

Myrellé & Pharia

by Sevrin

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Creator Page

Sevrin



Aliases/Nickname(s)

None

Pronouns/Gender/Sex

He, Him

Vocation

Computer Programmer
Hobby Writer

Social Media

Discord:

sevrin

Twitter:

Nope



Myrellé & Pharia

Audition	A Sudden Detour (PDF)
Round 1	Round 1 - A Sense of Distance
Round 2	
Round 3	
Tournament Status:	Auditioning

DeviantART:

Can't Draw

Website:

Nah

Myrellé

Who, the High Elf? Aye, she's got a pretty face, but you won't get to look at her for long once she's put an arrow through yer eye socket. Now shut up and get back to work!

-- A Former Tidal League Corsair

A world-weary elf with a new lease on life. Armed with nothing but her knowledge, experiences, and a super-suit of enchanted armor, she'll take down anything that threatens those important to her.

The Crossroads Tournament is an unwelcome diversion for her, though the prize of a wish is tantalizing in its own right. She'd still rather avoid interacting with any higher beings, but her dearest companion Pharia seems to think otherwise, seeing it as an opportunity to further their goals.

Yet, even as Myrellé hoists the banner of one cause already...one has to wonder what she may truly wish for if she's able to take the crown here in the Crossroads...

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Backstory

Myrellé hails from a world where magic was sealed away after being overused and exploited for centuries. A youth during those times, she still fondly remembers the days when she could sing her spellsongs in peace or watch the mages of her homeland ply their trade.

But no longer. In a last bid to preserve the stability of the world, the Arch-Spirits sacrificed themselves to seal magic away within the language of the Ancients, leaving few ways to tap into its potential. The Elves, whose love of

Myrellé Reglen



Aliases/Nickname(s)
Miri (Close Friends Only)

Profile Data

Race
High Elf

Pronouns/Gender/Sex
F (She/Her)

Age
Several Millennia

Weight/Height/Build
Weight: 119 lbs (54 kg)
Height: 5'8.5" (174 cm)
Build: Slender

Hair/Eye/Skin Colour
Blonde/Violet/Pale

Distinguishing Marks

- Pointy Ears (Don't Touch)

Appearance

An elf that would seem more at home in one of her people's ancient songhalls, possessed of such beauty that tales should've been told of her across all the land. But despite her fair features, one is instead more likely to notice her sharp, cold eyes first. Then, if she hadn't already subdued them by that point, they might see the dull green and brown leathers of an experienced ranger she uses as her outfit during her day to day activities.

No matter whether she is dressed for work or relaxation, one can almost always find her prized wood-carved flute somewhere on her person. It's rare to hear her play these days, but remains as a nostalgic reminder of her bardic past.

When fully equipped, her entire body is encased in runeweaved (enchanted) plate armor, pitch black in color with green adornments. Despite being formally called "Runeplate" armor, almost none of the runes are visible from the outside, as it would leave the magic vulnerable to disruption. But, even though the runes aren't visible, the armor itself will glow in a variety of intricate patterns as different runeweave inscriptions are activated and the sealed arcane energy within the runes courses through the metal.

Personality

Cold. Uncaring. Blunt. A variety of unflattering terms in regards to her social skills come to mind for those who've encountered her. However there is a distinct feeling that her demeanor stems from personal grief and loss, rather than any ire aimed towards other people.

Though, like many elves, she shows a warmer side to natural creatures, which extends to some extent towards the races that tend to live more alongside the natural world rather than enforcing their will on it.

She can be quite fierce when it comes to Pharia's wellbeing, but she's also at her warmest when around her. It's pretty much the only time anyone has a chance of seeing the reticent elf smile, a sight that will likely stun the unprepared.

Equipment

Runeplate "Nightvale" - Myrellé's main piece of equipment, an advanced runeweaved set of armor created by Pharia's talent and Myrellé's knowledge to combat the remaining "True Runeplate" armor sets in the world. The runeweave meticulously integrated into every square inch of its metal is nearly at the same level of complexity seen during the peak of the Ancient Civilization's power. When not activated it sits innocently as a small bracelet on one of her arms. Good luck trying to steal it though, as there are some nasty countermeasures implemented.

Longsword "Paragon" - Originally the blade of the late Elven Monarch, Myrellé recovered the shattered and nearly unrecognizable sword from the ruins of her once proud home in the aftermath of the Sealing. A magical blade in nature, it lost much of its ability after the Arch-Spirits' actions during the Sealing. It has since been enhanced by Pharia to integrate perfectly with Nightvale's runeweave.

