains and devising ways to bypass them.

**Tier 4 (Levels 17-20).** At this point, the players outclass most of the material in this supplement. However, it is still possible to challenge them with it: higher numbers of creatures always pose a threat, and the Mirror Man's elusiveness means that it's easy for it to escape losing fights and instead resort to hit-and-run tactics to continuously harrow and wear down the party. If your adventure has a different main antagonist, the Mirror Man can be a hated foil that teams up with the party's enemies and shows up for revenge at the worst possible moment.

### PLANAR RULES

This supplement contains several random events, as well as optional rules to be used when in the Plane of Mirrors, which will be displayed in these blue boxes for easier referencing. The objective of these is to make the plane a harrowing place to traverse and survive in. However, not every rule may be to your liking. Remember that you can customize this material by, for example, adjusting the DCs for some of the saving throws and ability checks, selecting the most appealing results in the tables instead of rolling for them, and changing or even forgoing some of the rules completely.



## PART 1

# THE PLANE OF MIRRORS

**T**he Plane of Mirrors is what's known as a demiplane. Demiplanes are generally smaller, personal planes that exist in addition to the more well-known planes in the traditional cosmology. They can be created by the *demiplane* spell or other powerful magic, such as the intervention of a particularly formidable entity like a deity or Great Old One. The size of a demiplane can vary wildly, from a cramped room all the way to theoretically infinite – though smaller demiplanes are far more common.

The age, origin and purpose of this particular demiplane are all unknown. Some speculate that it was to become the domain of a long forgotten deity who was killed before its work was completed. Others propose that it was created by an entity from the Far Realm, who uses it as a base of operations of sorts, where its envoy, the Mirror Man, can amass an army to unleash on the Material Plane. Scholars cannot agree on these matters, and even the use of spells such as *commune* or *contact other plane* turns up remarkably little information. Whatever secrets lie at the heart of the Plane of Mirrors, even the gods are hesitant to reveal them.

### Situating the Plane

The location of demiplanes is different depending on what cosmological model you use – in the traditional Great Wheel of the Forgotten Realms, for example, demiplanes are located within the Ethereal Plane, a transitional plane that borders the Material, connecting it to the Inner Planes.

However, cosmology is fluid, and there is no reason why your Plane of Mirrors cannot be located somewhere else. In your world, perhaps it's adrift in the Astral Sea, accessible through a rare instance of the many color pools littered throughout its endless expanse. Or maybe you'd prefer to protect it by hiding it away in a truly inhospitable place such as one of the layers of Pandemonium, the howling, maddening winds either shielding it from interlopers or guiding them to their doom in a world that will swap the assault on their ears for one on their eyes.

Adapt the location of the Plane of Mirrors in your world to best fit your story and the interests of your players. Ultimately, however, a more important detail might be how to access this new, mysterious plane.

## Reaching the Plane

Other planes of existence can be reached in a variety of manners, usually through high level magic such as the *plane shift* or *gate* spells. The fact that the Plane of Mirrors is a demiplane opens up another possibility in the *demiplane* spell. However, you might want to limit these methods to prevent your players from accessing the plane too early, too easily, or too frequently. Consider that the *demiplane* spell requires the caster to know the nature and contents of a demiplane to travel there, which, due to the alien and obscure nature of the Plane of Mirrors, might be quite difficult to achieve. The *plane shift* spell calls for a material component in the form of a forked, metal rod worth at least 250 gp, attuned to the plane of existence you wish to travel to. Such an object could require extensive research or a whole adventure to acquire, and if you wish to limit it even further, you can say that attuning the rod to

the Plane of Mirrors causes it to take on some of its odd properties – namely, the fragility of glass – and that it shatters after a number of uses.

Conversely, for parties that don't have access to that kind of magic, you might need different ways of traveling to the plane. These can be anything you desire, ranging from complex processes that require trips to far-off places or hunts for mythical artifacts, to simpler methods such as a quick ritual found in a dusty, forgotten tome in the local library or even traipsing through an open portal in a recondite corner. And of course, there's always the possibility of being dragged in by one of its denizens...

Feel free to consult the table below for methods a party may use to willingly access the Plane of Mirrors, which you can use as is or to draw inspiration from. At your discretion, the ability checks may not be necessary, but a single party member succeeding in one ensures passage for the entire group.

## REACHING THE PLANE

### d6 Method

- 1 Gain access to the house of mirrors of a mysterious traveling carnival that visits the land at irregular, unpredictable intervals. Once inside, navigate its labyrinthine corridors by making a DC 22 Wisdom (Survival) check. On a success, you come out on the other side in the Plane of Mirrors.
- 2 Acquire a Huge gold-framed mirror worth at least 1,500 gp and lay it flat on the ground in a large beam of bright, reflected light, such as from a full moon or a heliograph tower. Then sit atop it and meditate, making a DC 20 Wisdom check at the end of one hour. On a success, you sink into the mirror and through to the Plane of Mirrors, emerging from Lake Still (page 12).
- 3 Travel to a magical lake on a day where its waters are still and you can see your reflection clearly. Then stare deep into its eyes without blinking, making a DC 15 Constitution check at the end of each hour of uninterrupted staring. On three consecutive successes, your reflection loses the contest and blinks first, which signals that you can dive into the lake to be transported into the plane.
- 4 Enter the mirrored powder room of a vain noblewoman or the backstage area of a derelict theatre, convincingly disguised as another creature of your choice. Put on a performance in front of the mirrors, acting as that creature. After one hour of this, make a DC 22 Charisma (Performance) check. On a success, one of the mirrors swings open like a door, allowing you passage into the plane.
- 5 Find a shard of a broken magical mirror and slice your palm with it. You can then use the blood from the wound to try and alter the sigils on a permanent teleportation circle in a specific manner. On a successful DC 22 Intelligence (Arcana) check, you alter the circle so that for the next minute, a creature that steps into it is teleported to the Plane of Mirrors.
- 6 Concoct a complex mixture in a specially made crystal cauldron. Among other ingredients, you need several gallons of quicksilver, as well as water from the Feywild and dust from the Shadowfell, the "reflections" of the Material Plane. After one hour of brewing, you can make a DC 20 Intelligence check with alchemist's supplies. On a failure, the ingredients are wasted. On a success, you create a potion capable of spiriting the drinker away into the Plane of Mirrors.

# The Plane

In simple terms, the Plane of Mirrors takes the form of a vast cave system, with a complex network of tunnels connecting larger galleries, which can vary in size from a modest home all the way to big enough to accommodate an entire town. It appears to be impossible to reach the surface, if one exists at all. All known attempts to find or create a path leading outside of the caverns have failed.

Regarding its size, it can be said with a high degree of certainty that the Plane of Mirrors is finite, though its exact dimensions have proven near impossible to even estimate. This is partly due to the long, winding tunnels, which twist and turn, often doubling back and sometimes just changing entirely, which make measuring a straight line excessively complicated. To add to this is the fact that the demiplane appears to be cyclical in nature, meaning that if one walks in the same direction for long enough, they will eventually arrive at the point they started from – though it may take several days to accomplish this, and without distinctive landmarks it's quite difficult to be certain that it is indeed the same place.

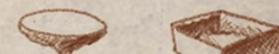


ENTRANCES TO THE PLANE OF MIRRORS CAN BE FOUND IN THE MOST UNEXPECTED PLACES

infinite



finite



self-contained



Several models of planar shapes and sizes. The Plane of Mirrors appears to conform to the latter in some manner.

## Mirrors Everywhere

The most immediately noticeable feature of the plane is that everything is made out of what seems to be mirrored glass. Adventurers familiar with exploring glacial caves will no doubt have an easier time imagining the sight, but instead of the smooth curves of the ice, the plane is instead sharp and angular. The walls, ground, and ceiling are composed of large, flat mirrored panes joined together by keen, straight edges. Many of them are cracked, scratched, or dirty, but the majority still casts near perfect reflections, the effect of which can be overwhelming on the senses and profoundly disorienting for anyone trying to explore the plane. Distances and sizes are hard to accurately discern, openings and passages blend into the background, and some of the mirrors can even display false reflections or be passed through, often only in one direction.

### PLANAR RULE: MIRRORED WALLS

The mirrored walls in the demiplane tend to hinder adventurers in a variety of ways, described below.

**Hidden in Plain Sight.** A creature attempting to spot a passage or tunnel that isn't immediately evident due to size or positioning must succeed on a DC 15 Wisdom (Perception) check, made with disadvantage. Additionally, a creature traveling at a fast pace automatically fails these checks.

**Nauseating Landscape.** Creatures remaining in the Plane of Mirrors for extended periods of time become susceptible to a type of vertigo or motion sickness. A creature that travels across the plane for 1 uninterrupted hour must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.

**Traitorous Reflections.** Creatures who cast a reflection have disadvantage on Dexterity (Stealth) checks to go unseen in the Plane of Mirrors. Additionally, a creature cannot take the Hide action, even if it's behind full cover, if at least one of its reflections can be seen.

Unlike one might expect, the mirrors are incredibly durable, and can't be damaged by nonmagical tools or weapons that aren't made of adamantine. Shattering one of the mirrored walls simply reveals more of the same underneath.

As a result of its composition, the Plane of Mirrors is completely sterile. There is no soil or sunlight for plants to grow, and no food to support animal life. Some strange creatures still manage to call this place home, however, and survive in its significantly hostile conditions. Noteworthy among these are the **twisted reflections**, body-snatching aberrations that can inhabit any mirror, and the **shardstorms**, swirling clouds of glass shards capable of tearing a humanoid to shreds in seconds. More information on these can be found in the "Denizens of the Plane" section (page 33).

## Everchanging Maze

Successfully navigating the Plane of Mirrors is no easy task, representing one of the greatest challenges to interplanar travelers looking to traverse it. Its characteristic mirrored walls are largely to blame for this, but even if one manages to become accustomed to the dizzying landscape, no degree of familiarity can help with the constant alterations to its layout. The tunnels in the plane appear to change frequently, with entire sections of wall capable of sliding over to block certain paths while uncovering others, disappearing entirely, or even functioning as portals leading anywhere else on the plane.

Scholars disagree on whether these changes are truly as random and spontaneous as they seem to be, or if there's someone or something subtly manipulating the plane to confuse unwanted guests.

### PLANAR RULE: SHIFTING TUNNELS

A creature attempting to reach a specific location in the plane must succeed on a DC 15 Wisdom (Survival) check, made with disadvantage, even if it's just attempting to retrace its steps. On a failure, the creature gets lost.

A creature who gets lost or simply wanders the plane aimlessly arrives at a random location after 2d6 hours. Roll on the Random Location table to determine where it ends up. More information on these locations is available in the "Locations in the Plane" section (page 12).

### RANDOM LOCATION

d100	Location
1-40	Lake Still
41-55	A Safe Place
56-65	The Workshop
66-75	The Orchard
76-85	The Looping Well
86-95	The Infinity Chamber
96-100	The Mirror Throne

## Lighting the Way

There are no natural light sources in the Plane of Mirrors. Instead, the plane is illuminated by Tiny wisps of light that hover close to the ceilings of its tunnels and galleries. These wisps are not objects or creatures, being more akin to the magical effects produced by spells such as *dancing lights*. They cannot be touched or interacted with, and each one sheds dim light in a 60-foot radius. Due to the magically reflective nature of the plane's walls, however, a single wisp is usually enough to illuminate an entire tunnel or small cavern, with a handful providing light for the larger galleries. One wisp can often appear to be an entire swarm due to being endlessly reflected by its surroundings, and its presence may alarm newcomers at first, but it should soon become apparent that the wisps are harmless. Unless stated otherwise, assume any location within the Plane of Mirrors is dimly lit.

There is a reason why the wisps only produce dim light. Bright light is hazardous in the plane, reflected and magnified by every surface until it becomes actively harmful. Adventurers in the plane will need to quickly adapt, avoiding spells and effects that might produce bright light.

### PLANAR RULE: SEARING LIGHT

Any creature that is in an area of bright light when it first appears, enters an area of bright light for the first time on its turn, or ends its turn there must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns as long as it isn't in an area of bright light, ending the effect on itself on a success. A creature that has remained in an area of bright light for 1 uninterrupted minute takes 1d10 radiant damage at the end of each of its turns for as long as it's there.

## Alterations to Magic

The anomalous influence of the Plane of Mirrors extends even to the Weave, changing the way certain magic works when cast within it. Spells of the abjuration and illusion schools are more powerful here, randomly enhanced by the magic of the demiplane.

### PLANAR RULE: AMPLIFIED MAGIC

Whenever a creature casts a spell of the abjuration or illusion schools in the Plane of Mirrors, roll a d6. On a roll of 6, the spell is cast as if a spell slot of one level higher was used, if applicable (up to a maximum of a 9th-level spell slot).

Additionally, the plane seems to repudiate surfaces not made of its mirrored glass. Solid structures produced by spells such as *wall of stone* or *wall of ice* always seem to be made of mirrors, though their effect remains the same. The outside of *Leomund's tiny hut* is perfectly reflective instead of colored. Even spells that create extradimensional spaces, such as *rope trick* or *Mordenkainen's magnificent mansion*, result in spaces comprised entirely of mirrored glass. The effect is an unsettling reminder that one can't

*Having studied and relied on magic all my life, I find it quite disturbing when the arcane power I unleash comes out different from what I intended, even if it works the same. It feels wrong and strangely invasive. Whenever possible, I try to avoid casting these spells in the Plane of Mirrors.*

- D.L.

escape the horrors of the demiplane that easily.

Aside from that, several other spells manifest strange modifications when cast in the plane. These are entirely cosmetic and shouldn't alter how the spell functions. Here are some examples:

*Bane* and *Bless*. An affected creature's reflection seems to come out of the surrounding mirrors to hinder or aid them, respectively.

*Banishment*. The target is harmlessly but violently pushed through a mirror as it's banished. The mirror immediately repairs itself afterwards.

*Ice Knife*. The knife is made of frosted glass instead of ice.

*Shatter*. Illusory cracks appear for a few seconds in the area of effect of the spell.

*Toll the Dead*. The spell produces the sound of nails scraping against glass instead of a bell.

## Madness in the Plane

The Plane of Mirrors has an alien atmosphere that affects the minds of creatures who dare enter it. This takes the form of unique types of madness that plague those unable to resist the eldritch nature of the demiplane. If a creature goes mad in the Plane of Mirrors, you can roll on the Mirror Madness table to determine the nature of the madness, which is a character flaw that lasts until cured. See the Dungeon Master's Guide for more on madness.

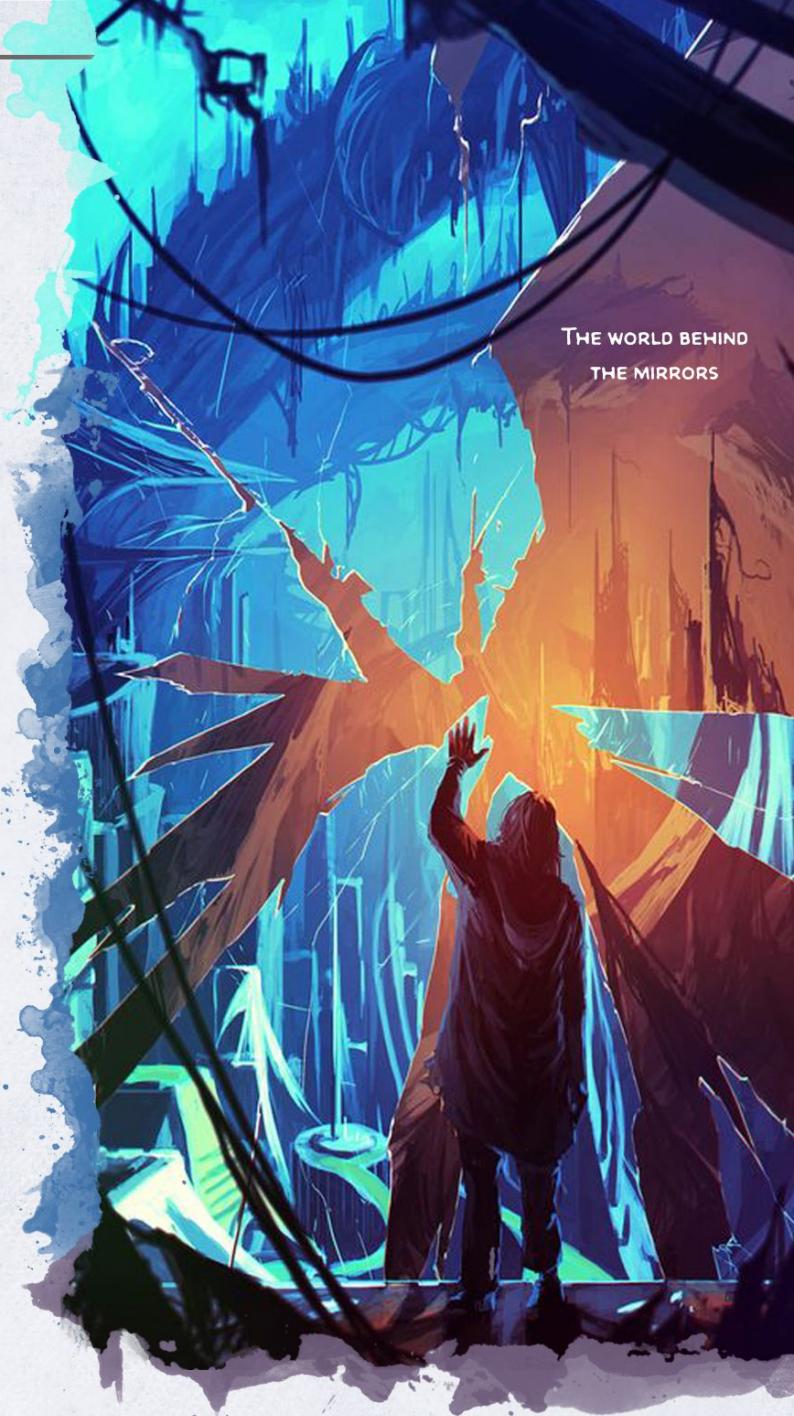
Spells and aberrant monsters aren't the only things that can cause this madness, however. The plane itself slowly exerts its unsettling influence on trespassers, and given enough time, even the strongest, most disciplined of minds can crack under the immense pressure. Creatures not native to the plane are advised not to remain within for more than a few days at a time, if such a thing can be avoided.

