

The Transcendent Gods



Guthix: God of Balance



Guthix was born a Naragi. Everything changed when gods arrived on Naragun, Guthix's home planet. His family was killed in the crossfire.



Enraged, Guthix slew Skargaroth with her own sword. In doing so, Guthix become a god himself, one of the most powerful to ever exist.



Discovery of Gielinor

Using power from his sword, Guthix travelled from world to world, and eventually found Gielinor, a world more perfect than the rest. Guthix sought to populate Gielinor, in order to create the kind of world Guthix had prior to the Naragi god wars.

At the beginning of the First Age, Guthix simultaneously had four of the elder artifacts: the blade, the staff, the stone, and the horn. This cache of artifacts gave Guthix tremendous power.



Guthix used the stone of Jas to create runestones, which gave humans the ability to perform magic.

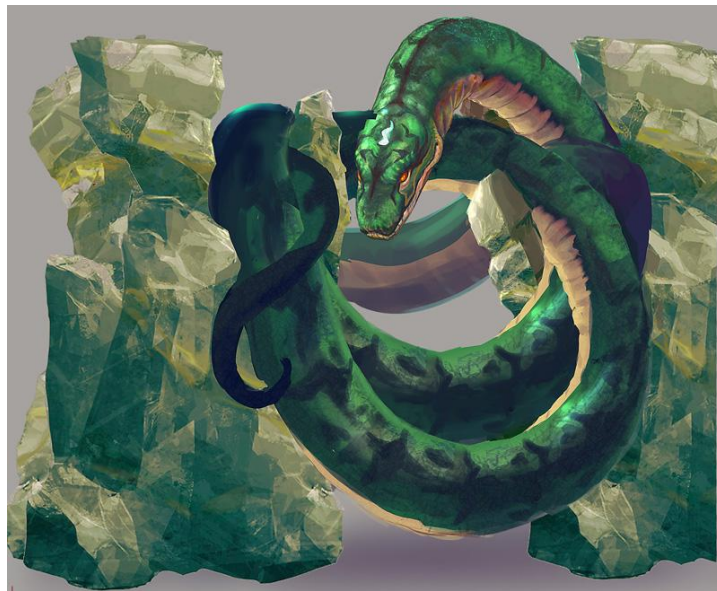
When Guthix went to sleep, he entrusted some of these artifacts to various guardians, and hid some of the others.



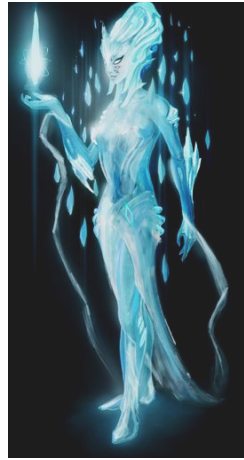
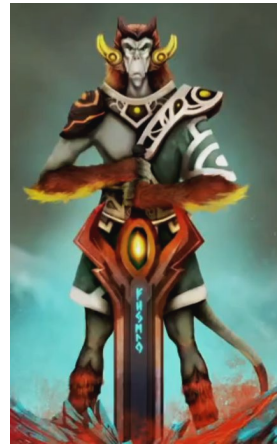


Guthix found perfection in balance, and sought to create a world not wholly good or evil, but with balance in all things.

In order to protect Gielinor, Guthix enlisted the help of various guardians. Some of these guardians were actually created by Guthix, others Guthix simply augmented, and others still simply wished to serve Guthix as they were.

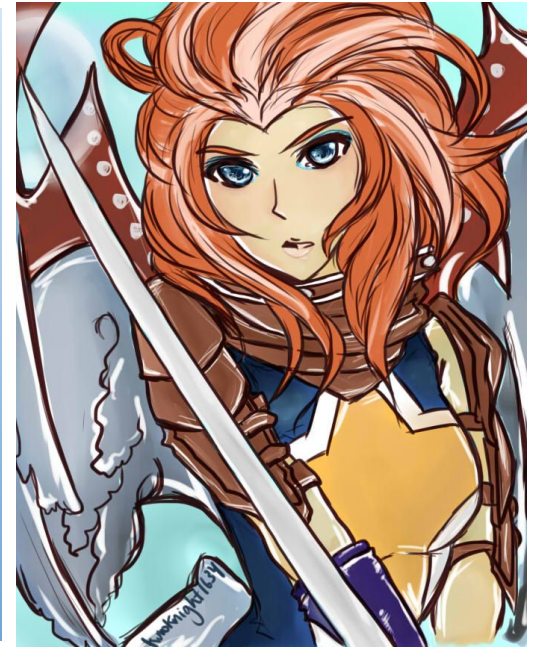


Guthix and Seren were quite close. Seren too believed in peace, and came to agree that it would be best if gods let the mortals be. Together they populated Gielinor.





