

MIRRORLIGHT CAVERNS

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MIRRORLIGHT CAVERNS

Mirrorlight caverns are named for their unique mirrorlight crystals: magical gems capable of refracting light to form partially-realized illusions. These winding caves are inhabited by creatures that dazzle and bewilder prey with tricks of light, hungrily stalking those who may have been lured into the tunnels and become lost. Other denizens, such as duergar and deep gnomes, thrive in these chambers, relishing in their illusory magic and refractory crystals. Mirrorlight caves are known to betray the eyes and memories of most navigators, so traditional underground exploration here is challenging at best. Despite the risks, those that can unearth the potent minerals, hidden truths, forgotten magic, and other ancient treasures in a mirrorlight cave are certain to be rewarded for their adventures.

“Strange, glowing crystals dot the cavern’s jagged walls to cast light and shadow in equal parts. Rocks damp from natural moisture distort the hypnotic beacons like torchlight on an angry sea.”

FACING THE MIRRORLIGHT

The infamous gemstones that fill these cave systems are called mirrorlight crystals. When of a large enough size, these prismatic gemstones are capable of refracting ambient light into convincing, even partly corporeal, illusions. Such crystals are valuable, but difficult to acquire due to their scarcity and naturally defensive illusory properties (See Example Mirrorlight Illusions table below). In large hollows inhabited by intelligent creatures, the largest and most powerful of these crystals have typically already been discovered and harvested. Other creatures may use these crystals as a natural food source and may not take kindly to creatures harvesting them, whereas others rely on their natural properties as a means to lure in new, often distracted, prey.

Despite their labyrinthine tunnels and danger-ridden reflections, these illusion-rife underground networks will often have settlements somewhere hidden within them. Active settlements tend to be inhabited by either dwarves, gnomes, or goblins, although some drow have been known to make the caves their home as well. Inactive or ruined settlements here are typically evidence of failed crystal-mining expeditions. Further, many of these derelict settlements are now home to monsters or other such dangerous bands of creatures, and may harbor deep grudges or an insatiable hunger.

HARVESTING THE CRYSTALS

While they can be found with relative frequency, mining mirrorlight crystals can be quite difficult. Small formations can still carry potent magic, but attempting to excavate the larger ones can throw even an experienced mining crew into utter disarray. Retrieving small crystals may only take a few moments for a single miner, but large ones can take minutes to hours for an entire team of excavators. To the interested

buyer, harvested mirrorlight crystals can range between 5 gp and 5000 gp depending on its refractive index and overall dimensions.

Standard mining equipment is usually sufficient, but some superstitious miners claim that using a pick or shovel made from adamantine can help mitigate the effects (see the table below). It is well documented, however, that storing the magical minerals in a completely light-proof container prevents their illusions from affecting the courier.

Whether mining or not, creatures that move within 5 feet of a mirrorlight crystal for the first time on a turn or start their turn there must roll on the Example Mirrorlight Illusions table and suffer the effects. Blind creatures or creatures with truesight are immune to this effect. A creature within 5 feet of a crystal that can see it can close its eyes to avoid the saving throw (no action required). If the creature does so, it can't see while it remains within 5 feet of the crystal. If the creature opens its eyes while within 5 feet of a crystal, it must immediately make the save. Depending on the size and potency of the crystal, the saving throws to resist its effects can range from 10 to 20, as determined by the GM.

EXAMPLE MIRRORLIGHT ILLUSIONS

- | d6 | Illusion |
|----|---|
| 1 | The creature's deepest fears manifest in their reflection to torment them. The creature must succeed on a DC 15 (10–20) Intelligence saving throw or become frightened of their own reflection for 1d4 minutes. |
| 2 | Crystalline refractions cause a creature to receive the effects of the <i>mirror image</i> spell for 1d10 minutes or until the duplicates are destroyed. |
| 3 | Multifaceted crystals act as prisms, magnifying and concentrating light into piercing beams. Each creature within 30 feet of the crystal must succeed on a DC 15 (10–20) Constitution saving throw or take 2d8 radiant damage and become blinded until the end of its next turn. |
| 4 | The refracted light bounces indefinitely, creating mesmerizing fractal patterns. Each creature within 5 feet of the crystal must succeed on a DC 15 (10–20) Wisdom saving throw or suffer the effects of the <i>hypnotic pattern</i> spell. |
| 5 | Each creature must succeed on a DC 15 (10–20) Intelligence saving throw. On a failure, the cave's tunnels suddenly appear to fork infinitely, giving them disadvantage on Intelligence (Investigation), Wisdom (Perception), and Wisdom (Survival) checks in the tunnels until they finish a long rest. |
| 6 | Illusory flames flicker into existence, surrounding the targets. Each creature must make a DC 15 (10–20) Wisdom saving throw or suffer the effects of the <i>phantasmal force</i> spell, with the phantasm taking the form of a flaming wall encircling them. |

FUMBLING IN THE DARK

Consider having characters whose eyes are closed when near a crystal succeed on Dexterity or Intelligence ability checks to avoid stumbling over rocky debris or opening their eyes early. Similarly, consider how these crystals can force a party to move around a battlefield or trap-laden hallway when creating a dungeon for them in a mirrorlight cavern.