### MIRROR MADNESS

#### d100 Flaw (lasts until cured)

- |        |  |
|--------|--|
| 01-20  | "I am not real. I am but a reflection of the true me, and thus no harm can come to this form."   |
| 21-40  | "All my reflections are my dearest friends and deepest loves. Leaving this place would mean leaving them all behind, which I simply cannot do."        |
| 41-60  | "I don't want to be me, but someone else instead. I feel an overwhelming urge to mimic others around me in the hopes of eventually replacing them."    |
| 61-80  | "There's a world on the other side of the mirrors that is beautiful and perfect in every way. I must find a way to cross over by any means necessary." |
| 81-100 | "Reflections are evil and unnatural. Anything that produces them must be destroyed or disposed of."  |

THE WORLD BEHIND  
THE MIRRORS



#### PLANAR RULE: MIRROR MADNESS

After each 24 hours spent in the Plane of Mirrors, a creature has to make a Wisdom saving throw. The DC for this saving throw is equal to 10 + the number of consecutive days that creature has spent in the Plane of Mirrors. On a failed save, the creature acquires a random flaw from the Mirror Madness table. A character that already suffers from a Mirror Madness cannot contract another until the first one is cured, and does not need to make these saving throws. Constructs, undead, and creatures native to the plane automatically succeed on the saving throw.

# Locations in the Plane

The Plane of Mirrors is a large place filled with dozens, if not hundreds, of different locations. The tunnels are generally unremarkable - little more than empty lengths of indistinct corridor - but the galleries those tunnels connect are full of unique and bizarre sights.

A cavern full of razor-sharp stalagmites and stalactites that defy gravity by falling upwards and sideways; an entire town built of nothing but mirrors, inhabited by desperate twisted reflections eager to take over a new body; a colossal canyon that can be crossed by hopping on invisible platforms that can only be seen reflected on the walls. These are just a few examples of what an intrepid adventurer might expect to find in this dangerous demiplane.

However, certain locations are especially worthy of note, often due to the connection they have with the plane's ruler, the vile Mirror Man. Those will be explored in more detail ahead, and what follows is a list of them along with a brief description for each:

**Lake Still.** A vast lake with strange properties that serves as a central location for the plane and the home of a large colony of polished oozes.

**A Safe Place.** Small, safe niches sprinkled around the plane, filled with belongings and messages other travelers left behind.

**The Workshop.** The former workplace of an artificer captured by the Mirror Man and forced to create mirror golems, now a mine where new twisted reflections gather materials to build the constructs.

**The Orchard.** A cave with nothing but a lonely tree which bears strange crystal fruit - the final work of the artificer before she outlived her usefulness.

**The Looping Well.** A bottomless hole where things fall in an endless loop. Somewhere within it, the Mirror Man keeps prisoners before it presses them into its service.

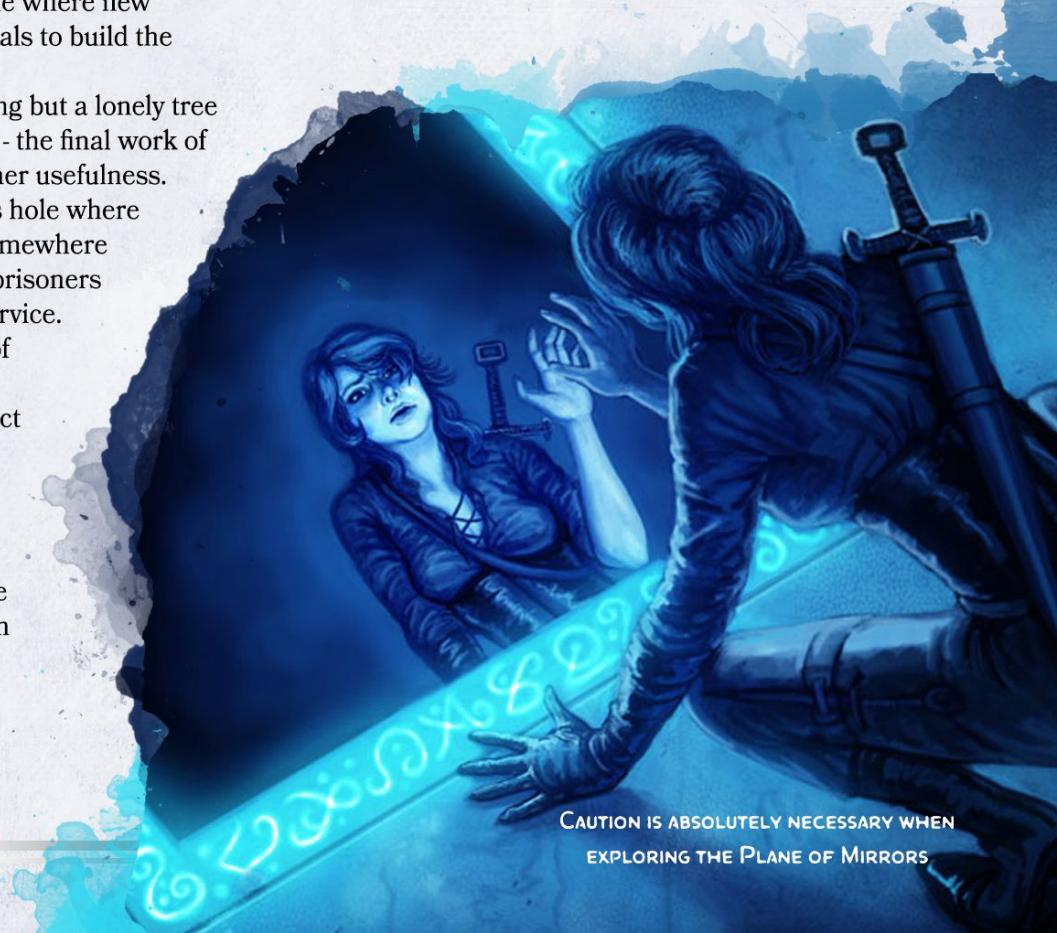
**The Infinity Chamber.** A place of punishment and torture where strategically placed mirrors reflect a creature inside infinitely, magically driving it to madness.

**The Mirror Throne.** The Mirror Man's seat of power, containing its doorway to the Material Plane and the means of communication with its potential employers.

## Lake Still

Serving as a central point to the Plane of Mirrors, and taking up one of its largest caverns, is a vast lake several miles wide. Too many tunnels to count are scattered across the walls surrounding its calm waters, leading to nearly every corner of the plane. Visitors being transported to the plane via a magical body of water (see page 7) emerge from Lake Still upon arrival, and other means of entering the plane never drop travelers too far away from it. It is for this reason that the lake and its surrounding areas are some of the most dangerous in the plane, with twisted reflections strategically placed there in greater numbers to pick off newcomers.

The waters of Lake Still are highly magical, infused with several strange properties by the demiplane. For one, they are perfectly reflective, distinguishable from the walls only by the smoothness of their surface, and unnaturally still – hence the name of the lake. Any ripples or disturbances on the water last only for a fraction of a second before it settles back into a pristine mirror. The same is true for the several waterfalls that feed into the lake at irregular intervals, pouring down from the ceiling while seemingly defying the natural laws of physics in the way that they fall without movement, more like solid columns of water spanning the height of the cave. Looking up reveals no discernible source for these waterfalls – they seem to originate from their own reflections.



CAUTION IS ABSOLUTELY NECESSARY WHEN  
EXPLORING THE PLANE OF MIRRORS



AN UNAWARE TRAVELER MOMENTS AWAY  
FROM BEING DRAGGED INTO LAKE STILL

Another noteworthy feature of the lake is that reflections on its surface are solid. A creature reaching down to dip its hand in the water will instead find itself touching its own reflected fingers, for example, and an object thrown at the lake will bounce off of itself instead of sinking. This allows travel across this cavern by simply walking on the water without the need for any spells, and blocks anything from entering the lake if it casts a reflection upon its surface. Once inside, however, a creature is able to move around normally by swimming and emerge freely at any time. Water removed from the lake loses its properties and can be consumed without danger.

#### AMBUSH PREDATORS

Although the magic of the lake makes traversing it simple, it's by no means safe. It may be easy to get far enough away from the walls that twisted reflections are rendered toothless, and shardstorms don't usually venture into the middle of the lake, but another threat lurks beneath the surface: polished ooze. Entire colonies of these odd life forms live deep within Lake Still and emerge to prey upon other creatures that dare trespass in their domain. Highly territorial and often starving for flesh, polished ooze tend to travel and hunt in large groups. An adventuring party walking on the surface of Lake Still may be attacked by a group of **1d6 + 4 polished ooze**. (page 39)

Polished ooze prefer to spend most of their time in the water, but small packs often set up ambushes on the shores of Lake Still. The ooze climb on the walls and ceiling and flatten

themselves as much as possible, making use of their False Appearance trait to appear as normal mirrors, then drop onto passing travelers. Adventurers that fail a DC 20 Wisdom (Perception) check to notice the ambush are surprised by any ooze disguising themselves in this manner.

#### SUNKEN SECRETS

Understandably, not many are interested in exploring the depths of Lake Still. Should a courageous soul try its luck and manage to conquer or evade its dangers, however, they might find that their gamble pays off. A *ring of spell turning* (DMG p. 193) hides at the bottom, abandoned there by an unfortunate adventurer many years ago. It's theorized that the magic of the ring interacted with the powerful aura of the plane to spawn the first polished ooze from the waters surrounding it. Whatever the case may be, the ooze seem to have a strange affinity for this item, and the largest colony in the lake formed around its location. At its center, one ooze holds the ring within itself at all times, never moving from the spot until the time comes to pass it along to another of its kind, which takes over guard duty. Why the ooze do this is unknown.

It's also said that somewhere underneath the surface of the lake lies a long forgotten tunnel leading directly to the Mirror Man's lair. Aware of its existence but trusting that no one else would find out or dare to brave the ooze-infested waters, the Mirror Man used minimal effort to block the passage. With the proper tools, a determined party may be able to dig its way through.

## A Safe Place

Scattered sparingly throughout the Plane of Mirrors are places of refuge, as safe as they can possibly be considering the circumstances, where a party of adventurers might be able to rest and catch a breather from the perils of the plane. These usually take the form of small, hard-to-spot niches in the tunnels, accessible through concealed cracks in the walls that one can crawl through to the other side.

### THE WALLS HAVE EYES

The most important measure to take when creating a safe place within the Plane of Mirrors is to render the mirrored walls unusable by the Mirror Man, who can see and even move through them. A great number of these niches were discovered in the past by previous visitors to the plane, who took care to ensure that they could not be detected while inside, by either thoroughly scratching the mirrors or covering them up with parchment, clothes, filth, or anything else at their disposal.

This effectively creates a blind spot in the Mirror Man's vision of the plane, preventing it from spying on and instantly accessing these spaces. Often, it's even entirely unaware of their existence. The naturally disguised entrances make it exceedingly difficult for roaming creatures to stumble upon them by chance, though caution should be exercised if that happens. It's almost a certainty that the hideout will be quickly reported to the Mirror Man, who will waste no time in paying a visit.

### REMNANTS OF THE PAST

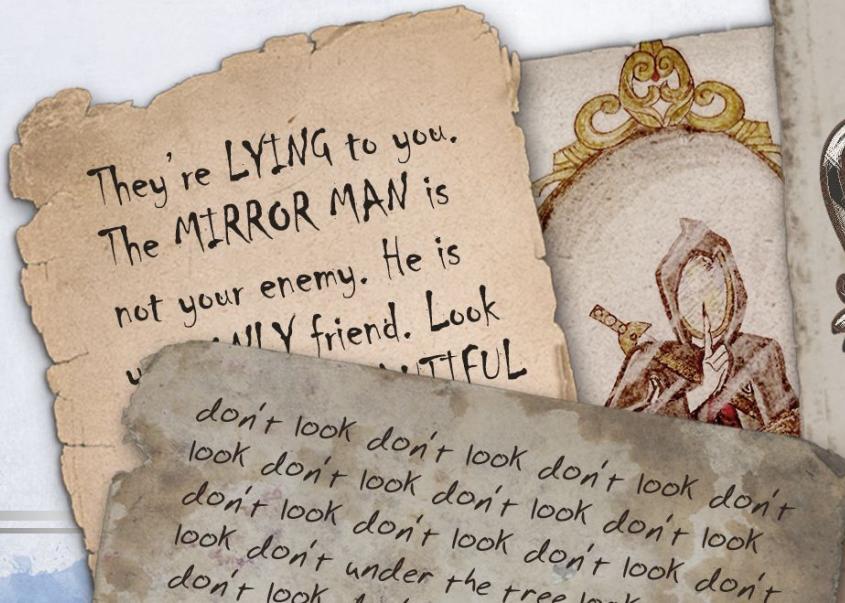
When coming across one of these hideouts, it's not uncommon to also find traces of the passage of other adventurers. Aside from the covered walls, these can range anywhere from small trinkets of

*The majority of the documents retrieved from the Plane of Mirrors are little more than incoherent scribbles from those who have succumbed to the madness of the place. Many seem to leave cryptic hints on survival or details about the Mirror Man and its servants, which often contradict other notes and messages. I would be very wary of following any instructions or advice found in the plane. Who knows who they were actually written by?*

- D.L.

sentimental value – left behind to honor a fallen ally, or simply forgotten in their haste to flee – to entire backpacks full of supplies, bedrolls, clothes, and other essentials. Too often, unfortunately, it's also possible to find the corpses of those adventurers, who may have been ruthlessly killed and deliberately left there as a grim warning to those who think it might be possible to let their guard down anywhere on the plane, or simply fallen to starvation or untreated wounds due to being too afraid, weak, or mad to leave their niche.

Most common, however, are notes and messages left for any who might stumble upon them. These are written on any available surface and often used as part of the wall coverings, consisting of short warnings, advice, pleas, sketches or simply ramblings, usually tainted by the insanity that settles in after a while and offering a fascinating and disturbing window into the minds of those who have been in the Plane of Mirrors for a long time.



## The Workshop

The Workshop is one of the most consistently populated locations in the Plane of Mirrors – and also one of the noisiest. Well before reaching it, one should be able to hear it. The sounds of orders being barked, the ringing of metal, and the shattering of glass echo far down the empty tunnels.

The space itself consists of a large cave which, in an unusual turn of events for the Plane of Mirrors, has been artificially expanded to several times its original size. Piles of mirrored rubble haphazardly strewn about serve as a clear indicator of this fact. About a third of its area is occupied by a mess of tables covered with all sorts of complex machinery, crafting tools and various materials, comprising a laboratory of sorts. The remaining space seems entirely dedicated to some kind of mining operation, with adamantine pickaxes and chunks of mirror stacked in rudimentary wooden carts. The walls of the Workshop are littered with tunnel entrances at various heights, connected by shoddy ramps and scaffolding. Some of the higher ones are equipped with small cranes to safely lower heavy loads.

### Golem Factory

The Workshop serves as the production site for mirror golems. The name is now quite outdated, as it has long since grown into more of a mining operation, with the primary focus on acquiring large amounts of material to mass produce golems rather than crafting the constructs with care and precision, gradually innovating on their form and function.

The golems are produced from the unique mirrored glass that makes up the walls of the plane. Breaking and harvesting this material is a grueling process, even with adamantine or magical tools, requiring intensive, back-breaking labor. In the early days of production, the glass was simply taken from the walls of the Workshop, but in order to minimize the mess and avoid accidents with the sensitive equipment on the tables, several tunnels were dug for this purpose.

Collected glass is stored in carts which are hauled to a corner of the cave until the Mirror Man comes to assemble it into golems in the laboratory. The process of creating mirror golems is lengthy and incredibly complex, involving treating the glass with special concoctions, cutting and polishing it in complicated patterns, and using advanced machinery specifically created for the purpose. It is also a closely guarded secret, and after disposing

of the original inventor of the constructs, the Mirror Man is now the only creature who possesses this knowledge.

A creature that examines the instruments on the table and succeeds on a DC 15 Wisdom (Perception) check can find 1d4 melon-sized chunks of glass halfway through the necessary treatment and already imbued with some magical properties. When a creature holding one of these chunks takes radiant damage, it can use its reaction to halve the damage, absorbing some of the energy into the glass, which then shatters harmlessly.

### MIRRORSMITHING

Especially clever adventurers may be able to gleam some insight into the process of crafting this treated glass through careful research and investigation. A creature who spends one hour examining the instruments and materials in the laboratory can make an Intelligence (Investigation) check, or an Intelligence check with the alchemist's tools, glassblower's tools, jeweler's tools, or tinker's tools. All of these checks have a DC of 20, and each success grants knowledge of a small part of the process. To gain enough knowledge to recreate the process, a party must succeed on four of these five checks. Different creatures can make the checks, as long as they share the information afterwards, but only one can perform the research at a time.

After learning how to create the treated glass, a creature can use the machinery, tools and materials in the Workshop to do so. Crafting a single chunk requires one hour of work, and two more hours of waiting. Crafting the glass outside of the Workshop is difficult due to the need for highly specialized equipment, which might be obtainable at the DM's discretion.

### MIRROR WORKFORCE

The Workshop is manned entirely by twisted reflections in stolen bodies. Those who have served the Mirror Man the longest and have proven themselves loyal act as foremen, overseeing a larger number of menial workers. There are usually four twisted reflections in the bodies of **veterans** managing the workforce and reporting to a higher overseer in the body of a **champion**. If the Mirror Man is aware of the presence of dangerous intruders in the plane, additional security is provided to the Workshop in the form of two **twisted reflections** on the walls.

