

Mara Storm-Wielder (Cloud Goliath, Draconic Sorcerer)

Abstract

Mara "Storm-Wielder" is a **cloud goliath** born into the **Thunderpeak tribe**, known for their cloud giant ancestry. She possesses powerful lightning and storm manipulation magic, earning her tribe-name "Storm-Wielder." As she matured, she became an influential **entertainer** within the tribe, combining magic with storytelling. However, her unconventional ways clash with the tribe's elders, who fear her growing powers and potential to disrupt the tribe's traditions. Under the guise of education, they exile her to the **Mage Academy of Solaris**.

At the **Academy**, Mara struggles with isolation, unable to control her powers despite rigorous training, and forms bonds with outcasts like **Thorn** the Half-Orc Alchemist and **Jessa** the Human Diviner. A sympathetic instructor, **Isorin**, secretly helps Mara embrace her inherent powers.

When Mara learns that her **parents** have **disappeared**, the Academy refuses to let her return, deepening her mistrust. After barely passing her final exams, the Academy sends her on a dangerous **fieldwork assignment** in **Altanarra**, hoping that she will either finally contain her wild magic or die trying.



Tribal Origin

Mara was born among the **Goliaths** of the **Thunderpeak Tribe**, a resilient people who dwelled in the high mountains on Altanarra's western border. Life in the mountains was harsh and unforgiving, but the Goliaths thrived in their rugged homeland, their lives shaped by a code of strength, honour, and self-sufficiency.

The **Thunderpeak Tribe's** connection to the mountain peaks runs deep, interwoven with myths of the ancient **Cloud Giants** who were once believed to roam these high altitudes, watching over the lands below. The tribe reveres the Cloud Giants as beings who embody both strength and transcendence—a balance of power and freedom. Mara's childhood was filled with climbing treacherous cliffs, learning the ways of survival, and revering the spirits of the mountain and sky (Added Trait **Thunderpeak Climber**).

Many in the **Thunderpeak Tribe** are born with features and abilities that echo those of the ancient **Cloud Giants**, a resemblance seen as a mark of the giants' Favor. These **Goliaths** wield powers like **Cloud's Jaunt**, the ability to momentarily merge with the essence of the clouds, moving swiftly and unseen through mist and air. Such gifts are viewed as a sacred link to the realm of storms, marking the **Goliaths** who possess them as bridges between their grounded kin and the ethereal forces above.

From a young age, Mara displayed further strange powers that neither her tribe nor her family fully understood. When angered or frightened, her hands would spark with lightning,

and the air around her would hum with an electric charge. She sometimes saw visions of distant storms or dragons soaring over desert landscapes. The tribe viewed her powers as a blessing from the sky spirits, and she was given the tribe-name "**Storm-Wielder**."

Tribe Entertainer and Storyteller

As Mara grew older, her gifts began to find expression not only in battle but in **performance**. She channelled the power of the storms into dances that mimicked thunder and lightning, crafting routines that captured the strength and grace of her people. She became a storyteller, weaving tales of the mountain and sky spirits, of legendary Goliath warriors, and of ancient battles fought atop the peaks. Her audience—tribespeople and travellers alike—would watch in awe as she conjured sparks from her hands, punctuating her tales with flashes of light that brought her stories to life.

Mara's role as an **Entertainer** and **Storyteller** became a bridge between her mystical powers and her people's traditions. Through her performances, she honoured her tribe's ancestral spirits and shared their wisdom with outsiders, while also gaining recognition for her unique gifts. As her gifts and reputation grew, so did her influence within the tribe. Mara became a guiding figure for the younger generation, drawing them in with her captivating blend of tradition and innovation. They saw in her a vision of Goliath strength that was both rooted in ancestral reverence and inspired by personal expression. Her natural charisma made her a powerful leader, and she became an inspiration to the youth of the Thunderpeak Tribe, who looked to her as a symbol of what it meant to be both strong and free.

Conflict with the Elders

However, the **elders** of the Thunderpeak Tribe did not share the same enthusiasm. To them, Mara's ways were unconventional, even rebellious. The tribe's traditions had always been rooted in strength, self-reliance, and the pursuit of unity with the rugged mountain spirits—not through individual expression, but through discipline and unwavering adherence to tradition. Mara's creative, expressive approach was seen as a threat to this way of life, an influence that could lead the youth to stray from the tribe's foundations.