POTENTIAL CONFLICTS

The mirrorlight caves scattered throughout the world result in a diverse population between them. The creatures and factions that inhabit these caves are likely to have their own goals and ambitions, which may create conflict with those around them. Consider incorporating one or more of the following conflicts into your world to raise the stakes and make the setting more believable.

GEMSTONE CRAVINGS

After a settlement of **duergar** discovered a large cache of mirrorlight crystals, they began to use them to power strange devices and new tools of war. Their military expansion and upsized mining operations are pushing straight into the territory of **geode wurms**, removing the wurms' primary food source in the process. With their bolstered military strength, the duergar are able to continue their excavations despite the wurms' retaliation. In turn, the wurms have now begun burrowing closer to the surface, causing earthquakes and attacks on surface settlements. The duergar see no reason to stop their excavation, as fewer geode wurms within their borders is merely an added bonus to their already fruitful efforts.

THE THIEF'S THRALLS

Tormoss, a renowned half-orc illusionist and enchanter, has fled into a mirrorlight grotto to avoid indictment for their manipulative, magical thieving. Upon discovering the ambient properties, Tormoss holed up in a ruin and began building forces for retaliation. By using his mind-altering spellcraft, the enchanter has enthralled various monstrous denizens under his control, altering the ecosystem and making plans to occupy a peaceful nearby settlement to solidify his grasp.

PAVING THE WAY

In the wake of recent growth, a **deep gnome** community has begun construction on a permanent roadway to the surface in hopes of increasing trade, even going so far as to invest in anchored, *continual flame* torches along the path. They've run into considerable opposition in this endeavor, as monsters and **bandits** waylay the builders and travelers. One **goblin** clan in particular sees this as a fantastic opportunity to form a larger coalition of goblin highwaymen, built on the backs of the deep gnomes' innovations.

"The crystals' sharp sides are vaguely silver, allowing their own light to pass through while reflecting others. When looking into the pebbled surface of a cluster of them, it resembles peering into an infinite, broken mirror."

WILDERNESS EXPLORATION

Due to the disorienting effects of mirrorlight caves and the magical crystals therein, even skilled survivalists can sometimes struggle to stay on course here. Navigation is necessarily slow to avoid injury and minimize the chances of getting lost. Consult the following table to determine how far the party travels, how often you roll a d20 for random encounters (with an encounter occurring on an 18 or higher), and other effects based on their travel pace. Hunting and foraging types and volume are identical to the average underground cave environment.

MIRRORLIGHT CAVERNS TRAVEL PACE

Pace	Miles per day	Encounter Rolls	Other Effects
Fast	8	4 rolls per day	-5 penalty to passive Wisdom (Perception) scores, unable to forage for supplies
Normal	4	2 rolls per day	Normal navigation checks, able to forage for supplies
Slow	2	1 roll per day	Advantage on navigation and foraging checks, able to travel stealthily

NAVIGATION

The confusing tunnels of these caves are further exacerbated by the many crystalline illusions and reflections. When a character makes a Wisdom (Survival) check to navigate in the caves, consult the Mirrorlight Cavern Navigation DCs table. On a failed check, they make no significant progress. If the check fails by 5 or more, they become lost and suffer a setback determined by the Becoming Lost table.

MIRRORLIGHT CAVERN NAVIGATION DCs

DC	Location
13	A non-specific, natural landmark such as an underground river or suitable camping spot
18	An entrance or exit from the current underground network, or a particular unnatural landmark such as a settlement or ruin
23	A lair, dungeon, or other landmark that is actively hidden from view by magic, mirrorlight crystals, or its inhabitants

BECOMING LOST

- | d8 | Setback |
|-----|--|
| 1 | The characters fall prey to the region's illusory magic and stumble through a concealed portal. Roll on the Mirrorlight Transportation table to determine where they end up. |
| 2-7 | The characters lose 1d2 + 1 days of progress (based on their travel pace) before finding a landmark to reorient themselves. |
| 8 | The characters only lose the current day of progress, retracing their steps to end up in the same place they began the day in. |

MIRRORLIGHT TRANSPORTATION

- | 2d6 | New Location |
|-------|---|
| 2 | A maze-like demiplane made up entirely of mirrors and other burnished reflective surfaces, some of which have a life of their own |
| 3 | An apothecary or other store on the Material Plane, next to a decorative or for-sale crystal, geode, or other mineral |
| 4 | A mirrorlight tunnel on the Elemental Plane of Earth |
| 5-6 | A mirrorlight grotto on the same plane, but on a different continent |
| 7-9 | A mirrorlight cave on the same continent, but in a different region |
| 10-12 | A different part of the mirrorlight cave system you're currently in |

REFLECTED ATMOSPHERE

Cut off from typical weather phenomena, these peculiar regions have only one major connection to the world above; most mirrorlight formations alter their innate light's hue in accordance with weather patterns above. For instance, pure white for snowfall, light blues for clear days, and navies for stormy ones. This would seem to help with traversing the winding tunnels, but the possibility for teleportation and warping of distances between parts of the caves means that a change in ambient color should never be used as a concrete navigational tool.

