

# The six ages of Gielinor

History: creation to present

# Pre-history: creation

In the ancient and unknown past, the creators, or **elder gods**, created all that is.

After creating many chaotic and primal worlds, and slowly improving their craft. They finally created **Gielinor**: a world perfect and final.



Left to right: Ful, Jas and Bik

# The elder gods

After creating Gielinor, the elder gods rested, and haven't been heard from since.

There are five elder gods: Jas, Ful, Wen, Bik and Mah. Little is known about the elder gods. Only **Mah**, the youngest of them, is known to her creation.

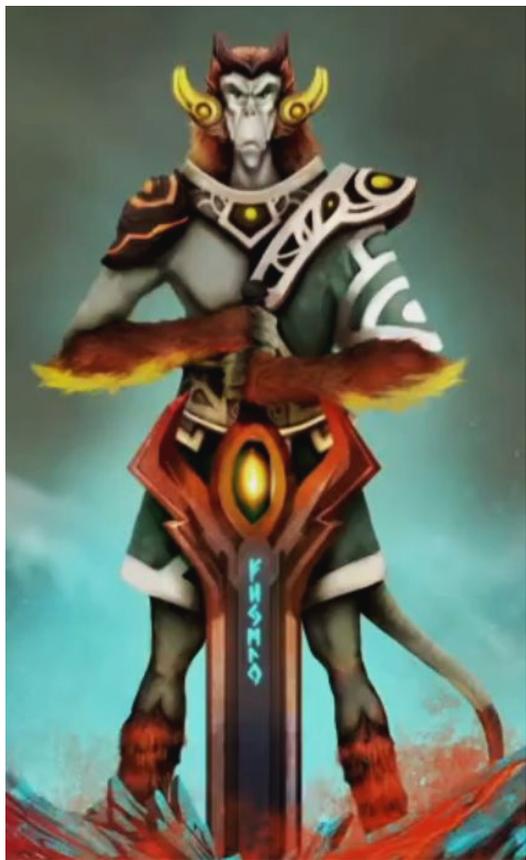


Mah

# The first age



Discovery and colonization of Gielinor



Guthix

## The arrival of guthix

The first age lasted 4,000 years. It all began with **Guthix**'s discovery of Gielinor.

While traversing the multiverse, Guthix stumbled upon Gielinor, a world lush, serene and empty. Finding it to his liking, Guthix began to shape Gielinor, and claimed ownership of it.



**Guthix then created the portal of life, in order to allow various races to colonize Gielinor. Intending to build a world of harmony and prosperity.**

Wishing to create a haven for peaceful mortals, **Guthix** inhabited Gielinor with cats, dwarves, ents, gnomes, humans, sheep and some others.



Guthix appeared to the humans in a human form, and bid them to respect Gielinor, and live in balance with it. Guthix then created runestones, which would enable humans to do perform magic. They therefore started calling Gielinor “Runescape”.

Guthix then visited **Seren**, goddess of crystal and light, and told her of this new world. Seren then came to Gielinor together with her elves, and they inhabited it as well.



*Seren*



Humans eventually  
started worshipping  
Guthix, which Guthix  
disliked. Guthix decided  
to stay away from  
humanity, and planned  
to leave Gielinor.

Guthix asked [Seren](#) to leave with him. Although Seren agreed with Guthix in theory, she was too attached to her elves to follow through, and so decided to stay.

**And so, 4,000 years after first discovering Gielinor, Guthix buried himself underground, and entered a slumber, intending to be forgotten.**

# The second age



Invasion of the gods.

# The arrival of gods



Amascut



Bandos



Saradomin



Tumeken



Zaros

With Guthix asleep, more gods began to arrive on Gielinor. Each claiming territory, bringing with them followers and armies.



# Zaros

## The reign of Zaros

For the majority of the second age, **Zaros** reigned supreme. Having amassed a large army filled with powerful troops such as demons, dragon riders and mahjarrat, no other god could challenge **Zaros**. And so **Guthix** slept, and **Zaros** ruled.