The remaining twisted reflections are miners, and tend to be relatively newly formed ones, driven to obedience by their captivity but not yet deemed trustworthy enough to act without supervision. They are given weaker, less important bodies and put to work in the mines as a way to further break them and cement their fealty to the Mirror Man. There are usually 5d6 twisted reflections toiling away here, in the bodies of **thugs**, **bandits**, **scouts** and even **commoners**. Most of them are fearful of the overseers and will attack adventurers on their command, but about half will quickly surrender or retreat if it becomes clear that their masters will be overpowered. The other half believes that there's no escaping or overpowering the Mirror Man, and will throw themselves at anyone who they perceive as an enemy in the hopes of earning its trust.

There may even be some twisted reflections who find a hidden reserve of courage and willpower within themselves and seize the opportunity to turn on the foremen, perhaps asking to accompany the party afterwards or offer to aid them in their quest. An example of one is given in the "Gyles Wolfheart" sidebar.

**GYLES WOLFHEART'S  
ORIGINAL BODY**



**GYLES IN A STOLEN  
BODY**

### **GYLES WOLFHEART**

*Neutral good human fighter (age 32)*

Gyles Wolfheart is a member of an adventuring party of three called the Iron Crew. Several months ago, they entered the Plane of Mirrors on a quest to rescue Nella Whitmore, a former member of the party and Gyles' fiancée, who was captured and transformed into a shardstorm by the Mirror Man.

After learning of her fate during an encounter with her new form, Gyles refused to accept she was gone, believing he could potentially reason with her and find a way to restore her body and mind. Knowing that his friends would disagree, he left alone while they slept, intent on finding and retrieving Nella before they even knew he was gone. His plan didn't work out, and his body was taken over by a twisted reflection, who replaced him in the Iron Crew.

Recently, he's been placed in another body and let out of captivity to work in the mines in the Workshop. The Mirror Man believes that it has ensured Gyles's loyalty by promising to restore his beloved if he serves it - a bold-faced lie. Gyles harbors doubts about this, however, and seeks a chance to escape. His main objective is to return to the Iron Crew to prevent the impostor from harming them, but Nella is always at the back of his mind. He will promptly aid a party of adventurers regardless of what their chances appear to be, seizing the first opportunity to turn against the Mirror Man's forces. In his new body, he has the statistics of a **bandit captain**.

**Personality Trait.** "I try to always have a smile on my face. If I can be a beacon of hope for those around me, I will."

**Ideal.** "No situation is ever too dire that it can't be made better. Where there's a will, there's a way."

**Bond.** "My party is everything to me. I've been to hell and back with the Iron Crew, and I'll do anything I can to protect them."

**Flaw.** "I am very stubborn. Once I set my mind to something, I can't be moved from my purpose."

The miners are not well treated. Since they are not yet loyal servants of the Mirror Man, the foremen are free to abuse them. They are overworked and underfed, and no care is taken to prevent injuries, with the cheap, shoddy structures of the mines frequently breaking and collapsing in painful accidents. Their bodies are considered disposable – after all, even if one is damaged to the point of rendering it unusable, the Mirror Man can always extract the soul within and turn it back into a twisted reflection until another vessel is provided. The fact that the wounds are sometimes severe enough to cause the death of the individual before the soul can be salvaged is of little concern.

## OLD HABITS DIE HARD

Unbeknownst to the twisted reflections toiling in the mines, another creature inhabits the Workshop, keeping itself out of sight of the workers and foremen alike. The original inventor of the mirror golems, a dwarven artificer kidnapped by the Mirror Man and long turned into a shardstorm, has managed to defy expectations by surviving for decades, perhaps even centuries in the Plane of Mirrors, despite her new form.

Living in the demiplane for so long before her transformation allowed her to become used to and maybe even tainted by its foul magic, and as a result, she is not as mindless and aggressive as other shardstorms. Though most of her personality has vanished, she has retained a degree of self-control and logic, as well as some knowledge of the plane, which allows her to avoid danger and unnecessary conflict, move around via small passages unknown to most other creatures, and hide away in private nooks when she feels a fit of uncontrollable rage coming.

She is drawn to the Workshop, where she spent so much of her time back when she was herself. At any time, there's a 25% chance that she can be found there, easily concealed among the mirrors while she watches over her former workshop. The sight of others messing with her equipment infuriates her, but she has enough wits about her to know that she would be at a severe numerical disadvantage against the twisted reflections, and that attacking them would further incur the Mirror Man's wrath. Adventurers who destroy or carelessly use the laboratory when there is no one else around, however, she will angrily engage. She is a **shardstorm** with maximum hit points.

For more information on the artificer, see the "Marvan Aranor" sidebar.

*The story of the artificer just goes to show that there is nothing but misery in store for those who agree to work with or for the Mirror Man. That being said, I do not envy the agonizing choice she had to make, nor can I fault her for her decision. I do wonder, however, if she ever came to regret it, especially after witnessing the terrible things the Mirror Man did with her creations, and the many people that were hurt as a result.*

## MARVAN ARANOR

*Lawful good dwarf artificer (age 446)*

Back in her home in the Material Plane, Marvan was an inventor and craftswoman of great renown, who built numerous devices to help protect her kingdom and its people. This drew the attention of the Mirror Man, who was, at the time, searching for a brilliant mind to put to work as its servant. After several years of meticulous espionage, the Mirror Man gathered enough information to coerce Marvan into joining it, threatening to undo her work and harm her loved ones. Backed into a corner, she accepted, and was never seen in her world again.

She spent many years toiling away in the Plane of Mirrors. Her first inventions were the mirror golems, created as weapons for the Mirror Man, and once it deemed them refined enough for its purposes, it set Marvan working on different projects to further bolster its power. Her subsequent failures, coupled with its suspicion that she was plotting an escape attempt, led the Mirror Man to ultimately dispose of her by turning her into a shardstorm.

Now she roams the Plane of Mirrors aimlessly in that wretched form, the last remnants of her former self in constant battle with the natural wrath and madness of a shardstorm. Her self-control is admirable, but limited, and she is hostile to any creature who remains in her presence for long. However, though she is no longer able to communicate or understand others, enough of her personality is intact to respond to memories of her past. She will stop attacking any creature or group of creatures who speak her long forgotten name or show her one of her treasured possessions, and as long as the latter remains in someone's possession, she will follow its holder at a distance all across the demiplane.

Turning her back into her former self requires powerful magic, such as the use of a *wish* spell, or killing the shardstorm and then bringing the artificer back with a *true resurrection* spell. However, after so long of that dreadful existence, she is thankful for the chance to finally rest and will refuse to be resurrected unless she is first reminded of her former life with one of her possessions. If brought back, she can share a lot of valuable information on the Plane of Mirrors, including the location of the prison in the Looping Well (see page 19).

**Personality Trait.** "I hate it when others mess with my inventions, especially if they don't understand them. And most people don't."

**Ideal.** "With my creations, I can make a brighter future for thousands of people."

**Bond.** "My homeland is a great place filled with great people, and I long to return to it one day."

**Flaw.** "I have quite a bit of patience, but when that wears out, I am very irritable and aggressive."

"TO WHOMEVER FINDS THIS: FORGIVE ME FOR  
WHAT I'VE DONE"

- WORDS ETCHED ON THE INSIDE OF THE BOX  
UNDER THE TREE IN THE ORCHARD

## The Orchard

The Plane of Mirrors has a way of surprising even those who have grown accustomed to its strange sights. In stark contrast with the otherworldly creatures and baffling physics that can be found elsewhere on the plane, this location, misleadingly dubbed the Orchard, is home to a single fruit tree, seemingly mundane at a first glance. This tree is particularly noteworthy because, unlike most other things in the plane, it isn't made of mirrors, but normal wood and plant matter.

The tree closely resembles an apple tree, though it is unnaturally large for the species, with a thick trunk that grows to a height of 60 feet before branching out into a 120-foot diameter crown. It grows from the mirrored ground as if it was soil, on a small elevation in the center of a large gallery. A shallow stream of water from Lake Still, with all of its unique properties, flows from a hole in one of the walls, climbing up the incline in defiance of gravity, and forming into a pool around the tree.

The Orchard isn't typically frequented by many of the plane's creatures, but a **mirror golem** keeps watch over it at all times.

### A FAILED EXPERIMENT

The tree traces its origin back to the same dwarven artificer who created the mirror golems (see the "Marvan Aranor" sidebar, page 17), who grew it at the behest of the Mirror Man. The intention was for it to serve as the first of several similar sources of food grown within the Plane of Mirrors, to sustain twisted reflections occupying the bodies of humanoids without needing to travel

outside the plane to gather supplies. The experiment appeared to be successful for quite some time, until the tree fully matured and it became clear that it could not yield regular fruit.

It was this failure that caused the Mirror Man to ultimately deem the artificer no longer useful, and turn her into a shardstorm. The tree remains to this day as a monument to the sterility of the plane, and a reminder of the consequences of failure to servants of the Mirror Man. At any point in time, there is a 25% chance that the artificer is in the Orchard, hidden among the leaves of the tree while woefully contemplating her creation. She is a **shardstorm** with maximum hit points.

Before being transformed, however, the artificer left under the tree a small stash that not even the Mirror Man knows of. Hidden in the mirrored glass among the roots is an unassuming box containing some objects of great significance to her: a well-used hammer and chisel, the first tools given to her by her former master; a gold badge bearing the insignia of her beloved homeland, worth 100 gp; and a locket containing a picture of a loved one she had to abandon.

### UNWANTED FRUIT

While the tree in the Orchard does yield fruit, it is not the intended kind. Changed by the pervasive magic of the plane, the tree produces apples made entirely out of crystal glass. These are the size and rough shape of a normal apple, with a surface that's hard to the touch. Careful examination reveals that they are hollow and partially filled with some sort of liquid, like a bottle.

Accessing this liquid is possible by either shattering the crystal apple or biting into it. A creature biting a crystal apple discovers that it actually possesses a firmness and texture not unlike a normal apple, but without any of the flavor. The crystal apples also provide no sustenance. The liquid inside of them has all the properties of a *potion of mirror madness* (page 49).

When first found, the tree has 1d4 crystal apples hanging from its branches. It can hold a maximum of 6 at the same time, and it has a 50% chance of growing a new one each day at dawn. Climbing the tree to pluck its fruit can be done with a DC 12 Strength (Athletics) check, or without an ability check by any creature with a climbing speed.



## The Looping Well

Compared to some of the other locations in the Plane of Mirrors, the Looping Well is a relatively small feature, but no less important. It consists of a 60-foot diameter hole taking up the ground of an entire cavern. There are only two tunnels leading out of this cavern, one on each side of the hole. There are no ledges around the hole, and reaching the other side without somehow going over it is impossible.

Roughly 100 feet directly above the hole is another hole of the exact same size, this one taking up the ceiling of the cavern. Peering into either hole reveals only a seemingly endless length of vertical tunnel, laden by the same mirrored walls that are everywhere on the plane.

A creature or an object that drops into the Looping Well falls 25,000 feet before coming out of the upper hole and, if nothing is done to prevent it, falling into the lower one again. At the normal falling speed of 500 feet per round (*XGtE* p. 77), each loop takes about 5 minutes to complete. There is no way out of the well other than the space between the two holes. Comprising only 100 feet out of 25,000 (only 0.4% of the drop!), however, the window of opportunity to escape the well once one is caught inside is very small, and requires impeccable timing.

When a party of adventurers finds the Looping Well, some things may already be falling in it, caught in an endless cycle. You can roll on the table below to determine what is falling in the well. Should they become necessary, *Tasha's Cauldron of Everything* contains rules for a creature falling on another creature. (p. 170)

### LOOPING WELL LOOT

#### d4 Findings

- 1 A *light trap amulet* with 1d3 charges remaining.
- 2 The skeleton of an adventurer. Caught in its ribcage is a pouch containing 500 gp worth of precious gems.
- 3 A **polished ooze** from Lake Still. An object or creature colliding with the ooze takes 2d10 acid damage in addition to the normal falling damage.
- 4 A metal canister with a note inside. In it, the author begs for help to escape the Mirror Man, who is pursuing them.

### ENTROPIC SPACE

The space within the Looping Well is subject to a near imperceptible aura of strange entropic magic that causes the walls to degrade at an accelerated pace. Chunks of mirror frequently detach from the walls and fall into the well, and though they are usually reduced to fine dust within five loops or so, they present a very dangerous hazard in the meantime, explained by the planar rule below.

#### PLANAR RULE: HAZARDOUS FALL

When a creature enters the space of the Looping Well, roll any die. On an odd result, a razor sharp shard of the walls falling down the well is on a collision course with the creature, which must make a DC 16 Dexterity saving throw, taking  $6d4$  slashing damage on a failed save or half as much on a success. If a creature remains within the space of the Looping Well for more than 5 minutes, you can repeat this event. If a creature is falling down the well, or crossing it in a way that significantly limits their mobility (such as by walking on a tightrope), this saving throw is made with disadvantage.

Other objects and creatures in the Looping Well also deteriorate at an accelerated pace, though not quite as fast as the mirrors, being gradually pulled towards the walls so that collisions and friction can speed up the process. The exact reason why this happens, and why the Looping Well even exists, is unknown. The leading theory is that it results from an instability in the fabric of the demiplane, and that as its walls crumble away, it will eventually grow to encompass all of it.

### HIDDEN PRISON

As is the norm in the Plane of Mirrors, the Looping Well hides a sinister secret. About halfway down the lower hole (or halfway up the upper one), a small tunnel is camouflaged by the surrounding mirrors. Spotting this entrance requires a DC 18 Wisdom (Perception) check. A falling creature automatically fails the check.

The tunnel stretches for a few minutes before ending up at an unremarkable cave that the Mirror Man uses as a prison for twisted reflections. Newly formed twisted reflections are collected from all around the Plane of Mirrors and deposited here, where they endure long periods of crushing solitude and frequent torture to break their will, making them desperate and subservient. At any point,  $3d10 + 5$  **twisted reflections** can be found

inside,  $1d4 + 2$  of which are hostile to all creatures other than the Mirror Man, having grown increasingly desperate and eager to prove their loyalty.

The remaining ones are more than willing to cooperate, and talk openly about their identities, experiences, and anything they may know about the plane to any creature that promises to help them. Freeing these twisted reflections will deal a momentary blow to the Mirror Man's ability to expand its forces, but is very difficult to achieve, requiring the use of several *wish* spells or a plentiful supply of unconscious humanoid bodies for them to take over. At the DM's discretion, other means to release a twisted reflection may exist.

## The Infinity Chamber

Within the Plane of Mirrors, there is one place that is avoided at all costs by its denizens. Twisted reflections know not to step foot in it, polished oozes are instinctually repelled from it, and even the mindless shardstorms fear it. That place is dubbed the Infinity Chamber, due to the configuration of its walls, which differ from the rough-hewn, cavern-like shapes of the rest of the plane. Instead, the mirrored surfaces in the Infinity

Chamber are arranged in meticulous geometrical fashion, with the walls perfectly straight, parallel to one another and perpendicular to the floor and ceiling. This, coupled with the fact that the mirrors in there are kept magically pristine, results in the illusion that the world stretches on forever in multiple copies of itself, with each mirror reflecting the reflections of others ad infinitum.

This may seem harmless at first - a minor trick, an optical illusion not unlike some amusements in the Material Plane employ - but appearances can be deceiving. In truth, the endless images of the Infinity Chamber are more than a mortal mind can comprehend, and painfully work at eroding the psyche of creatures who gaze upon them, breaking down the barriers between what's real and what isn't. To make matters worse, simply leaving this location is harder than it seems. An imprudent creature that takes more than a few steps into the Infinity Chamber will find the walls behind it shifting to trap it inside. Curiously, when this happens, an exit opens elsewhere in the maze. There is always a way out of the chamber, but it is difficult to search for it while struggling to keep one's sanity intact.



AN ADVENTURER BEGINS TO FEEL THE  
EFFECTS OF THE INFINITY CHAMBER

## TORTURE AND VENGEANCE

The Infinity Chamber can't be used to discipline servants or extract information from prisoners. It breaks those within, slowly and agonizingly, leaving them as husks for fractured, irreparable minds. Thus, it can truly serve only one purpose: to inflict suffering for its own sake, pure and simple - which suits the Mirror Man just right. It is a tool of torture, a punishment reserved for those who cross or foil the ruler of the Plane of Mirrors time and time again.

For those unlucky enough to find their way to the list of the Mirror Man's personal enemies, simply being turned into a shardstorm and left to decay in anger and solitude is not satisfying enough. The Mirror Man needs to witness their pain, to see them squirm and buckle under the weight of their own thoughts, to hear them scream, whimper and plead for its mercy as they fade. Using its Man in the Mirror and Mirror World features, the Mirror Man can capture a foe, drop it off in the middle of the Infinity Chamber and quickly escape back into the mirrors, from within which it will follow and watch its victim.

## REALITY SHATTERED

The effects of prolonged exposure to the Infinity Chamber are slow to manifest, creeping up on unsuspecting creatures who believe the place is nothing more than a maze. They start small, creating some discomfort or confusion that can be brushed away as a coincidence, but soon grow into something more insidious.

The magic of the Plane of Mirrors begins to impose itself upon the creature's mind, molding it to its will. The sensation has been described as wrong and invasive, and the result is inevitably the same: along with the pain, a creature begins to lose its grip on reality. This can happen in many different ways, but a common thread is the belief that the creature itself becomes less real, and its reflections more so. As the influence of the Infinity Chamber grows stronger, creatures find themselves unable to take actions that they do not perceive their reflections to take as well, or feeling like their bodies are acting of their own accord, often against their will, mimicking the movements of their reflections instead of the other way around.

Those who spend too long in the Infinity Chamber ultimately vanish without a trace. What happens to them is a matter of contentious debate between the few scholars who study the Plane of Mirrors, but all of them agree that it cannot be a desirable fate.

## PLANAR RULE: ENDURING INFINITY

Finding one's way around the Infinity Chamber is even more difficult than in the rest of the Plane of Mirrors, due to its disorienting layout. In order to escape, a creature can make a DC 20 Wisdom (Survival) check with disadvantage at the end of each hour spent navigating the maze. After three successes, which don't need to be consecutive, the creature finds the exit.

