Runescape

By Nianque

There exists five beings known as the Elder Gods who have created, destroyed, and then created anew universes since time immemorial. Upon creating a perfect world where the Anima Mundi is in such a state that it nourishes the Elder Gods, they burrow deep beneath to the heart of the world and sleep. Upon being reborn on that world once they have taken in a sufficient amount of Anima, they awake to begin the cycle all over again. This is how it was and will be since existence began.

Last Cycle however there was an anomaly… The Elder God of Potential, Mah was wounded to its core by something unknown and slowly lost its knowledge and memories. Unable to fulfill its role, the potential for Life took hold and now sapient life flourishes across the universe for the first time ever. Some of these newly realized mortals chanced upon the artifacts that the Elder Gods used to assist in shaping the universes and upon being affected by the energies of the artifacts across long periods of time ascended to godhood themselves. Eventually the new Young Gods were drawn to the perfect world of Gielinor, beneath which the Elder Gods slept. They fought over the resources of this perfect world until the use of The Catalyst destroyed and forever scarred half a continent.

This awoke the Young God Guthix from his own sleep whom knew of what slept underneath and had been keeping a careful control over the Anima of Gielinor. Upon awakening Guthix was horrified at what he found and used the Anima Mundus of the world to cast out and shield Gielinor from the Gods. Guthix would then go to sleep once more, hoping to be forgotten, while above him the followers of the various gods whom had followed their gods to the world found their way as the fighting died down. An age later, in the Fourth Age, the Rune Altars were created and using the mysterious Rune Essence, mortals could use the life force of the universe to create and cast spells. With this revelation, civilization sprung up as the numerous monsters across the land were fought off.

It is now year 165 of the Fifth Age and humans now rule the kingdoms of Asgarnia, Misthalin, Kandarin; Fremennik, and the fractured kingdom of the of Menaphos in the Kharidian Desert. Other races such as the dwarves, gnomes, elves, and vampyres have created their kingdoms for themselves.

Are you ready, adventurer? Ready to brave the trials of Gielinor while the Elder Gods sleep beneath the planet and plots are in motion to remove the Edicts of Guthix to let the Gods back in? You have 1000 CP to help you survive the next ten years.

Location

There are several major cities to choose from in the world of Gielinor. The ones listed here are only major cities belonging to a handful of the many realms that dot the planet's surface. You may roll 1d8 or pay 50 CP to choose. If you wish you may instead start at Tutorial Island for free.

0. **Tutorial Island**: An island south of Port Sarim which specializes in getting new adventurers started. Tutors for the basic skills such as fishing, cooking, combat, magic, smithing, and prayer are available and are eager to help you get started on your adventures here. Maybe you can prevent the island from being cursed and sinking five years from now?
1. **Varrock**: The capital of Misthalin and the shining jewel of the world over. Varrock has existed in one form or another since the beginning of the Fourth Age and is considered the economic, military, cultural, and technological center of the world. While it is not as wealthy as East Ardougne, Varrock stands strong watching over the both the Wilderness and the holy protections of the River Salve which separates Morytania from the rest of the world. Most recently Varrock has finished a network of beacons which encircle the Wilderness, ready to give warning about any threats that appear from the desolate land.
2. **Falador**: The capital of Asgarnia and the center of Saradominist worship. Falador is a military powerhouse and the fourth most populated city in the world. It is the stronghold of the White Knights and the secret base of operations of the Temple Knights. It is here that the White and Black Knights first schismed and conflicts between the Saradominist and Zamorakian orders are ongoing.
3. **East Ardougne**: The capital of Kandarin and the wealthiest city in known world (though there are rumors about Menaphos in the desert). A relatively young city that was established by followers of the three major gods, it nonetheless rose quickly into prominence and it's markets are filled to the brim with people from all over the world. Curiously a strange plague has taken over the western half of the city and King Thoros has ordered the western half quarantined.
4. **Al Kharid**: One of two capitals of the Kharidian Desert with the other being the recently isolated Menaphos. Many a bloody conflict has been fought between the two, though peace reigns for now. Strange events have been occurring in the desert recently, none of them good.
5. **Rellekka**: Said to be the capital of the Fremennik Province and while it is a trading hub between the islands of the province, several of the islands do not recognize Rellekka as the capital. Home to the Fremennik peoples, here you will find a strong naval tradition and fierce warriors, though be wary of using magic as only the peoples of the Lunar Isles practice magic, with the others shunning it fiercely.
6. **Gu'tanoth**: The capital of the ogres in the Feldip Hills. Long ago it was the fortified stronghold of the Bandosian forces during the God Wars, though the goblins have since splintered into warring tribes, the trolls have all gone to live in the northernmost mountains, and the ogre subspecies have rarely been sighted on the mainland. Nonetheless, the ogres wield strong shamanic magic and it is one of the most fortified locations that is not deep underground.
7. **Canifis**: Canifis is not a capital, as dropping you into Darkmeyer would just be serving you up as a snack for hungry vampyres. Once a major stronghold of the Zarosian Empire of the second