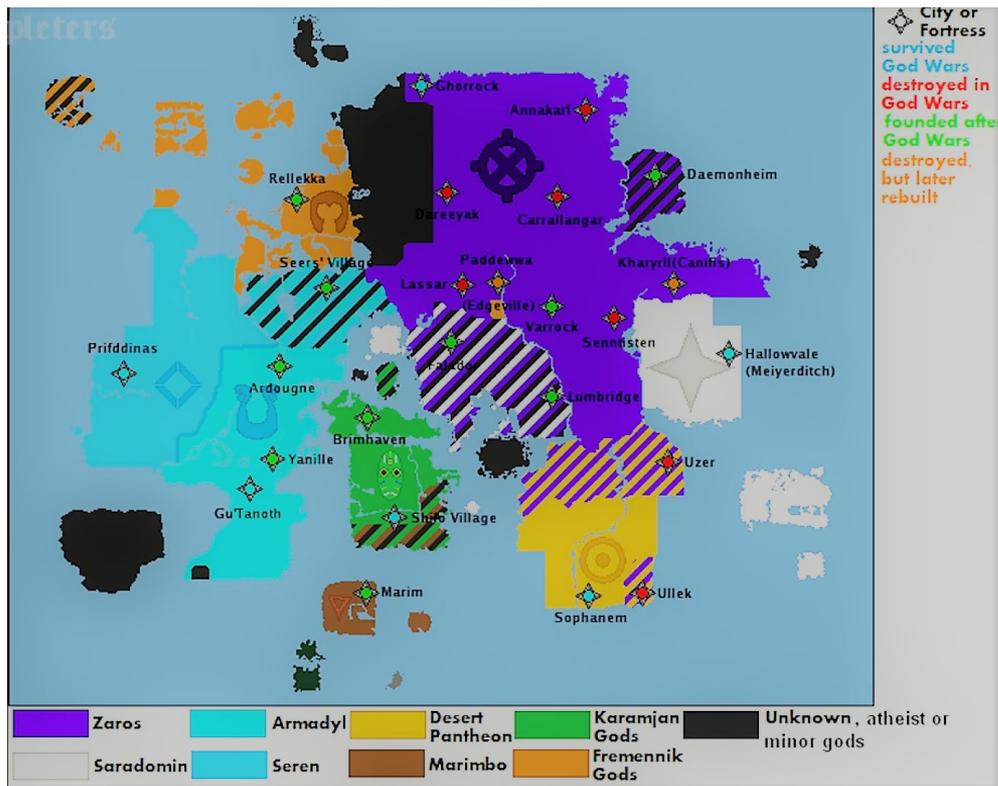
A mahjarrat ruled.



A ripper demon



A dragon rider



The other gods, having each been defeated by **Zarosian** forces time and time again, decided to form an alliance. Although still being unable to reclaim territory already lost, collectively they managed to at least hold the line, and prevent further **Zarosian** expansion. This finally managed to put some pressure on **Zaros**.

*A map of Gielinor as it was during the second age*

# *The Betrayal*



**Zamorak**

With the other gods united, **Zaros** was unable to fulfil promises made to various followers.

Thus **Zamorak**, a mahjarrat, and the second in command to **Zaros**, began to hatch a rebellion.

One day, **Zamorak** and allies attacked. In the scuffle, **Zamorak** managed to stab **Zaros** with a powerful staff.



**Zaros surrounded by traitors**

Upon being stabbed, **Zaros** disappeared in a puff of smoke, and was presumed dead by most.

By stabbing **Zaros**, **Zamorak** himself ascended to godhood, having siphoned a large amount of power from **Zaros**.

# The god wars



*The 3rd age*

With **Zaros** gone, the other gods and their armies set out to destroy every vestige of **Zaros**. This, for a short time, allowed for the forming of an alliance between the various gods.



Azzanadra and Nex,  
Zarosian loyalists.

The Zarosians were agents of blood and chaos, wielding power far beyond that of the other factions.

The powerful Mahjarrat were split between the **Zarosian** and **Zamorakian** factions. The general **Nex** nearly tipped the scales, but a combined effort from all the other gods managed to subdue **Nex**.



Nex, imprisoned.

The **Zarosians**, powerful as they were, could not withstand the combined forces of the other gods, not without **Zaros**. And so one by one, their strongholds fell. The **Zarosians** were forced into hiding, and their secrets forgotten.

With all vestige of **Zaros** gone, the other gods got to fighting over the rest of Gielinor.



Image depicts a world torn by war between various godly factions.

