

Seighlin Kurn (aka the Cracked Man)

"I once saw all the secrets of the world. Now I see only revenge."

Seighlin Kurn was orphaned at a young age due to plague, and was forced to grow up on the mean streets of a bustling metropolis. Much of his youth was spent in hunger, or in confinement for theft. After a chance encounter with the royal vizier, he was adopted and given the name Kurn. Sela Kurn, the youth's new guardian, was so impressed at the boy's ability to abscond with one of his most prized and heavily guarded possessions, an enchanted amulet, that he took the boy on as a ward and apprentice (after a long and drawn out punishment).

Seighlin showed a great deal of promise, and was instrumental in the Vizier's wicked schemes to manipulate the royal family in the years to come. Eventually, he grew to be one of the most powerful spellcasters in the region, renowned for being able to conjure anything and everything at a whim (a talent he taught himself after a destitute childhood full of bitter memories). He gave himself the haughty title of "Creationist" and was often quick to show off his abilities (as often to help others as to hurt them). Though his power grew to surpass that of his master, it always seemed as though his mentor could strip the young man of his immense power and make him look a fool—an admonishment often used when Seighlin's arrogance got the better of him.

Despite his teachings, and a lifetime of many harsh lessons, Seighlin remained arrogant. It would ultimately prove to be his undoing. In a spell battle with an upstart sorcerer, started over a perceived insult to his pride, Seighlin was caught off guard, petrified, and shattered into a thousand pieces of rubble. It took his guardian years to track down all the broken pieces and put an end to the horrible transformation. Though his life would eventually be given back to him, his body—and worse, his pride—was forever scarred. Thereafter, common folk and nobility alike looked at him with fear and disgust, rather than the respect with which he had long since grown accustomed. No longer a symbol of nobility, power, and wealth, he had become a living, breathing cautionary tale—a constant reminder that even the strongest of nobility can still be brought low by a common traveler. In the whispered shadows of his home he would forever be known as "the cracked man."

Not being able to bear the shame of his humiliating defeat, Seighlin Kurn abandoned his mentor's schemes and set out on a blind quest for revenge against she who had bested him. He now resides in seclusion, using astral projection to search the world for the source of his burning hatred while his true body lies hidden, magically sequestered in a dark tomb. In his mind—every bit as shattered as his body—he truly believes that he had not only risen to greatness, but that he was greater than all others by divine right, that the world has somehow wronged him, and that things cannot be set right until the traveling sorcerer, a youthful halfling named Yiankun Lee, comes to know never-ending torment.



Seighlin Kurn (aka the Cracked Man)

Male human universalist 9/arclord of Nex 10

LE Medium humanoid (halfling, human)

Init +5; **Senses** darkvision 60 ft.; Perception +23

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran

DEFENSE

AC 30, touch 16, flat-footed 25 (+9 armor, +5 Dex, +1 insight, +5 shield)

hp 182 plus *false life* (19 HD)

Fort +16, **Ref** +16, **Will** +20 (+3 bonus vs. mind-affecting effects)

Defensive Abilities *mind blank*; **Immune** divination

OFFENSE

Speed 30 ft. (6 squares), fly 40 ft. (good), swim 30 ft.; overland flight, *ride the waves*

Melee +5 *adamantine dagger* +19/+14 (1d4+10/19-20) with *greater magic weapon*

Ranged +5 *adamantine dagger* +19/+14 (1d4+10/19-20) with *greater magic weapon*

Special Attacks dazing touch, hand of the apprentice (12/day), metamagic mastery (1/day)

Spell-like Abilities (CL 20th; Concentration +25)

At-Will – artificer's touch (see below), dazing touch (see below), diviner's fortune (see below), protective ward (see below)

2/day – *identify*, *major creation*, *minor creation*

Wizard Spells Prepared (CL 20th; Concentration +28; arcane spell failure 10%)

9th (4/day) – ~~*astral projection*~~^M, *meteor swarm*, *summon monster IX*, *time stop*

8th (4/day) – *clenched fist*, *giant form II*, ~~*mind blank*~~, ~~*moment of preience*~~

7th (5/day) – *delayed blast fireball*, *greater teleport* (2), *particulate form*^{MTT}, *plane shift*^F