Recurve Bow "Prowler" - Using a relatively common spellsong among elves, Myrellé sang the wood of her favorite tree into the shape of this bow during the Age of Plenty as the old plant was nearing the end of its natural life. It is now one of her only reminders of fonder times, and is a formidable ranged option after being upgraded by Pharia to integrate with Nightvale.

Abilities

Racial Talents

Elven Physiology - Despite their relatively light weight and slender builds, Elves are deceptively fast and strong, armed with a natural grace that their race is known for. After reaching adulthood, they stop aging for all intents and purposes. They have excellent hearing and eyesight as well, making them natural scouts.

Elven Arcanist - Though she can no longer cast spells or sing spellsongs herself, the elves' natural talent for all things magical shows through when she uses runeweaved equipment, with a deep understanding of how its restrained energy flows and how to best utilize the runes to their max potential.

Learned Abilities (Experiences)

Bardic Upbringing - A proud bard of the past, Myrellé still remembers the days when songs could influence the very fabric of reality by weaving magic into the very melodies and lyrics of their spellsongs. She can be quite charismatic (when she actually wants to be) as a result, and is surprisingly adept at reading social cues. The only problem is she doesn't have much patience for frivolities these days.

Ranger Training - Complementing her bardic lifestyle, Myrellé trained as a woodsman among the scouts of the fallen Elven Kingdom. Her decades (now centuries) of experience alongside her natural Elven capabilities make her an excellent hunter and tracker.

Combat Veteran - Myrellé served as a soldier on the side of the Elves and what few allies they had during the aftermath of the Sealing. As with any survivor of war, let alone one brutal enough to exterminate entire civilizations, she has gained an iron will and pragmatism while shedding her earlier innocence and cheer. She gained experience with bladed weapons and runeweaved equipment during this time.

Equipment Abilities

To make sense of Myrellé's abilities which are derived from her equipment, one must know what exactly runeweaving is. At its most basic, a rune can be carved, written, or otherwise depicted on some kind of medium, and then subsequently activated to achieve a singular effect. For example, carving an "Ignite" rune into a piece of wood, and then activating it to set it aflame. Such mundane use was common in the age mythology, but it is a waste of a runeweaver's life force in modern times.

Instead, the true power of runeweaving comes from "linking" runes. That is, connecting various runes to serve as an "input" in order to achieve a desired "output". It is analogous to "programming" from more science-focused worlds, except the programming language is both archaic and esoteric. Predicting a resulting output becomes more and more difficult the more runes are involved, and that's not even taking into account other factors such as the medium's reactions to magic or adjacent properties such as arcane conductivity. Many lives have been expended for relatively little progress in this research.

As a result of all this, the full suite of abilities granted to Myrellé when fully equipped are a closely guarded secret between her and Pharia. Though it is possible to hypothesize what kinds of abilities are present by looking at more common runeweaving techniques across the land. A few basic examples are as follows:

Form Change - The capability of runeweaved equipment to alter its shape, usually composed of a minor weave revolving around the rune "Shift" and a variety of support runes to achieve a desired effect. For Nightvale, the runes "Shift", "Contract", "Expand", "Float", and "Sink", along with the necessary in-between supporting runes allow the armor to change seamlessly between its fully deployed state and an easier to manage bracelet form. Few pieces of equipment boast that level of Form Change, however.

Summon Equipment - Using "Anchor", "Absorb", and "Release" runes on a piece of armor as a base, it is possible to then utilize "Dissipate" and "Condense" runes on other equipment to make it so an individual can summon and unsummon said connected pieces of equipment. Myrellé's weapons each have this runeweave.

Imitate Magic - A term that encompasses an extremely broad scope of runeweaves. In short, it is the use of runes to imitate older forms of magic, such as casting a fireball using the runes "Conjure", "Fire", "Shape", "Flight", or other similar implementations. Other common spells include barrier or shield spells, or applying attributes to change the offensive nature of the equipment. It's said that the highest level of runeweave equipment can allow its wearer access to a spell repertoire similar to a veteran mage of the past.

Enhancement - More common than magical imitation, it's become a widespread practice to create runeweaves that also improve the wearer's capabilities. Examples include enhanced strength, speed, stamina, the standard attributes that make a warrior more capable. The full extent of Nightvale's enhancements is unknown, but the common attributes appear to be present and enhanced by a factor far above the average.

Strengths

- Composed - Level-headed, with analytical experience from centuries of surviving across nearly every kind of battlefield.
- Wise - Knowledgeable about her world. In multiversal terms, she is familiar with common fantasy tropes, and can easily derive conclusions on other worlds with variations of common fantasy races, abilities, etc.
- Versatile - At least in magical terms, with an overwhelming variety of abilities granted to her by her equipment along with her natural Elven characteristics.