Saradomin respected Guthix's teachings in general, but he thought Guthix took the concept of balance too far and he supported fighting evil. As such, when his commander Zilyana gleefully displayed Guthix's corpse to him, he was offended by her disrespect of Guthix.



Saradomin was one of the first to invade Naragun, the homeworld of Guthix. This godly invasion culminated in the death of Guthix's family, and led to Guthix's hands-off approach as a god.



Many humans followed Guthixian teachings, worshipping Guthix against his will. Primarily these were the druids, who worshipped Guthix through interacting with nature, and engaged in herblore, the study of potions.



Also among the followers of Guthix are the chaos druids, who believe that it is through the Zamorakian methods that balance is to be achieved. The bulk of druids consider the chaos druids to be mad and evil.

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.



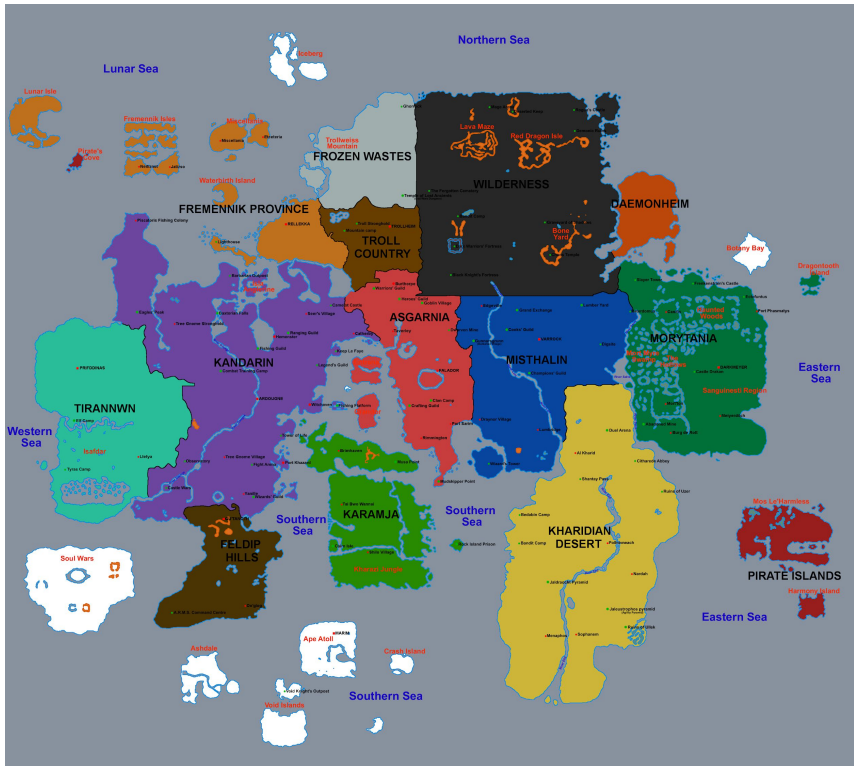
Corpse of Guthix



Guthix discovered

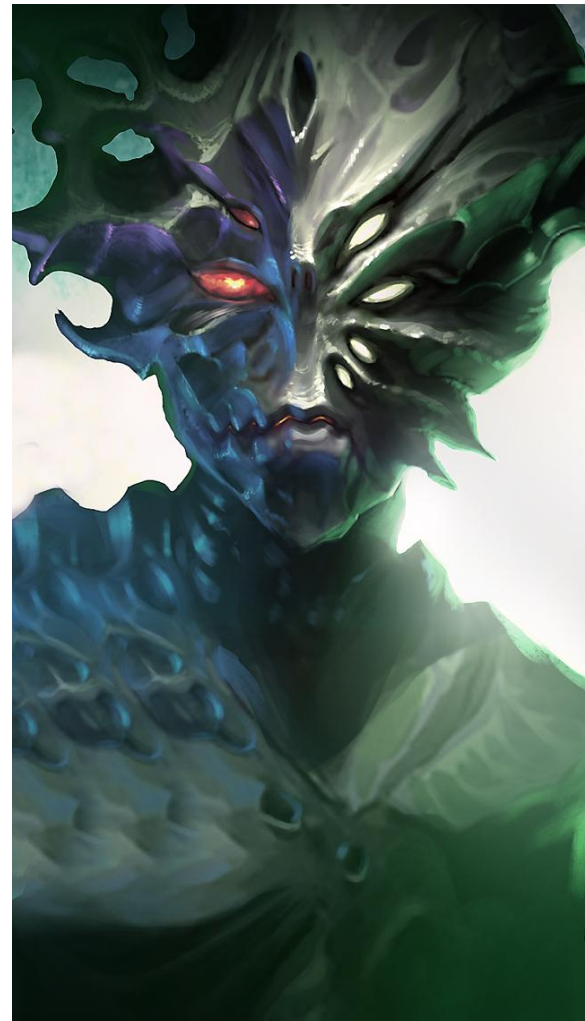
Guthix's death is arguably the most significant event in history.

Interlude: some maps





Children of Mah: Seren and Zaros



