

General Character Information

Name: Mara Arlott-Weaver (Later Arlott-Bullace)

Nickname(s): “World Guardian”, Marigold

Age: 17 (Start of Adventures), 24 (TWW), 34 (Current)

Date of Birth: Wintumber 21, Year 145 (December 16th)

Gender: Female (she/her)

God Alignment: Saradomin (formerly), Zaros (formerly), Currently None

Sexuality: Asexual, open to romantic relationships

Physical Appearance

Height: 5'5 (166 cm)

Body: Mara has an inverted triangle body shape with a limber and athletic build. Her skin is rosy white with noticeable tans.

Face: Heart-shaped with some cheekbone

Notable Scars: Wolf bites on her right forearm, Vyre bites on her neck, scattering of burns and small scars on her back from Stone of Jas being destroyed), stab wound from SoA on her abdomen, and other scars located on her abdomen, arms, and legs.

Eyes: Normally brown, glows yellow-gold or purple when in WG Form

Hair: Mara has shoulder-length messy blonde hair with bangs. She later grows out her hair and puts it in a messy top bun.

Outfits: Academia aesthetic, light and dark. Dresses neatly and looks professional even in her casual wear. Is almost always seen wearing bandages or a tight brace on her right arm.

- **Casual:** Collared off-white blouse with a skirt.
- **Fancy:** Depends on her mood, can be elegant or simple. Usually has her hair up and her clothing is yellow or has yellow accents.
- **Early 5th Age:** White knight armor designed for rangers
- **Late 5th Age:** Created armor inspired by elven rangers, but yellow and brown.
- **Early 6th Age:** Modified Pernix armor, gold instead of silver metal
- **Late 6th Age:** Dark armor with gold accents.

[\[REFERENCES\]](#) [\[AESTHETICS\]](#) [\[SIMPLE BIO\]](#)

Weapons: Mara primarily uses ranged weaponry, but has experience in magic and melee combat. /fight style

- **Attuned crystal bow**
- **Eldritch Crossbow** (Third age or shadow dyed)
- **Magic orb**
- **Elder Rune short sword**
- **Staff** (made into a cane she uses in the Age of Chaos)

Important Items: A hand-carved flower amulet, a pouch of runes, and a couple of leatherbound journals.

WG Form:

- **“Light”:** She surrounds herself in a faint yellow-gold aura of translucent armor (*I think of the Mage Armor spell from D&D*). It glows brighter when she is hit, casts a spell, or attacks. It offers her protection and enhances the spells she casts. It allows her to modify the weapons she wields, carrying a charge of divine energy with each attack.
- **“Shadow”:** Brought about as a result of experimentation, her extremities become surrounded by deep purple smoke. Meanwhile, her eyes and injuries glow purple, reminiscent of shadow anima. Mara describes this form as painful, a biting chill that eats away at her and *burns*. It's incredibly painful and cannot be brought out voluntarily, only appearing in moments where she needs 'hysterical strength'.

Personality

General: Arrogant gremlin scholar energy. Mara is a curious and rather straightforward individual, her comments and questions often unintentionally coming off as rude. Despite her curiosity, she is stubborn and arrogant to a fault, being very unforgiving and refusing help while also going out of her way to protect those she cares for. Despite what first impressions may say, Mara is a kind-hearted person, it is just hidden under several layers of rudeness.

Strengths: She's quick on her feet, has a sharp eye, and easily adapts to her situations - preparing to stay one step ahead. Her reflexes allow her to avoid most attacks but often prefers to talk things out instead. Mara also has a good memory.

Weaknesses: Mara has a *strong* desire to prove herself, making her easily influenced, stubborn, and emotional. One could dangle her friends' or family's safety, or information, before her and she will do almost anything to get what she wants. She also tends to become physically ill when faced with especially strong emotions.

Quirks:

- She likes to touch and write down anything and *everything* she thinks is important.
- Mara is fidgety with her hands and feet, making a lot of gestures when speaking.
- Claims to not like PDA
- Does not like being given indirect answers like “Because I said so”.

Voice: Her voice is medium-pitched and naturally loud. She can be well-spoken at times but prefers casual talk over formalities. Also a bit vulgar when she’s upset. RS equivalent to a French-American accent? If such a thing exists.

Relationships

Romantic

- **Ormand:** A childhood friend that is a year or so older than Mara. He flattered her and she always thought of him as a self-indulgent smart boy, and when he decided to become an Ardougne Knight they got together. They were together for a couple of years, helping each other through thick and thin. The relationship ended abruptly on very bad terms that influenced Mara’s decision to leave.
- There’s a brief period where Mara dates various people in hopes of finding a partner, and none of them stay for long.
- **Simon:** Mara’s current romantic partner, and one she hopes to stay with. After protecting him from the dark beasts’ attack during Fort Forinthry’s banquet, the two realized they had a lot in common and began talking. Mara adores him and his anxious demeanor, spending her time with him listening to his thoughts and sharing ideas.