In private meetings, the **elders** would speak of her influence with concern, fearing that the youth might abandon the hard-won wisdom of the Thunderpeak in Favor of Mara's "teachings." They viewed her growing popularity as disruptive, and they worried that her untamed powers, along with her charismatic leadership, might fracture the tribe's unity.

The Elders Betrayal

As Maras magic intensified, it became wilder and nearly impossible to control. The tribe **elders** tried everything—rituals, meditation, guiding her with ancient wisdom—but her magic remained unpredictable. The **elders** worried that her unchecked power could bring harm to their close-knit community.

In a final, desperate attempt to protect their people, the **elders** met in secret council to make an agonizing decision. Though they loved Mara like a daughter of the tribe, they feared her potential as much as they revered it. They reached out to the **Mage Academy of Solaris**, the most prestigious institution for arcane mastery in Altanarra. The Academy's resources and expertise were said to be unmatched; its rigorous training could bring even the most chaotic of powers under control. For the **elders**, this meant that Mara could return one day, disciplined and honed—if, that is, she could learn to suppress her overwhelming magic.

The Academy's emissaries arrived without warning, arriving from Solaris on a stormy day that seemed to mirror the tribe's mood. When the **elders (Pius, Hogr & Alva)** presented their decision to Mara, they framed it as a necessary journey—a calling to fulfil her potential, to discover the true purpose of her gifts. Although Mara sensed the anxiety of the **elders**, she believed she was leaving by choice, sacrificing her freedom to protect her people. She held to this belief even as she bid her family and tribe farewell, hoping she would one day return with her powers refined and under control.

However, as the representatives led her away, the truth dawned upon her. The **elders** had not simply sent her to learn, have they?

*(Secret) The **elders** of Thunderpeak had made an unspoken pact with the Academy to ensure Mara would not be allowed back until she had mastered her power—or perhaps, never.*

Life at the Academy of Solaris

Initially she believed that this was also an opportunity to study and to grow, even to control her gift. But the true intentions of the Mage Academy were far different than she had imagined. The Academy did not see Mara as a student to be nurtured, but as an **anomaly**—an uncontrollable force to be studied and, ultimately, contained. Under the guise of offering education, they took her from her mountain home, shutting the doors of her tribe behind her, leaving her to walk a path she could never have foreseen.

The Mage Academy was unlike any place Mara had ever known. Situated in Solaris, the floating city of clouds that hovered above Altanarra, it was a vast and imposing structure. Its halls of stone were lined with arcane symbols and bathed in the glow of powerful enchantments. Here, the air buzzed with magic, and its instructors were relentless, pushing Mara to master arcane theory and the finer points of magical control.

But the magic that flowed within Mara was wild, untamed, and defied all their efforts to contain it. It did not respond to formulas, incantations, or the rigorous structure of the Academy. Instead, Mara's powers pulsed with life, linked to her instincts and emotions. Her magic seemed to have a will of its own, a force that could not be shaped by mere instruction.

The Academy, used to training only noble-born sorcerers with carefully cultivated bloodlines, was perplexed by Mara's natural power. It was unusual for someone of tribal origins to possess such a potent bloodline magic—this was a gift typically reserved for the elite, for the noble families who carefully nurtured their arcane abilities over generations. Mara's abilities, raw and primal, were a mystery to them, and they viewed her as an anomaly that could not fit into their structured world.

As Mara struggled to meet the Academy's expectations, the instructors grew frustrated. They began to treat her less like a student and more like an experiment. Strange tests were conducted on her—magical probes and invasive methods designed to uncover the source of her power. They were looking for answers that even Mara herself did not have, speculating that her abilities were tied to something ancient, something beyond their understanding.

Most of the people in the Academy believed they were helping, but their fear-driven methods only stifled Mara's potential and created a growing divide. Their obsession with controlling her magic—driven by the belief that it could bring chaos if left unchecked—led them to dismiss the deeper connection she had to her powers. Their refusal to acknowledge the

cultural and emotional bond she shared with her magic further deepened the rift between them, exacerbating the ideological conflict at the heart of her struggle.