Zaros and Seren created by Mah to cure her loneliness. Zaros and Seren were created together, and Mah instilled a bond between the pair. Seren is characterized by light, and Zaros by darkness.

The birth of gods



Zaros, with Mah looming in the background.

Mah acted much like a child, treating Zaros and Seren like playthings. Mah was also plagued by dreams about Seren and Zaros. Eventually Zaros decided to leave his home planet of Freneskae, and abandon Mah. This made Mah's nightmares even more vivid.



These dreams created the Mahjarrat, a race of powerful magic users.

However, creating the Mahjarrat drained Mah's energy. Seren appeared to the Mahjarrat, pretending to be Mah, and tricked them into sacrificing their own in order to replenish Mah's energy. She later also taught them how to procreate, so that they could drain Mah's energy during the more violent nightmares.



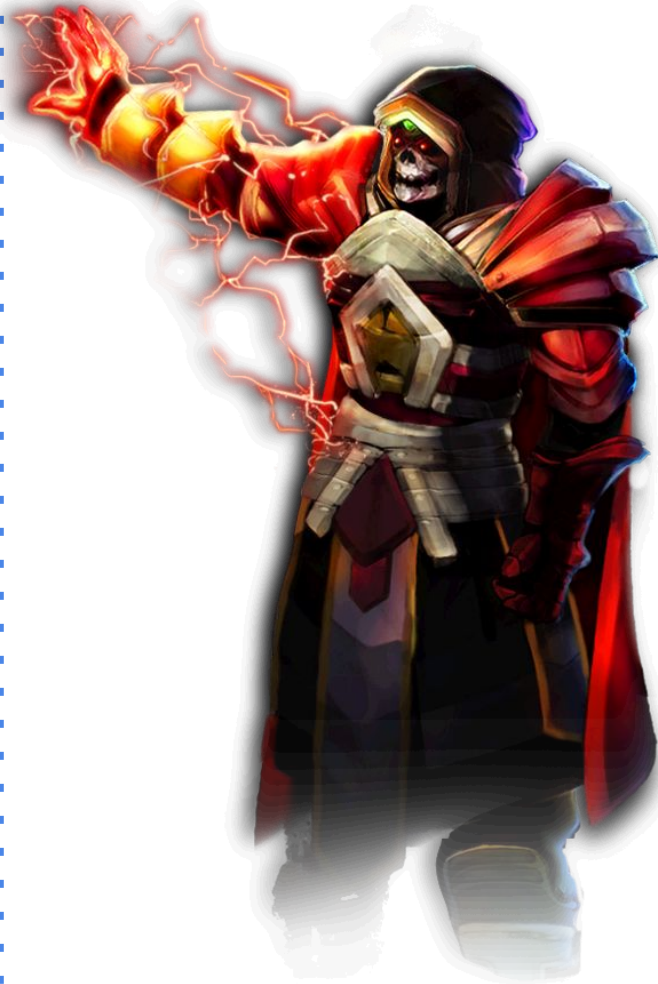
The mahjarrat would perform their ritual every five hundred years, usually erupting in a large battle, where one of the weaker Mahjarrat would be killed. The present Mahjarrat would then be rejuvenated. Thus, the Mahjarrat were able to live for millennia, and maintain massive amounts of power.