EXAMPLE ENCOUNTERS

Plenty of monsters and beasts wander through mirrorlight tunnels and caves, preying upon lost and weary travelers confused by the illusions around them. You can roll on the table below to help determine what the characters encounter within these bewildering tunnels. You can also refer to the Example Mirrorlight Illusions table above to add additional, flavorful non-combat encounters.

EXAMPLE MIRRORLIGHT CAVERN RANDOM ENCOUNTERS

- | 2d6 | Encounter |
|-------|---|
| 2 | A reflective, crystalline passageway that seamlessly transports creatures to a different location (see the Mirrorlight Transportation table). |
| 3 | Clusters of mirrorlight crystals that can be mined or gathered at a rate of 1d10 pounds per hour of work, up to a maximum of 1d4 x 10 pounds. |
| 4 | A settlement of duergar , deep gnomes , goblins , grimlocks , kobolds , orcs , or other humanoids. They are wary but peaceful unless provoked (80%) or violently territorial (20%). |
| 5 | An underground riverbank with an abundance of edible fungi (80%) or 2d4 violet fungus (20%) feeding off of the abundant moisture. |
| 6-7 | 2d4 dust mephits making small dust devils (25%), 1d2 earth elementals chewing stones (25%), 1d4 gargoyles hidden in rubble or ruined structures (25%), or a xorn gorging on crystals (25%). |
| 8-9 | A medusa prowling for new additions to their statue collection (30%), 1d4 giant fire beetles ravenously eating fungi (30%), 2d4 giant spiders spinning webs (20%), or 1d6 ettercaps snacking on aged prey in their cocoons (20%). |
| 10-12 | 1d4 swarms of lux moths (see Mirrorlight Stat Blocks), hunting (60%) or guarding a giant lux moth queen (see Mirrorlight Stat Blocks) (40%). |
| 13-15 | 1d6 geode wurms (see Mirrorlight Stat Blocks) (70%), 1d8 ankhegs (10%), 1d4 bulettes (10%), or 2d3 gricks (10%) burrowing in search of food (gemstones for the wurms, flesh for the others). |
| 16-17 | 1d3 giant gem-nosed mole (see Mirrorlight Stat Blocks) following light reflections in search of edible gemstones (70%), 1d2 giant weasels tunneling for prey (15%), or a weasel digging for small vermin and insects (15%). |
| 18-19 | 1d4 prismatic oozes (see Mirrorlight Stat Blocks) (40%) or a crystal golem (see Mirrorlight Stat Blocks) (30%) disguised as mirrorlight crystals, or 1d6 ropers hidden among the crystals (30%). |
| 20-21 | 1d3 swarms of bats (40%), 2d4 vampire bats (use the stirge stat block) (30%), or 2d6 bats (30%) searching for blood or insects. |
| 22 | 1d6 basilisks (20%), 1d3 chimeras (20%), 1d4 gorgons (20%), 1d2 manticores (20%), or 2d4 rust monsters (20%) searching for a new lair. |
| 23 | A lost adventurer or traveler who has been trapped here for 1d10 years (40%), 1d10 decades (30%), 1d10 centuries (20%), or 10d10 centuries (10%). Their aging process has been paused by the area's magic, and they have no idea how long they've been here or whether the characters are real or illusory. |
| 24 | The ruins of a past settlement, mining operation, or other compound (see Example Mirrorlight Cavern Dungeons table). |

RUINS AND DUNGEONS

Mirrorlight caves and hollows are particularly appealing to villains that specialize in illusory or enchantment magic, or that want to be lost or forgotten by the world above. Such individuals typically take over an abandoned ruin or dungeon for their own purposes, instead of carving out one of their own. Consider rolling twice on the table below to separately determine the creator of the dungeon and who the current inhabitants are.

When designing a dungeon around mirrorlight, make sure your players are reminded of the alluring and bewitching effects of the space around them. Dungeons located here are ideal for exploring themes of timelessness, confusion, manipulation, and ambiguity.