Family

- **Ainsley:** Mara’s closest sibling and the reason Mara waited to leave Ardougne. They were practically twins, scheming and sharing things that their brothers never knew. She feels immensely guilty for his death during the West Ardougne plague, believing that she could have saved him if she was just *quicker*. Mara wears the flower amulet she carved for him at all times, serving as a reminder to save *everyone*.
- **Avia:** Her mother, who she loves dearly. Mara occasionally gives her mother gifts and money to support her as an apology for leaving, especially because of their argument before Mara left. Avia pays Mara back by visiting her Varrock home several times during and after the Elder God Wars to care for and spend time with her.
- **Bard:** Mara’s only biological brother, he’s kinda laid back and takes after his dad, but is incredibly smart with strategy. He was injured in the assassination of King Tyras, costing him an arm and a leg. Mara harbors a lot of guilt for hurting him, but Bard understands the situation and they are on good terms.

- **Jaques:** Mara's eldest brother who was always tense and paranoid, rarely speaking. Of the few times he spoke with Mara, they argued, yet he would still bring Mara hunting. Mara was often concerned and scared of him. After he finds out Mara killed King Tyras, he loses trust in her and treats her as an enemy, refusing to interact with her. Mara doesn't hate or like him but wants to fix her relationship.
- **// Orten:** Mara's father, who she used to admire. She wanted to explore the world with him, but he never would let her. She loved and hated him, never knowing why he didn't take her along. Mara took his disappearance as an opportunity to finally see the world, and prove he's still alive. To find out he abandoned his family to worship another god was heartbreaking. Thinking about him makes her sick.

Friends

- **Ariane:** Met through Filip //
- **Azzanadra:** They were great friends forging their bond through mutual interests and worship of Zaros. They spend their time together discussing archeological studies and history, mostly with Mara asking questions and Azzanadra gladly answering. She was fascinated by his intellect and his devotion to Zaros. Mara can't deny that she had a crush on him for a brief period because of it, but she suppressed it out of fear of being hurt again. After the events in Fate of the Gods when Mara felt betrayed by Zaros, Azzanadra didn't offer support. And later they stood on opposite sides at the Battle of the Monolith. As Mara lets go of her grudges, she reconnects with him and learns to trust him again.
- **// Elena:** A childhood friend from Ardougne. Elena sees Mara as the baby of the family and treats her as such. Although they didn't spend much time together or share many common interests, they got along. Now they're good friends that bonded trying to fix the plague situation. They frequently write to each other now.
- **// Filip:** A wizard that she met on a ship headed to Asgarnia for the first time. She used to call him a friend but now hesitates to say that. Involved in Sliskery and necromancy in an attempt to bring back his wife after the spirits refused to bring her back, despite Filip being brought back himself.
- **Moia:** Mara slowly developed an interest in her throughout the 6th age despite attempts to push the feelings aside. They're both two unique beings on Gielinor yet they are similar. They had bad and dismissive father figures, sought approval from others, and latched onto gods because they made them feel special. Mara could not overlook the similarities and flirted with her on occasion, which was never reciprocated. Instead, they settle for a close friendship that persists despite the events of Extinction and the Age of Chaos.
- **Valya:** An apprentice turned friend who Mara was pressured into letting tag along following the events in Morytania. She doesn't openly admit it, but Mara views "Val"

almost as a younger sister, wanting to protect her from the world and the challenges she had to endure. This protective behavior made Valya feel stifled and she split off to journey on her own. Despite this, their friendship is chill, occasionally bickering with each other light-heartedly.

Neutral

- **Alyx:** Mara's acting mentor and superior within the Temple Knights. They taught her melee combat and helped her through rough times, namely with the Slug and Myreque quests. When Mara announced her Zarosian worship, Alyx expressed their disdain. They don't get along much anymore now that they're on different sides, but they still offer a shoulder to lean on if Mara needs it.

Enemies

- **Sir Ceril Carnelian:** Mara overheard her mother talk about how Ceril has wronged her family, and being a young impressionable child, holds a grudge to this day. She doesn't know the exact details, but she doesn't need them to know he's a bad person.
- **Sliske:** Kinda "friend" turned enemy. He has manipulated her whole life and brought her a lot of pain. She was glad to kill him in Endgame.
- **Trindine:** She seems... sus. Does not trust her at all and never will.