However, for each hour spent conscious in the Infinity Chamber, a creature must also make a DC 14 Intelligence saving throw. On a success, nothing happens. On a failure, it suffers one of the consequences below, depending on how many times it has failed this save in total. After taking a short or long rest outside of the Infinity Chamber, the number of failures returns to zero. If you so choose, you can read the text in *italics* to a player when they fail their saving throw.

**1 failure.** *"The longer you stay here, the dizzier and more nauseous you get. You find it hard to concentrate due to an intensifying pounding headache."* The creature takes  $1d6$  psychic damage and can only make the next Wisdom (Survival) check to escape after 2 hours, instead of 1.

**2 failures.** *"You can hear the sound of your reflections' footsteps. They should not produce it, yet there it is, in perfect tandem with your own but somehow discernible and completely deafening, drowning out all other sound."* The creature takes  $2d6$  psychic damage and is deafened for 1 hour.

**3 failures.** *"Your reflections stop moving, and so do you. Why can you not will them to step forward? Are you losing control over your own images... or are they gaining control over you?"* The creature takes  $3d6$  psychic damage and its speed is reduced to 0 for 1 hour.

**4 failures.** *"You hear a loud crack of fracturing glass, but none of the mirrors around you show any signs of damage. It takes you a few seconds to realize it comes from inside your head."* The creature takes  $4d6$  psychic damage and suffers from a short-term madness (DMG p. 259). This madness lasts for 1 hour instead of its normal duration.

**5 failures.** *"You and your reflections move in perfect sync, but you're not the one commanding this movement. Are you the real version of yourself, or just another reflection?"* The creature takes  $5d6$  psychic damage and immediately uses its reaction to make a single weapon attack against the closest creature.

### PLANAR RULE: ENDURING INFINITY (CONT.)

**6 failures.** “Another crack, followed by the sound of shattering. You can feel your mind break away at this point, and the fragments cut into the rest of it like razor sharp shards.” The creature takes 6d6 psychic damage and suffers from a long-term madness (DMG p. 260).

**7 failures.** “The false world fades away. You realize now, nothing is real but you and your reflections... and you can't be that sure about yourself.” The creature enters Mirrorspace (see below).

### MIRRORSPACE

Mirrorspace is a strange, alien concept about which not much is known or understood. According to rare and often dubious reports, it appears to be a construct of a creature’s own mind, an abstract prison unwittingly made by itself, for itself, and given shape to by the Infinity Chamber. Yet, it also seems to be a physical location, as a creature entering Mirrorspace disappears from its spot in the Infinity Chamber in the process, before the eyes of their fellow adventurers. First-hand accounts from those who have seen this place and managed to return are in short supply, and not many are willing to risk their sanity for the sake of knowledge.

Visually, Mirrorspace takes the form of a white or black void. Despite the absence of a floor, a creature is able to stand and walk around as if on a flat surface, and even descend or ascend invisible flights of stairs simply by believing that it can. A creature’s Mirrorspace is its own – even if others enter Mirrorspace at the same time, they are alone in their respective voids, with no sign of another soul, leaving them with nothing but their own ingenuity and mental fortitude as a means to escape. It remains unknown if it’s possible to force entry into another’s Mirrorspace.

The void is far from empty, however. All around a creature stand infinite copies of itself, lined up in every direction, including up and down, as far as the eye can see, and perfectly mimicking its movements. This is in many aspects visually similar to the Infinity Chamber, with two key differences. First, there are no reflective surfaces to speak of – the copies are not mere images, but just as real and concrete as the original creature. Second, the copies do not face the original, as they would if on a mirror, but are instead turned to face the same direction that the original does at any

given time, so that a creature can never stare directly into its own face. Each copy is exactly 5 feet away from the ones closest to it, with the ones closest to the original creature 5 feet away from it also. If the original creature moves in one direction, every copy does so as well at the same speed, always maintaining a distance of exactly 5 feet.

This does not necessarily mean that the copies cannot be interacted with. If a creature throws an object at the copy in front of it, for example, it will be hit in the back with the same object, thrown by the copy behind it, and the chain will repeat itself infinitely in every direction simultaneously.

The passage of time in Mirrorspace is distorted and difficult to perceive. However, it’s impossible not to notice how after an indeterminate amount of it, which can feel like either a fraction of a second or an excruciating eternity, the copies start to change. All of them change in the same way at the same time, and as they do, so does the original

A VISUAL REPRESENTATION OF THE FEELING OF BEING IN MIRRORSPACE



creature. The form that they slowly drift towards never strays so far from the original creature's as to be completely unrecognizable, but within that limit, they become whatever aspect of the creature will disturb or upset it the most. This can be the creature at some point in the past where it hated itself, or an imaginary rendition of what it fears becoming one day.

The original creature has no way to gaze upon itself – curiously, mirrors do not cross over into Mirrorspace – and can only wonder at the true extend of what it's turning into. Its mind turns on and begins to consume itself in a mix of self-destructive hatred, fear, and revulsion, added to by the magic of the Plane of Mirrors. Many become hopelessly terrified of their own copies and run fruitlessly in random directions, eternally pursued by themselves. Others resort to violence and attack their images, only to be hit by the same exact attack from others. No matter the source, damage taken in Mirrorspace is always psychic damage, and creatures who die in there never reappear elsewhere.

It may take more time for some than others, but this strain on a mortal mind invariably leads to utter madness before a painful end to their existence, lest Mirrorspace can be escaped. Unfortunately, there's no true method to achieve this. Tales suggest that a creature can conquer and exit this prison by rejecting what its copies become and coming to an epiphany or profound realization about itself, making it so that the one who leaves is not the same as the one who entered. However, the accuracy of this information is impossible to verify, and even if it proved to be true, the personal nature of it means that every creature must search for it in its own, unique manner.

#### ESCAPING MIRRORSPACE

The means of escaping Mirrorspace are deliberately written without any mechanical support. This is a feat meant to be achieved not through skill proficiencies or the rolling of dice, but through roleplay and character development. Mirrorspace is intended as a plot device that forces a character to confront the worst possible version of themselves and come out stronger for it on the other end, accepting the bad inside of them and committing to becoming better. The DM and the player should work together to decide what's a satisfying way in which a character can change and grow from this experience, and when it is the right time to end it.

## The Mirror Throne

The Mirror Throne is the Mirror Man's lair in the demiplane, as close to a home as a creature like it wants or needs. From there, it surveys the entirety of its realm, quickly sinking into the mirrors to appear wherever its attention is needed. The Mirror Man is often busy furthering its goals in different planes or building up its forces in the Plane of Mirrors, but whenever that's not the case, it can be found on its throne of glass. A **mirror golem** guards its lair at all times. In the Mirror Man's absence, a second golem is present to reinforce security.

The lair itself is rather bare – the Mirror Man has little need for creature comforts. It consists of a simple cavern, shaped into a square roughly 40 feet on each side, with a 15-foot high ceiling. It contains only three things of interest: the throne, a great mirror mounted on the back wall, and four large glass tanks – one in each corner.

There are only two entrances into the Mirror Man's lair. One is a normal tunnel in the center of one of the walls, which eventually connects to the network sprawling the rest of the Plane of Mirrors. The other is a passage hidden behind an illusory mirror, stretching far and eventually exiting into the bottom of Lake Still. The Mirror Man has blocked the latter passage with a cave-in to prevent unwanted visitors from reaching its lair.

#### SEAT OF POWER

In the very center of the room, atop a raised dais, stands a magnificent throne made entirely of mirrored glass. Its jagged edges and hard surfaces make it incredibly uncomfortable to sit upon, but such trifling matters are of little concern to the Mirror Man. With a simple thought from the creature occupying it, the throne can rotate to face the entrance to the room or the huge mirror on the back wall.

The throne is a magical object, and radiates an aura of divination magic when examined under the effects of a *detect magic* spell. While resting on the throne, a creature can close its eyes and concentrate (as if concentrating on a spell) to look through any mirrored surface in the Plane of Mirrors. While doing so, an image of the creature appears on the surface it's looking through. For each minute that a creature uses the properties of the mirror throne, it takes 1d10 psychic damage. This does not grant the creature the ability to see all of the demiplane at once – rather, it must swap between surfaces it knows of, and knowledge of the plane's geography is necessary for thorough

surveillance. The Mirror Man uses its throne to watch over its domain.

A creature becomes immediately aware of the throne's properties when it sits atop it. An *identify* spell also reveals this information.

### LIVING TROPHIES

On each corner of the room stands a large cylindrical tank made of transparent glass, rising from the floor to the ceiling. These contain the only decorations that the Mirror Man allows itself – four **shardstorms** with maximum hit points, each one formerly a legendary hero that it defeated and reduced to this pitiful form. Now they are no more than trophies, and the Mirror Man takes great pleasure in contemplating them and gloating over its victory.

The shardstorms constantly swirl within their tanks, but become more agitated when they spot a creature other than the Mirror Man or its golems, and start throwing themselves against the glass in a blind rage. This serves as a makeshift alarm system that alerts the occupants of the room to the presence of intruders. Should the Mirror Man become involved in a fight in its lair, it will not hesitate to use the shardstorms to its advantage. On its first turns of combat, while the golems keep its foes busy, it will move to the tanks and use one of its attacks to break the glass, unleashing the shardstorms, which know better than to attack it.

These tanks can also be used to keep valuable hostages, which can make great bait for pesky adventurers that have been getting in the Mirror Man's way. Though it has to relinquish one of its trophies to make space, that loss is offset by the anticipation of potentially acquiring a new one to take its place...

### THE GRAND MIRROR

Taking up a large portion of the back wall is a huge oval mirror, 15 feet tall, that stands out from the rest due to its ornate golden frame. The mirror radiates an aura of conjuration magic when examined with the *detect magic* spell.

The grand mirror plays a very important role in the Mirror Man's operations. First and foremost, it serves as its doorway to other planes of existence, as well as its ticket back to the Plane of Mirrors. When using its Mirror World feature, the Mirror Man can always access the grand mirror in its lair, regardless of what plane of existence it's in. Additionally, a creature can use an action to touch the mirror and speak its command word in order

to cast the *gate* spell without expending a spell slot, with the following key differences:

- The spell requires no material components or concentration when cast in this way.
- The spell cannot be used to draw a creature into the Plane of Mirrors.
- The portal at the intended destination can only be created on a reflective surface. In the Plane of Mirrors, the portal is created on the grand mirror.

The grand mirror also allows other powerful entities across the multiverse to reach out to the Mirror Man to solicit its services. The exact method one must use to establish contact with the grand mirror in this way is a mystery, but rumor has it that detailed instructions circulate in certain extraplanar black markets, and that the Mirror Man ensures that they always reach prospective clients with enough money and power to afford its steep prices. When a creature contacts the Mirror Man in this way, its image appears on the grand mirror, allowing the two to discuss business.

If the characters are in this room alone, there's a 20% chance the grand mirror activates, displaying a creature seeking to contact the Mirror Man for a job. You can roll on the table below to determine who this creature is.

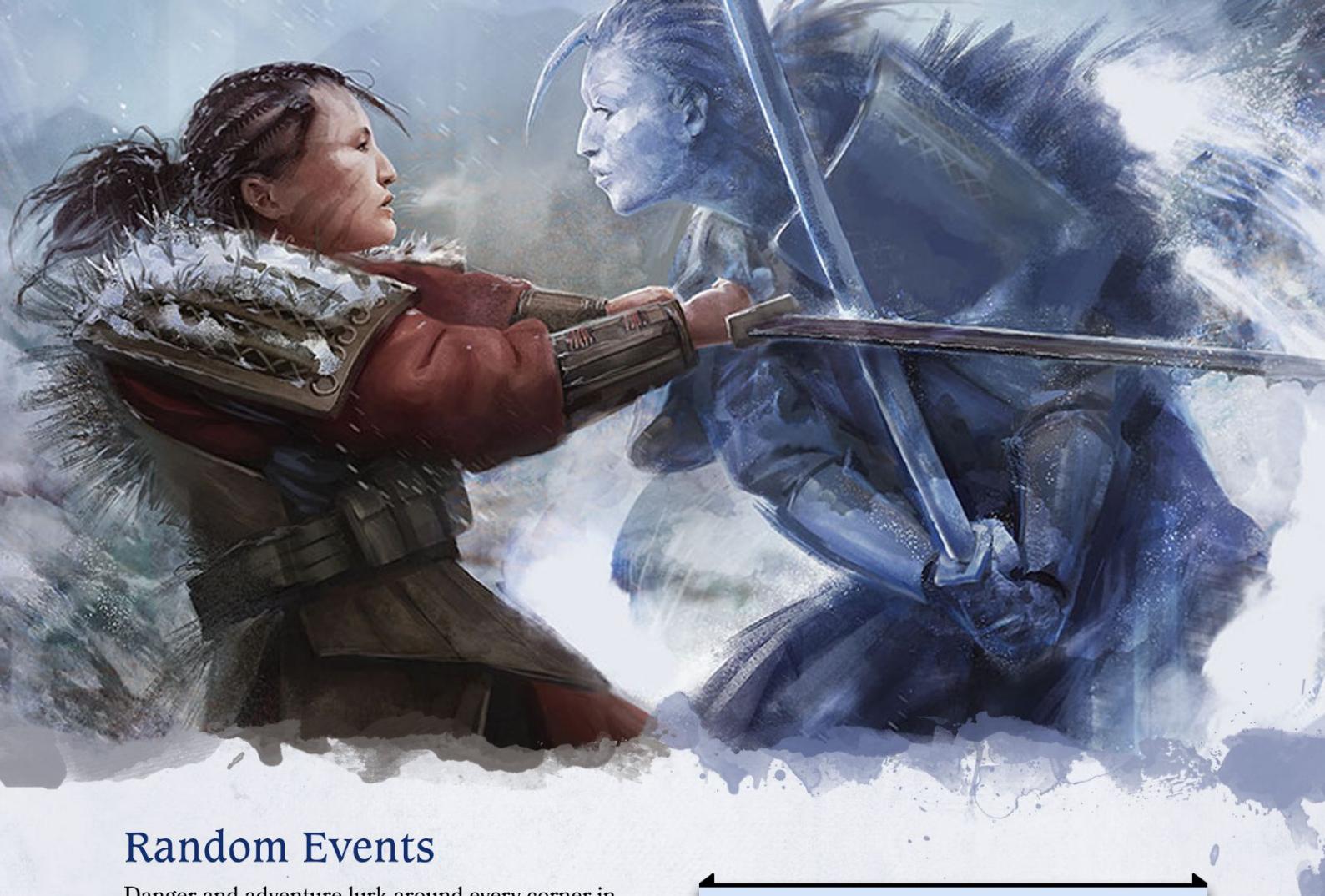
### MIRROR MAN CLIENT

#### d4 Client

- |   |  |
|---|--|
| 1 | A desperate angel left with no choice but to hire the Mirror Man to dispose of a cabal of demon worshippers. |
| 2 | A conniving devil seeking to arrange the assassination of its superior so that it may advance in the ranks.  |
| 3 | An ancient vampire who wishes to feast on the fine blood of a powerful noble.                                |
| 4 | An old foe of the party, seeking to put a bounty on the head of one or all the characters.                   |

*Hiring the Mirror Man is an incredibly reckless and foolish endeavour. I beg of you, reader, never to resort to such an extreme no matter how tempting it may seem or how desperate you may be. Even if you think you have nothing to lose... trust me, you do. The Mirror Man will find something to take from you.*

- D.L.



## Random Events

Danger and adventure lurk around every corner in the Plane of Mirrors. Strange sights and events are brought about by the plane's unpredictable magic, and an adventurer must always be prepared for the unexpected.

As a party of characters progresses along the Plane of Mirrors, you may want to spice up their travels with an encounter or odd occurrence. Roll on the table below or simply pick whichever result appeals to you the most. The events are arranged in alphabetical order.

### RANDOM EVENT

d100	Event
01-05	A Convenient Gift
06-10	Catoptrophobia
11-15	Deep Cuts
16-20	Funhouse
21-25	Gelatinous Deluge
26-30	Guardians of the Plane
31-35	It's Watching
36-40	Mirror, Mirror, on the Wall
41-45	More than Superstition
46-50	Mysterious Messages

### MORE STRANGENESS

If you want even more odd mirror-themed events to add variety to your adventures in the Plane of Mirrors, *Tasha's Cauldron of Everything* contains tables for random effects in supernatural regions, one of which is Mirror Zones (p. 158). That table and the one on this supplement can be used interchangeably or in conjunction with one another to provide a truly bizarre experience for any party!

d100	Event
51-55	One With the Plane
56-60	Out of Sight, Out of Mind
61-65	Party Crashers
66-70	Perspective Flip
71-75	Shardnado
76-80	Solitary Confinement
81-85	The Impostor
86-90	Through the Looking Glass
91-95	Twisted Trade
96-100	Your Own Worst Enemy

## A Convenient Gift

A character's reflection beckons them closer, brandishing in its hand a strange object that the character doesn't possess. Should it try, a character is able to dip their hand into the mirror this reflection is in, grab the object and pull it out. It is one of a set of *two-way mirrors* that someone else is already attuned to. Roll on the table below to determine who has the other mirror. This entity may attempt to contact the character at any time via the magic mirror.

### MIRROR OWNER

#### d4 Owner

- 1 Gyles Wolfheart (page 16) or another twisted reflection who claims that they want to turn on the Mirror Man and asks the character for assistance. If the twisted reflection is not Gyles, there's a 50% chance this is a lie.
- 2 The last member of an adventuring party who ventured into the plane. They are being pursued by the Mirror Man's forces or the Mirror Man itself, and beg the character to help them. The character may witness their capture and/or demise during communication.
- 3 The Mirror Man itself, seeking to use the *two-way mirrors* to spy on the character.
- 4 What appears to be the character themselves from some point in the future, bearing a cryptic warning about an event that may or may not come to pass.

## Catoptrophobia

A character's reflection begins to shift before their very own eyes, assuming monstrous, terrifying forms from their worst nightmares. The character must succeed on a DC 15 Wisdom saving throw or be frightened of their own reflections for 1 hour. The character can repeat this saving throw after every 10 minutes, ending the effect on themselves on a success. None of the other characters can see these changes happening.