Ritual 19: Lucien.



However, using the stone alerted its guardians, the dragonkin. They appeared and attacked Lucien, killing him.

The nineteenth ritual of rejuvenation took place in year 169 of the sixth age. Lucian, a particularly powerful mahjarrat, lead the proceedings, sacrificing Jhalan. There was a scuffle, and Lucien fought some other mahjarrat, while wielding the staff of Armadyl and siphoning energy from the stone of Jas.



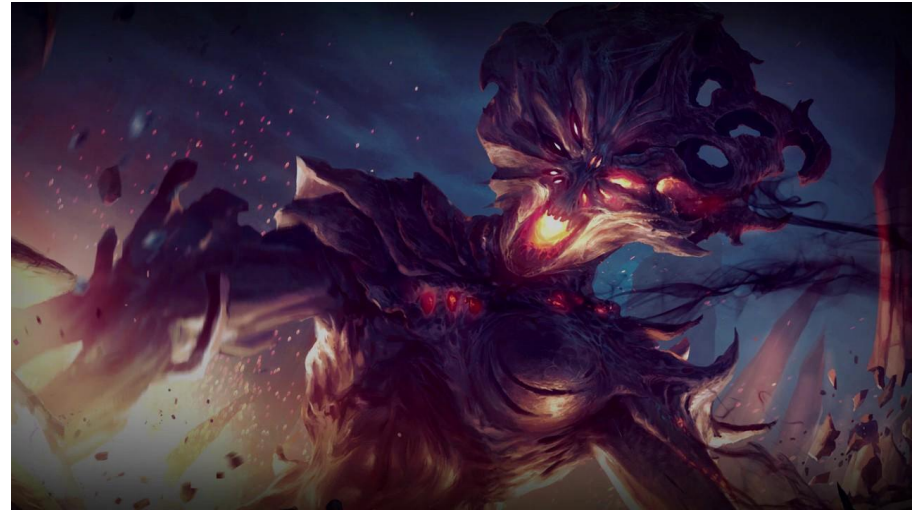


As the sixth age began, the mahjarrat began feeling weak, despite having completed a ritual just five years prior. Zaros sought to abolish the need for the ritual, as he had promised to do in the second age. Zamorak, however, suspected treachery.

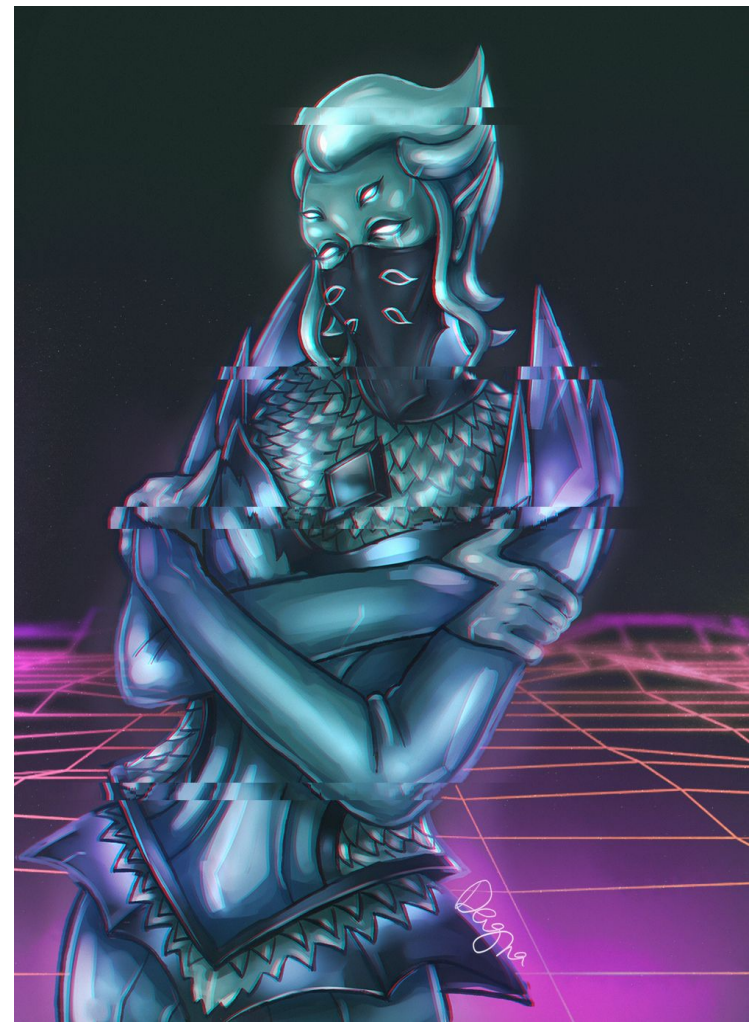
Zamorak and Zaros clashed for a bit, with Zaros having the very clear upper hand. Zamorak began to radiate energy to the mahjarrat, which prompted Zaros to cease attacking. Zaros then siphoned a lot of energy from Mah, and channeled it to the mahjarrat, this was sufficient to free the mahjarrat of the need for the ritual.

