

# Nalagrom and Baladeth

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# Nalagrom - Death's Apprentice

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My Apprentice. I have given you all the power in the world for the express purpose of you never using it. Go forth and cause terror untold in my name.

-- Baladeth Tieren

The Apprentice of Death, he is a mystery wrapped in intrigue, devilry, and killer dance moves. He has not been a part of [The Dark Lord's](#) army for very long but he has already made waves in his homeland, having been the collapse of entire nations with nothing but a carton of eggs and the better part of an afternoon.

None have seen his face, but many have heard his name.

But recently, people seem to have forgotten.

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## Backstory

Not much is known about Nalagrom's past before adolescence. He had simply barged into the entrance exams of the College of Necromancy and demanded to fight the school's headmaster.

It went about as well as to be expected.

A doctorate in pyromancy and a minor in dance later he swiftly became Baladeth's top agent of chaos, working with him on a dark crusade to destroy every kingdom in the realm to a surprising portfolio.

Now he's inflicting his presence on The Crossroads for reasons known only to him.

## Personality

## Nalagrom

(fighter)



### Aliases/Nickname(s)

Death's Apprentice  
Graz

## Profile Data

**Race**  
Human

**Pronouns/Gender/Sex**  
He/Him

**Age**  
31

**Weight/Height/Build**  
180 lbs/5'6"/Lithe

**B/W/H Size**  
Slaps you

**Hair/Eye/Skin Colour**  
Unknown/Red/White

**Distinguishing Marks**

- Red Eyes
- Sharp Teeth

# Abilities

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## Pyromancy/Necromancy

Nalagrom is a necromancer mostly in name only. He is capable of talking to and summoning the dead, but it usually has to be fire related in some manner. It does come with the perk of being immune to heat. His usage of magic can usually be boiled down into two vastly different categories:

### Casting by Glyph or Casting by Dancing

When using Glyph's Nalagrom has a handful of pre-prepared spells that he keeps on his person. The upper limits of his strength haven't been fully seen, but he uses them to deadly effect. From manifesting explosions to breathing fire and flight, Nalagrom finds himself to be very versatile with a wide range of spells usually limited only by his creativity. When he is casting his eyes glow a deep red color.

When he is using glyphs he can channel magic through the souls of the recently deceased, the undead, or his very soul. When using his soul, however, he drains his own life-force by forcing himself into the afterlife. So if a fight breaks out Nalagrom will become much more brutal with his tactics to end a fight as quickly as possible.

When dancing Nalagrom is calling out to the soul's of the dead for them to lend him their strength. What that means for the undead and any ambient dead in the area is that they can allow him usage of their souls to generate a continuous spell. The nature of the spell depends on the style of dance Nalagrom is taking, and when he does this the dead begin to play music that can be heard as the dance continues.

The limitations of this form of casting are unknown as it seems to be solely tied to how the dead are feeling at that moment in time. Which means that sometimes it will be of a power to be written down in legend, or 'they just won't be feeling it' that day and nothing will happen but embarrassment. However it does take time to charge up, So Nalagrom can be pummeled before he gets going.

If he gets going, though, there are very few things that can stop him.

If you see him using the obsidian pearl, run.

## Strengths

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Underneath a lot of the layers of idiocy, bullcrap, and utter nonsense, Nalagrom is fiercely intelligent. He often uses the guise of a buffoon to let people underestimate him, but this allows him to approach things from the outside at a different perspective.

He is frighteningly patient and dedicated when he gets an idea. As an example: he once meticulously sawed through three hundred ladders in a single night to emphasize how problematic a war would be with wood shortages in sight.

The unfortunate part is that his idiot schemes usually work.

He's also confident to the point where he will genuinely believe his own hype, and often times makes it through on sheer audacity alone.

He will cheat, he will fight dirty, he will resort to any underhanded tactic to win, and he will be merciless.

## Weaknesses

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Nalagrom is not the type of person to punch down. He is bound by a rule that Baladeth set to never escalate a fight. As such he meets force with force, and if you're better than him then you simply win. It's an unfortunate handicap that causes him to lose much smaller stake fights quite frequently.

He is also confident to the point that he thinks he will win any challenge put in front of him, despite the fact that most confrontations can be ended if someone stops caring about his theatrics and simply socks him in the gut. Most of his spells have a charge up time, or are very obviously being cast, that if you can get your bearings you can just bully him by being bigger.

He's agile, but not very strong or hardy. He'll fight to avoid, dance to be away, if you get close he will do everything he can to get away.

Then there's women, Nalagrom is for the most part a casual flirt. He'll usually avoid it while on the job and enjoy it as a bit of banter but is never really expectant.

He will make an exception for a fellow "crazy smile".

## Gallery

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[item description]



[item description]



[item description]

## Author's Notes

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Nalagrom may be a bastarde, but I try not to be. I am an open book and perfectly willing to spill all the tea for my opponents. I wish you all luck in the audition, hope I can get in too!

# Chock Profile

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Nalagrom/Baladeth

<p>Nalagrom</p> <p>Baladeth</p>	
Audition: <a href="#">Audacity of Mortals</a>	
Round 1: <a href="#">Expectations</a>	
Round 2	
Round 3	
Tournament Status:	WIP

Chock



**Aliases/Nickname(s)**  
Choco-D

**Pronouns/Gender/Sex**  
He/Him

**Vocation**  
Writer

Social Media

**Discord:**  
chocod

**Twitter:**  
Haha. Nah.

**DeviantART:**

[CHOCO-D](#)



# Baladeth - The Hollow Crown

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Baladeth? Yeah he's sort of queen  
b\*tch around here...  
What'd I say?  
What?