Note that since the frightened condition prevents an affected creature from willingly moving closer to the source of its fear and that the entirety of the



plane is composed of mirrors, this essentially roots the character on the spot, preventing it from moving in any direction while they remain frightened.

## Deep Cuts

A character's own reflections whisper to them and them alone, mocking them for their deepest insecurities and berating their failures with detail and insight that only the character would have. The character must make a DC 15 Wisdom saving throw. On a failed save, they take 6d4 psychic damage and have disadvantage on attack rolls and ability checks for 1 hour. On a success, they take half as much damage and suffer no other effects.

## Funhouse

The characters come across a region of the demiplane where the mirrors on the walls are concave, convex, or otherwise unusually shaped, twisting and deforming their reflections in bizarre and humorous ways. Any character that stares at one of their own reflections must succeed on a DC 15 Constitution save or find their body changing to match the reflection. Roll on the Funhouse Morphing table to determine what transformation a character undergoes. All transformations last for 1 hour. On a successful save, a character is immune to the effects of this event for 24 hours.



## FUNHOUSE MORPHING

### d8 Effect

- 1 Your body is stretched or compressed proportionally. If you're a Medium creature, your size becomes Small. If you're a Small creature, your size becomes Medium.
- 2 Your body becomes a perfect sphere. While in this state, you automatically fail Strength, Constitution, and Dexterity ability checks, attack rolls and saving throws. Additionally, your speed is reduced to 0, and you can only move by being rolled.
- 3 Your head swells to twice its normal size, affecting your balance significantly. You have disadvantage on attack rolls.
- 4 Your facial features become unnaturally deformed. You have disadvantage on Charisma (Persuasion) checks, and advantage on Charisma (Deception) checks.
- 5 Your legs become abnormally thin and long, and your torso short and scrunched. Your speed is increased by 10 feet, and your Strength score is reduced by 2, to a minimum of 2.
- 6 Your arms and torso become abnormally thin and long, and your legs short and scrunched. Your speed is reduced by 10 feet, and your reach with melee attacks increases by 5 feet.
- 7 Your arms bulge and grow incredibly thick. Your Strength score and its maximum value both increase by 2.
- 8 Your legs bulge and grow incredibly thick. Your jumping distance is doubled, and you have advantage on saving throws made to resist being moved against your will or knocked prone.

## Gelatinous Deluge

A mirror on the ceiling becomes a portal to the depths of Lake Still for a few brief moments, and large amounts of water begin to pour through. Each creature within 30 feet of the portal must

succeed on a DC 15 Strength saving throw or be pushed back 10 feet and knocked prone.

Along with the water, 4d4 **polished oozes** fall through the portal, and immediately attack any other living creatures. The oozes hunt in groups and prefer to gang up on a single target at a time, surrounding it completely until it's defeated, then moving on to another. Depending on the number of oozes, they may be able to do this to more than one creature at once. The portal closes immediately after the oozes fall through.

## Guardians of the Plane

The characters come across 2 **mirror golems** patrolling the plane, who immediately attack. Unless the Mirror Man has ordered otherwise, their goal is to capture as many characters alive as possible, to be converted into servants. If doing this poses a significant risk that they might lose the fight, the mirror golems simply aim to kill the interlopers instead.

In combat, the mirror golems resort to a tried and true tactic, positioning themselves on opposite sides of as many characters as possible, then using their Light Blast action in such a way that it catches the other golem. This will result in the other's Light Blast action immediately recharging, allowing them to repeat this indefinitely. Characters can avoid this deadly strategy by carefully positioning themselves in a way that prevents a Light Blast from catching both them and the other mirror golem.

If this encounter takes place in a narrow tunnel, the golems use the terrain to their advantage. One of them attempts to barrel through the party to the other side (you can use the optional Overrun action to determine its success – *DMG p. 272*), where it will not only be in position for the Light Blast strategy but also blocking the characters from repositioning themselves or escaping.

## It's Watching

During its surveillance of the demiplane, the Mirror Man notices the characters and uses its Mirror World feature from its lair to emerge from a mirror next to the party (which it can do as a lair action without expending the feature – see page 36). If it has not yet confronted the characters directly, it's here to toy with them or gauge their strength. If the characters have met or fought the Mirror Man before, it appears to harry them and slow their progress across the plane. Either way, it's not looking for a long, drawn-out fight.

The Mirror Man retreats with the use of its Mirror World feature after 2d4 rounds of combat or if reduced to half its hit points, whichever comes first. If the latter occurs, it becomes wary of the party's power and might begin to actively monitor them and send minions to harass them.

Retreating in this way costs the Mirror Man the use of its Mirror World feature for the day. If you roll this event again on the same day, simply have it appear in one of the mirrors, watching, but not step out of it.

## Mirror, Mirror, on the Wall

A nearby mirror gains divinatory properties. Every creature within 60 feet of the mirror is immediately aware of this fact, and knows how to utilize it. A creature can walk up to mirror and touch it to cast the *augury* spell without expending a spell slot or requiring material components. When the spell is cast in this way, a creature can inquire about a specific course of action it plans to take within the next 8 hours. Even if the creature is casting this spell for the first time between long rests, however, there is always at least a 25% chance for the result to be random. The mirror retains this property for 1 hour, or until it's used once.

The omens are given in the form of moving images in the mirror, which display the creature and its companions prevailing over the trials in the Plane of Mirrors (for **weal**), dying horribly at the hands of mirror creatures (for **woe**), a mixture of the two (for **weal and woe**), or a normal reflection (for **nothing**).

## More than Superstition

The next mirror a creature touches shatters harmlessly, forcing it to make a DC 15 Charisma saving throw. On a failed save, that creature is cursed with bad luck, and whenever it makes an attack roll, ability check, or saving throw, it must roll a d4 and subtract the number rolled from the result. This effect lasts until the creature has failed 7 attack rolls, ability checks, or saving throws due to subtracting the number rolled on the d4.

## Mysterious Messages

Cryptic messages appear on one or more of the surrounding mirrors, lingering for a few minutes before they fade. These messages can be written in a variety of ways, such as with blood or on fogged up glass, and generally allude to secrets of the plane, though they can be misleading at times. Roll



on the table below to determine which message appears when you roll this event. Messages that are false, misleading, or simply have no meaning are marked with an asterisk at the end.

## MYSTERIOUS MESSAGES

d10	Message
1	UNDER THE TREE
2	TRUST THE MIRROR MAN*
3	SHE LIVES
4	YOU ARE NOT REAL*
5	IT'S INSIDE THE OOZES
6	EMBRACE INFINITY*
7	WE ARE IN THE WELL
8	DON'T BLINK*
9	IT'S WATCHING
10	COME CLOSER*
11	DESTROY ITS MIRROR
12	PLEASE HELP US*
13	TAKE THE PATH UNDERWATER
14	I WATCHED MYSELF WALK AWAY*
15	DON'T EAT THE APPLES
16	SOMEONE WANTS YOU DEAD*
17	AVOID THE LIGHT
18	UP THE WATERFALLS*
19	CHANGE IS THE ONLY WAY OUT
20	RUN*

## One With the Plane

The magic of the Plane of Mirrors suffuses a creature, granting it strange benefits at the cost of a little extra risk. Roll any die.

On an **even** result, the creature gains the effects of the *mirrorskin* spell for 1 hour, without requiring concentration. However, whenever that creature fails a saving throw against a spell or other magical effect, or when it is hit by a spell attack, its mirror-like skin seems to crack and dig into its flesh, and it takes 1d6 piercing damage.

On an **odd** result, the creature gains three illusory duplicates of itself, as per the *mirror image* spell, which last for 1 hour. However, when one of those duplicates is destroyed, it lets out a horrifying scream of pain in the creature's voice, and the creature takes 2d4 psychic damage.

## Out of Sight, Out of Mind

One character must make a DC 15 Charisma saving throw. On a success, nothing happens. On a failure, the character is targeted by a powerful illusion that causes them to look as if they're fracturing and breaking apart into small shards that turn to dust in the air. This takes no longer than a few seconds, after which the character realizes that nothing truly happened to them and that they're still in the same place, alive and well.

However, all creatures friendly to that character can no longer see, hear, or perceive them in any way, believing that the fracturing and breaking caused that character's disappearance or even demise. The affected character is still able to interact with objects and creatures, but any signs of its presence, such as physical contact with other creatures or the environment, are rationalized or ignored. Hostile creatures can still perceive the character as normal.

This effect lasts for 1 hour, after which the character suddenly becomes perceptible again.



## Party Crashers

The characters come across another party of adventurers, comprised of Wilorin Silverkin (N male half-elf **assassin**), Bink Goldweaver (CN male rock gnome **abjurer**<sup>VGtM</sup>), Aylin Dursk (LG female human **war priest**<sup>VGtM</sup>), and their leader, Caionna Warstout (NG female mountain dwarf **champion**<sup>VGtM</sup>). They have been in the demiplane for a few days now, and their experiences with the creatures and magic within have made them wary and suspicious of everything.

They are initially cold or even hostile to the characters, but a successful DC 17 Charisma (Persuasion) will convince them to relax and take a rest together, during which they are willing to share any information they have gathered, stories of their encounters, and a few more details about themselves. However, they will never share highly personal information, such as the reason why they're in the Plane of Mirrors, and refuse to aid the characters in their quest or accept aid in theirs, claiming that they simply cannot trust someone else that much in this place. After a maximum of 1 hour of conversation, they will take their leave.

The next time you roll this event, the entire party has been replaced by twisted reflections, which now inhabit their bodies. If their previous encounter with the characters was tense and unfriendly, they will simply attack on sight. If the characters managed to persuade them to be friendlier, the twisted reflections will take advantage of that, claiming that they have changed their minds and are willing to help or take help from the characters, only to guide them into a trap.

## Perspective Flip

All of the characters must make a DC 15 Wisdom saving throw. Gravity is reversed for all the creatures who fail the save, as per the *reverse gravity* spell, but without being limited to an area. This causes affected creatures to fall upwards until they hit an obstacle or the ceiling, and to remain there for the full duration of the effect, no matter how far they travel. Ceilings in the tunnels can be anywhere from 10 to 20 feet high. In the galleries, the range is much greater. This effect lasts for 1 hour, after which affected creatures fall back down.

## Shardnado

1d4 mirrors in the vicinity of the characters explode for no apparent reason, sending sharp glass shards flying everywhere. Each creature

within 15 feet of one of the mirrors must make a DC 15 Dexterity saving throw, taking 4d4 piercing damage and 4d4 slashing damage on a failed save, or half as much piercing and slashing damage on a success. A creature has disadvantage on the saving throw if it's in the area of more than one exploding mirror, but only takes the resulting damage once.

Afterwards, 2 **shardstorms** emerge from the remains of each mirror, swirling furiously, and attack the closest creatures. The shardstorms are mindless, acting on pure rage and instinct, and pay little mind to tactics. They fight until destroyed.

## Solitary Confinement

One of the nearby mirrors is a *mirror of life trapping* (DMG p. 181), with the following differences:

- The mirror does not have command words. Instead, it is permanently activated, but only triggers against creatures within 10 feet of it.
- The mirror has immunity to all damage but thunder damage.
- The mirror only has 1 extradimensional cell, and once that cell is occupied, it doesn't trap any other creatures.
- The mirror cannot be removed from the wall.



## The Impostor

The demiplane itself casts the *simulacrum* spell, targeting a random character and requiring no material components. When cast in this way, the spell has a casting time of 1 action. The resulting simulacrum emerges from a mirror a safe distance away, out of sight of the targeted creature or any of its companions. It's formed from glass, cannot be repaired, and has all the equipment that the original creature does, though magical items are replaced with nonmagical lookalikes.

The simulacrum follows the original creature carefully and stealthily, waiting for the right time to present itself, such as when most of the characters are asleep or otherwise distracted. It slips into the midst of the party, at which point it claims to be the original, and that the character it's a copy of is nothing but an impostor. The simulacrum's ultimate goal is to convince the party to kick out or kill the original, then lead them to their doom by, for example, taking them to the Mirror Man or into the Infinity Chamber.

Should the truth be uncovered, the simulacrum will attempt to escape rather than fight, and might cause trouble for the characters later by showing up at the head of a squadron of twisted reflections or by reaching the Material Plane before the party and committing heinous acts in the original's name.

## Through the Looking Glass

One of the mirrors nearby stops reflecting its surroundings and instead displays an image of a different location in the Plane of Mirrors, becoming a portal to that very location. Roll on the table below to determine what that location is. The portal remains open for 10 minutes before the mirror returns to normal, during which creatures can freely move between the two sides.

### RANDOM LOCATION

d100	Location
1-40	Lake Still
41-55	A Safe Place
56-65	The Workshop
66-75	The Orchard
76-85	The Looping Well
86-95	The Infinity Chamber
96-100	The Mirror Throne

If the mirror turning into a portal opens directly under a creature's feet, that creature must succeed on a DC 15 Dexterity saving throw to avoid falling in. If instead the portal opens directly above one's head, something from the other side may fall on top of them.

## Twisted Trade

All of the characters must roll a DC 15 Charisma saving throw. Every character who fails the saving throw feels their body shift away from them as their souls are forcibly dislodged into the bodies of other characters who failed the save.

Randomly assign a body to each character so that no character who failed the saving throw remains in its original one. Players swap character sheets so that they have the sheet corresponding to the body their character is in, which they now control.

This effect lasts for 1 hour. At the end of the duration, all characters return to their respective bodies, having gained new appreciation for their teammates and an understanding of what it's like to be them. Until they finish their next long rest, each character gains a +1 bonus to AC when within 5 feet of the character whose body they were in.

### CONSENT FIRST

To many players, their characters can be a deeply personal matter, and they may not enjoy the experience of relinquishing control of them to someone else. When you roll this event, confer with your players before you go forward with it if you're not sure that they're all alright with the concept. If someone isn't, consider allowing them to automatically succeed on the saving throw or simply rerolling into another random event.

It's also important to ensure that the players are respectful of each other's characters. Done correctly, this sort of occurrence can provide a unique role-playing experience that grants characters valuable insight into what it's like to walk a mile in their companions' shoes. However, no one likes to see their character ridiculed or recklessly put in danger by another player who won't have to deal with the consequences of their actions.

In addition to the bonus to AC, consider awarding inspiration to players who manage to remain true to their characters all while staying respectful of the character sheet they're controlling. Remember to be cordial to one another!

## Your Own Worst Enemy

The character's reflections on the surrounding surfaces begin to change, at the same time as they emerge from their mirrors, weapons drawn. These entities are twisted copies of the characters, wearing identical armor and brandishing imitations of their weapons - none of which has any effect on their stat blocks - but rotten beneath their equipment, or shining with a metallic sheen.

All of the reflections immediately attack, but each character's copy only ever targets that character, ignoring all other creatures in a mindless determination to erase the original. If they succeed in killing the original creature, all reflections of that creature immediately shatter into glass shards. Reflections fight recklessly, without any own concern for their own safety, and never retreat or surrender. A reflection is immune to all damage dealt by a creature other than its original, though they can still be hindered in other ways, such as by grappling or restraining them.

Roll on the following table to determine what form the reflections take and how many of them emerge from the mirrors.

## HOSTILE REFLECTIONS

### d4 Encounter

- 1 **Undead.** The reflections have the statistics and appearances of **skeletons** or **zombies**. 4 of each reflection emerge for each of the characters.
- 2 **Undead.** The reflections have the statistics and appearances of **revenants**, without the Rejuvenation trait. 1 of each reflection emerges for each of the characters.
- 3 **Constructs.** The reflections have the statistics and appearances of **animated armors**. 4 of each reflection emerge for each of the characters.
- 4 **Constructs.** The reflections have the statistics and appearances of **flesh golems** or **helmed horrors**. 1 of each reflection emerges for each of the characters.





## PART 2

# DENIZENS OF THE PLANE

## THE MIRROR MAN

**M**eep within the Plane of Mirrors, at the center of its maze of impossible to navigate galleries and hallways, lives its most notable denizen, and the master of this realm: the Mirror Man. Combining a powerful loathing for humanoids with a complete and utter lack of morals or mercy of any kind, this aberrant creature makes for a particularly ruthless and deadly killer, and the last thing its victims see is always the life draining out of their own eyes, reflected on its cold and featureless visage.

### Unnatural Presence

From behind – and on a foggy and moonless night – the Mirror Man might almost pass for a human or an elf. It has a body similar to a humanoid's, with the exception of an unnaturally pale skin and particularly prominent veins of a sickly bluish hue. From the neck up, however, the similarities stop. Where a head should be instead sits an oval mirror of the same size, always perfectly polished, one that despite the lack of eyes possesses a chilling, piercing gaze. A creature that stares for too long at this mockery of a face might find the reflections on it begin to shift and contort in nauseating ways that induce intense headaches – though one should

consider themselves lucky if, standing in such close proximity to the Mirror Man, this proves to be the extent of their suffering.

This is not the limit to which this being can exert its influence on the world around it, however. The alien, abnormal essence of the Plane of Mirrors follows it wherever it goes, bending and distorting reality in its wake in subtle ways. Surfaces might appear excessively reflective in the presence of the Mirror Man, shadows might move and twitch independently from their owners, and light can play strange tricks on the eyes of other creatures, spontaneously creating small mirages and optical illusions.

Thankfully, the Mirror Man appears to be the only one of its kind, though such an assertion has proven incredibly difficult to verify. It is not exactly prone to dialogue, and anyone who somehow communicates or comes in contact with it tends to

disappear mysteriously before long. As such, its origin, purpose, and goals remain shrouded in mystery. Did it spawn from the Plane of Mirrors, or is it its creator? Does it act to further some sort of nefarious plan or simply on a primal, sadistic impulse? What happens to those it takes away? Many of these questions remain unanswered, and few are those brave enough to venture into its lair to seek information. Even fewer are those who return.

### THE MIRROR MAN'S GOALS

Though some of the minor personality traits that help motivate the Mirror Man, such as its hatred for humanoids, have been presented in this supplement, its overarching goals have been left deliberately vague so that this villain can more easily be incorporated into different settings and stories.

