Muiel Statistics

* Name: Muiel
* Age: 18 (Day older than Zinnia)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Character Class: Guardian Druid
* Affiliation: 1/2 Mermaid Clan
* Faction: None, but is Alliance & Horde friendly
* Design Inspiration: Milly from Dragon Quest 6 (Main Body, Hairstyle, and Personality Basis), H'aanit from Octopath Traveler (Druid uniform), Diana from Pokemon 4Ever (Casual Clothes), Akeno Himejima (Physique), The Mermaids from Final Fantasy 1 (Mermaid Tail)
* Height: 5'7''
* Weight: 119lbs.
* Skin Tone: Light
* Eye Color: Pink
* Hair Color: Brown
* Hair Length: Waist Length
* Measurements: B40''-W24''-H35''
* Distingushing Features: Bear shaped beauty mark under left eye
* Good Points: Intelligent, Friendly, Kind, Caring, Affectionate, Sisterly, Honorable, Motherly, Compassionate
* Bad Points: Fickle on occasion
* Likes: Mud Baths, Quicksand (Immensely), Dancing, Animals, Bears, Night Elves, Tauren, Emerald Dream, Jungles, Forests, Swamps, Camping, Honey, Clay Quarries
* Dislikes: Druids of the Flame, The Burning Legion, Old Gods Forces, Mawsworn, Primalists, Poachers, Blighted Plants, Decay, Bad Myths about Bears
* Biography: Muiel is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day before Zinnia was born, making her part of the 3rd line of 1/2 Mermaids born into the family. Muiel, like many of her sisters, grew up with the dream of being a hero like her father is, and decided that she wanted to be one herself. She noted that Calder, Neried, and Masika, all opted to be Druids, and so she decided to be one herself. Though Calder, Neried, and Masika all wound up taking the Balance, Restoration, and Feral specs of the Druid class, respectively, Muiel wound up taking the last spec of the class line: The Guardian. And while learning how to harness the nature magic used by the druids, and getting into combat training, Muiel proved to be an absolutely perfect fit for being a Guardian Druid since her father noted that she had the physical prowess of a bear. It's something Muiel wholeheartedly agreed with, and sure enough, one of the first things Muiel wound up transforming into when it came time to learn how to transform was indeed a powerful bear, which only serves to further enhance her bulk in terms of tanking even further. This eventually allowed Muiel to be able to help her other Warcraft themed sisters, but Muiel one day, while there, came upon the Emerald Dream itself, but she wound up going into it without hesitation, and even with Malfurion Stormrage's help, Muiel slumbered to unlock the hidden potential of her druidic powers. However, she didn't have to sleep for long as that potential unlocked in little to no time at all. Muiel at that point reaffirmed her mission to help bring peace to Azeroth, and defend her homeworld of Olympus when prompted to do so. As is to be expected from those in Juni's family, Muiel is a very friendly girl who treats everyone she meets with respect. She has a strong motherly side to her when it comes to her kid siblings, but she has proven to be fickle at times. Muiel is a huge fan of bears and doesn't have a specific favorite type either. She too has a strong hatred towards the Druids of the Flame, wanting nothing more but to see this evil organization of Druids dismantled. Like a handful of her sisters, Muiel is a proven absolute mudlark and will not hesitate to throw herself into quicksand the moment she discovers a pit of it, and gets excited when she discovers signs of a pit that's close by. Gives the best cuddly bearhugs.
* Abilities: Being 1/2 Mermaid, Muiel is capable of transforming into her mermaid form the moment she enters the water. As a mermaid, like all her other 1/2 mermaid siblings, she has excellent swimming speed, can breathe underwater without the need to surface for air; though she & her other sisters form gills to help with this, too, and she can commune with aquatic creatures of any kind. However, she primarily transforms in fresh, or seawater. And like her mother & siblings, Muiel strongly prefers the water to be clean before she thinks about transforming. Muiel begins the party as a Guardian Druidess. As her title would suggest, Muiel serves as a stout tank to protect her teammates while still being able to deal out big damage to her opponents physically, but she can still deal some magical damage with nature magic as well. Even so, her magic might is slightly lower than her physical might, but it's still potent. Muiel fights her opponents, as with all druids, using staves, fist weapons, polearms, daggers, and maces; both one & two handed. Like all druids, Muiel has access to different forms, but she gets her best prowess from the bear form and she is at her best tanking performance while in this form. But like Calder, Neried, and Masika, Muiel has to be in her human form in order to change into these different forms as her mermaid form will prevent her druidic transformations. She knows all a Guardian Druid is able to learn, and her starting gear is as follows.
* Malorne Staff: A magic staff made in the likeness of the White Stag Malorne. It possesses a strong purifying power to heal the lands it touches, and it has a good strength for use in melee fighting as well.
* Polar Bear Spear: This spear sporting a polar bear motif seems out of place for defending nature since it houses some frost magic, but it frosty nature invokes a power that can eliminate the touch of Druids of the Flame, and freeze the hottest of flames.
* Claw of Ursol: Not exactly from the real Ursol himself, but a fine resemblance to one of his claws anyway. This clawed weapon is sharp enough to easily rend through flesh & armor, and still be able to cut through veggies. It also increases spell damage, and changes Muiel's bear form some while equipped.
* Claws of Ursoc: Recreations of the artifact of the same name. These are just as powerful as the real thing. They're the only weapons dual-wielded by Muiel, and while they can't use artifact powers, they still change the appearance of her bear form while equipped.
* Tortolla Hammer: A one-handed hammer that invokes the wild god Tortolla. This blessed hammer emits an aura that boosts the defensive power of allies around Muiel while it's equipped, and the head is so sturdy that breaking it is practically impossible.
* Cenarion Hammer: A Two-Handed hammer that invokes the powers of Cenarius himself. This hammer can send natural shockwaves that restore trees & earth in no time flat, and punishes those who harm nature.
* Emerald Katar: A strong push dagger imbued by the Emerald Dream itself. It has the power to deal bonus damage to those born of the Emerald Nightmare, and cleanse those who've been affected by it.