EXAMPLE MIRRORLIGHT CAVERN DUNGEONS

d6	Example Dungeon Origin	Example Dungeon Inhabitant
1	An abandoned city of ancient dwarven or duergar construction, with impeccable stonework but long-rotten wood.	A clan of duergar or vengeful dwarves, striving to expand their military might in the region. They harvest crystals for magic and weaponry, disturbing the ecosystem.
2	A collapsed or destroyed settlement that was once inhabited by a smaller race, such as deep gnomes, goblins, or kobolds .	One or more groups of deep gnomes, goblins, or kobolds that have resorted to banditry for sustenance, threatening other, more peaceful settlements.
3	A hollowed-out den that was originally the lair of a burrowing monster such as an ankheg, bulette, or purple worm .	Various symbiotic or territorial beasts and monsters have claimed the space and dug additional interconnected tunnels.
4	The cursed remnants of a temple built to worship or connect with powerful genies or gods of trickery.	A mage or cultist (such as Tormoss) has fled from the consequences of their reckless spellcraft, and now prepares for revenge by subjugating the denizens of the hollows nearby.
5	A mysterious ruined city whose architecture and detritus defy all attempts at identification or dating.	Travelers that spent decades lost in the maze-like galleries, who have bonded over their shared depravity and desire to cause as much havoc as they can before they expire.
6	The site of aberrant, reality-warping magic, where the laws of time and space are malleable, and memories are reenacted by spectral actors.	An invasion force of aberrations like aboletths or similar creatures have begun to harness the innate magic of mirrorlight crystals to accomplish their enigmatic goals.

CREATING & USING MIRRORLIGHT CRYSTALS

Subterranean tunnels with an uncommonly strong connection to the Elemental Plane of Earth can sometimes absorb residual magical energy from it, creating mirrorlight crystals. Hyper-reflective, this substance can cause light that passes through them to physically manifest. Such crystals are highly sought after for crafting bladed weapons, but miners that set out for a mirrorlight excavation rarely return. Additionally, 50 gp worth of the curious gemstone, ground up properly, can take the place of ruby dust to cast the *continual flame* spell, though the flame itself glows a stark white as a byproduct.

SETTLEMENTS

Subterranean civilizations that develop within these regions tend to appeal to creatures that are comfortable with unpredictability. The structures are typically made with stone or built directly into the cavern's walls, although wealthier settlements can sometimes afford imported materials like wood. The overall safety and success of a settlement can often be gauged by how well-lit the streets are, especially if the lights are magical in nature.

As expected, these small towns and cities depend heavily on mining for industry, although the ore and minerals they harvest (other than mirrorlight) vary from region to region. When far from the surface, creatures here mostly subsist on farmed or gathered mushrooms, underground lake fish, hunted monsters, and fermented beverages.

SUGGESTED INHABITANTS

Deep gnomes, drow, duergar, dwarves, goblinoids, and other such well-adapted races can usually thrive in a mirrorlight cavern much like a normal one, provided that they can adjust to the unique threats there. Other intelligent creatures that live here are uncommon but not altogether rare—usually those that became lost in the tunnels with no way back or refugees from a now-defunct mining attempt.

EXAMPLE SETTLEMENTS

Consider using one or more of the following examples to inspire the settlements you create in proximity to a mirrorlight cave.

- Although by no means a formal coalition, a number of smaller settlements trade occasionally and keep on good terms. Most of them have a large percentage of dwarves and deep gnomes, but since their bartering affords them safer travel, they are quite diverse. Welcoming bastions of solace in a disquieting region, these 'sister cities' hold frequent celebrations of their continued prosperity. In fact, cities like these are often identifiable from afar by the deep, echoing laughter and upbeat singing.
- Tucked into a deceptively deep crevasse, a particularly stubborn lineage of duergar has slowly, painstakingly built a magnificent cliffside city. Dour but honorable, the multi-generational clan has gone to great lengths

to prove their trustworthiness to nearby settlements, allowing their severe but structurally breathtaking architecture and sculptures to gradually seep into the market. This effort has not gone unnoticed by the many other duergar clans, however, and rumors spread of an unholy crusade to ‘purge’ the clan’s weakness.

- Originally founded as a temporary research outpost, this town gradually developed into a religious commune as more and more of its inhabitants began receiving visions of stunning vistas that they believe to be a glorious afterlife, but are actually glimpses of the Elemental Plane of Earth. As a result, this odd but pleasant settlement places great religious significance on mirrorlight crystals, utilizing them in various ceremonies and rituals. They welcome visitors willing to listen to their message, and pay handsomely when given some of their sacred gemstones.
- It’s unclear who originally built the foundations, but at the moment this sprawling, ruined cityscape hosts several dozen goblinoid clans. If they were to unite against other forces nearby, they would present considerable danger—but thus far they have been unable to do so, as countless duels and skirmishes trim their numbers. This discord is actually a product of the ruin itself, having been cursed by a long-forgotten deity to stoke the rage and bloodlust of those that dwell here: the cause of its previous devastation.

CULTURE SHIFT

Due to the pervasive influence of the mirrorlight crystals and an environment that generally lends itself to frequent changes and mischievous behavior, even dwarven, duergar, and deep gnome settlements in these refractory chambers present pronounced differences from cultural norms. Their manner of dress and fashion often incorporates elements of mirrorlight gemstones and their illusory properties, typically used in clothing, hair styles, and body augmentation such as piercings or gemstone tattoos. Even the classically stoic deep gnomes and duergar tend towards less strict, more flexible behaviors. A degree of wily and kind-hearted (or mean-spirited) pranking is common, and they generally seem more adaptable to change and shifting terrain, both physical and sociological.

