

Baladeth - The Hollow Crown

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

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

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

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



[item description]



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Author's Notes

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