

Balasar Frollo

"Those who oppose Iomedae shall know pain without end."

Balasar is a noble born cleric devoted to Iomedae, the Great Inheritor who helped to form civilization out of chaos and liberate the humanoid races from their barbarism. Balasar is a powerful healer, a consummate Samaritan, a paragon of his faith, and a completely fanatic zealot. He never tolerates insults against his faith and is quick to accuse such dissenters of being heretical heathens deserving of nothing less than a highly public execution. What's more, Balasar's station as the local judge and his lofty position within the church's hierarchy gives him some leeway in carrying out such public executions.

A master of subtly manipulating evidence, of bending laws to his favor, and of convincing the people of his community of any allegations he decides to lie upon his unfortunate foes, Balasar possesses near absolute control over the lives of his citizenry. Despite his crazed devotion to his faith, the vast majority of people love him for his extreme dedication to the bettering of their community. After all, any who questioned the morality of his behavior have long since been "legitimately" burned at the stake or imprisoned for their heresy.

If ever confronted by an obvious superior about the high number of executions in his community, Balasar is quick to dismiss it with a warning, sometimes laced with a veiled threat: "If we are not constantly vigilant against the lawless terrorists who would dare attempt to undo all the efforts of the almighty Iomedae, then we are no more deserving of his lord's gifts than the heretics themselves." Balasar's skills of control through deception are such that even fellow faithful and those of superior station are not necessarily safe from his potential wrath.



Balasar Frolo

Male human cleric 9 of Iomedae

LN Medium humanoid

Init +0; **Senses** Perception +4

Languages Common, Celestial, Osiriani

DEFENSE

AC 24, touch 12, flat-footed 24 (+8 armor, +2 deflection, +2 natural, +2 shield)

hp 65 (9 HD)

Fort +8, **Ref** +5, **Will** +12

OFFENSE

Speed 30 ft. (6 squares)

Melee walking cane +6/+1 (1d6)

Ranged by weapon +6/+1

Special Attacks channel positive energy 8/day (5d6, DC 19 or 21 half)

Domain Spell-like Abilities (CL 9th)

7/day – inspiring word (4 rounds), touch of law

Cleric Spells Prepared (CL 9th; Concentration +13)

5th (2/day) – *dispel chaos*^D, *flame strike*

4th (4/day) – *discern lies*, *holy smite*^D, *neutralize poison*, *order's wrath*

3rd (5/day) – *create food and water*, *remove blindness/deafness*, *remove disease*, *searing light*^D, *speak with dead*

2nd (6/day) – *bless weapon*^D, *calm emotions*, *lesser restoration*, *make whole*, *remove paralysis*, *shield other*^F

1st (6/day) – *command*, *detect evil*, *detect undead*, *sanctuary*, *remove fear*, *shield of faith*^D

0 (4/day) – *detect magic*, *detect poison*, *light*, *purify food and drink*

^D Domain spell; **Domains** Law, Nobility

STATISTICS

Abilities Str 10 (+0), Dex 10 (+0), Con 10 (+0), Int 14 (+2), Wis 18 (+4), Cha 20 (+5)

Base Atk +6; **CMB** +6; **CMD** 19

Feats Alignment Channel (evil), Deceitful, Leadership^B (base 20/cohort 20/followers 22), Persuasive, Skill Focus (bluff^B, diplomacy^B, intimidate), Toughness

Skills Bluff +22, Diplomacy +25, Intimidate +22, Knowledge (local) +14, Knowledge (nobility) +14, Knowledge (religion) +14; **Armor Check Penalty** –2

SQ aura of good (strong), divine presence (Will DC 18 negates, 9 rounds/day), focused study, leadership, spontaneous casting (cure spells), staff of order

Combat Gear holy water (3), *wand of cure light wounds* (50 charges); **Other Gear** +2 *mithral chainmail*, *amulet of natural armor* +2, *cloak of resistance* +2, *hat of divine station* (as *circlet of persuasion*), *headband of alluring charisma* +2, *ring of force shield*, *ring of protection* +2, silver holy symbol, spell component pouch, sunrods (5), tender (9pp), walking cane (as quarterstaff)

Encumbrance light 33 lb., medium 66 lb., heavy 100 lb.; **Weight Carried** 29 lb. (excluding tender)

SPECIAL ABILITIES

Channel Energy (Su) Eight times per day you may release a burst of positive energy in a 30-ft. radius burst as a standard action. When doing so you can choose to heal living creatures in the area (5d6 healing) or to harm undead or evil outsiders (5d6 damage, Will DC 21 half against undead, DC 19 against outsiders).

Inspiring Word (Sp) Seven times per day, as a standard action, you can speak an inspiring word to a creature within 30 feet. That creature receives a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to ½ your cleric level.

Leadership (Ex) You receive Leadership as a bonus feat. In addition, you gain a +2 bonus on your leadership score as long as you uphold the tenets of your deity.



Staff of Order (Su) Once per day, you can give a weapon touched the *axiomatic* special weapon quality for a number of rounds equal to $\frac{1}{2}$ your cleric level.

Touch of Law (Sp) Seven times per day you can touch a willing creature as a standard action, infusing it with the power of divine order and allowing it to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11.