EXAMPLE TREASURE

Adventurers in and around a mirrorlight cave network can be rewarded with crystal-based items like the *chromatic obsidian greataxe*, *circlet of the sharpened mind*, *firecracker crystals*, *fragment of elder starlight*, *heavenly chalice*, *mastery gem*, *no-stones*, *powergem pommel*, *prismatic javelin*, *rose quartz koi*, *stalaga spear*, *stalagmight geode*, and *storm seer lamp*, reflective or illusion-related items like the *arcane mirror*, *aurora dust*, *band of mirrored essence*, *Borbos’s joyous wand of color*, *Camila’s quicksilver mirror*, *periapt of reflection*, *ring of misdirection*, and *Torrdok’s magnificent forgery*, or other useful underground items such as the *ball of wild earth*, *bulette bulwark*, *bulette torpedo*, *cratering quarterstaff*, *dark mantle*, *gloves of the great*

badger, *overseer’s spade*, *quake hammer*, *tremor spike*, or *xorn-sole boots*. Of course, items crafted from mirrorlight like the *mirrorlight edge*, *mirrorlight harbinger*, *mirrorlight piercer*, and *mirrorlight stinger* would also be a perfect fit for adventurers in this region.



The way the light bent and wavered was unlike any other. It was real—manifested, somehow—just like you or me. After a time, the question was no longer “how,” but “what.” What was real? Were we merely the reflections of something else, too? Were we light incarnate, or truly flesh and blood? We had peered into the broken mirror for too long, and our minds had been shattered by it.

CRYSTAL GOLEM

Large elemental, neutral

Armor Class 18 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	4 (-3)	10 (+0)	5 (-3)

Saving Throws Str +8, Con +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, radiant

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 7 (2,900 XP)

Crystalline Resonance. If an attack or effect would deal 14 or less thunder damage to the golem, the golem ignores that thunder damage. Otherwise, the golem is considered to be vulnerable to that thunder damage instead.

False Appearance. While the golem remains motionless, it is indistinguishable from an inanimate crystal formation.

Prone Deficiency. If the golem is knocked prone, roll a die. On an odd result, the golem lands on its back and is incapacitated. At the end of each of its turns, the golem can make a DC 10 Dexterity saving throw, righting itself and ending the incapacitated condition if it succeeds.

Radiant Refraction (1/Turn). Whenever the golem is subjected to radiant damage, it takes no damage and instead redirects it, forcing each other creature within 30 feet of the golem to succeed on a DC 15 Dexterity saving throw or take an amount of radiant damage equal to half the radiant damage dealt.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Light Prism. While standing in an area of bright light, the golem refracts and focuses the light into an intense beam. One creature the golem can see within 60 feet of it must make a DC 15 Dexterity saving throw. On a failed save, the target takes 18 (4d8) radiant damage, and if the target has eyes, it is blinded until the end of the golem's next turn. On a successful save, the target takes half as much radiant damage and isn't blinded.

GIANT GEM-NOSED MOLE

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	5 (-3)

Skills Perception +3

Condition Immunities blinded

Senses blindsight 30 ft., tremorsense 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 3 (700 XP)

Adamantine Claws. The mole's claw attacks are magical and deal an extra 4 (1d8) force damage on a hit (included in the attack).

Keen Smell. The mole has advantage on Wisdom (Perception) checks that rely on smell.

Light Sense. The mole can sense the presence of dim and bright light within 60 feet of it. This sense doesn't extend through opaque obstructions, but can travel around corners and through openings that aren't airtight. Furthermore, the mole can detect and identify any crystals or gemstones lit by dim or bright light that it can sense.

Tunneler. The mole can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The mole makes two attacks with its claws.

Adamantine Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 4 (1d8) force damage.



GIANT GEM-NOSED
MOLE

GEODE WORM

Huge elemental, unaligned

Armor Class 17 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	22 (+6)	4 (-3)	10 (+0)	7 (-2)

Saving Throws Str +10, Con +10

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 11 (7,200 XP)

False Appearance. While the worm remains motionless, it is indistinguishable from an inanimate mineral formation.

Jagged Body. A creature takes 10 (3d6) slashing damage at the start of each of its turns while grappled by the worm.

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

Resonant Core. While the worm has half its hit points or fewer, it loses its vulnerability to thunder damage and its Jagged Body and Magic Resistance traits. Additionally, its AC increases to 19, its walking speed increases by 20 feet, and its burrowing speed decreases by 20 feet.

Tunneler. The worm can burrow through solid rock at half its burrowing speed and leaves a 5-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The worm makes one attack with its grinding jaws and one constrict attack. It can't make both attacks against the same target.

Grinding Jaws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 32 (4d12 + 6) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 15) and pulled 5 feet toward the worm. Until this grapple ends, the creature is restrained, and the worm can't constrict another target.