-- Nalagrom

The Dark Lord, The Lord of Mourners, The King of The Hollow Crown, there are many names that Baladeth Tieren may go by, but they all amount to the same thing.

He is the villain. He is the bringer of the end, he is eternity personified, he is here to make you ask questions of yourself and the world around you. He also enjoys a nice cup of coffee and friendly conversation whilst plotting to overthrow your kingdom.

His reasons for entering Nalagrom into The Crossroads Tournament are a mystery, but one thing stands for certain.

He is always plotting something larger.

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## Backstory

"The Enemy of The World" As some would call him. Baladeth's history is one written in blood. He attributes himself as his world's first vampire, he had once been a vicious overlord whom had been hell bent on carving a streak of vengeance and death across the world.

He had been brutal in his tactics and nearly vile to perfection. He sought one thing above all, Death to the living.

Then one day he got it, death on a scale unimaginable. Unnatural flames became a blight upon the land, the skies were buried in a torrent of ash and screams, nothing living would survive for miles.

## Baladeth Tieren

(Assist)



### Aliases/Nickname(s)

[entry]

## Profile Data

### Race

God

### Pronouns/Gender/Sex

He/They

### Age

Over 750 years

### Weight/Height/Build

Weightless/Formless/Empty

### B/W/H Size

Heh

### Hair/Eye/Skin Colour

Void/Star/Void

### Distinguishing Marks

- Void
- Starred Eyes
- Shifting form

## Abilities

# Abilities

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## Speaker of Death

Baladeth is a representative of the dead, he speaks for them and works on their behalf. By that same token they work to assist him in his plans should he require help. Where he goes, the dead follow, and the dead usually do. As such Baladeth has a near-infinite wealth of knowledge as he is capable of speaking to the dead at any moment to simply find someone (or even someTHING) to give him an answer. Many ghosts will be surrounding him at any given point, and he can even 'feel' the presence of significant deaths around a person.

Here's the kicker.

Baladeth's crown is "hollow" meaning that the dead choose to follow him, so while he may receive help from the undead they won't actually always follow his orders. If they get it in their head to do something inane, random, and totally outside of Baladeth's control? He just has to put up with it.

Usually Baladeth resorts to yelling about it to an uncaring void.

## "I have money so I win."

Baladeth has been around for a very long time, he has gone from being a child born to an ill fated mining colony, to an undead warlord scouring the country-side, to a god with considerable assets, and a college that is still making quite a fair bit of money. The man has a fortune and has no need to spend it on anything other than his passion projects of villainy.

So he has a fortune that he is capable of throwing at many problems to make them go away. While bribery isn't his first instinct, it is definitely somewhere near the top depending on what he can gain from it. Though he does tend to be stingy with it, it's not impossible to get him to part with money.

# Strengths

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Baladeth has a reputation that strikes fear into those around him, a trained mind, power unknowable, and a constant host of undead and resources at his beck and call.

Though perhaps his biggest strength is the loyalty and determination of those under his command. An important factor considering he is a noncombatant.

# Weaknesses

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Baladeth is limited by the very thing that grants him strength, Godhood. As a God he is incapable of interfering directly with the world around him, as such there's nothing he can really do to stop anything in any given situation. Not that he would try anyway, as he has found he can only barely control his power in the body he wears. As such he lets everyone do everything else for him, lest he move in just the right way to cause...an issue.

His greatest weakness, however, would be his apprentice. Like the dead, he can't control the bastard. Not that he hasn't tried, but try as he might Nalagrom just wiggles, wriggles, and scurries in and out of trouble like a horrible cat. The biggest risk to his mission, is the very reason he is on this mission to begin with.

## Gallery

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[item description]



[item description]



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## Author's Notes

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# The Undead.

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They're really not as bad as they seem. Perhaps a bit smelly, and definitely little attention spans, but they're good people.

-- Baladeth

Just a grouping of undead. Zombies, ghosts, skeletons, all of various shapes and sizes. They're around...talkative too, if you're willing to be patient.

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## Backstory

The dead that have been unable to pass on. They come from many backgrounds and stories, but they're here the same. Baladeth has provided them a way to essentially live the lives they couldn't before.

## Personality

For the most part they're just kinda...normal. Strangely mundane, casual, with a varied lives. They are all different and yet oh so very similar, not just to themselves but to

## 'The Undead'



### Aliases/Nickname(s)

"The Forces of Darkness"

## Profile Data

### Race

Undead

### Pronouns/Gender/Sex

Dead

### Age

Dead

### Weight/Height/Build

Many

### Hair/Eye/Skin Colour

Dead

**Distinguishing Marks**

Rotting flesh.  
see through.  
Bones.

**Job**

Assistants

**Hobbies**

Being nuisances.

Creator

[Link to Creator's sheet or social media]

# Abilities

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## Numerous

There is a lot of them. The dead always outnumber the living, as there are many more stories that have been forgotten than are currently here.

## Ghosts:

One of the major forces of the dead. They have a hard time manifesting without the help of a necromancer in areas teeming with life. But they see everything from a distance and Baladeth often has their ear.

They are chatty bastards.

## Skeletons/Zombies:

The other major force of the dead. They're just kinda there, they're bodies and they do the job of bodies. Physical labor, wandering, lifting, sometimes talking. They're not too good at it. They usually don't have lips.

# Job & Skills

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They serve mainly as Baladeth's assistants and informants.

# Location

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(Currently) They are biding their time in the sacred forest, though there are a handful of ghosts spread all over the crossroads.

# Gallery

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## Author's Notes

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