

Nalagrom - Death's Apprentice

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

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

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

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



[item description]



[item description]



[item description]

Author's Notes

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!

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