MIRRORLIGHT STAT BLOCKS

CRYSTAL GOLEM

These mighty elementals seem to form around mirrorlight crystal formations and are given life from any proximity to the Elemental Plane of Earth. Although their size is considerable, they often surprise travelers by blending in with the cave's mineral-strewn terrain. Much of their bulk is actual crystal, but a strange property of their animation allows them to sometimes nullify otherwise harmful frequencies and sonic attacks. The volume of crystal also makes them prime targets for miners and monsters that rely on the gems for sustenance, but these lumbering creatures display remarkable strength and ferocity against would-be predators.

GEODE WORM

This curious specimen, while similar in shape to creatures like the **purple worm**, is in fact an elemental. With hundreds of crystal formations grown from its core, the geode worm shreds most creatures it manages to constrict. Those unlucky few that survive the shredding are conscious as the worm begins grinding its flesh into giblets with the immense crushing force of its geode-like maw. Given their diet of precious gems and minerals, creatures in possession of mirrorlight crystals are often targets of geode worm attacks.

GIANT GEM-NOSED MOLE

With claws of diamond-cutting adamantite and a particularly sensitive olfactory organ made of some sort of living crystal, the giant gem-nosed mole is another creature that seeks out gems and mineral growths for nutrients, but are generally much less aggressive than geode worms are. Their gemstone noses are capable of detecting both light and smell, allowing it to navigate to nearby mineral deposits and detect even the slightest hint of light from a crystal or gem.

GEODE WORM



SWARM OF LUX MOTHS

Medium swarm of Tiny monstrosities, unaligned

Armor Class 14 (natural armor)

Hit Points 18 (4d8)

Speed 5 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	1 (-5)	5 (-3)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 7

Languages —

Challenge 1/2 (100 XP)

Illumination. The swarm sheds dim light in a 5-foot radius.

Obscuring Shroud. Creatures behind the swarm are heavily obscured. Other creatures are blinded while they are within the swarm's space.

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

Intimidating Facade. As a bonus action, the swarm can shape itself to assume any Medium-sized silhouette, including that of any creature the swarm has seen. While a creature is further than 30 feet from the swarm, it must succeed on a DC 10 Wisdom (Perception) check to identify the nature of the silhouette.

ACTIONS

Disrupting Flashes. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target. *Hit:* 6 (2d4 + 1) radiant damage, or 3 (1d4 + 1) radiant damage if the swarm has half of its hit points or fewer.

Entrancing Pattern (Recharge 6). The swarm illuminates their bodies and swirls in a mesmerizing pattern. Each other creature within 30 feet of the swarm that can see it and isn't a moth must make a DC 11 Wisdom saving throw or become charmed by the swarm for 1 minute. A creature charmed by the swarm can perceive no creatures other than the swarm, and is only minimally aware of their surroundings.

A creature charmed by the swarm can repeat the save at the end of each of its turns, ending the condition for it on a success. The condition ends immediately if the creature starts its turn without line of sight to the swarm, or starts its turn more than 60 feet from it.

LUX MOTH, GIANT

Small monstrosity, unaligned

Armor Class 12

Hit Points 22 (4d6 + 8)

Speed 5 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

Skills Perception +0

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Flyby. The moth doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Illumination. The moth sheds dim light in a 15-foot radius.

Wing Powder. Any non-moth creature that moves within 10 feet of the moth or starts its turn there must make a DC 12 Constitution saving throw or take 7 (2d6) poison damage and be poisoned for 1 minute. If a creature that fails this save is already poisoned by this effect, it is also paralyzed until the poisoned condition ends. A poisoned creature can repeat its save at the end of each of its turns, ending the condition on a success.

ACTIONS

Multiattack. The moth makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Hypnotizing Wings (Recharge 5-6). The moth bristles its wings, causing the vibrating patterns to fog the mind of one creature the moth can see within 30 feet that can see it. The target creature must make a DC 12 Wisdom saving throw or be stunned until the end of the moth's next turn. Creatures that can't be charmed are immune to this effect.

LUX MOTH, GIANT

This mighty insect is the amalgamation of bioluminescence, hypnotic illusions, and mesmerizing spores and pheromones. Most sightings are from afar given the protective nature of the other lux moths near their queen, but by all accounts this large specimen has adapted marvelously in proximity to mirrorlight. They primarily use their abilities for defense from would-be predators, but have also been observed protecting mirrorlight deposits.

MIRRORLIGHT THIEF

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	13 (+1)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Dex +7

Skills Acrobatics +7, Athletics +7, Deception +6, Perception +4, Stealth +10, Survival +4

Languages Common, Thieves' Cant, any 1 other

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, the thief can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the thief is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the thief instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The thief deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the thief that isn't incapacitated and the thief doesn't have disadvantage on the attack roll.