*After destroying most of the **Zarosian** fortresses and cities, the gods turned their attention on **Zamorak**. An alliance between **Saradomin**, **Armadyl**, and **Bandos** was formed. The alliance was rather brittle, and on various occasions these factions turned against each other. Nevertheless, led by **Saradomin**, these gods finally managed to corner **Zamorak**.*

Cornered, **Zamorak** tried to turn the other gods against each other. They however held their resolve, and demanded **Zamorak** surrender to **Saradomin**. Declaring the other gods fools, **Zamorak** created a massive explosion, and disappeared in the ensuing chaos.



The explosion was so powerful that it destroyed an entire continent, which remains in ruins to this day. It scarred all of Gielinor, and awoke Guthix.

Enraged, **Guthix** banished the gods from Gielinor, declaring it a haven for mortals. Out of mutual respect for **Seren**, **Guthix** visited her last. However, unable to bear abandoning her elves, **Seren** instead shattered herself into crystals. The destruction of **Seren** hurt **Guthix** deeply.



Guthix heartbroken

Guthix established the edicts of Guthix, intended to keep all other gods off of Gielinor. This time, Guthix set an elaborate security system in place, in order to preserve peace and balance. And then once again descended into a slumber. And so, a new age dawned on Gielinor,



Seren shattered into crystal. She distributed these crystals among the elven clans, in order to “stay with” her followers.

4th age

The age of  
mortals

With the gods gone, the surviving mortals were left to pick up the pieces of a broken world. Many races had gone extinct during the god wars, and everyone had been too consumed by conflict to build.



The Goblins, a warlike race, were left without direction in the absence of **Bandos**, the big high war god. Unable to beat back other more powerful races, they took to fighting amongst themselves. This conflict came to a head with the Battle of plain of mud, a battle in a large muddy plain. There, the goblins nearly drove themselves to extinction. But **Bandos** intervened, appearing in a vision to general Hopespear, and ordering that the fighting be stopped.

**Zamorakian** vampires, not content to control their territory to the east, marched west and attacked the nearby human settlements. In a massive battle, the vampire horde was held at bay, and the river border between separating the vampire lands from the western human ones was blessed by seven **Saradominist** priests, confining the vampires to one corner of Gielinor. Although a contingent of humans remains to the east, and the vampires drink from their blood still.



The humans battling the vampires in the river salve



Al Kharid

**Human cities like Varrock, Falador and Al Kharid began to spring up. From cities arose kingdoms. Yet still, humans had to contend with foes from all sides.**



Varrock

Things eventually changed however, with the rediscovery of runes, and with them, magic.



The wizard's tower

Human researchers stumbled upon runes created by Guthix in the first age. Armed with this new resource, humans quickly became the dominant race on Gielinor. This new power structure, with humans on top, marks the end of the fourth age, and the dawn of the fifth.



A human practising magic



Magical runestones

The human age

#5

While the shortest age, lasting a mere 169 years, the fifth age was the most consequential. Change was brewing.

*The barbarians were a group of humans who believed runes should be left untouched, and their use reserved for the gods. For 20 bitter years, the barbarians and wizards fought, but the barbarians could not compete with the superior power afforded to the wizards via use of magic. And so, they eventually retreated.*



**For a while, the humans and their magic prospered. But in year 70 of age 5, the wizard's tower burned down. Zamorakian wizards were blamed, and old rivalries resurfaced, as the humans took to fighting each other.**



Deep in human territory, the white and black knight orders were formed. The white knights fought for **Saradomin** and the black knights fought for **Zamorak**.

Each trying to erect shrines to their god, and bring about their return.

**THE ENSUING BATTLES WERE TERRIBLE AND BLOODY. EVENTUALLY THE SARADOMINISTS PREVAILED. THIS MAY VERY WELL BE DUE TO THE FACT THAT THEY WERE PREVIOUSLY THE DOMINANT HUMAN FACTION, OWING LARGELY TO THE FACT THAT SARADOMIN HIMSELF IS AN ASCENDED HUMAN. AFTER THIS VICTORY, THEY DECLARED THE ZAMORAKIANS EVIL AND WORSHIPPERS OF CHAOS.**



*After the smoke cleared, and the Saradominsts had the upper hand, they emerged more powerful and influential than they were before. The prominence of the Saradominsts then kept secularism at bay. Saradomin's symbol was featured prominently throughout the human kingdoms. Humanity and Saradomin became nearly synonymous.*

With the year 170 approaching, huge changes were on the horizon. Very few were aware of the cataclysmic events that would soon shake Gielinor from its happy stupor. Yet somehow, some unseen force made year 169 the most eventful year in centuries.