6th (5/day) – *chain lightning*, *cold ice strike*^{UM}, *disintegrate*, *freezing sphere*, *greater dispel magic*

5th (6/day) – *acidic spray*^{MUM}, *cloudkill*, *cone of cold*, *overland flight*, *telekinesis*, *wall of force*

4th (6/day) – *arcane eye*, *charm monster*, *dimensional anchor*, *enervation*, *greater invisibility*, *ride the waves*^{UM}

3rd (6/day) – *fireball*, ~~*greater magic weapon*~~, *haste*, *lightning bolt*, *major image*, *slow*

2nd (6/day) – *acid arrow*, *blindness/deafness*, *darkness*, *darkvision*, *detect thoughts*, *false life*

1st (7/day) – *disguise self*, *feather fall*, *magic missile* (3), *shocking grasp*, *true strike*

0 (at will) – *detect magic*, *light*, *mage hand*, *open/close*

Arcane School universalist

STATISTICS

Abilities Str 20 (+5), Dex 20 (+5), Con 20 (+5), Int 26 (+8), Wis 18 (+4), Cha 20 (+5)

Base Atk +9; **CMB** +14; **CMD** 30

Feats Additional Traits, Craft Construct^B, Craft Magical Arms and Armor, Craft Wondrous Item, Deft Hands, Eye of the Arclord, Major Spell Expertise (major creation, minor creation), Minor Spell Expertise (identify), Racial Heritage (halfling), Scribe Scroll^B, Skill Focus (diplomacy^B, sleight of hand^B, spellcraft^B), Well-Prepared

Skills Diplomacy +33 (+34 to gather information), Disable Device +28, Fly +14 (*overland flight*), Intimidate +24, Knowledge (arcana) +30, Knowledge (engineering) +30, Knowledge (local) +31, Knowledge (nature) +20, Knowledge (planes) +30, Knowledge (religion) +30, Perception +23, Sense Motive +26, Sleight of Hand +38, Spellcraft +36 (+41 to craft magical items or learn wizard spells), Swim +14 (*ride the waves*)

SQ arcane bond (amulet), call for aid, diviner's touch +10, extradimensional extension, focused study, greater third eye, ongoing spells, protective ward +5 (8 rounds), third eye (6/day), traits (child of the streets, well-informed)



Combat Gear focus components (*plane shift*: all), inert clones (3), lifted gear (1,000gp worth), material components (*acidic spray* 10, *astral projection* 10, *stoneskin* 10, *true seeing* 10); **Other Gear** +5 *mithral armored coat*, +5 *mithral buckler*, adamantine dagger (concealed, DC 60 to find), adamantine golem (Bestiary II, page 134), *amulet of magecraft*, *belt of physical perfection* +6, *blessed books* (2), *cloak of resistance* +5, extravagant lifestyle (paid in advance for 4 months), *greater ring of inner fortitude*, *headband of mental superiority* +6 (disable device, intimidate, sense motive), *ioun stones* (*dusty rose prism*, *orange prism*), spell component pouches (2, one concealed, DC 58 to find), tender (800gp, 40sp)

Spellbook all core wizard spells of 8th-level and lower plus *astral projection*, *cold ice strike*^{UM}, *dominate monster*, *meteor swarm*, *particulate form*^{MTT}, *ride the waves*^{UM}, *summon monster IX*, *time stop*, and *weird*.

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 24 lb. 6 oz. (excluding tender)

SPECIAL ABILITIES

Arcane Architect (Ex) You can create constructs with the Craft Construct feat in only half the time it would normally take. In addition, you can apply the Extend Spell and/or Widen Spell metamagic feats to conjuration (creation) spells you prepare, even if you do not possess those feats.

Artificer's Touch (Sp) You can cast *mending* by expending one use of your hand of the apprentice ability. In addition, you can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1 for every two caster levels you possess. This attack bypasses an amount of damage reduction and hardness equal to your caster level.

Bonded Object (Sp) If you attempt to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. A bonded object can be used once per day to cast any one spell that you have in your spellbook and are capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by you, including casting time, duration, and other effects dependent on your caster level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from your opposition schools. The magic properties of your bonded object, including any magic abilities added to the object, only function for you.