Weaknesses

- Confidence - While not arrogant or even particularly prideful, Myrellé is very much a veteran and has the mindset to go with it. As a result, she'll make snap decisions or form conclusions that can be quite wrong, especially in a multiversal setting full of unfamiliar concepts, beings, or powers.
- Mundane Physiology - While Elves do have several advantages over a mundane human, they really aren't all that different. Without her equipment, Myrellé's capabilities greatly diminish...though it isn't that easy to part her from said equipment either.
- Pharia - Pharia's well-being is paramount, to the point that Myrellé is more than willing to put herself in harm's way for her benefit. The person in question can be quite hard to predict or control as well, so something unexpected may throw Myrellé off beat quite easily.

Gallery



Full Body + Paragon



Nightvale Deployed



Prowler

Author's Notes

I wanted fantasy Iron Man, and that's what I got.

Jokes aside, I've been heavily inspired by series such as *Sousou no Frieren* and authors such as Brandon Sanderson.

Also, all the art is by [wabaduga](#) over in the Comic League. Big thanks to him!

Pharia

She'll change the world, one day.

-- Aylren (Myrellé's Brother)

Bright-eyed and good-natured, but also stubborn and unyielding. This young runeweaver might not have many skills in the field of combat, but her ability to understand the archaic magic and techniques behind enchanting with runes is second to none.

She has her own ideas on how things should be in their homeworld, but regardless of their differences in thought, Myrellé is her most important person.

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Backstory

The most skilled runeweaver in the world. It comes from a combination of talent, willpower, and an excellent mentor in the form of Myrellé's cousin, the now deceased master runeweaver of the High Elves.

The half-human, half-dwarf was taken in as an orphan by Myrellé's enclave of elven survivors, and though they went out of their way to teach her her people's cultures and languages, she still ended up with several elvish mannerisms. You wouldn't catch most dwarves dead relaxing among the trees or crafting with wood as a material, after all.

Her dream is to one day see the return of magic to the world in full, instead of its current forgotten and restricted state.

To that end, she and Myrellé have tried reaching out to the surviving spirits, but the price they require to unseal the world's arcane energy is a steep one indeed...

Still, she's young and eager to see the world around her, viewing it with an optimistic lens. Or if you prefer to be pessimistic, with a naive lens.

Appearance

Pharia Glenhill



Aliases/Nickname(s)

Ria

Profile Data

Race

Half-dwarf (High Dwarf + Human Mix)

Pronouns/Gender/Sex

F (She/Her)

Age

43

Weight/Height/Build

Weight: 132 lbs (60 kg)

Height: 5'2" (159 cm)

Build: Stocky

Hair/Eye/Skin Colour

Black/Gold/Tan

Distinguishing Marks

None

Abilities

Abilities

Runeweaving is the act of inscribing the ancient magical language onto some sort of medium in order to generate an arcane result of some sort. In ancient times, such an act was easy and common.

After the Sealing, however, those who practice runeweaving bear a heavy price. In order to tap into the sealed arcane energy within the runes, a runeweaver must “force the door open”, so to speak. The key? Their own life force.

For most mortal races, this meant giving up their lifespan. Even for long-lived races or immortals, it meant crippling themselves in various ways as they tried to create enchanted equipment at the behest of others.

Pharia, though, is a particularly prodigious talent. Unbeknownst to both her and her guardians, her dwarven half comes from the mythical High Dwarf race, who, despite looking like the more common Stone Dwarves, were a true immortal race. Their immortality is not absolute, as the High Dwarves live so long as they have the will to do so. In short, they are literally too stubborn to die as long as they have something to live for.

As such, though it taxes her greatly, Pharia’s runeweaving will not kill her.

Combine this with her natural affinity for the craft, and the act of creating Myrellé’s True Plate Armor, Nightvale, only put her in a coma for about two years, rather than outright killing her. It would’ve taken the lives of dozens of expert mortal runeweavers to achieve the result, and that was assuming they had all the knowledge necessary and didn’t have to experiment.

The armor aside, she’s a true expert with a deep understanding of rune linking, creating dense networks of runes to achieve near impossible feats of enchantment. As such, she can be expected to work on Myrelle’s equipment between rounds, and perhaps the more magic-friendly environment of the Crossroads means it’ll take less of a toll on her.

And who knows? She might take any opportunity to make it so that Myrellé doesn’t have to fight alone...

Gallery



Full Body

Author's Notes

Cute half-dwarf get. Yuri vibes achieved.

Once more, art by [wabaduga](#), the coolest dude around.