age, now Canifis exists only as a small village populated by werewolves and overseen by a high ranking vampyre. Although the werewolves are friendly for the most part, be wary as they pay a blood tithe to the vampyres and wandering adventurers who cross the River Salve into Morytania serve this role well.
8. **Free Pick**: Not happy with the listed locations? Perhaps you wish to appear in the Tree Gnome Stronghold, Trollheim, Keldagrim, Dorgesh Kaan, or Lletya. Be wary for many of those locations have closed their borders and have not interacted with the rest of the world for a very long time.

Background

You may keep your gender or change it for free. Roll 1d8+17 for your age.

Drop-In: No extra memories or skills.
Warrior: Good with heavy armor and melee weapons.
Ranger: Good with ranged weaponry and very agile.
Mage: Can craft runes and use magic.

Races

There are a plethora of races that call Gielinor home, after having been stranded with the Edicts of Guthix. Here are just some of those many, many races.

Basic (Free): Any race below or similar to human capabilities.
Human - One of the most populous races on Gielinor. Humans enjoy wide acceptance, fantastic endurance and a very broad knowledge of using runes.
Dwarf - A very sturdy race with incredible endurance. Dwarves retreated underground during the God Wars and built an impressive underground realm that is connected by a network of minecarts. Keldagrim stands as one of the most impressive hubs of technology in the world, but is not well known as the Trade Consortium keeps the doors shut. Dwarves cannot use magic, as long ago they were cursed by Zamorak. Most swore off the use of magic entirely, some fell to Zamorak and became the Chaos Dwarves, while the Imcando swore themselves to Saradomin and kept their magic.
Gnome - Limited for the most part to the Tree Gnome Village and Tree Gnome Stronghold, they have a fantastic force projection through the use of a network of gliders. Additionally they harbor a connection to the Anima Mundus, allowing an unique kind of nature magic, are friends of the spirit trees and can use them as a network to teleport to other spirit trees. They also have an innate grasp of illusion magic.
Goblin - Of the twelve goblin tribes, eleven follow the war god Bandos. These eleven tribes have degraded in intelligence and only become all the more bloodthirsty. The twelfth tribe, the Dorgeshuun however broke away from Bandos during the God Wars of the 3rd Age and retreated underground. Now their city stands as a hidden testament to technological innovation. Goblins can be considered extremely numerous, but tend to be below human in capabilities.