Despite her growing awareness of their true motives, Mara remained unaware of her actual heritage. The Academy, however, had already begun to suspect the truth. Her bloodline was not just Goliath, but something older—something tied to the draconic forces that had once ruled vast regions beyond Altanarra. But that truth, so fraught with danger, was hidden from Mara.

Friendships in a Place of Isolation

During her time at the academy, Mara found solace in a few close friendships that helped her cope with the loneliness. She wasn't the only student who felt out of place, and she found kinship in those who shared her experiences.

Thorn, the Half-Orc Alchemist: Thorn was a gentle giant, towering even over Mara. In the Academy, he was something of an outcast, often misunderstood due to his appearance and his quiet nature. Thorn found solace in his alchemical studies, creating potions and experimenting with strange mixtures late into the night. When he saw Mara struggling with isolation, he offered her a rare friendship, his quiet presence both grounding and comforting. They often trained together in the early mornings, sharing stories of home and dreams of freedom. Thorn became a source of stability for Mara, teaching her about patience and the balance between power and control.

Jessa, the Human Diviner: Jessa was a frail-looking girl with an intensity that belied her small frame. Her gift of divination allowed her to see glimpses of the future, and it was through one of these visions that she first approached Mara. Jessa had seen images of a storm raging around a lone figure, and she recognized Mara as that figure. Intrigued and concerned, Jessa became a close confidant, one of the few who believed Mara's powers held a greater purpose. Although Jessa couldn't reveal everything she foresaw, she encouraged Mara to embrace her power and prepare for challenges that lay ahead. Their bond was one of mutual trust and understanding, and Mara came to view Jessa as almost a sister.

Sympathetic Instructor Isorin:

Isorin (noble sorcerer), an instructor who sympathises with Mara, secretly teaches her more about the wild nature of her powers, encouraging her to embrace the storm within rather than suppress it. This adds a layer of intrigue and complexity to Mara's time at the Academy, showing that not everyone at the Academy is against her or sees her as just a problem to be solved.

Rival Sabrina Sunthorn: At the academy Mara had many who were against her, but **Sabrina** (High Elf, enchantment wizard) was the biggest opponent of her. Sabrina exudes the air of someone born to greatness, yet her arrogance is masked by an impenetrable calm. She is highly intelligent, proud, and meticulous in everything she does, particularly in her magic. Her entire approach to life revolves around the idea that knowledge, discipline, and control are paramount. As a wizard, she follows the scholarly tradition of magic, believing that magic must be carefully studied, structured, and mastered. She takes every opportunity to remind Mara that she is a scholar, that magic must be studied and understood, not conjured in fits of rage or emotion. Viora's criticism of Mara often comes across as a harsh judgment of her intelligence, suggesting that Mara is little more than a "sorcerer in disguise" who cannot be trusted with the true art of wizardry. Sabrina sees Mara's wild storm magic as

an insult to the disciplined art of wizardry. To Sabrina, Mara's disregard for structure, preparation, and study is akin to anarchy. She believes that Mara's magic, while powerful, is dangerous because it lacks control and cannot be relied upon for precision or predictability.

The Disappearance of Her Parents

Two years into her time at the Academy, Mara received news that devastated her: her parents (**Gravith Lumbermaker** and **Volai Wisewarrior**) had vanished. Her family sent word, pleading with the Academy to allow Mara to return and help search, but her instructors denied the request. They insisted that her training was too crucial, too delicate to interrupt. Grief-stricken and filled with rage, Mara suspected the Academy knew more than they admitted. She grew bitter and mistrustful, her sorrow manifesting as surges in her powers, which flared out of control whenever her emotions overwhelmed her.

Field Work in Altanarra

With a little help from her friends, and to the surprise of her instructors, Mara barely passed her final exams. As the end of her Academy training loomed, she was given one last requirement to earn her degree: fieldwork. The Academy ordered her to venture into the untamed corners of Altanarra - dark forests, mist-shrouded lands and cold, desolate regions that seemed to exude an aura of menace. Officially, the mission was to test their field skills and magical control. But it didn't take long for Mara to realise the truth: this was no longer about her training. The Academy wasn't interested in cultivating her skills; they wanted to see if they could finally contain her wild, unbridled magic.

