

Maze Runner

Basic Information

Full Name: Elias

Nickname(s): Ghost (given by the Gladers)

Gender: Male

Age: 17

Status: Alive (as of the Maze Trials)

Affiliation: Gladers / Former W.I.C.K.E.D Test Subject

Role in the Glade: Runner

Arrival Order: Second (after Alby)

Known For: Being one of the earliest Gladers and the first to question the Maze's true purpose



Physical Appearance

- **Hair:** Medium-length dark brown hair, slightly wavy and perpetually messy from the Glade's humidity
- **Eyes:** Hazel-green with a piercing, reflective quality — tired but observant
- **Skin Tone:** Olive complexion with light freckles and faint scarring along his jaw and temple
- **Height:** 5'10" (178 cm)
- **Build:** Lean and athletic from daily physical work and running through the Maze
- **Notable Features:**
 - Thin scar along the right temple from an unknown pre-Glade incident
 - Faint mark on his wrist that looks like a faded burn (possibly from W.I.C.K.E.D restraints)
- **Clothing Style:** Standard Glader gear — brown button-up shirt, suspenders, rugged trousers, boots worn from use

Personality

- **Core Traits:** Calm, intuitive, analytical, reserved, quietly defiant
- **Strengths:**

- Quick thinker under pressure
- Skilled strategist and Maze runner
- Deeply empathetic toward others though he hides it
- **Weaknesses:**
 - Difficulty trusting authority
 - Guilt over forgotten actions tied to W.I.C.K.E.D
 - Tendency to isolate when overwhelmed
- **Likes:** Exploring the Maze, quiet moments near the Homestead, observing others before acting
- **Dislikes:** Lies, manipulation, confinement, loud chaos

Backstory

Elias was meant to be one of W.I.C.K.E.D's early "control" test subjects — a prototype long before Thomas. He was part of the initial planning phase of the Maze Trials, created to evaluate emotional resilience and moral resistance against W.I.C.K.E.D's control. However, Elias began uncovering their true motives: that the trials weren't meant to save humanity but to manipulate it. Before he could expose their plans, W.I.C.K.E.D discovered his defiance. Instead of termination, they used him for an experimental reset — sending him into the Maze earlier than scheduled, erasing **everything**, including his name and background. He became the **second person** to arrive in the Box, following Alby. For months, Elias helped Alby build the foundations of the Glade but rarely spoke, haunted by fragments of dreams and flashes of laboratories. The boys started calling him "**Ghost**", because he seemed to exist halfway between presence and absence — someone real but unreachable. Despite his quiet nature, Elias became one of the first Runners, drawn to the Maze as if it held the answers to his missing past. He maps every corner meticulously, feeling an instinctive familiarity he can't explain. When Thomas eventually arrives, Elias recognizes something in him — a reflection of the same purpose he once had. Though he doesn't remember why, he knows Thomas is the key to everything he once tried to stop.

Relationships

- **Alby:** They share a strong bond of early survival. Elias respects Alby's leadership but often disagrees with his rigid rules.

- **Newt:** Mutual understanding; both carry quiet burdens and prefer peace over power.
- **Minho:** Loyal friends and Runners together. Minho relies on Elias's focus and calmness during crises.
- **Thomas:** An uneasy connection. Elias feels a strange sense of déjà vu — as if they were allies before. He becomes protective of Thomas, sensing his arrival means change.

Skills & Abilities

- Maze navigation and pattern recognition
- Silent movement and stealth — earned him the nickname *Ghost*
- Quick, tactical problem-solving
- High pain tolerance and endurance from early conditioning
- Exceptional spatial awareness and memory retention

Trivia

- Keeps a hidden notebook beneath a loose floorboard in the Homestead, filled with sketches of the Maze and fragmented dreams.
- Occasionally hums a song he can't remember the origin of — possibly from before his memory wipe.
- His first spoken words in the Glade were: "*Where am I?*" — followed by silence for three days.
- Has a recurring nightmare of a bright white room, wires in his arms, and the echo of his name — "*Elias.*"