Moderate (50): Any race that has greater than human capabilities, but not overly so.
Ork - Not much is known of these Bandosian warriors. What is known is they are incredibly tough and strong, as well as holding a strong sense of loyalty treating an attack on one of them as an attack on all of them. Orks on Gielinor have the most part been wiped out, but those frozen in the fight for the Godsword may yet unfreeze and there is always the threat of more pouring in from their home world somehow.
Elf - Devout followers of Seren, due to their bond to the god, they struggle to maintain their sanity while away from her. Fortunately for the elves, Seren was shattered and her essence is imbued in the crystals that dot Tirannwn. Elves are known to practice the Light side of ancient magicks and curses, as well as being extremely good with nature magic, exceptionally agile, and incredibly skilled. They are split into nine clans, each holding dominion over a facet of elven society. As of right now a civil war splits the elves and the Iorwerth seek to subjugate the other clans in the name of their dark lord.
Troll - Trolls are not incredibly bright and tend to be named after the first thing they eat. Hailing from the northern part of Gielinor, they have been a constant threat to the rest of Gielinor. Like other Bandosian races, they have been bred into the sub-types of mountain, ice, river, and sea trolls. Mountain trolls are by far the most common, filling the northernmost mountains and ruling their own city of Trollheim. Regardless of the different troll breeds, they all tend to be exceptionally tough and regenerate, as well as being incredibly adaptive to their surroundings.
Ogre - Ogres rule over the Feldip Hills from the cities of Gu'tanoth and Oo'glog. Ogres are incredibly primitive, though their shamans who serve as their religious authorities wield powerful magicks that are unknown elsewhere. They have a tendency to be uneducated, but also incredibly strong. Ogres were bred by Bandos to fulfill different niches in warfare and thus have a number of subspecies in addition to the regular ogre including jogres for jungle, and mogres for underwater, though there also exist zombie and skeleton ogres known as zogres and skogres.
Ilujanka - Inhabitants of Iaia, they suffer from infertility and their population is not sustainable. Zaros upon seeing their plight offered to try and cure their infertility if they came with him to serve as soldiers in his army. They can share minds with the gurghs of Iaia and upon reaching Gielinor realized they could use this ability on dragons as well and came to be known as dragon riders. The dragon riders would later be hunted to extinction on Gielinor with only two surviving, one of them an egg and the other petrified in stone.
Werewolf - Sworn followers of Zamorak, the god of chaos whom they see as a benevolent deity who protects them from the evil Saradomin. The origins of werewolves are not clear, some saying they are their own race from their own world and others saying they were humans cursed by Zamorak. What is known is that they live in the village of Canifis, have a low rate of reproduction, and are physically superior to humans. Werewolves enjoy greatly enhanced strength, regeneration, and toughness with all of these being massively increased while in their wolf form.

Advanced (100): Any race that has much greater than human capabilities.
Aviansie - Proud followers of Armadyl, the aviansie are a winged avian race who inhabit the dangerous world of Abbinah which is made up of floating islands, constant storms, and

incredibly strong hurricane force winds. As a result, aviansie tend to be phenomenal with wind magic and have extremely strong wings. When Zamorak destroyed Forinthry during the God Wars, it was thought that the aviansie had been extinguished, though some still struggle to survive on their homeworld. They are master artisans, capable of constructing war golems and even created the Godsword, capable of slaying gods.

Icyene - Icyene are a migratory race from the world of New Domina and resemble angels in that they are humanoid with wings. Icyene have the potential to be incredibly powerful in both physique and magic, as well as being associated with holiness. The stronghold of the icyene known as Hallowvale was sacked during the God Wars and the icyene there were presumably all turned into vampyres.

Vampyre - Vampyres are a predatory race from the elemental blood plane of Vampyrium. They are masters of blood magic, have powerful mind reading abilities, and are immune to all but very specific weapons. The vampyres are lead by Lord Drakan whom seeks to return to the predatory roots on Vampyrium, away from his presumed god Zamorak. Vampyres can additionally be created from other races with differing effects, with human-born vampyres being less powerful, while icyene-born vampyres are incredibly powerful but do not listen to authority and harbor an intense hatred of all things holy.

Avernic Demon - Originally the slave race among the demons of the elemental smoke plane of Infernus, Zamorak has since lead a campaign to overthrow their cthonian overlords. Creatures from infernus are known to speak infernal which is able to make binding pacts, as well as being practitioners of the rare shadow magic and smoke magic.

Ourg - An immensely large race twice the size of ogres and even more powerful. Ourg originate from Yu'biusk, though the world is now dead and only two ourg are known to still live. General Graador who is frozen under the ice in the conflict for the Godsword and Zarador an ourg shaman who went into hiding at the end of the God Wars. They are possibly the most physically powerful race to exist without the aid of magic.

If a race is not listed, you may choose it by paying an appropriate price unless it is a magnitude more powerful than 'Advanced Races'.

Perks

Although the major cities of Gielinor are safe for the most part, there are many threats hidden in even the most innocuous of places. Use these perks to defend yourself and you may yet make it through.

