

MIRROR BLOOD GIANT

Large • Giant • Neutral Evil

Armor Class 14

Initiative +0 (10)

Hit Points 76 (8d10 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Con +6

Skills Medicine +7

Damage Resistances necrotic

Condition Immunities frightened

Senses passive Perception 11

Languages Giant

CR 5 (XP 1,800; PB +3)



Mirror Blood. When the giant becomes bloodied for the first time on a day, it creates a puddle of blood below it. The puddle has a 10-foot diameter but can occupy the same space as a creature. The giant can make attacks and perceive the surroundings as if it were in the space of the blood puddle. The blood dissipates after 1 minute.

Sanguine Resistance. While bloodied, the giant has advantage on saving throws against spells and other magical effects.

Second Life (1/Day). If the giant dies while its Mirror Blood trait is active, it instead revives with half its hit points (63 hit points) in the space of its blood puddle, and its Mirror Blood trait ends.

ACTIONS

Multiattack. The giant makes two Dagger attacks. While bloodied, it makes one additional Dagger attack.

MIRROR BLOOD GIANT — WEAKER

Armor Class 13

Initiative +0 (10)

Hit Points 34 (4d10 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	9 (-1)

Skills Medicine +4

Damage Resistances necrotic

Condition Immunities frightened

Senses passive Perception 10

Languages Giant

CR 2 (XP 450; PB +2)



Dagger. Melee Weapon Attack: +7, reach 5 ft. **Hit:** 12 (3d4 + 5) piercing damage plus 7 (2d6) necrotic damage, and the target can't regain hit points until the end of its next turn.

BONUS ACTIONS

Move Blood. The giant moves the blood puddle from its Mirror Blood trait up to 30 feet. It can enter another creature's space and vice versa, and it can move through a space as narrow as 1 inch wide without squeezing. The blood puddle can't be further away than 60 feet from the giant or can't detach from the ground.

REACTIONS

Mirrored Pain. Trigger: The giant takes damage. **Response - Wisdom Saving Throw:** DC 15, one creature within 5 feet of the blood puddle. **Failure:** Psychic damage equal to half the damage the giant took.

Mirror Blood. When the giant becomes bloodied for the first time on a day, it creates a puddle of blood below it. The puddle has a 10-foot diameter but can occupy the same space as a creature. The giant can make attacks and perceive the surroundings as if it were in the space of the blood puddle. The blood dissipates after 1 minute.

Sanguine Resistance. While bloodied, the giant has advantage on saving throws against spells and other magical effects.

Second Life (1/Day). If the giant dies while its Mirror Blood trait is active, it instead revives with half its hit points (17 hit points) in the space of its blood puddle, and its Mirror Blood trait ends.

ACTIONS

Multiattack. The giant makes two Dagger attacks. While bloodied, it makes one additional Dagger attack.

MIRROR BLOOD GIANT — STRONGER

Armor Class 15

Hit Points 126 (12d10 + 60)

Speed 30 ft.

Initiative +0 (10)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	10 (+0)	14 (+2)	9 (−1)

Saving Throws Con +7

Skills Medicine +9

Damage Resistances necrotic

Condition Immunities frightened

Senses passive Perception 11

Languages Giant

CR 8 (XP 3,900; PB +3)

Mirror Blood. When the giant becomes bloodied for the first time on a day, it creates a puddle of blood below it. The puddle has a 10-foot diameter but can occupy the same space as a creature. The giant can make attacks and perceive the surroundings as if it were in the space of the blood puddle. The blood dissipates after 1 minute.

Sanguine Resistance. While bloodied, the giant has advantage on saving throws against spells and other magical effects.

Second Life (1/Day). If the giant dies while its Mirror Blood trait is active, it instead revives with half its hit points (47 hit points) in the space of its blood puddle, and its Mirror Blood trait ends.

ACTIONS

Multiattack. The giant makes two Dagger attacks. While bloodied, it makes one additional Dagger attack.

Dagger. Melee Weapon Attack: +5, reach 5 ft. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) necrotic damage, and the target can't regain hit points until the end of its next turn.

BONUS ACTIONS

Move Blood. The giant moves the blood puddle from its Mirror Blood trait up to 20 feet. It can enter another creature's space and vice versa, and it can move through a space as narrow as 1 inch wide without squeezing. The blood puddle can't be further away than 60 feet from the giant or can't detach from the ground.



Dagger. Melee Weapon Attack: +8, reach 5 ft. *Hit:* 12 (3d4 + 5) piercing damage plus 10 (3d6) necrotic damage, and the target can't regain hit points until the end of its next turn.

BONUS ACTIONS

Move Blood. The giant moves the blood puddle from its Mirror Blood trait up to 30 feet. It can enter another creature's space and vice versa, and it can move through a space as narrow as 1 inch wide without squeezing. The blood puddle can't be further away than 60 feet from the giant or can't detach from the ground.

REACTIONS

Mirrored Pain. Trigger: The giant takes damage. *Response - Wisdom Saving Throw:* DC 15, one creature within 5 feet of the blood puddle. *Failure:* Psychic damage equal to half the damage the giant took.