Perhaps they are truly grand and sinister, imagining the entirety of the Plane of Mirrors as the remains of an ancient godly being that the Mirror Man intends to resurrect, using the servants it has slowly accumulated over the ages as sacrifices in a complex ritual. Or maybe they are much smaller and simpler, turning the Mirror Man into nothing more than a sadistic, cruel being that desires only to capture victims to torment and enslave. Ultimately, it all depends on the kind of story and adventure your group wants to experience.

### Master of Illusions

When it comes to swordsmanship and skill on the battlefield, the Mirror Man can go toe to toe with the finest of mortal heroes. It carries a magical sword called Mirror's Edge that only it can wield, which allows it to directly assault a foe's mind. Should the Mirror Man ever perish, the sword shatters into a thousand pieces as easily as glass.

These formidable skills are also the least in its repertoire. The Mirror Man's true strength lies in its mastery of illusions, and the way it bends light and perception to its will. There is no need to cross swords with an opponent and risk defeat, it believes, if it's much simpler to stab them in the back when they're looking elsewhere. To this effect, the Mirror Man employs a series of deceitful tactics, his favorite consisting in creating multiple illusory copies of itself with the little known *house of mirrors* spell, then granting each of those copies some copies of its own via *mirror image*. Distractions and misdirection are its chief weapons, and it derives some sadistic joy from watching enemies struggle in confusion to the point where, if stakes are low enough that it can afford it, the Mirror Man will even play with its



THE MIRROR MAN DELIVERS A  
MESSAGE TO A SOON-TO-BE SERVANT

food, so to speak, by taunting and insulting them behind multiple layers of illusions.

If the situation calls for it, these same abilities also allow the Mirror Man to retreat safely from danger, leaving traps and tricks behind to cover its escape. Even when on the defensive, however, this resourceful creature is not without options, and should an especially keen foe manage to see through the multitude of doubles to send a well-aimed spell at the back of a running Mirror Man, they might find their magic suddenly reflected back at them... or even worse, might find that the escape was always yet another layer of an intricate ploy to lure them to their doom.

## Interplanar Hunter

The Mirror Man's abilities make it uniquely suited for the tasks of assassination and kidnapping, and it has made sure that its reputation for such has spread to the right corners of the multiverse. Be it a devil entangled in the complex politics of the Nine Hells, looking to get ahead without alerting its superiors, or an eldritch horror from the Far Realm, who for incomprehensible reasons chooses not to entrust its minions with the mission, unscrupulous beings from all over existence resort to the Mirror Man when they need a job done with discretion and efficiency. If your power and wealth is enough, no task is too cruel or dangerous, but

The men conducted a quick search of the villa and came up with a number of peculiar findings. Every mirror in the house was shattered, and most of the shards on the floors were smashed to a fine dust. The windows were boarded and covered by black curtains. The tub and sinks were dusty and unused. Intricate tile work was broken and half-removed in places. Every expensive piece of silverware, jewelry and ornamental armor was thoroughly scratched or coated in thick layers of grime – sometimes both. There was no sign of Lord Brightmoon anywhere.

The most disturbing thing, however, was perhaps the single set of prints of bare human feet leaving through the front door. I traced them back to the source and found the body of Watchman Hurn, who had been sent to investigate the lord's absence the day before. He was dead in a corner of the dining hall, his breastplate gleaming in the torchlight. The footprints started at his corpse.

- Excerpt of a report by Captain Hyustus  
Staget of the Waterdeep City Watch



THE MIRROR MAN DOES ITS WORK  
WITH RUTHLESS EFFICIENCY

mere coin cannot pay for a professional of this caliber. The Mirror Man has no use for mundane riches, and accepts payment only in truly valuable currencies: powerful magic items, prisoners it can use for its designs, or, quite often, an unspecified favor, to be called in at a later date.

Once a contract has been accepted, the Mirror Man is absolutely relentless in its pursuit. It favors a patient, methodical approach of gathering information about its mark, watching them through mirrors and calculating the perfect time to strike, then acting swiftly and decisively, often subduing the target before they even have a chance to react. More often than not, this is enough to get the job done, but should someone manage to escape the Mirror Man's grasp, they will find themselves involved in a dangerous game of cat and mouse. The Mirror Man's unique skill set allows it to easily spy on its target, and cover great distances in the span of seconds. It will chase a mark until they finally give up... or collapse from exhaustion.

Don't be mistaken, however: the Mirror Man is ultimately loyal only to itself. Though it's traditionally hesitant to tarnish its considerable reputation, it's not averse to turning its back on a job if there is enough to be gained from it – enough to offset the risk of renegeing on a contract made with the powerful creatures it typically deals with.

## Agents and Spies

The Mirror Man's powers are by no means insignificant, but they do have limitations. It can appear in a flash or vanish without a trace, but never both in quick succession, and this makes it difficult to get in and out of densely populated or heavily guarded places without raising an alarm. Sometimes, it may need to draw a target away from safety, or subtly create an opening for itself, and since its otherworldly appearance makes it difficult to blend in, it relies on humanoid agents to make these preparations. A creature in service of the Mirror Man may lure the mark to a less crowded location, or generously gift it an ornate mirror or a magical *armor of gleaming* through which its master can strike.

The Mirror Man abhors dealing with humanoids and their ilk, however, and has never attempted to form any sort of structured network of servants. It employs them only sporadically when it truly needs to, either through bribes or, more frequently, blackmail and threats. Its agents have no true loyalty towards the Mirror Man, and it knows this well – this is why a short period of cutting off loose ends traditionally follows the completion of a job. A creature that assists the Mirror Man, willingly or not, can only enjoy their rewards and safety for a brief time before they become its next target. The Mirror Man prefers to take these people alive. Even if there is no profit to be had from their captures, it has certain uses for their able bodies.

## The Mirror Man's Lair

The Mirror Man makes its lair in the Mirror Throne (page 23), a room sitting at the very heart of the Plane of Mirrors. There, the magic of the plane is at some of its strongest, allowing the Mirror Man to perform feats that it cannot achieve anywhere else.

### Lair Actions

On initiative count 20 (losing initiative ties), the Mirror Man takes a lair action to cause one of the following effects; it can't use the same effect two rounds in a row:

- The Mirror Man uses its Mirror World feature without expending its daily use.
- The Mirror Man creates fleeting copies of its foes, which emerge from the surrounding mirrors at points of the Mirror Man's choice within 30 feet. These copies have the same statistics and equipment as the characters they're a copy of, but any magical items are replaced with nonmagical

equivalents, they cannot use class features other than cast cantrips as a 1st-level character, and they have a maximum of 1 hit point. Each copy immediately attacks their original. The copies last until destroyed or until initiative count 20 on the next round.

- Each creature of the Mirror Man's choice in its lair must make a DC 17 Charisma saving throw. Creatures who fail this saving throw are pulled into the mirrors on the floor by their own reflections and spat back out in a different spot of the Mirror Man's choice in its lair.

### INCREASING THE CHALLENGE

If you want to increase the difficulty of an encounter with the Mirror Man without resorting to inflating its hit points or increasing its damage - which might make the fight too long or too swingy, respectively - consider arming it with a *light trap amulet* (page 48).

Among other things, this simple uncommon magic item allows its wearer to cast the *light* cantrip. In a normal situation, this would be incredibly underwhelming in a fight, but due to the way light works in the Plane of Mirrors, it effectively provides a concentration-free, 30-foot radius area of a constant blinding effect and, eventually, radiant damage - both of which the Mirror Man and many of its minions are completely immune to.

This creates an unusual obstacle through the use of a simple cantrip that the party *can* overcome through brute force, but that is more easily dealt with by finding creative ways to take it away from the Mirror Man or somehow nullifying its effects.

THE MIRROR MAN CAN  
APPEAR ANYWHERE, AT  
ANY TIME



"DON'T STOP MOVING. DON'T TURN YOUR BACK ON THE MIRRORS.  
DON'T TAKE YOUR EYES OFF YOUR REFLECTION. IF IT BECKONS  
YOU CLOSER, STAY PUT. IF IT THREATENS YOU, RUN. IF IT WINKS  
AT YOU... MAKE PEACE WITH YOUR GODS."

- HASTILY SCRIBBLED BLOODSTAINED NOTE FOUND  
IN THE PLANE OF MIRRORS

## MIRROR MAN

Medium aberration, neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 225 (30d8 + 90)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	16 (+3)	17 (+3)	16 (+3)	22 (+6)

**Saving Throws** Con +8, Int +8, Wis +8, Cha +11

**Skills** Intimidation +11, Perception +8, Stealth +15

**Damage Vulnerabilities** thunder

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** psychic, radiant

**Condition Immunities** blinded, charmed, exhaustion, frightened

**Senses** truesight 60 ft., passive Perception 18

**Languages** all, but can't speak unless it has a creature trapped by its Man in the Mirror feature, telepathy 120 ft.

**Challenge** 14 (11,500 XP)

**Innate Spellcasting.** The Mirror Man's spellcasting ability is Charisma (spell save DC 19). The Mirror Man can innately cast the following spells, requiring no material components:

At will: *dissonant whispers, illusory disappearance\*, invisibility, mirror image, silent image*

2/day each: *confusion, greater invisibility, house of mirrors\*, hypnotic pattern*

1/day: *explosive afterimage\**

**Magic Resistance.** The Mirror Man has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Mirror Man's weapon attacks are magical.

**Reflective Surface.** Any time the Mirror Man is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 6, the Mirror Man is unaffected by the spell, and the effect is reflected back at the caster as though it originated from the Mirror Man, turning the caster into the target.

**Man in the Mirror.** As a bonus action, the Mirror Man touches an unconscious humanoid, absorbing it, along with anything it is wearing or carrying, into an extradimensional space within its own body. This extradimensional space is a tight cube that just barely fits the absorbed humanoid. A creature trapped within it is stable, can't regain hit points, and doesn't age or need food, water, or air. When the Mirror Man absorbs a creature in this manner, it gains 100 temporary hit points that last until the creature is freed. Once the Mirror Man has gained temporary hit points in this manner, it can't do so again for the next 24 hours. The Mirror Man can only have one creature trapped at a time. As a bonus action, the Mirror Man can free a creature trapped within it, making it appear, along with its possessions, in an unoccupied space adjacent to the

Mirror Man. The creature is also freed if the Mirror Man is reduced to 0 hit points.

While it has a creature trapped inside it, the Mirror Man can choose to manifest the creature's face on the mirror it has for a face, which moves and emotes as if it were its own, and speak in that creature's voice. Any creature that witnesses this abnormal display must succeed on a DC 19 Wisdom saving throw or be frightened of the Mirror Man for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this fear effect for the next 24 hours.

**Mirror World (1/Day).** The Mirror Man can spend 5 feet of movement to step through a reflective surface within its reach and large enough to accommodate it, such as a mirror, clear water, or polished metal, into an extradimensional space of its making. While in this extradimensional space, the Mirror Man can appear in any reflective surface within 1 mile of the spot it entered, see out of it, and step out of it into the nearest unoccupied space by spending 5 feet of movement. The Mirror Man can't stay in this extradimensional space for more than 1 hour at a time.

### ACTIONS

**Multiaction.** The Mirror Man makes two mirror's edge attacks.

**Mirror's Edge. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) slashing damage plus 11 (2d10) psychic damage.

**Searing Reflections (Recharge 5-6).** The Mirror Man causes objects and terrain in a 30-foot cube adjacent to it to become unnaturally reflective, shining burning light on all creatures within. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 27 (5d10) radiant damage and becomes blinded for 1 minute. On a successful save, a creature takes half as much damage and isn't blinded. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Teleport.** The Mirror Man magically teleports, along with any equipment it is wearing and carrying, up to 60 feet to an unoccupied space it can see.

### LEGENDARY ACTIONS

The Mirror Man can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Mirror Man regains spent legendary actions at the start of its turn.

**At-Will Spell (Costs 2 Actions).** The Mirror Man casts one of its at-will spells.

**Mirror's Edge.** The Mirror Man makes one mirror's edge attack.

**Teleport.** The Mirror Man uses its Teleport action.

\*spells marked with an asterisk are included further ahead in the document

# OTHER CREATURES

The Mirror Man is far from the only inhabitant of the Plane of Mirrors, though most creatures that, often unwillingly, call this place home serve it in one way or another. These are alliances born out of desperation, fear and self-interest, not loyalty, and a silver-tongued adventurer might be able to cause some fractures in the system. Be careful, however, lest they turn out to be only a trick... like so many other things in the plane.

## MIRROR GOLEM

*Large construct, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 171 (18d10 + 72)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

**Damage Immunities** poison, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

**Condition Immunities** blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 11 (7,200 XP)

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Radiant Recharge.** Whenever the golem is subjected to radiant damage, it takes no damage and instead recharges its Light Blast immediately.

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target.  
Hit: 19 (3d8 + 6) bludgeoning damage.

**Light Blast (Recharge 5-6).** The golem discharges a beam of concentrated light in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) radiant damage and is blinded until the start of the golem's next turn. On a successful save, it takes half as much damage and isn't blinded.

**Ultimate Reflection (1/Day).** The golem hardens its surface and prepares to reflect incoming attacks. Until the start of the golem's next turn, any damage it takes is reduced to 0, and a creature that would have dealt damage to the golem takes that damage instead.



## Mirror Golem

The first mirror golems were crafted at the behest of the Mirror Man by a gifted artificer pressed into its service. Much like their inventor now roams the Plane of Mirrors as a raging shardstorm, eternally silenced by the mirror man to preserve the secrets of her creations, mirror golems patrol the labyrinthine hallways of this plane as silent, hulking guards. The Mirror Man also tends to keep one at its side at all times when at home.

**Light Traps.** The bodies of these creatures are composed entirely of magically reinforced, mirrored glass, ingeniously arranged in such a way that it allows the golems to capture and store light within them, then release it powerful blinding blasts at their enemies. Adventurers should be careful about what attacks they aim at these fearsome constructs, for radiance will simply be absorbed to power up their deadly beams. Similarly, two mirror golems working in tandem is a dangerous thing indeed, as the same beam of light might be shot out of one and absorbed by the other to be fired again right away.

**Constructed Nature.** A mirror golem doesn't require air, food, drink, or sleep.

# Polished Ooze

Polished oozes are the only creatures in the Plane of Mirrors that the Mirror Man hasn't had a hand in creating or doesn't directly control. They simply spawned from the depths of Lake Still one day, and have been steadily multiplying and forming colonies ever since, their ability to become invisible at will allowing them to enter the lake unimpeded. The Mirror Man allows this to happen since they unwittingly provide another layer of defense to the demiplane, even if that means occasionally losing one of its more uncautious servants to their ravenous appetites.

**Voracious Eaters.** Polished oozes, like many others of their kind, are almost single-minded in their impulse to consume. Curiously, they can subsist solely on the mirrored walls of the plane, which they dissolve with their special acid. However, they prefer living flesh, and jump at the chance to satisfy their cravings with any creature that gets too close, using ambush tactics and sheer numbers to overcome their foes. Despite this, polished oozes are not inherently malicious, and giving their territory a wide berth is often enough to avoid them entirely.



## POLISHED OOZE

*Small ooze, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 38 (7d6 + 14)

**Speed** 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	3 (-4)	8 (-1)	3 (-4)

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** radiant

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 9

**Languages** -  
**Challenge** 2 (450 XP)

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**Amphibious.** The ooze can breathe air and water.

**False Appearance.** While the ooze remains motionless lying spread out on a flat surface, it is indistinguishable from a mirror.

**Innate Spellcasting.** The ooze's spellcasting ability is Wisdom (spell save DC 9). The ooze can innately cast the following spells, requiring no material components:

At will: *invisibility*

1/day: *mirror image*

**Magic Resistance.** The ooze has advantage on saving throws against spells and other magical effects.

**Reflective Retaliation.** When a creature that can see the ooze hits it with an attack, that creature takes 4 (1d8) psychic damage. Before making an attack, a creature can choose to avert its eyes and make the attack with disadvantage. If the creature does so, it does not take any psychic damage if the attack hits.

**Spider Climb.** The ooze can climb difficult surfaces, including upside down on ceilings, without having to make an ability check.

**Viscous Shatter.** When the ooze dies, it bursts into shard-like fragments, and each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 5 (1d10) acid damage on a failed save, or half as much damage on a successful one.

## ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 11 (2d10) acid damage.



## Twisted Reflection

Twisted reflections are one of the most tragic products of the Plane of Mirrors – and one of the Mirror Man's personal favorites. They are the souls of humanoids forcefully pulled out of their bodies and trapped in special mirrors in the plane to endure incredible torment at the hands of their captor. Over time, the warping influence of the Plane of Mirrors, as well as the torture they suffer, changes these souls into angry, desperate shadows of their former selves, craving a host that they may use to escape their condition. The Mirror Man takes advantage of this to strike deals with twisted reflections, using them as sentinels and agents.

**Mirrorbound.** Each twisted reflection is bound to a single mirror, and only the Mirror Man has the power to move it into a different one. While inside its mirror, a twisted reflection can only manifest as reflections of things and creatures it can see around it, and it has the uncanny ability to reflect anything it sees, no matter how impossible the angle.

**Party of One.** A twisted reflection has the unique trait of growing stronger the more numerous its enemies. The more creatures it can see, the more reflections of them it can manifest, and the more attacks it can deliver through them. Spellcasters will find themselves targeted by mockeries of their magic, archers will have to dodge copies of their own arrows, and fighters will cross swords with themselves as they fight these persistent aberrations.

**Body Snatchers.** The most disturbing aspect of twisted reflections is without question their ability

to take over the bodies of unconscious humanoids. A twisted reflection can only ever leave their mirror of their own accord to occupy a body, briefly taking on their true appearance of a reflective, humanoid-shaped figure in the seconds it takes for them to reach and enter the host. Worn down by countless years of wasting away in captivity, their sanity deteriorating as their desperation grows, all but the most exceptional of individuals eventually crack and jump at the chance of having a body again – any body.