DEATH OF MAH

The mahjarrat agreed to work together for the time being, and let go of the old grudges formed during the days of constant fighting. With the ritual gone, much of mahjarrat politics was immensely simplified, and they stood to gain more working together as the most powerful race on Gielinor than divided and quibbling.



This left Mah severely drained, and plagued by even more powerful nightmares. Mah's mind was totally broken, and all that was left was an empty shell in great pain. Seren, pitying Mah as ever, could not bear to see Mah in such a broken state, and killed her mother.

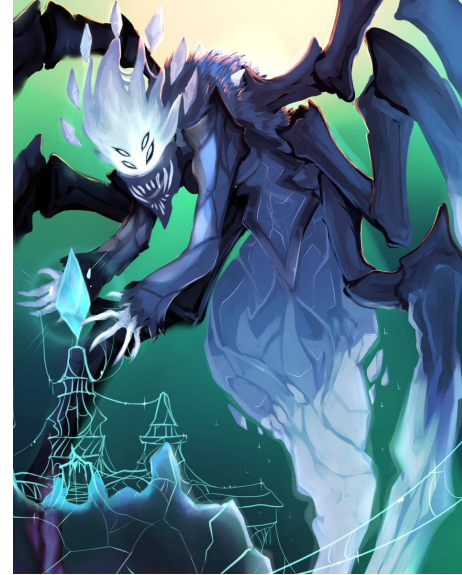


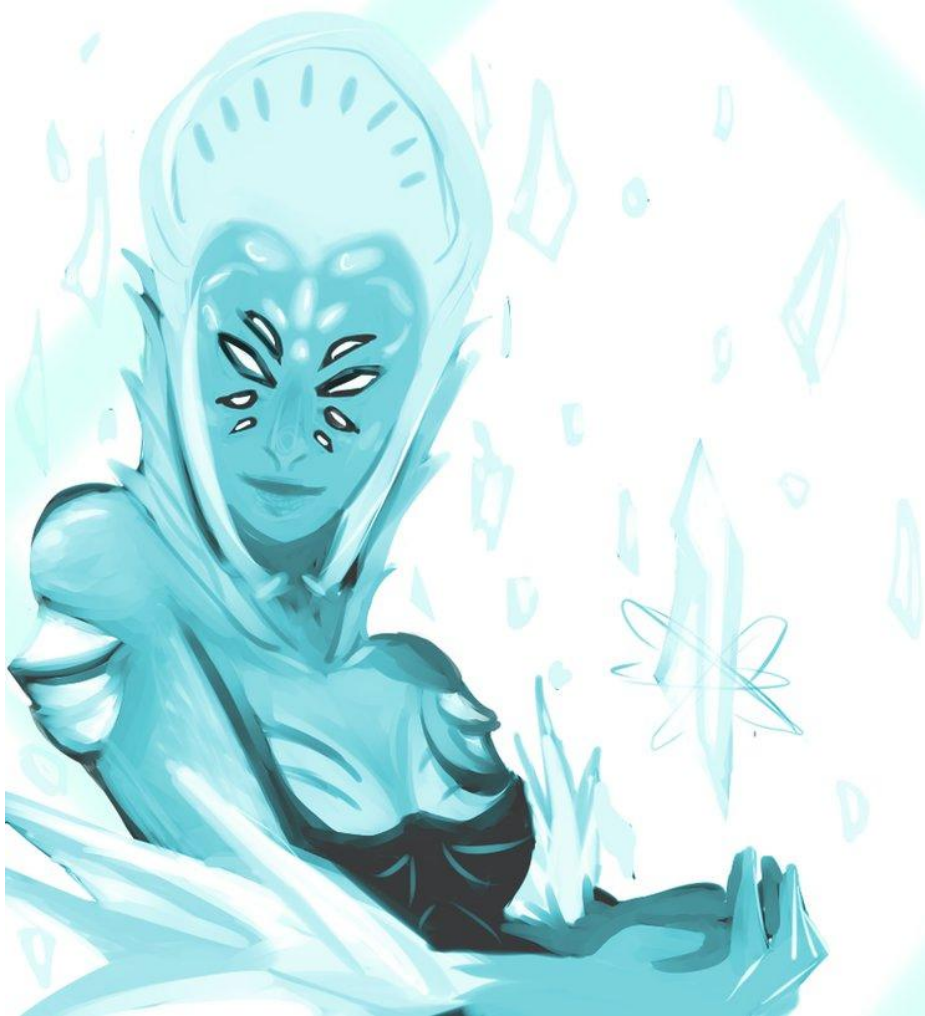
**Seren,
Goddess of
peace and
growth.**

When Mah fell into a coma, Seren finally decided to move on, and took up residence on Tarddiad, home planet of the elves. When Guthix invited Seren to come to Gielinor, some elves stayed behind, but their hunger for crystal eventually consumed them, and they fell into a state a madness.



Seren and the Elves built Prifddinas, a city of crystal. Deep in the forest of Tirannwn, there were shielded from all the carnage that was going on.





