

# Pharia

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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.

### Table of Contents

- [1. Backstory](#)
- [2. Appearance](#)
- [3. Abilities](#)
- [4. Gallery](#)
- [5. Author's Notes](#)

## 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

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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

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Full Body

## Author's Notes

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Cute half-dwarf get. Yuri vibes achieved.

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

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