It may come across as surprising that the vast majority of twisted reflections continue to serve the Mirror Man even after finding their way to a new body. Many return to the Material Plane to act as spies or lead more unsuspecting people into the Mirror Man's traps, and adventurers would do well to maintain a healthy dose of suspicion of any humanoids they find just wandering the Plane of Mirrors. There is a reason for this, however: there is nothing that a twisted reflection craves more than returning to its original body. The Mirror Man knows this and doesn't hesitate to use it to its benefit. After all, said body is, in all likelihood, doing the Mirror Man's bidding somewhere, controlled by a different creature's soul. The possibility of returning to their own bodies is hung over many a twisted reflection's heads to ensure their loyalty and cooperation. In the end, though, the amount of unfortunate souls that were ever granted this privilege can be counted on the fingers of one hand.

Gyles has been acting weird lately. He hasn't been writing in that journal of his, he barely speaks to us when he doesn't strictly need to, and he seems to have forgotten all about retrieving Nella. Just the other day, he couldn't let go of the idea that he'd seen her eye in one of those shards, now it's all about getting revenge for what was done to her.

I asked Leoren to use those spells of his to look at Gyles, see if this is a trick of some sort... you really can't trust anything in this place. But he came up with nothing. No illusions, no shapeshifting, nothing. It really is just Gyles. Leoren says that he probably just accepted that Nella is gone and that everyone processes grief differently. Is that what the emptiness in his eyes is?

Personally, I'm not so sure about it. He's been moving with a lot less hesitation than before, finding all the passages through this damned maze in record time, almost as if he knows exactly where to go... I'm worried that this place might be getting to him. Where is he taking us? We'll need to keep an eye out.

- Excerpt from the journal of Brynna Brightforge of the Iron Crew

**Utter Desperation.** A twisted reflection that finds its way into a new body is not keen to leave it, and will resort to anything within its power to stay. Threats, blackmail, bribery and deception are all fair game, but not all twisted reflections are violent or hostile. Some might try to reason, cry, or beg for mercy. Others might even sooner kill the body they're in - and themselves - before they go back to their miserable existence in a mirror. Adventurers braving the Plane of Mirrors must be prepared to make difficult choices... and the plane tends to bring out the worst in people.

**Aberrant Nature.** A twisted reflection doesn't require air, food, drink, or sleep, unless it's occupying the body of another creature.

#### VARIANT: MORE ACCURATE REFLECTIONS

The attacks of a twisted reflection can easily be reflavored to better mirror the party's. For example, the Spell attack may deal lightning damage if a storm sorcerer is present, and the Sword attack can turn into a maul against a fighter who wields one. It's important that when a party fights a twisted reflection, they feel like they are, in a way, fighting themselves.



## TWISTED REFLECTION

Medium aberration, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 105 (14d8 + 42)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	16 (+3)

**Skills** Perception +5, Stealth +7

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** radiant

**Condition Immunities** blinded, exhaustion, grappled, petrified, restrained

**Senses** darkvision 120 ft., passive Perception 15

**Languages** all the languages it knew as a humanoid

**Challenge** 8 (3,900 XP)

**Body-Starved.** The twisted reflection has advantage on attack rolls against humanoids missing more than half their hit points.

**False Appearance.** While the twisted reflection mimics the movements of the creatures it can see, it is indistinguishable from an ordinary mirror.

**Magic Resistance.** The twisted reflection has advantage on saving throws against spells and other magical effects.

**Mirror Sight.** The twisted reflection can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

#### ACTIONS

**Multiaction.** The twisted reflection makes a number of bow, spell, or sword attacks, in any combination, equal to the number of hostile creatures it can see, up to a maximum of four.

**Bow.** *Ranged Weapon Attack:* +7 to hit, range 150/300 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. The twisted reflection can only use this attack if it can see a creature carrying a ranged weapon.

**Spell.** *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 11 (2d10) force damage. The twisted reflection can only use this attack if it can see a creature capable of casting spells.

**Sword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The twisted reflection can only use this attack if it can see a creature carrying a melee weapon.

**Mirror Swap.** The twisted reflection initiates a Charisma contest with an unconscious humanoid that it can see within 30 feet of it. If it wins the contest, the twisted reflection leaves its mirror and enters the body of the creature, taking control of it. The body remains unconscious, but is stable. The twisted reflection adopts the target's statistics entirely. It knows everything the creature knew, including spells and languages, but retains its personality. It's also immune to the Mirror Swap ability of other twisted reflections for the next 24 hours.

When the twisted reflection takes control of a creature's body in this manner, that creature's soul is expelled into the mirror the twisted reflection originated from, and the creature becomes a twisted reflection itself.

# Shardstorm

Some unusually strong-willed twisted reflections are capable of resisting the influence of the Plane of Mirrors and the tempting possibility of an end to their suffering. Some reckless servants of the Mirror Man attempt to betray it, risking its ire. For both of these, a much more grisly fate than being trapped in a mirror awaits. The offending creature is turned into a twisted reflection, if it is not one already, and the mirror it resides in is then struck and shattered by the Mirror Man's sword. The magic in the plane animates the resulting shards, which soon lift from the ground and begin to swirl in a deadly maelstrom of razor sharp glass.

## SHARDSTORM

Medium swarm of Tiny constructs, chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 66 (12d8 + 12)

**Speed** 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	12 (+1)	6 (-2)	12 (+1)	8 (-1)

**Damage Resistances** bludgeoning, piercing, slashing

**Damage Immunities** poison, radiant

**Condition Immunities** blinded, charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** understands Common but can't speak

**Challenge** 4 (1,100 XP)

**Disorienting Reflections.** When a creature attempts to move out of the shardstorm's space, it must succeed on a DC 14 Wisdom saving throw or have its speed reduced to 0 until the start of its next turn.

**Fragile.** If the shardstorm takes thunder damage, it gains disadvantage on attack rolls until the end of its next turn.

**Swarm.** The shardstorm can occupy another creature's space and vice versa, and the shardstorm can move through any opening large enough for a Tiny object. The shardstorm can't regain hit points or gain temporary hit points.

## ACTIONS

**Sharp Cuts.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target in the shardstorm's space. *Hit:* 14 (4d4 + 4) slashing damage, or 9 (2d4 + 4) slashing damage if the shardstorm has half of its hit points or fewer.

**Dazzle (Recharge 6).** A creature in the shardstorm's space must make a DC 14 Constitution saving throw. On a failed save, the creature takes 21 (6d6) radiant damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success, but this saving throw is made with disadvantage if the creature is in the shardstorm's space.

Brynnna and Leoren keep telling me I'm crazy, but I know exactly what I saw. It happened while we were fighting those things. I only caught a glimpse, but it was clear as day and got permanently burned in my memory. On one of those shards, I saw one of your bright green eyes - I could tell it apart from a million others - and on another, a glimmer of the ring I got for you.

They say that I'm wrong, that it was a trick of the light, that it's just wishful thinking... that you're gone. I don't understand how they can just turn their backs on you so easily, after everything you've done for them, all the adventures we've been on together... but I refuse to give up.

I know that if I can just find you again, if I can talk to you, make you remember... I can bring you back, and we can all work on a way of freeing you from that prison together. They're asleep now. It's my chance.

I'm leaving this journal behind when I go. Brynnna, Leoren, if you're reading this and I'm not back yet, wait for me. I'll return soon with Nella. I'm sorry, but I hope you understand why I had to do this.

I'm coming for you, my love.

- Last entry in the journal of Gyles Wolfheart of the Iron Crew

**Tortured Souls.** A creature's soul lingers in its shardstorm, joining with the essence of the Plane of Mirrors to fuel its movements and actions, but this is a profoundly unenviable existence. Barred from their desired afterlife, alone with no means of communicating, and constantly experiencing the pain of a thousand glass shards cutting across their nonexistent flesh, these souls are quickly and inevitably driven to madness. Burning rage and hatred is all that remains of these creatures' minds – the Plane of Mirrors swiftly wipes out any other traces of what might have once been a personality – but sometimes, it's still possible to catch a glimpse of something reflected in one of the shards: a crying eye, perhaps, or a screaming mouth...

**Constructed Nature.** A shardstorm doesn't require air, food, drink, or sleep.





## PART 3

# ADVENTURES IN THE PLANE

**D**espite the thoroughly inhospitable nature of the Plane of Mirrors, adventurers continue to find their way there from time to time. What motivates these intrepid explorers to risk life and limb in such a place? Some might be seeking justice for a loved one or carrying out a personal vendetta against the Mirror Man. Others might go in search of knowledge and lost lore. To the most desperate, the one way to save their world might lie buried in glassy depths. In most cases, it doesn't matter: the majority of them find their doom in those mirrored halls.

The following section contains a series of adventure hook ideas meant to set a party on the path to the Plane of Mirrors. More than just the initial prompt, however, each also describes how the hook can evolve into a campaign or a portion of one by outlining a series of plot points that it might follow. A single plot point, such as tracking down an agent of the Mirror Man or finding a way to enter the Plane of Mirrors, can make up multiple sessions on its own, taking the characters across the realm following cryptic clues, meeting interesting people, and visiting ancient locations in the pursuit of their goal.

All of these are mere suggestions. You can take one of them as is to construct your story, or adapt it by mixing ideas from different hooks or inserting your own. Roll on the Adventure Hooks table below to determine how your adventure might begin, or simply select the result you prefer. The adventure hooks are arranged in alphabetical order.

## ADVENTURE HOOKS

d6	Hook
1	Breach of Contract
2	Exchange Program
3	Hostile Takeover
4	Picking Up the Pieces
5	Red Right Hand
6	The Iron Crew

## Breach of Contract

The party is hired by the local guard to aid in the investigation of a missing noble or wizard, who disappeared overnight, leaving behind a ransacked home and a series of confusing clues. This person was secretly selling adamantine to the Mirror Man, used to create tools to mine the special mirrored glass needed to create mirror golems. During the course of this business relationship, they found themselves in the possession of an item desired by the Mirror Man, but refused to hand it over, and faked their own death or abduction in hopes of escaping unharmed.

The plot points for this adventure hook may resolve as follows:

- The party is allowed to freely investigate the mansion or tower of the individual who disappeared, finding a thoroughly ransacked home with every reflective surface smashed or covered. Clues left behind in the form of business ledgers and records may lead them to interact with a smuggling ring responsible for transporting the adamantine, or even pay a visit to the perilous mine where it's gathered. Ultimately, the party discovers that the person they're looking for is on the run from a powerful entity they previously worked for.
- The party finds itself in a race to reach this person before the Mirror Man does, following their trail across the realm while continuously pursued by the Mirror Man and its agents. The Mirror Man may sit back and simply spy on the party sometimes, relying on them to do most of the work and put the puzzle pieces together, then striking to slow them down as his forces advance towards their target.
- After finding who they are looking for, the party must now protect them against the ire of the Mirror Man as they work to figure out what this alien creature desires so much and why, potentially even traveling to the Plane of Mirrors to put a stop to its nefarious plans once and for all.

## Exchange Program

The party is approached by a family member of one of the characters, an old rival, or someone they befriended during their past adventures. This person reveals that they are not themselves, but a twisted reflection who took over the body they're

in, and that its original owner has been taken by the Mirror Man. They promise to tell the party all about the Plane of Mirrors, in exchange for help in recovering their original body, which is doing the bidding of the Mirror Man somewhere.

The plot points for this adventure hook may resolve as follows:

- The party tracks down the original body of the twisted reflection inside their friend. They may have been a powerful noble, now wielding that influence for the benefit of the Mirror Man, an unscrupulous bandit who now traffics people into the Plane of Mirrors, or a reclusive hermit delving into some ancient ruins in search of forgotten lore for its new master. Whichever the case, doing so is sure to interfere with the Mirror Man's operations and incur its wrath.
- Even with its old body secure, the twisted reflection is still not able to occupy it. This requires being in the Plane of Mirrors, and it will gladly share everything it knows about the place with the characters, including how to reach it and what they can expect to find within. The party may feel the need to prepare or seek even more information about it.



- The party reaches the Plane of Mirrors and performs the swap by letting a random twisted reflection take over the body of their friend so that the twisted reflection currently inhabiting it is free to take its original body back afterwards. They must now locate their friend and return them to their body, all while carrying their body, occupied by an entity which is likely hostile. Their friend may be imprisoned in the Looping Well or already in another body, doing the bidding of the Mirror Man in the Plane of Mirrors or somewhere in the Material.

## Hostile Takeover

The party is enlisted in the defense of a small village or town which is under constant attack by strange swarms of glass shards, and whose inhabitants are beginning to disappear in the middle of the night. This is due to the actions of the Mirror Man, who, unsatisfied with the slow progress of building its forces one kidnapping at a time, has decided that it's ready to try taking an entire settlement at once by causing the Plane of Mirrors to intersect with the Material and assimilate the land and its people.

The plot points for this adventure hook may resolve as follows:

- The party arrives at the settlement in need of help, finding it terrorized by frequent shardstorm attacks. The origin of these is a cavern not too far away, where a portion of the Plane of Mirrors has crossed over into the Material Plane, letting these monsters loose to wreak havoc on the town. Using the distractions created by the shardstorms, twisted reflections abduct key members of the settlement's defenses. The mirror zone is growing at a slow but steady pace and threatens to eventually overtake the town entirely unless the adventurers can stop its progress by eliminating the creatures anchoring it to the Material.

- After successfully eliminating the mirror zone, news of a similar occurrence elsewhere reach the ears of the party, who must once again rush to the defense of a settlement besieged by the Mirror Man's forces, and perhaps even the Mirror Man itself. More instances of this begin to pop up around the realm, some of them simultaneously, forcing the party to address the root cause of these events – the Plane of Mirrors.



- The party does research into the Plane of Mirrors and how to reach it. This may put them on perilous quests to gain access to mythical libraries, or set them on a pilgrimage to a far-off land to seek the knowledge of an old sage.
- The party enters the Plane of Mirrors to find and eliminate its ruler, the Mirror Man, before it succeeds in its plans to assimilate entire portions of the realm. This may lead to a climactic final confrontation with the Mirror Man in the Mirror Throne.

## Picking Up the Pieces

An ancient device that plays a crucial role in protecting the kingdom is beginning to show signs of failure, threatening to shut down entirely and leave the realm and its people vulnerable.

Alternatively, a great danger looms on the horizon and the only way to fight it is by finding a way to activate an old weapon that has never been used before. Either way, the result is the same: in order to achieve this, the party must find the artificer who originally created these inventions and disappeared mysteriously many years ago (see page 17).

The plot points for this adventure hook may resolve as follows:

- Thinking the artificer dead, the party searches for lost parts of her work in the hopes that they may contain information on how to operate her devices. This may take them to abandoned laboratories with dangerous magical hazards, lead them to confront mad mages who wish to gain power through her inventions, or put them at odds with wealthy merchants looking to sell or trade what they claim are her journals. Ultimately, they don't find what they are looking for, but her notes hint at or reveal her fate: she was coerced to join the Mirror Man in the Plane of Mirrors.
- The party does research into the Plane of Mirrors and how to reach it. This may put them on perilous quests to gain access to mythical libraries, or set them on a pilgrimage to a far-off land to seek the knowledge of an old sage.
- The party enters the Plane of Mirrors and contends with its perils. Through investigation of the Workshop and the Orchard, they learn of the artificer's new form as a shardstorm, and acquire the items necessary to pacify her.

- The party must find a way to return the artificer to her original form. This supplement lists the *wish* and *true resurrection* spells as possible means of doing so, but it's unlikely that the party will have easy access to 9th-level spells at this point. They will require a powerful ritual to accomplish their goal, which might send them far and wide in search of materials and arcane knowledge, all while the Mirror Man attempts to stop them.
- With the artificer resurrected or the information they need to operate the devices, the party must now deal with the original cause for their quest, restoring the realm's defenses or facing the great danger in battle armed with a new weapon.

## Red Right Hand

The party is hired to capture a wanted criminal alive by a wealthy merchant. Unbeknownst to them, the merchant is secretly working for the Mirror Man, and the criminal they capture will be used to bolster its forces as a twisted reflection.

The plot points for this adventure hook may resolve as follows:

- The party captures the criminal and delivers them for a hefty reward. After this, they may be offered another job to capture yet another wanted scoundrel, and more work soon follows, steadily increasing in both risk and reward, always targeting evil individuals. This may lead them to face off against bosses of entire criminal guilds, ruthless necromancers or tyrannical warlords.
- The jobs may slowly and almost imperceptibly change, gradually targeting more morally grey individuals or even innocents, always under some flimsy pretext of wrongdoing.
- If the party continues to complete these jobs, they find their original contact dead in their home upon when they try to turn in a bounty, slain by the Mirror Man for second guessing their role in its plans. The Mirror Man may then contact the party directly, offering more jobs, these ones explicitly sinister.
- Should the party refuse to continue taking these jobs at any point, they become the latest loose ends for the Mirror Man to tie up, and find themselves relentlessly pursued.

## The Iron Crew

Bryンna Brightforge, a member of an adventuring party called the Iron Crew, has been brutally murdered, and one of her party members, a human by name of Gyles Wolfheart (see page 16), has been arrested and stands accused of the deed. The party is hired by Leoren Illianar, a half-elf wizard and the last remaining member of the Iron Crew, to investigate the matter and clear Gyles' name by finding the true culprit. In truth, Gyles' body was taken over by a twisted reflection during an expedition to the Plane of Mirrors, and it is in fact the true culprit, having killed Bryンna to prevent her from discovering its true identity.

The plot points for this adventure hook may resolve as follows:

- The party investigates the murder of Bryンna Brightforge and gathers clues. This may put them at odds with local law enforcement, or they may be attacked by other undercover agents of the Mirror Man, seeking to cover up the murder. Ultimately, they discover the truth about the twisted reflection inside of Gyles, and that it is the true murderer.
- Leoren may then enlist the party's aid in venturing back into the Plane of Mirrors to find and rescue Gyles before irreparable harm comes to him. The party can find him in the Workshop, working in the mines in a different body.
- Gyles may ask the party for their help in releasing all of the Mirror Man's captives. In order to do so, they will have to discover the location of the prison in the Looping Well (Gyles knows of its existence but nothing else, having been brought there by the Mirror Man by traveling between the mirrors) and mount an attack to rescue all of the twisted reflections therein.
- The party must find a way to provide bodies for all the twisted reflections, whether they are the original ones or not, in order to get them out. Even after this happens, Gyles may ask the party for a final favor: to restore or put to rest his fiancée, Nella, who was turned into a shardstorm.