Mirrorlight Projection (3/Day). As a bonus action, the thief conjures a perfect illusory clone of itself in an unoccupied space within 15 feet of it. The clone has 1 hit point, an AC of 14, and a movement speed of 30 feet. The clone can't take actions, but can move on the thief's turn (not provoking opportunity attacks), and counts as a hostile creature to the thief's enemies. If the thief uses this action while it has a clone projected, the previous clone is dispelled as the new one is created.

Innate Spellcasting. The thief can innately cast *minor illusion*. Its innate spellcasting ability is Charisma.

ACTIONS

Multiattack. The thief makes two weapon attacks. One attack can originate from the thief's clone.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

Phantom Swipe. When a creature the thief can see leaves the thief's reach, the thief causes the clone to make a melee weapon attack (using the thief's Dexterity) against that creature. On a hit, the target creature takes 8 radiant damage.

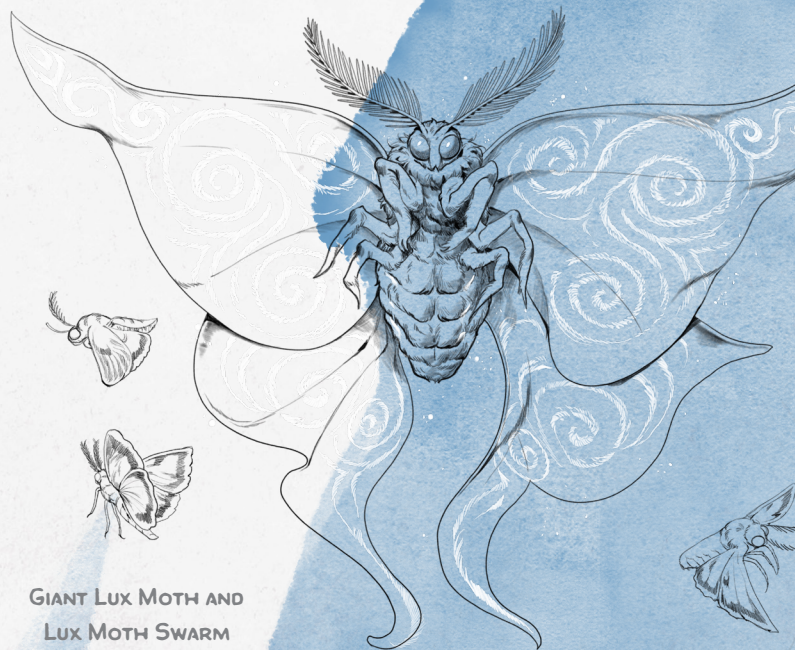
Uncanny Dodge. The thief halves the damage it takes from an attack made against it, provided it can see the attacker.

LUX MOTH SWARM

Having absorbed a portion of energy from the region's crystals, these moths exhibit an increased sense of awareness and group cohesion, acting more like drones of a beehive to protect and supply their queen. They seem to prefer utilizing their silhouette to deter threats from afar, but can also charm or blind foes in closer quarters. Some cavern denizens even use the phrase "beware the beauties" as both literal warning of these creatures, and as metaphorical advice against similarly dangerous illusory threats.

MIRRORLIGHT THIEF

Mirrorlight thieves are capable rogues that specialize in evasive maneuvers and skulduggery of both hands and mind using illusions. Whether gained from exposure to mirrorlight crystals, training with them, or other sources of powerful illusory magic, these ne'er-do-wells can manifest illusory clones of themselves that can even turn corporeal temporarily—just long enough to stab you in the back.



GIANT LUX MOTH AND
LUX MOTH SWARM

PRISMATIC OOZE

The prismatic ooze is particularly in tune with so-called prismatic energies like acid, cold, fire, lightning, necrotic, poison, and radiant damage; it gains additional defenses of that type when attacked, thus requiring other methods or a rotation cycle of elemental attacks. Such oozes have a small mirrorlight crystal at their center, and are usually found in close proximity or in contact with mirrorlight crystal formations. Proximity to the ooze can even activate mirrorlight illusions just like the crystals themselves (See the Example Mirrorlight Illusions table in this document). This also allows them to manipulate and reflect light in such a way that they can become invisible. Combined, these abilities heighten its threat as an ambush predator, making it lethal for the unwary or unprepared.

MIRRORLIGHT MAPS

Maps are available for free, courtesy of Cze & Peku, at thegriffonssaddlebag.com/mirrorlight.

PRISMATIC OOZE

Large ooze, unaligned

Armor Class 8

Hit Points 95 (10d10 + 40)

Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	6 (-2)	18 (+4)	1 (-5)	6 (-2)	1 (-5)

Skills Stealth +1

Damage Immunities (one type determined by Prismatic Nature)

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 5 (1,800 XP)

Prismatic Nature. The ooze's Prismatic Nature is initially that of acid. Immediately after the ooze suffers acid, cold, fire, lightning, necrotic, poison, or radiant damage, its nature changes to match that type. When this occurs, the specified damage type in the ooze's damage immunities, its Prismatic Form trait, and its pseudopod attack are each changed to match the triggering damage type.