Call for Aid (Su) As a standard action, you can sacrifice a prepared spell of 2nd-level or higher to call a creature bound to you, including an animal companion, eidolon, familiar, personally controlled construct or undead creature, creature telepathically linked to you (including by *telepathic bond*, *dominate person*, or *dominate monster*), or an outsider bound with a planar binding spell. The named creature appears adjacent to you, or in the nearest open space if all adjacent squares are occupied. This ability functions like *greater teleport*, except the range limit is determined by the level of the sacrificed spell: short (2nd–3rd), medium (4th–5th), long (6th–7th), unlimited (same plane) (8th), or unlimited (any plane) (9th).

Child of the Streets You gain a +1 trait bonus on Sleight of Hand checks, and Sleight of Hand is always a class skill for you.

Dazing Touch (Sp) You can cause a living creature to become dazed for 1 round as a melee touch attack by expending two uses of your hand of the apprentice ability. Creatures with more Hit Dice than your caster level are unaffected.

Diviner's Fortune (Sp) When you activate this school power by expending two uses of your hand of the apprentice ability, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to ½ your caster level (minimum +1) for 1 round.

Extradimensional Extension (Su) The duration of any spell you cast that creates an extradimensional space (or demiplane) or moves creatures or objects through the Ethereal Plane is doubled as though affected by the Extend Spell feat, without altering the level of the spell. Applications of Extend Spell do not stack with this ability.

Greater Third Eye (Sp) You can activate your Eye of the Arclord as a swift action. In addition, you can expend four uses of your hand of the apprentice while opening your third eye to gain *greater arcane*

sight or *true seeing* until the beginning of your next turn. You gain both effects if you expend eight uses of this ability.

Hand of the Apprentice (Su) You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Improved Third Eye (Sp) You can activate your Eye of the Arclord feat as a move action. You can expend two uses of your hand of the apprentice ability to add the effect of *arcane sight* or *see invisibility* to the benefits of your Eye of the Arclord for 1 minute (or until the duration of the Eye ends, whichever is sooner). You can add both effects by expending four uses of this ability.

Metamagic Mastery (Su) You can apply any one metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day at 8th-level and one additional time per day for every two wizard levels you possess beyond 8th. Any time you use this ability to apply a metamagic feat that increases the spell level by more than 1, you must use an additional daily usage for each level above 1 that the feat adds to the spell. Even though this ability does not modify the spell's actual level, you cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that you are capable of casting.

Mystic Pedagogue (Ex) You add a bonus equal to ½ your arclord of Nex class level on Spellcraft checks to learn a wizard spell or craft a magical item.

Ongoing Spells You have cast the *contingency* spell upon yourself. Should you ever be petrified, you are immediately targeted by a *stone to flesh* effect. The following spells are also regularly active upon your person: *false life*, *mind blank*, *moment of prescience*, *overland flight*, and *ride the waves*. All ongoing spell effects function at 20th-caster level (and thus require a DC 31 caster level check to dispel) and their effects are included in the above stats where appropriate.

Protective Ward (Su) As a standard action, you can create a 10-foot-radius field of protective magic centered on you that lasts for a number of rounds equal to your Intelligence modifier by expending two uses of your hand of the apprentice ability. All allies in this area (including you) receive a +1 deflection bonus to their AC. This bonus increases by +1 for every five caster levels you possess.

Scholiast (Sp) You may use the protective ward, diviner's fortune, and dazing touch abilities of the abjurer, diviner, and enchanter specialist wizard classes (with a wizard level equal to your caster level), respectively, by expending two uses of your hand of the apprentice ability.

Third Eye (Su) You can use your Eye of the Arclord feat one additional time per day, plus one additional time per day for every two arclord of Nex levels beyond 1st (three times per day at 3rd-level, and so on). In addition, while the eye is open, you can use the aid another action to grant an adjacent wizard a +1 bonus to their caster level and a +2 circumstance bonus on concentration checks for the next wizard spell they cast before the beginning of your next turn.

Well-Informed You gain a +1 trait bonus on Diplomacy checks to gather information and Knowledge (local) checks. Diplomacy is always a class skill for you.