The art of magic also saw significant strides in this year. This came as a result of the rediscovery of some of the secrets lost in the destruction of the first Wizard's tower.

The *battle of east Lumbridge* took place when a wandering tribe of goblins decided to attack a human city built on the bank of the river Lum. Hordes of Goblins swarmed over the various bridges, but were beaten back. The goblin invasion led to infighting and a split in the local government, brought on by a difference of attitude towards the goblins. With some of the more devout **Saradominists** forming the H.A.M. (humans against monsters) group, designed to protect against the threat posed by the **Bandosian** goblins.

In the year 169, a mysterious cave was discovered. It was the resting place of Guthix. Every significant faction on Gielinor quickly rushed to the scene, each hoping to advance its own interests. But the Mahjarrat Sliske beat them to it, and killed Guthix.



Corpse of Guthix



## Guthix discovered

The death of Guthix marked the dawn of the sixth age.

# **The Divine Age**

Sixth age:  
the present

Immediately following the death of **Guthix**, gods began returning to Gielinor. **Saradomin** was the first to arrive, followed closely by **Zamorak** the two started fighting, and remained locked in battle for months. Their armies swarmed to lumbridge to join the fray, and at the end, **Saradomin** prevailed, and **Zamorak** escaped in a weakened state. In the process, much of Lumbridge was destroyed.





The Mahjarrat Sliske, murderer of Guthix, then created quite a stir. After killing a handful of high-ranking generals of various factions and kidnapping death, Sliske announced a contest for the stone of Jas, an artifact of extreme power. Sliske promised the stone to the being that had killed the most gods by the next eclipse.



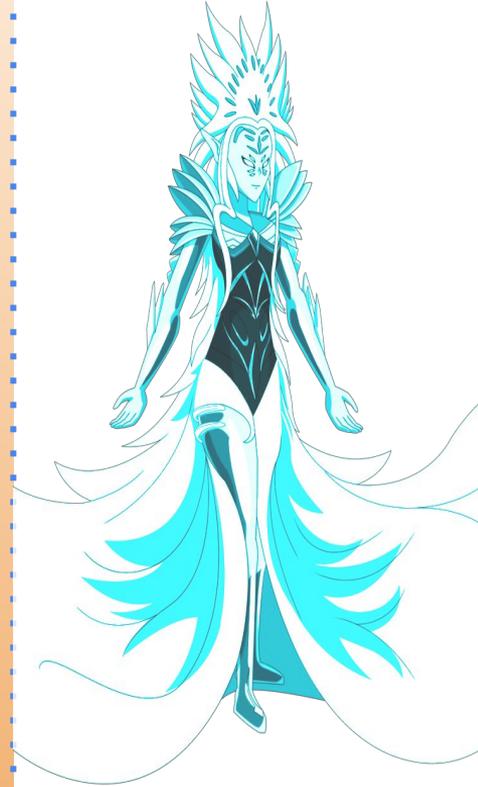
Armadyl the aviansie is on the right, and Bandos on the left. Bandos, the god of battle, was god to goblins, orks, ogres, cyclopes and trolls. Although warlike, and with mostly unintelligent and brutish followers, Bandos was actually quite intelligent.

Here the two gods are depicted in battle, although in the past circumstance has often led to alliances between the two rivals.

Shortly thereafter, *ARMADYL* and **Bandos** clashed near Falador. *ARMADYL*, the pacifist, fought **Bandos**, the war god. The battle lasted a few weeks, at the end of which *ARMADYL* prevailed, and killed **Bandos**.



**Seren** and **Zaros** returned to Gielinor as well, restored by their followers. **Seren** was restored from crystal, and infused with a soul. **Seren** returned keen on decreasing the elven dependence on her. **Zaros** was divined back from smoke and nothing, and housed in a new body. **Zaros** returned a changed being, and much less petty. In the absence of **Guthix** these gods found themselves identifying with their own versions of **Guthixian** ideology.



Sliske's game came to a head at the end of year 4. At the end, the stone of jas was destroyed, Sliske was killed, and the elder gods were awoken.



*The end*