SEREN AND THE ELVES KEPT TO THEMSELVES AS THE OTHER GODS TORE GIELINOR APART. ALTHOUGH SEREN DID OCCASIONALLY SEND SCOUTS OUT TO SEE WHAT'S GOING ON, THE ELVES STAYED TO THEMSELVES AS THE EMPTY GOD RULED, AND REMAINED ISOLATED AS CHAOS REIGNED SUPREME. EVENTUALLY, IN ATTEMPT TO WEAN THE ELVES OFF OF HER, SEREN ENGAGED WITH DARKNESS AND DEATH. THIS BACKFIRED HOWEVER.

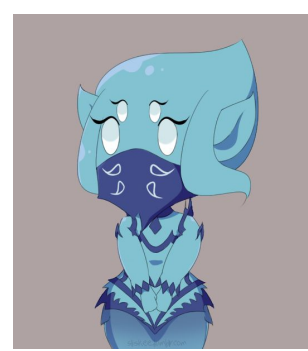
Rebellion



DURING THE FOURTH AGE, AFTER SEREN WAS SHATTERED INTO CRYSTAL, THE MAIN CONTINGENT OF ELVES VENTURED EAST. THE IORWERTH CLAN, WHO HAD BEEN EXPOSED TO THE DARK SIDE OF SEREN DURING THE THIRD AGE, SEIZED THE OPPORTUNITY AND GRABBED CONTROL OF PRIFDDINAS. A GREAT CIVIL WAR BROKE OUT, AND THE IORWERTH MANAGED TO FEND OFF THE OTHER ELVES, AND RETAIN CONTROL OF PRIFDDINAS. THEY WORSHIPPED THE DARK LORD, A MANIFESTATION OF THE DARK SIDE OF SEREN, WHICH HUNGERED FOR DEATH, AND FED OFF IT.

Regrowth and rebirth

Unable to recapture the city, the elven clans reverted it to crystal using crystal singing.



Lesson: don't worship the god of death.