Solomon's Cosmetics (Free/100 to keep): You may freely alter the appearance of items you obtain so long as you do not change what they fundamentally are.

Task System (100; Free Drop-In): You are instantly alerted whenever someone has a task for you, and a general idea of what that task requires of you and what rewards you might expect from doing it. Additionally you are alerted whenever a major event is occurring.

Lobster Healing (100; Free Drop-In): You can now consume food to heal injuries. The more extravagant the food is, the more it can heal. A bar of chocolate might heal a shallow cut, but a manta ray could regrow limbs.

Silent and Deadly (200; Discount Drop-In): You are a master at sneaking around, navigating through traps, blending in, finding your way through puzzles, as well as picking locks and stealing.

It's Questing Time (200; Discount Drop-In): Whenever you get stuck on a goal, you may perfectly recall what you were doing last regarding that goal and easily figure out what your next objective should be regarding that goal. Guaranteed to help you past bottlenecks, but it might take you a bit of time to figure out the next step while you review the details.

Prayers of the Ancestors (300; Discount Drop-In): You can now call on the strength of the dead. This can be used to negate half of all damage, empower your abilities, or even greatly increase your natural regeneration rate. Their duration scales based on the strength of your faith and respect for your ancestors.

Curses of the Ancestors (300; Discount Drop-In): Instead of just letting the ancestors empower you, you may now leach strength from your enemies to empower yourself. This is in addition to prayers that double the effects of 'Ancient' spells, a way to heal off damage dealt to an enemy, deflecting damage, and sharing damage dealt to you between multiple people. Their duration scales based on the strength of your faith and respect for your ancestors.

Player Owned Dimension (600; Discount Drop-In): You have access to your own private pocket dimension, which is half an acre in size. Additionally you know how to create tablets which may be broken to teleport you to it and it comes with a portal that you may redirect to a location that you have prepared ahead of time. You are also a master architect and builder, able to create and maintain your own house along with everything you need for it. You may not use this to store non-companions in, non-sapient beings like pets may remain when the jump ends,

but sapients that are not companions may not. This dimension will increase in size by half an acre every ten years.

Jack of All Trades (600; Discount Drop-In): You learn new skills extremely quickly, reaching the equivalent of a master in that skill in a quarter of the time it should usually take. Supernatural skills that you are capable of learning may be learned in half the usual time. Additionally upon reaching mastery in any given skill, people gain an instinctual awareness that you have the distinction of mastering that particular skill and you gain a cool cape that denotes you as a master of that skill. You may choose to suppress this awareness regarding certain skills if you don't want people to know you're capable of them for some reason.

Weapon Specialist (100; Free Warrior): Though you may not be a master at melee weapons yet, you learn extremely quickly when it comes to wielding them and have a basic level of proficiency with any weapon you use if you wouldn't already be more skilled than that

Identify Enemy (100; Free Warrior): You may now look at a potential enemy and identify how strong they are and whether melee, ranged, or magic would work best as well as what the ideal weapon or spell category would be to use against them.

Master Smith (200; Discount Warrior): You are a master smith, capable of running a large forge by yourself and learning to craft with even the most exotic of metals. Things which you forge or craft yourself are marginally better than they otherwise would have been without this ability, no matter how skilled you were before.

A Miner Problem (200, Discount Warrior): You excel at identifying what can be found in rocks. Even the most obscure of materials can be identified by you, alongside their general properties and what they could likely be used for.

Unending Endurance (300; Discount Warrior): Whether it be running constant errands from one continent to another or outlasting a particularly troublesome foe in combat, you just plain do not get tired as easily as others do. You could fight all day, run a marathon, and endure the most mind numbing of pursuits on only a few hours of sleep.

Defend Yourselves! (300; Discount Warrior): You have an instinctive awareness for what you can do to mitigate injuries; whether it be blocking, dodging, or even weaving a complicated spell you instantly understand which of your options is the best one to take the least amount of harm as possible. For some reason you also find yourself healing faster than you should at roughly three times the normal rate and five times when you are resting.

