***Mirror Fiend***

Medium fiend , chaotic evil



**Armor Class** 16

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

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

STR 18 (+4) DEX 14 (+2) CON 17 (+3)

INT 6 (-2) WIS 12 (+1) CHA 6 (-2)

**Saving Throws** STR +8, CON +7

**Skills** Perception +5, Stealth +11

**Damage Resistances** Cold, Fire, Necrotic, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Senses** Darkvision 120, Passive Perception 15

**Languages** Understands languages spoken by the owner of the Mirror

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

Special Traits

***Mirror Travel.*** As its movement or bonus action, the Mirror Fiend can teleport into a mirror and exist there, either invisible or as a reflection visible to those viewing the mirror. It can only teleport into the mirror closest to it.

While in a mirror, the mirror fiend can see out of all other mirrors within a 60’ radius. This is rather like viewing a bank of closed-circuit television sets, from its perspective. When action begins occurring in one mirror, it tends to ignore the rest.

When invisible, it is helpless; it can do nothing but become visible and see out of mirrors within its 60’ radius.

When visible, it can turn invisible, teleport out of the mirror, or teleport to any other mirror within 60’ (when it’s already within a mirror it is not limited to teleporting into the nearest mirror). It can also choose whether it is in front of or behind other reflections within the mirror; for instance, if the mirror is reflecting a bedroom, the mirror fiend could effectively hide behind a chair, sit on the chair, lie on the bed, stand behind a character’s reflection, stand in front of the character’s reflection, etc. It CANNOT interfere with or alter the other reflections in any way, however.

When teleporting into mirrors or between mirrors, the fiend can appear at any altitude (where there is a mirror); it can teleport itself only. For purposes of determining botched teleportation chances, the mirror fiend is presumed to have Exact knowledge of all mirrors within its 60’ radius.

Only mirrors one square foot or greater in area can be used for all these functions. It cannot teleport into or between smaller mirrors; it cannot see out of smaller mirrors.

If a mirror fiend is within a mirror when it is broken, it takes ld6 damage and is automatically teleported to the nearest mirror. If there is no mirror within 60‘, it will instead perish.

***Fiendish Presence***. A detect evil and good spell will make the mirror fiend glow; if the fiend is within a mirror, it will make the mirror glow. If the fiend is in another mirror, but looking through a mirror within range of the spell, that mirror will glow - very faintly. If detect invisible is cast, and the mirror fiend is invisible within a mirror, it will cause that mirror to glow. Other effects that detect fiends will also detect the Mirror Fiend and/or its mirror in a similar fashion.

***Devil's Sight.*** Magical darkness doesn’t impede the Mirror Fiend’s darkvision.

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

***Cold Iron Jaws.*** The Fiend's bite attacks are magical and do +1d8 necrotic damage to fey.

***Regeneration.*** The Mirror Fiend regains 5 hit points at the start of its turn.

***Shadow Stealth.*** While in dim light or darkness, or while in a mirror, the Mirror Fiend can take the Hide action as a bonus action.

Actions

***Multiattack.*** The ape makes three attacks. These may be Bite, Fist, Grapple or Shove attacks.

***Bite.*** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (3d6 + 6) piercing damage. The Mirror Fiend's bite attack scores a critical hit on an 18-20. If biting a grappled target, the Mirror Fiend has advantage on the attack.

***Fist.*** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4)bludgeoning damage. When the Mirror Fiend hits with a Fist attack, it may immediately attempt a Grapple.

Bonus Actions

***Mirror Travel.*** See special traits above.

Reactions

***Reflexive Teleport.*** If hit, the Mirror Fiend may use its reaction to make a Dexterity saving throw with a DC equal to the attack roll. If successful, the Mirror Fiend takes half damage and teleports into the nearest mirror.

Legendary Actions

The Mirror Fiend gets 2 Legendary actions per turn.

***Bite.*** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 19 (3d6 + 6) piercing damage. The Mirror Fiend's bite attack scores a critical hit on an 18-20. If biting a grappled target, the Mirror Fiend has advantage on the attack.

***Fist.*** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4)bludgeoning damage. When the Mirror Fiend hits with a Fist attack, it may immediately attempt a Grapple.

***Mirror Travel.*** See special traits above

Description

The average mirror fiend stands about 6 feet tall. Its body structure and facial features superficially resemble those of a baboon; but it is covered with a dense coat of night-black fur, and its mouth stretches across its unnaturally wide head, so that when opened it does indeed resemble the kind of iron traps used to catch large game.

The mirror fiend is fond of surprise attacks. Its favorite tactic is to wait inside a mirror, either invisibly or behind the reflection of a piece of furniture. When its victim enters the area and looks at the mirror, the fiend appears - it prefers to leap from behind the furniture to stand behind the character’s reflection, or to appear from invisibility behind the character’s reflection. Under these circumstances, the character’s usual reaction is to turn around to confront the creature he imagines to be standing behind him. At this point, the fiend teleports out of the Mirror and bites the character in the back.

Though Chaotic of alignment, the mirror fiend obeys the owner of the Mirror without hesitation. For the last two decades, of course, the owner has been Skarda.

Only one mirror fiend can appear at a time. Once it is killed, another can appear from Skarda’s Mirror. Only two may appear each day. The mirror fiend is a guardian-creature whose home is the nebulous portal area between this world and the world of Skarda’s Mirror. It cannot be drawn INTO Skarda’s Mirror; it can only exist in the real world, or be drawn into its home area. The nature of its existence in that place is unknown