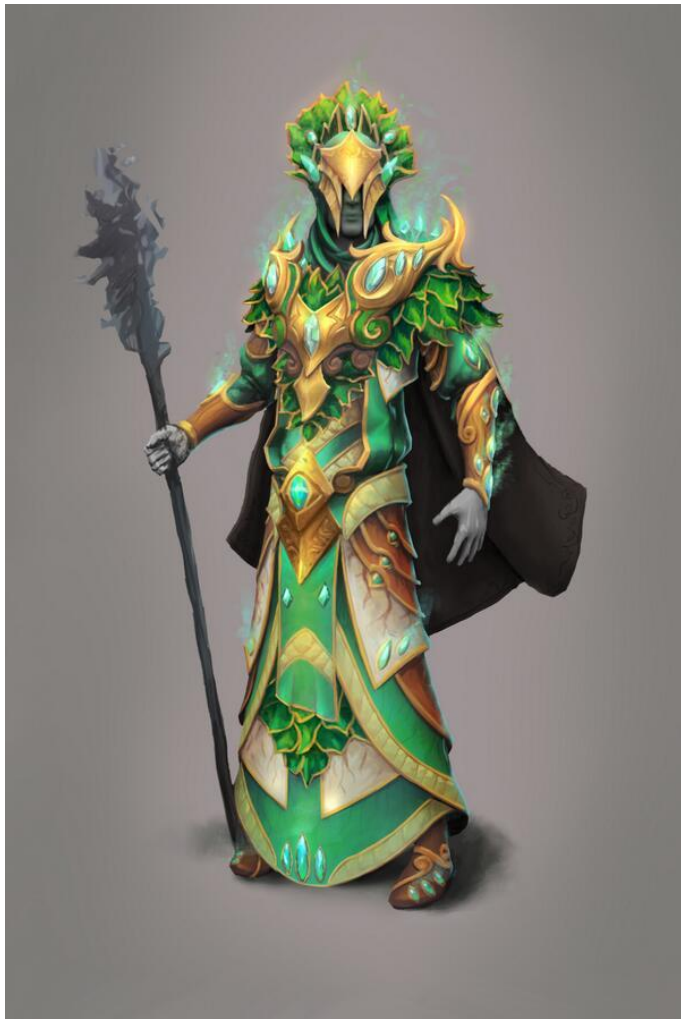


Lord Iorwerth planned to regrow the city using energy provided by the dark lord. The elven clans stopped this and instead regrew it with the light of Seren. In the course of the battle, the dark lord killed Lord Iorwerth in order to siphon some energy.

THE RESISTANCE WAS PRIMARILY LED BY ARIANWYN, LEADER OF THE CADARN CLAN.

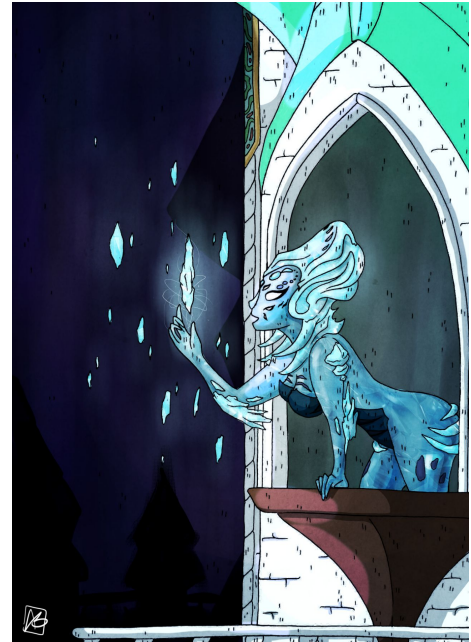
AFTER RESTORING PRIFDDINAS IN THE EARLY SIXTH AGE, THE ELVEN ELDERS DECIDED TO RESTORE SEREN AS WELL.





WHEN SEREN RETURNED, SHE REFUSED TO CONTINUE LEADING THE ELVES. INSTEAD SEREN FORCED THE ELVES TO GOVERN THEMSELVES. AND THEY SIT NOW, AS EVER, ON THE WESTERN TIP OF GIELINOR, IN TOTAL ISOLATION.

Seren now remains in a tower in the center of Prifddinas. Present if needed, but removed from the daily affairs of the elves.





Pondity

Zaros is the god of fate and control. Zaros seeks to advance the aims of mortals, and tried to do this by the creation of a massive empire.

In contrast with Guthix who sought to create balance in the world, Zaros sees the ideal as reaching an internal balance, of an individual with themselves.