Gods

- **Guthix:** Personal hatred for him. Feels he is responsible for tearing her family apart. After becoming the World Guardian and learning more about Guthix's doings, she feels justified in her hate.
- **Saradomin:** Grew up worshiping Saradomin half-heartedly. She thinks he is fine, with no real hate against him but she doesn't like him either.
- **Seren:** Liked her at first and now deeply hates her, more than she ever hated Guthix. Mara also sees a bit of herself in her, focusing on the family, and it bothers her.
- **Zamorak:** Saw him as a god of rebellion until she met and learned more about him. She's not a fan, but doesn't hate him... yet. She probably will though.
- **Zaros:** Intrigue and mystery. She loved learning about him and slowly found herself worshiping him. Mara admired him until she met him, and she was left confused. Her faith dwindled and left her confused and lost. She no longer likes nor trusts him.

Other Information

Favorite Color: Yellow, though purple and varying shades of brown are up there too.

Favorite Food: Salmon crepes and Admiral Pie. Fish and pastries are the best and no one will convince her otherwise.

Favorite Places:

- **Varrock Museum:** the culmination of her work
- **Archeology Guild:** A second home for her, spends a ton of time here teaching new archeologists and restoring her finds.
- **Kharid-Et, Senntisten, and Orthen:** bc archeology nerd and former Zarosian. Very curious gremlin
- **Any Library:** big library
- **A tree in Ardougne:** where Mara set up a little grave for what was left of her brother Ainsley. She likes to sit there to grieve and talk to him like he is still alive.

Home(s):

- **West Ardougne:** Childhood home, and although she tries to return and stay there again it's just not the same.
- **Bandit Camp:** for a brief time while she stays in the desert. On good terms with the bandits and enjoyed being in Zarosian company
- **Varrock:** A small house that she got repaired so she could live close to the museum and Archeology Guild. It acts more so as a storage space than an actual home. Quite messy with piles of books and items littering the floor.
- **Archeology Guild Office:** A favorite place she ends up staying up all night at work, before passing out. Spends so much time here that she calls it home.
- **Senntisten:** Temporary during WGS. Leaves as soon as EGW ends, and finds her spot cleaned out when she returns from Iaia.
- **Fort Forinthry:** Home home, she moves in and there's so much more room. She's gonna go through the effort to build an actual library near the workshop

Fears:

- **Open Water:** Particularly the seas and oceans, lakes and rivers are okay, but she still worries about falling in and drowning or being attacked by creatures in the water.
- **Dogs and Wolves:** After having a couple of experiences of near-death encounters at the hands of wolves, she developed a strong fear of anything that looks remotely like one. Mara freezes up when she sees one before turning and running away.
- **Claustrophobia:** She won't mention it outright, but being in spaces where she can't move terrifies her. She relies on her movement to escape to safety and having that deprived of her is a thought she shuts out most times.
- **Ice and the Cold:** Nearly died on multiple occasions in the cold. This left a lasting impression so she now is uneasy in the cold.
- **Loss of Movement/Control:** That one day she'll lose the ability to use her hands. Since the wolf attack, Mara has struggled with a tremor in her arm which interferes with her life. On bad days, she is scared that she won't be able to use her hand again.

Hobbies: Woodcarving, journaling, hunting (especially in Anachronia), exploring, mapmaking, and playing the piano.

Pets: Had a cat named Alfredo for a short time before giving him to her mother. Now Mara has RATS!!! They don't live for long, but Mara loves them all.

Skills:

- **Expert:** Hunter, Ranged, Fletching, Agility, and Archeology
- **Proficient:** Magic, Crafting, Fishing, Woodcutting, Slayer
- **Average:** Attack, Strength, Constitution, Mining, Cooking, Firemaking, Runecrafting, Dungeoneering
- **Beginner:** Prayer, Smithing, Divination, Defence
- **Novice:** Thieving, Invention, Farming, Construction
- **Little to No Skill:** Necromancy, Herblore, Summoning

Quotes:

"Why should we worry about the Mahjarrat? They're just glorified skeletons."

"Oh, hi! Pretend I'm not here. I just want some information and then I will be out of your way."

"C'mon, if I return it, is it *really* stealing?"

"Before you say anything, it's not my fault things went awry. I didn't think *this* would happen."

"Just look at how big that creature is! Imagine the challenge of the hunt and how thrilling it would be to take it down and use it for a meal."

"Everyone expects better of me, but Guthix chose me so they get the true *me*, not their perfect image of a World Guardian."

Upon finding her father in Taverly: "I do not want to hear your excuses. You chose to worship a god rather than be with your own family. We thought you were *dead*, but you're here relaxing with the druids without even telling us!"

After becoming the World Guardian: "Do you think any of this is fair to *me*? I didn't sign up to be Guthix's maid, fixing all the shit he broke before he hid away and died. He tasked me with babysitting *literal gods*. I just lost my family and I'm thrown. Into. *This*."

Fics

[\[Hoist Sail\]](#) by Chaos_Elemental

Story

[\[Timeline\]](#)

SHORT VERSION BC IM LAZY

Mara turned her hunting from West Ardougne into adventuring. She pushed past her childhood trials, struggling against hunger, money, and reputation until she was above all. And it all began when she set off to find her father Orten.

