ORDIKON, THE MITHRAL MAGE
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CREATURE 14
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NE MEDIUM HUMANOID

Perception +25

Languages Aklo, Abyssal, Draconic, Infernal, Jotun, Terran, Thassilonian

Skills Acrobatics +23, Arcana +28, Athletics +28, Crafting +25

Str +4, **Dex** +4, **Con** +8, **Int** +8, **Wis** +5, **Cha** +5

Inertial Mass Due to Ordikon's magically enhanced mass, he cannot be forced to move against his will.

Greed Specialization For each level of spell he can cast, Ordikon can use Drain Bonded item once per day to recall a spell belonging to the Transmutation school of that level (instead of using it only once per day in total, and instead of using it for any spell). Ordikon cannot cast any spells from the Enchantment or Illusion schools.

Mithral Body Ordikon's mithral body is exceptionally resistant, and grants him resistance 10 to any physical bludgeoning, slashing or piercing damage, except when dealt by an adamantine weapon.

Items Staff of Mithral Might, Rod of Metal and Mineral Detection, diamond dust

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AC 36; **Fort** +28, **Ref** +22, **Will** +25

HP 250; **Immunities** critical hits; **Resistances** fire 15, physical 10 (except adamantine); **Weaknesses** electricity 15

Speed 25 feet

Melee ❖ staff of mithral might +27 (two-hand), **Damage** 3d6+13 bludgeoning

Arcane Prepared Spells DC 34, attack +26 ; **7th** *Fiery Body, Baleful Polymorph*; **6th** *Flesh to Stone, Disintegrate, Slow*; **5th** *Grisly Growths, Heat Metal, Impaling Spike*; **4th** *Fly, Creation, Dimension Door*; **3rd** *Earthbind, Haste, Fireball*; **2nd** *Enlarge, Shrink, False Life*; **1st** *Longstrider, Mending, Grease*; **cantrips (7th)** *Sigil, Produce Flame, Telekinetic Projectile, Read Aura, Chill Touch*

Arcane Focus Spells 2 Focus Points, DC 0 , **1st** *Adapt Self, Unimpeded Stride, Physical Boost*;

Quickened Casting (concentrate, metamagic, wizard); **Frequency** once per day

In a mentally strenuous process, you modify your casting of a spell to take less time. If your next action is to cast a wizard cantrip or a wizard spell that is at least 2 levels lower than the highest-level wizard spell slot you have, reduce the number of actions to cast it by 1 (minimum 1 action).