Her mission took her to the shadowy forests of Daz'alor, the icy wastes of Hyllestad, and the mist-shrouded lands rumoured to be the home of nightmares and forbidden magic. She was charged with uncovering certain unknown parts, creatures and inhabitants. The academy hoped that the challenges of the wilderness would either suppress the dangerous magic within her - or prove it uncontrollable. This mission could be a way for the Academy to push her to the brink, to test her powers and her emotional control, in the hope that she would either die and fail or learn total control over her powers.

A Journey of Self-Discovery

As Mara prepared for her journey, her friends rallied around her. They gave her gifts to help her face the trials ahead: Jessa gave her a crystal on a silver chain, enchanted to focus her magic by channelling the support and energy of her friends. Thorn, ever practical, created potions that would help calm Mara's powers in times of emotional turmoil, grounding her when the storm within threatened to overwhelm her.

For Mara, the journey was about more than earning a degree - it was a chance to reclaim her heritage and perhaps find her parents. More than that, it was a chance to finally understand the power that had been with her since childhood. Though the Academy saw her as an experiment, an unstable vessel for wild magic, Mara wanted to show them that her powers were part of who she was - not something to be feared or to be contained.

Appearance, Personality and Mannerisms (Secret)

- **Storm Meditations:** developed a personal method of channelling her power through a form of meditation or ritual. This includes repeating chants from her tribe, focusing on memories of Thunderpeak, or performing dances under real storms when she can. This could add dimension to her struggle with control, as she grounds her magic in her heritage rather than the Academy's teachings.
- **Manifestations of Her Ancestry:** Her draconic powers could flare unpredictably, especially during intense emotions like anger or sorrow. Perhaps, during a critical battle, her voice could briefly take on a draconic growl or echo, or her eyes flash with a reptilian slit, hinting at the ancient dragon stirring within.
- **Physical Traits Evolving:** As Mara's connection to her lineage strengthens, subtle draconic traits could emerge, such as a faint blue scaling along her body and deepening electric-blue hue in her eyes. She is ashamed of the scales and tries to hide them at all costs.
- **Visions of the Blue Dragon Ancestor:** Perhaps Mara starts having dreams or visions of her ancestor, not just as a dragon but as a massive force that appears as part of the sky—a dragon composed of clouds and lightning. This presence could offer cryptic messages, warnings, or encouragement, perhaps communicating wordlessly or in ancient Goliath phrases.

Mara's appearance is striking and perfectly captures her stormy, mysterious essence. Her imposing figure is clad in clothes that blends rugged protection with elegant design, suited for the harshness of Altanarra's wilderness. She wears layered, silver-blue robe, decorated with intricate engravings and trimmed with furs to combat the mountain cold. Her robes frosty sheen and the blue light emanating from her eyes reflect her elemental connection to storms and lightning. Her electric-blue glowing eyes are intense, hinting at her unbridled power and the deep magic that lies within her. Her pale hair flows freely, crackling slightly with static energy, as if the storm within her is barely contained. Her hands, encased in gloves, occasionally spark with arcs of blue lightning, showcasing the raw, untamed draconic magic she carries unknowingly. The skull-shaped emblem on her belt adds a mysterious, almost fierce edge, hinting at the darker elements of her life and the challenges she's faced. She embodies both the wildness of Altanarra and the imposing, relentless spirit of someone who has endured loss and captivity and is ready to reclaim her destiny. Mara is a force of nature, a storm given form—commanding, enigmatic, and unstoppable.

Draconic Ancestry (Secret, Unknown to Mara)

Mara's powers were a legacy of an ancient blue dragon who had once ruled over the deserts and highlands beyond Altanarra's borders. This dragon had possessed mastery over lightning and storm, and though it had been gone for generations, a trace of its blood remained in Mara's family line. That dormant power reawakened in Mara, transforming her from a Goliath into something far more potent and far more mysterious. The Academy suspected the truth, but the potential of Mara's ancestry unsettled them. They feared that if she discovered her own lineage, it could disrupt the fragile control they held over Altanarra's arcane forces.

Mara, unaware of her draconic heritage, often experienced strange dreams of thunderclouds rolling across vast deserts and the feeling of a mighty roar shaking the earth. She dismissed them as visions of the storms she'd loved as a child, unaware that they were memories of an ancient dragon's soul stirring within her.