DUALINK

Looking Glass Knight

Monster



Dark Souls Edition

Looking Glass Knight

Large humanoid, lawful neutral

A towering knight clad in polished steel, the Looking Glass Knight stands as a silent guardian of the path to the Shrine of Amana. Once a loyal servant of King Vendrick, it continues to challenge those who would venture deeper into Drangleic Castle.

Its enormous mirrored shield can deflect sorcery and serves as a gateway between worlds, allowing hostile warriors to emerge from its reflective surface. Wielding a massive greatsword charged with lightning, the knight combines overwhelming strength with an impenetrable defense.

Armor Class 19 (plate armor, mirror shield)

Hit Points 195 (17d10 + 102)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	22 (+6)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Str +9, Con +10, Wis +6, Cha +7

Skills Athletics +9, Perception +6

Damage Resistances lightning

Condition Immunities frightened

Senses passive Perception 16

Languages understands Common but can't speak

Challenge 12 (8,400 XP)

King's Mirror. While the Looking Glass Knight is wielding its mirror shield and isn't incapacitated, it has advantage on saving throws against spells and other magical effects.

In addition, when a ranged spell attack misses the knight, it can use its reaction to deflect the spell toward a creature of its choice within 30 feet of it, including the original caster. The original attack roll is compared against the new target's Armor Class. On a hit, the new target suffers the spell's normal effects.

Guardian of the Mirror. The Looking Glass Knight has advantage on saving throws against being knocked prone or forcibly moved.

Mirror Squire. The knight fights in two phases. The first phase lasts until the knight is reduced to 97 hit points or fewer for the first time; the second phase lasts for the rest of the combat. The knight can use Mirror Summoning once in each phase.

Actions

Multiattack. The Looking Glass Knight makes two Thorned Greatsword attacks.

Thorned Greatsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Lightning Strike (Recharge 5–6). The knight raises its greatsword, channeling lightning through the blade before releasing it in a 60-foot-long, 5-foot-wide line. Each creature in the line must make a DC 18 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.

Mirror Summoning (Once per Phase). The Looking Glass Knight

plants its mirror shield into the ground and begins summoning a warrior from another world. The knight can't use this action while a Mirror Phantom summoned by it exists.

Until the beginning of its next turn, the knight's speed becomes 0, it can't take reactions or legendary actions, and it loses the benefits of King's Mirror.

If the knight takes 25 or more damage from a single attack or effect during this interval, the summoning is interrupted (see Special Weakness).

Otherwise, at the beginning of the knight's next turn, one Mirror Phantom emerges in an unoccupied space within 5 feet of it. The phantom uses the statistics below, shares the knight's initiative count, and takes its turn immediately after the knight. The phantom obeys the knight's commands without requiring an action.

Bonus Actions

Shield Bash. The knight strikes one creature within 5 feet of it that hit the knight with an attack since the end of the knight's last turn. The target must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away from the knight and knocked prone.

Legendary Actions

The Looking Glass Knight can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The knight regains

spent legendary actions at the start of its turn.

Advance. The knight moves up to half its speed without provoking opportunity attacks.

Mirror Glint. The knight uses Shield Bash.

Greatsword Attack (Costs 2 Actions). The knight makes one Thorned Greatsword attack.

Special Weakness

Shattered Reflection

Discovery Mechanism. A creature that sees the knight plant its mirror shield can make a DC 15 Wisdom (Insight) check. On a success, it learns that the summoning leaves the knight exposed and that a heavy enough blow will break it.

Trigger. The knight takes 25 or more damage from a single attack or effect while Mirror Summoning is in progress.

Consequence. The summoning fails and no phantom appears, the mirror cracks, and the knight is stunned until the end of its next turn. The use of Mirror Summoning for the current phase is expended.

Mirror Phantom

Medium humanoid, neutral

A hostile warrior drawn from another world through the Looking Glass Knight's shield. Its body is enveloped in a faint spectral aura, and it fights relentlessly until defeated or until its summoner falls.

Armor Class 16 (armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	8 (−1)	10 (+0)	10 (+0)

Saving Throws Str +5, Con +5
Damage Resistances lightning
Condition Immunities charmed, frightened
Senses passive Perception 10
Languages understands Common but can't speak
Challenge 1 (200 XP)

Phantom Existence. The Mirror Phantom disappears when reduced to 0 hit points or when the Looking Glass Knight that summoned it dies. Its equipment disappears with it.

Actions

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Lightning Bolt (Recharge 5–6). The phantom hurls a bolt of lightning at one creature it can see. *Ranged Spell Attack:* +2 to hit, range 60 ft., one target. *Hit:* 14 (4d6) lightning damage.