When Zaros was incarnated into a physical form... When Zaros was incarnated into a physical form again in the Sixth Age, he exhibited a greatly changed temperament. He started to take a more laissez-faire approach to moral development on Gielinor, contrasting with his previous control-hungry approach. Zaros is relatively indifferent to the ideas of good and evil; he prefers to view the world in terms of action and consequence and transcends the good-evil dichotomy.

ZAROS ONLY CONSIDERS SEREN AND THE ELDER GODS TO BE GODS, AND THINKS OF THE REST OF THE GODS AS MORTALS WHO MANAGED TO GAIN A LOT OF POWER. ZAROS SEEKS TO BECOME AN ELDER GOD, WHILE SEREN IS BENT ON PREVENTING THIS.



Zaros does not hold his assassination against Zamorak; indeed, he still views Zamorak as his finest general and does not completely understand Zamorak's motive. It is Zaros's belief that Zamorak's strong will motivated the betrayal, and he considers this as a compliment rather than as an insult. While Zaros's followers tried to prosecute the betrayal with prejudice, Zaros himself does not believe this to be necessary. It is not even clear that Zaros fully understands that Zamorak crossed him.

The Betrayal



Zaros had promised to free the mahjarrat of the need for the ritual. Yet had not delivered upon this promise. **Zamorak** brought many of the mahjarrat to his side by telling them that Zaros considered them to merely be tools. Together, they attacked. The rest of the rebels dealt with the Zarosian forces, while **Zamorak** attacked **Zaros** with the siphon. **Zaros** was surprised by **Zamorak's** strength, and had to flee to avoid death.



The mahjarrat split into two factions.

The Zamorakians are: Bilrach, Enakhra, Hazeel, Khazard, Lamistard, Lucien, Moia, Zemouregal.

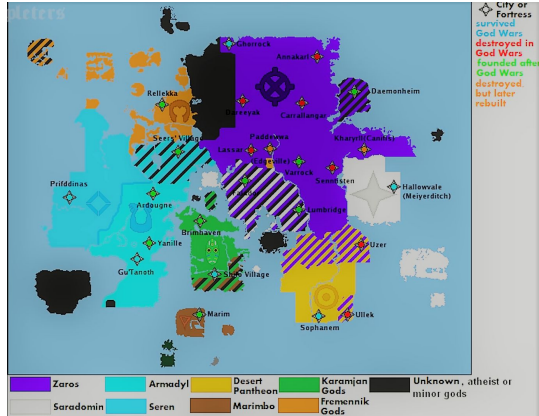
The Zarosians are: Akthanakos, Azzanadra, Jhallan, Sliske, Wahisietel.

Kharshai alone remained neutral.

The, Ilujanka, or the dragon riders, are originally from laia. at some point of their history, they ran into fertility problems, and were going extinct. Zaros then visited them, during the second age, and promised to cure their infertility in exchange for them joining his army. They obliged, and became a particularly valuable asset. Zaros was not however able to fix their infertility, and at the time of the betrayal there were only five Ilujanka left. They were split on which side to join, and so they stayed out of the conflict, which led to them being hunted by both sides for perceived disloyalty.



Zarosian dominion



The mahjarrat who fought for Zaros employed the power of ice, blood and smoke. While the dragon riders were able to have dragons fly with them into battle. With these two powerful races, and an army of demons to boot, the Zarosians were unstoppable.

Nex is a nihil, a product of Zaros's failed experiments attempting to cure the Ilujankan infertility. Zaros instilled nex with a bit of his own essence, making nex one of the most powerful mortals alive. After returning in the sixth age, Zaros made nex stronger still, making nex even more frighteningly powerful.



The Zarosians were supremely powerful, and didn't require a god to lead them. Even with Zaros gone, they would have been able to hold their own if not for an organized effort by all the other



The Zarosians were agents of blood and chaos, with a slightly different bend than Zaros. Zaros however never really paid attention to this, and were he to it is unlikely that he would care.



Zaros, The Dark Emperor, Nameless One, The Stranger from Afar, exudes an aura of control. Those in Zaros's presence cannot help but be swayed by what Zaros says, and Zaros cannot help but control others. Zaros has the mortal best interest in mind, but doesn't think mortals are capable of living without the guidance of the gods. Although recognizing having taken too much control in the second age.



Das
ende