If the ooze suffers damage of two or more of these types simultaneously, the ooze chooses which type to adopt. The damage type for this property returns to acid when the ooze completes a short or long rest.

Ambusher. The ooze has advantage on attack rolls against any creature it has surprised.

Crystal Transparency. The ooze absorbs the optical qualities of crystals it touches. While the ooze is touching a transparent or translucent crystal formation of its size or larger, it is considered to be lightly obscured from any creatures that might see it. If the ooze is touching such a crystal at the end of its turn, and has not moved or taken an action since the start of its last turn, it is invisible instead. The invisibility lasts until the ooze moves, takes an action, or is no longer touching the crystal formation.

Prismatic Form. A creature or object that touches the ooze or hits it with a melee attack while within 5 feet of it takes 5 (1d10) damage of the type associated with the ooze's Prismatic Nature trait.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) damage of the type associated with the ooze's Prismatic Nature trait.



MISDIRECTOR

NEW CHARACTER OPTION: ROGUE

Dexterous fighters and brigands are full of surprises. Trained assassins, spies, and cutpurses are classic rogues, but where there are new dangers and rewards to be gained, so too are the kinds of people seeking to subvert and claim them. Whether they slink through shadows to avoid detection or walk harmlessly through danger, every rogue has trained to develop their own methods of handling life's threats.

MISDIRECTOR

While many rogues are adept with sleight of hand, you don't stop there. You have developed a natural knack for deception using magic and curious projections of yourself to misdirect and confound those around you. Most rogues who follow this archetype are street magicians, burglars, or theatrical performers, but could just as well be particularly larcenous worshippers of a god of trickery.

CONJURE PROJECTION

When you choose this archetype at 3rd level, you gain the ability to project a perfect, illusory duplicate of yourself. As a bonus action, you can create this duplicate in an unoccupied space that you can see within 10 feet of you. Its AC is equal

to 8 + your proficiency bonus + your Charisma modifier, and it gains a bonus to any saving throw it makes equal to your Charisma modifier. When you gain the Evasion feature at 7th level, your duplicate gains the benefits of that feature as well.

You can move your duplicate up to 30 feet on each of your turns (no action required). If you take the Dash or Disengage action, your duplicate gains the benefit of that action as well. Your duplicate remains for 1 minute, until you use a bonus action to dismiss it or use this feature again, or until it takes any damage. It vanishes early if you end your turn more than 60 feet away from it.

If your duplicate is within 5 feet of a creature, you don't need advantage on the attack roll to use your Sneak Attack against that creature. All the other rules for Sneak Attack still apply to you.

Your duplicate carries the same equipment as you, although it doesn't gain the benefits of any magic items or armor you're wearing or carrying. You can use a bonus action on each of your turns to command your duplicate to make an attack against a target you can see within range of one of your duplicate's weapons. On a hit, the target takes force damage equal to your rogue level. This attack can't benefit from your Sneak Attack.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest. If you finish a short rest and have no uses of this feature remaining, you regain one use.

BONUS SPELLS

Also at 3rd level, you learn the *minor illusion* cantrip. When you reach 9th level, you can cast the *major image* or *mirror image* spell; once you cast one of these spells, you can't cast that spell again until you finish a long rest. Charisma is your spellcasting ability for these spells.

IMPROVED CONJURE PROJECTION

Starting at 9th level, you can use your Conjure Projection feature to create up to two duplicates, instead of one, whenever you expend a use of that feature. You can move each of your duplicates independently, but you can only command one to make an attack as a bonus action on each of your turns. While you're within 5 feet of a duplicate, attacks against you and the duplicate are made with disadvantage.

You can also use an action to see and hear through a duplicate until the start of your next turn. During this time, you are deaf and blind with regard to your own senses, but can also speak through your duplicate using your own voice.

ILLUSIONIST

By 13th level, you know how to recognize and manipulate illusions to their fullest. Choose one of the following options.

Discerning Trickster. You gain a +5 bonus to Intelligence (Investigation) checks and your passive Wisdom (Perception) score when determining or detecting illusions, respectively. You can cast *minor illusion* using a bonus action, and your spell save DC when casting *minor illusion* or *major image* increases by 2. In addition, your duplicates' AC increases by 2.

Vigilant Duplicates. A duplicate can use your reaction to make an opportunity attack against a creature that either

moves out of its reach or makes an attack against a target other than the duplicate while within 5 feet of it. On a hit, the target takes force damage equal to your rogue level. This attack can benefit from your Sneak Attack, rolling half the number of Sneak Attack dice for your level when it does (rounded up).

MIRROR POSITION

By 17th level, you and your projected duplicates are practically interchangeable. When you're hit by an attack, you can use your reaction to switch places with a duplicate that you can see. The duplicate then takes the damage from the attack instead, destroying it and causing it to shatter into magical shrapnel. If the attacker is within 5 feet of the shattered duplicate, it also takes force damage equal to your rogue level. Once you use this feature, you can't do so again until you finish a short or long rest.

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