## Other Hooks

The Plane of Mirrors does not need to be the focus of an entire campaign. There are many ways to insert it into an unrelated adventure as a brief interval between journeys or a personal quest for one of the characters. For example:

- The party is tasked with completing twelve quests inspired by the twelve labors of Hercules. Stealing the crystal apples from the Orchard may serve as an analogue for stealing the golden apples from the garden of the Hesperides.
- One of the shardstorms kept as a trophy by the Mirror Man in its lair is the legendary ancestor of one of the characters. In order to lift an age old curse from their family, the character must release their ancestor from their torment.
- The party wakes up in an unfamiliar inn with no memory of the past few days, and the characters realize they no longer have reflections. Who stole them, and why? What consequences does this have? How might they recover their reflections?



## PART 4

# MAGIC ITEMS

In order to accomplish its tasks with the utmost efficiency, the Mirror Man doesn't shy away from the use of magic items. Among its favorites are some suffused with the essence of the Plane of Mirrors itself, which it uses to obtain information on its marks or communicate with its servants. These items can sometimes be found in its possession, in the possession of its minions, or simply stored away in a safe corner of its home plane. Whatever the case, cunning adventurers may just be able to retrieve a few of them and tip the scales in their favor... assuming, of course, that isn't just part of the Mirror Man's devious plans in the first place.

YOU'RE A FOOL TO TRY USING THE MIRROR MAN'S OWN TREASURES AGAINST IT. MY ADVICE: DROP EVERYTHING IMMEDIATELY AND START RUNNING, FAST. DON'T BE MISTAKEN, IT WON'T SAVE YOU... BUT IT MIGHT JUST BUY YOU A COUPLE OF HOURS, IF YOU'RE LUCKY.

### Item Descriptions

The items are presented in alphabetical order.

#### LIGHT TRAP AMULET

*Wondrous item, uncommon (requires attunement)*

The pendant in this necklace is a piece of rounded glass, specially fashioned from the remains of a mirror golem. The amulet has 3 charges, and regains an expended charge after spending 1 uninterrupted hour in nonmagical bright light. As an action, you can spend 1 charge to cast the *light* cantrip on the amulet.

You can also spend 1 charge from the amulet as an action to shoot a beam of searing light from it at a creature you can see within 60 feet. Make a ranged spell attack against that creature, with an attack bonus of +5. The beam deals 2d8 radiant damage on a hit.

Finally, when you take radiant damage while wearing the amulet, you can use your reaction to take half the radiant damage instead. The amulet then regains 1 charge. You cannot use this reaction if the amulet already has 3 charges. Once this property of the amulet has been used, it can't be used again until the next dawn.

## MIRROR OF TRUE SELF

*Wondrous item, uncommon*

This otherworldly mirror has often been used by the Mirror Man as a tool for blackmail and bribery, due to its ability to reflect a creature's true self.

The mirror has 4 charges, and regains 1d4 expended charges daily at dawn. While holding this mirror, you can use an action to expend 1 charge and target a creature you can see within 60 feet of you, attempting to momentarily capture part of its true self in the mirror. If the creature is unwilling, it must make a DC 13 Wisdom saving throw. On a successful save, the creature is immune to the effects of the mirror for the next 24 hours. On a failed save, or if the creature is willing, a reflection of the creature appears in the mirror, moving and acting independently of its owner. Regardless of the creature's current mood or disposition towards you, the reflection always appears serene and cooperative.

While a reflection is in the mirror, you can ask it a question about the creature it belongs to. The reflection speaks the answer to you telepathically and cannot lie. The question must be about a single detail of the creature's identity or personality. Questions that don't fall into this category, such as questions about something the creature might have done or someone it knows, go unanswered. Examples of things you can ask about include the creature's name, its alignment, or one bond, flaw, or ideal that it has, but at the DM's discretion, other information may be gleamed. A reflection lasts for 1 hour, or until it has answered one question, after which it fades from the mirror.

## POTION OF MIRROR MADNESS

*Potion, rare*

This strange concoction carries within a sliver of the magic of the Plane of Mirrors. Its surface glimmers with a mirror sheen, but any reflection cast on it is always inverted.

The potion has the ability to transform the drinker in unpredictable ways. When you drink it, roll 2d6. Each number corresponds to a different ability score, as indicated in the table below.

### d6 Ability

1	Strength
2	Dexterity
3	Constitution

### d6 Ability

4	Intelligence
5	Wisdom
6	Charisma



POTION OF  
MIRROR MADNESS

The two ability scores corresponding to the numbers rolled on the d6s swap with one another for 1 hour. If you roll the same number on both dice, that ability score becomes a 20, if it isn't already higher, for the same duration.

#### SHARD BLOOM PENDANT

*Wondrous item, rare (requires attunement)*

This pendant was crafted from the remains of a vanquished shardstorm. The shards were arranged in a symbol representing the one lost to the mirror, and still retain some of the magic that animates them.

The pendant has 6 charges, and regains  $1d4 + 2$  expended charges daily at dawn. As an action, you can expend up to 3 charges to cause shards to detach from the pendant and fly at a target. For each charge you expend in this manner, make a ranged spell attack against a creature you can see within 60 feet, using your spellcasting modifier. If you don't have a spellcasting modifier, you use your Intelligence for the attack roll. On a hit, the target takes  $2d6$  slashing damage.

Alternatively, you can expend 6 charges to cast the *cloud of daggers* spell from the pendant. When

you cast the spell in this way, the effect is produced by all the shards in the pendant instead of spinning daggers, and while you maintain concentration on it, you can use a bonus action to move the shards up to 30 feet. If the cloud of shards is ever more than 60 feet away from you, the spell ends.



Two-Way Mirrors

*In memory of Gyles and Nella. We hope you're together again now, wherever you are.*

*- Engraving on the back of a shard bloom pendant*



SHARD BLOOM PENDANT

#### Two-Way Mirrors

*Wondrous item, rare (requires attunement)*

These two mirrors, which can be a matching set or wildly different in appearance, are magically linked to one another. While holding one of them, you can use an action to speak a command word and activate the mirrors' magic, causing each of them to display what the other would reflect.

Additionally, you can speak another command word as an action to allow sound to be transferred between the mirrors. If the mirrors are on different planes of existence when you attempt to activate them, an illusory crack appears on their surface for a few seconds, and nothing happens.

If another creature is carrying one of these mirrors when you activate their magic, that creature becomes immediately aware that the link between the mirrors has been opened.

Alternatively, a creature carrying one of these mirrors can use an action to send you a telepathic alert to indicate that it wishes to communicate.

The magic of the mirrors can remain active for 10 minutes, all at once or in several shorter intervals, each one using a minimum of 1 minute from the duration. The mirrors regain all 10 minutes of use each day at dawn.



## PART 5

# PLAYER OPTIONS

The Plane of Mirrors is dangerous, but there are those who don't shy away from trying to harness its power. Its unique magic can be bent to one's will to form new spells with which to surprise their enemies, and those touched or inspired by the plane display strange abilities to replicate themselves or unerringly copy others. To say that drawing upon the Plane of Mirrors in this way is dangerous is an understatement - though the full effects of doing so have not yet been determined, many of these remarkable individuals have been known to simply vanish in the night, never to be seen again.

The following section presents two new subclasses and a few spells that can be used by both player characters and the DM's monsters.

*There are many delicate and complicated tasks that I cannot entrust to homunculi or unseen servants. To have the ability to replicate myself endlessly without requiring expensive components... Imagine my disappointment when I discovered that all these copies are incorporeal!*

- D.L.

## BARD COLLEGE

At 3rd level, a bard gains the Bard College feature, which offers you the choice of a subclass. The following option is available to you when making that choice: the College of Copycats.

### College of Copycats

Most bards consider themselves artists. No matter what college they belong to, one thing they have in common is their dedication to whatever form of art they choose to pursue, be it music, acting, painting, or even less conventional forms such as the arts of diplomacy or espionage. Despite what contention there may be regarding what exactly can be considered an art form, or the frequent and passionate rivalries that arise between colleges, bards hold in high regard, as a rule of thumb, the values of creativity and originality. Perhaps that is why so many of them hold so much distaste for the College of Copycats.

Bards of the oft maligned College of Copycats hold different beliefs. Art shouldn't be selfishly

kept to oneself, but shared with as many people as possible by any means available. Originality is overrated, ideas come cheap, and the true art is in the execution and the constant improvement of the piece through each performance, with different artists adding to it in new and interesting ways. Though someone else may have come up with the concept, if a copycat bard can do the same performance, but better, why should credit not go to them instead? These bards proudly wear their copycat label as a badge of honor... whenever that doesn't get them into hot water, that is. People can be so uptight!

Copycat bards have no qualms about impersonating others to get ahead, borrowing not just their ideas, but their voices, appearances and identities when necessary. It's no wonder this college appeals to a lot of kenku, who can put their unique, innate talents to great use for this purpose. That isn't to say these bards are simply content to pass as someone else for the rest of their lives – quite the contrary. A lot of them aspire to greater heights, to take something mediocre and make it into something wonderful and truly their own, proving to the world that their way to produce art is just as legitimate as any other.

### COPYCAT TROUBLE

Any bard worth their salt has gotten into their fair share of trouble, but the peculiar methods of Copycat bards tend to attract more than the normal amount of problems. These bards often have to live with some sort of complication or enmity their actions have wrought in the past – it's a good thing that one of the first things they learn is to not care too much about it. If you wish, you can roll on the table below to determine a trouble your bard may have gotten into.

## COPYCAT TROUBLE

### d6 Trouble

- 1 You're being actively pursued by artists you've "borrowed" from. Maybe one day they'll see through your layers of alternate identities and catch up.
- 2 Your blatant plagiarism has gotten you kicked out of several venues you've performed at. Nothing that a pair of glasses and a fake mustache can't solve, though!



### d6 Trouble

- |   |   |
|---|---|
| 3 | You're wanted in several different towns. Why is impersonating a noble or member of the guard a crime, anyway?  |
| 4 | You got your hands on what you thought was a new, innovative work through some less than legitimate means... Turns out that the information inside is dangerous, and the owner is most definitely looking for it. Oops. |
| 5 | You're deeply in debt. The work of dead artists should be free to use! Who could have guessed that their wealthy family would come for everything you own...?   |
| 6 | Your fantastic performances have granted you immense recognition... as the artist you were copying. You're mistaken for them everywhere you go, and no one has actually ever heard of you.                              |

## IDENTITY THEFT

### *3rd-level College of Copycats feature*

At 3rd level, you have become an expert in copying others' talents. As an action, you can touch a creature and force it to make a Wisdom saving throw. A creature can choose to fail this saving throw. On a failed save, you select a skill, tool, or language that creature is proficient in and become proficient in it as well until you finish your next long rest or gain a different proficiency with this ability. If you select a skill, tool, or language that creature is not proficient in, you gain one of its proficiencies at random instead.

Additionally, you gain proficiency with disguise kits.

## CREDIT WHERE IT'S DUE

### *3rd-level College of Copycats feature*

Also at 3rd level, imitating others becomes so second nature that you can even copy the effects of your own Bardic Inspiration. Whenever a creature that you can see within 60 feet rolls a Bardic Inspiration die that it got from you, you can use your reaction to record the number rolled. Once within the next minute, you can add that number to any roll that Bardic Inspiration can apply to.

You can only have one of these bonuses at a time. If a creature that you can see within 60 feet rolls another of your Bardic Inspiration dice while you already have one recorded, the new result replaces the old one.

## ARCANE PLAGIARISM

### *6th-level College of Copycats feature*

At 6th level, you have upped your game and started copying spells. When a creature other than you that you can see within 60 feet casts a spell, you can use your reaction to commit that spell to memory temporarily, even if it's not on your class' spell list. The spell must be of a level you can cast, between 1st and 5th level, and have a casting time no longer than 1 action. The spells you've memorized in this way count as bard spells for you,

and you can cast them as normal until you finish a long rest, at which point you lose all spells you have memorized.

You can cast one of your memorized spells without spending a spell slot, and ignoring any material components. Once you cast a spell in this way, you can't do so again until you finish a long rest.

You can have a number of spells memorized in this way equal to your proficiency bonus divided by 2, rounded down. If you use this ability to memorize a new spell while already at maximum capacity, you forget one of your choice that you memorized previously.

## SINCEREST FLATTERY

### *14th-level College of Copycats feature*

At 14th level, you've flipped the tables: it's others' turn to copy you. As a bonus action, you can target a creature you can see within 30 feet of you and force them to make a Charisma saving throw. A creature can choose to fail this saving throw. On a failed save, the creature feels compelled to imitate you to the best of its ability for 1 minute. Once on each of your turns, you can force that creature to use its reaction in a variety of manners, depending on what you do in that turn:

**Attack.** If you take the Attack action, you can force the creature to make an attack of your choice against a creature of your choice within its reach.

**Cast a Spell.** If you take the Cast a Spell action, you can force the creature to cast a cantrip of your choice that it knows on a target of your choice.

**Movement.** If you use any movement on this turn, you can force the creature to move in a straight line up to the distance you've moved. You can also fall prone or stand up to cause the creature to do the same.

**Disengage, Dodge, Hide, Search.** If you take one of these actions, you can force the other creature to take the same action.

**Use an Object.** If you take the Use an Object action, you can force the other creature to use an object of your choice within its reach. You can also toss an object away to cause it to throw away something that it's holding.

You must concentrate on this effect as you would on a spell. Once you use this ability, you can't do so again until you finish a long rest unless you spend a 4th-level spell slot to do so.



# 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 herself, 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 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 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.

### EXPLOSIVE AFTERIMAGE

*6th-level illusion*

**Casting Time:** 1 action

**Range:** Self (30-foot radius)

**Components:** S

**Duration:** Concentration, up to 1 hour

You become invisible at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends if you attack or cast a spell. As a bonus action immediately after you cast this spell, you can teleport up to 30 feet away to an unoccupied space you can see and take the Hide action.

You can use your action to move your illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose.

When you cast this spell, choose one of the following options: acid, cold, fire, lightning, or thunder. The first time that your illusory double is struck by a melee attack, it explodes. Every creature in a 20-foot-radius must make a Dexterity saving throw, taking 8d6 damage of the chosen damage type on a failed save, or half as much on a



successful one. The illusory double then disappears.

### HOUSE OF MIRRORS

*6th-level illusion*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Choose three spaces that you can see within 30 feet of you. An illusory double of yourself appears in each of those spaces, indistinguishable from you in every way. The doubles have an AC of 10 + your Dexterity modifier, and any attack that hits one passes harmlessly through the illusion without dispelling it. An illusion that was hit by an attack becomes see-through, revealing it to be false.

Spells that you cast on yourself that the copies can benefit from, such as *mage armor* or *mirror image*, affect them as well. The doubles can't take any actions or reactions, and they can't move from their spaces, but they mimic gestures and the motions of your body. When you speak, you can

## SPELLS

Level	Spell	School	Conc.	Ritual	Class
3rd	Illusory Disappearance	Illusion	Yes	No	Bard, Sorcerer, Warlock, Wizard
4th	Mirrorskin	Abjuration	Yes	No	Artificer, Sorcerer, Wizard
5th	Mirror Mind	Enchantment	No	No	Sorcerer, Wizard
6th	Explosive Afterimage	Illusion	Yes	No	Bard, Sorcerer, Wizard
6th	House of Mirrors	Illusion	Yes	No	Bard, Sorcerer, Warlock, Wizard
9th	Perfect Reflection	Evocation	No	No	Bard, Sorcerer

choose to have your voice come from one of the doubles instead, or all of them at once.

A creature that uses an action to examine the area can determine that your doubles are an illusion by succeeding on an Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the copies become see-through and the creature can tell which of you is the real one.

As a bonus action on each of your turns, you can teleport to one of your doubles' spaces, swapping places with it. The swap is instantaneous and undetectable, and when you do it, the illusion reasserts itself, and all see-through copies that were previously revealed as fake become opaque and indistinguishable from you once more.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, the number of copies you can create increases by one for each slot level above 6th.

#### 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.

#### MIRROR MIND

*5th-level enchantment*

**Casting Time:** 1 bonus action

**Range:** Special

**Components:** V, M (a small hand mirror)

**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, or until you cast this spell again.





MIRROR MIND

### 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.

### PERFECT REFLECTION

*9th-level evocation*

**Casting Time:** 1 reaction, which you take when a creature casts a spell of 8th level or lower that targets you or includes you in its area of effect

**Range:** Special

**Components:** V, S

**Duration:** Instantaneous

You manipulate the Weave to match the precise signature of another spell, copying it instantly. As part of this spell, you immediately cast the spell that triggered this reaction at the same level it was originally cast, without expending a spell slot or requiring material components. If the spell requires concentration, you must concentrate on it as normal. You choose new targets for the spell, which uses your spell attack bonus and spell save DC. The spell counts as a spell of your class when you cast it.

# DON'T STARE FOR LONG

Brave a strange new demiplane where your own reflections turn against you, aberrant creatures seek to trap you within mirrors, and nothing is what it seems in this new homebrew supplement for the fifth edition of Dungeons and Dragons! Among other things, this supplement contains:

- A detailed description of the Plane of Mirrors, with unique planar rules, several fleshed-out locations to explore and secrets to discover.
- Plenty of random events to spice up your travels through the plane and ensure that its dangers always lurk around every corner.
- New stat blocks for the ruler of the plane, the sinister Mirror Man, as well as 4 of its deadly minions.
- Detailed adventure hooks with suggested plot points to plan out your campaign or help add to an existing one.
- New options for both players and DMs, including 6 magic items, 6 spells and 2 new subclasses: the College of Copycats bard and the Mirror Soul sorcerer.