She hopped between factions, whatever it took to get her one step closer to her goal. First, the White Knights where she discovered horrible secrets hidden within the waters of Witchaven and the walls now surrounding her home. They even aided her in finding her father, which she soon came to regret. Then the Zarosians, who took her in during times of grief, pushed her to more adventure and significant archeological discoveries, including Guthix's Chambers.

When she became the World Guardian, Mara was *angry*. Everything was taken from her again, all because Guthix wanted to pass his burden onto another. The Sixth age was when she separated herself from factions, working toward her own goals, or so she thought. Pulled about by Sliske's strings, Mara was forced to face off against friend and foe, playing a game in which she had no choices. She found and lost love, but it was all worth it to be freed of Sliske's game in the end. Or was it? Mara reflected on herself, hollow and angry, something she didn't want to be. She stepped back trying to regain control of herself.

And then she had to endure the Elder Gods. Entities above even her understanding, she was pulled into a game larger than she'd think possible. There was death, despair, and denial, countless people dying in an unwinnable war. People she should have *saved*. And so, in a last-ditch effort, she sacrificed herself to save everyone else. A painful death at the hands of the remaining Elder Gods, and a great loss of power reestablishing the Edicts.

Now Mara rests. She pulls strings to get her allies into influential places and rarely adventures, spending her time with Simon

And now the full version uwu

Backstory

Despite being born on a ship traversing the rolling waves, Mara always preferred having her feet on solid ground. Constant and safe. She sought these in her own life by promising to keep her family together, a promise that she was unable to keep.

Mara's home was West Ardougne. This half of the city was poor and disorderly, much more so than its counterpart, but she was glad to call it home. It had its charm, providing a struggle that wealthier kids her age would never experience. Leaving the city to

hunt and fish to feed the family, running odd jobs for pitiful amounts of gold, and trying to brush off the reputation she inherited from the family name. Mara could experience and learn so much all around her hometown.

But after years of the same thing day in and day out she grew tired. Bored. Mara knew how to pull a fish from the shallow waters, she knew how to aim a bow to take out a deer, and she knew that crime was something that wasn't worth it. She wanted *more*. Her eldest brothers, Jax and Bard, began training with the Ardougne Guard, learning techniques she wishes to know. Ainsley focused his efforts on brewing potions and raising herbs within the home. That was one thing out of Mara's skill level, after all the only potion she made caused her to fall dangerously ill. She was bored, but everyone was together.

And then Orten disappeared.

Her dad often went on trips across the seas, not to return for months. He'd tell stories of things he sold, saw, and all of these *adventures*. Mara begged him to let her go along just once. Her brothers were allowed, yet she was not. And now that opportunity was lost. More importantly, now her father was *lost*. The cornerstone of the home, keeping them all afloat, and he was gone. Everything fell apart as soon as he disappeared. Jax and Bard were called away, sent West beyond the mountains. Mara's then romantic relationship crumbled between her fingers, her trust going along with it. It felt like everyone was turning against and abandoning her.

She would not have it. She quickly gathered her items, gave a small gift to Ainsley, then set out. Or tried to. Her mother stood in her way. An argument and then she's gone. Mara set out for the world in the hope to find her father.

Recruitment Drive

Slug Quests/Early Elf Quests

Desert Treasure

While Guthix Sleeps

Plague's End

TWW

FoTG

DaT

Kindred Spirits

Endgame

Desperate Times/Measures

Elder God Wars

Extinction

Twilight of the Gods/Aftermath

Age of Chaos

Alternate Universes

- **Vyre AU:** During the Myreque questline, Mara was caught in Darkmeyer and converted. Her mind warped, growing uncontrollably obsessed with learning anything and everything, even turning to immoral actions to obtain information. She revealed the location of the remaining members leading to their capture where they were killed, used as cattle, or used by Mara to obtain more information. Despite her knowledge about them, a few Myreque escaped and remained hidden, taking in a new member by the name of Valya. Ultimately, the stragglers of the group turned Mara back into a human, along with some other Vyres. Mara was left permanently changed from her time as a Vyre, feeling weaker and having a newfound sensitivity to light. She cannot continue her adventuring career but instead continues to work with the Varrock Museum as a historian.
- **Elden Ring AU:** A daughter of the Great Caravan, Mara was a merchant who, after witnessing her father be taken by guards, found herself carrying the Frenzied Flame within her. She turned her attention to hunting and studying sorceries in Sellia under Charos' mentorship. As Malenia and her Cleanrots approached Caelid during the shattering, Mara foolishly fled the safety of Sellia's walls to make sure her family was safe, only to be cut down by the Cleanrots. She later awoke as a Tarnished, angered by Grace and seeking to find the Eye that was stolen from her and cure herself of the Flame.