Master of Blades (600; Discount Warrior): Few are your equals when it concerns melee combat. You instinctively understand all forms of close combat; including all martial arts and close ranged weapons. Choose one form of martial art and one melee weapon to master, you are now among the deadliest combatants known in your chosen syles. As a bonus you can

close the distance to your opponent exceptionally quick, perfect for taking out those ranged attackers.

Slayer Master (600; Discount Warrior): You instinctively spot and can exploit weaknesses. If an opponent is only weak to a specific item, then you know what that item is and even where to find it. Never again shall your foe be immune to your attacks.

Marksman (100; Free Ranger): You learn quickly when it comes to using ranged weapons and have a basic level of proficiency with any ranged weapon you use if you don't already have skill beyond that

Woodsman (100; Free Ranger): You know how to live off the land; tracking, hunting, making fires, all this and more comes to you naturally with the experience of a lifelong veteran survivalist.

Master craftsman (200; Discount Ranger): You are a master craftsman, able to use wood, hide, and cloth to craft equipment. Even exotic materials are not out of your reach and in time you could create truly amazing armor and weapons. Things you make personally will always be marginally superior with this ability than they would have been otherwise, no matter how skilled you are or may become.

Swift Feet (200; Discount Ranger): One of the best ways to avoid being killed in combat is to not be there when the blow comes. Dodging and parkour comes naturally to you, allowing you to traverse complicated obstacles and battlefields filled with hazards with ease.

You Can Run But You Cannot Hide (300; Discount Ranger): When you decide you want to hunt someone down, there is nothing that can stop you from finding them. Alright, that may have been an exaggeration, but you are a master at finding people and things when you go looking for them. In fact you are so good that it is borderline supernatural, it would take some serious protections to hide your target from you.

Herbalist (300; Discount Ranger): Plants have many uses and now you can accurately identify what the plant is, what uses it might have, and even the best way to mix it with other ingredients for the best effect. This comes with a natural talent at making potions. Potions, pills, elixirs, ointments, and other such things crafted by your hands can have supernatural effects even when made from mundane items, though obviously supernatural ingredients will result in more powerful effects.

Master of the Range (600; Discount Ranger): You are a master at accurately calculating distance and hitting your targets when using ranged weapons. Welcome to being one of the top marksmen to grace Gielinor. In addition you are now exceptionally good at balistic math. Your spatial awareness is also increased so that you always know what is going on around you.

Mage Hunter (600; Discount Ranger): It's said that ranged attackers have an advantage against mages, but then there is you... Magic seems to just wash off of you, with any magic cast against you seeming to operate with only half of its intended power. Additionally you are simply incredible when it comes to dodging magic and can even judge the magic resistance of a given substance.

Rune Mage (100; Free Mage): You can cast magic without rune stones, know the secrets to creating your own runes, and can even recreate the fabled rune altars themselves with enough time and skill.

Magical Specialization (100; Free Mage First Purchase, Discount Additional Purchases): Pick between offensive, defensive, mundane, spatial, or elemental magic. You are now skilled in that area of magic and will learn related spells faster.

Jumper The Enchanter (200; Discount Mage): Most can only apply basic enchantments to particularly receptive objects. You however can craft incredibly complex enchantments on just about anything. Anything from animation enchantments to at the very highest level being able to enchant weapons with the power to kill gods.

Spirit Summoner (200; Discount Mage): You are skilled at the art of summoning, with this you may create a pouch attuned to a creature from the spirit realm and then summon it. You also have access to the spirit realm for the purpose of gathering reagents. With enough experimentation you may be able to figure out how to summon other beings as well.

Lunar Magicks (300; Discount Mage): You have knowledge of the magicks from the Lunar Isle; while most of the magic was created to make day-to-day life easier, there are exceptions to this. With enough training, you can learn to share your life energy with others, cure poison, or even reflect the majority of damage back to the attacker.

Ancient Magicks (300; Discount Mage): You have knowledge of the magicks from mahjarrat and the elves; as such you know of spells to control shadow, smoke, blood and ice. You also have extensive knowledge in defensive, restoration, and natural magic.

Master of the Mystical (600; Discount Mage): Spellcrafting is a particularly difficult field, except for you that is. You learn new magic extremely quickly, can see how spells relate to each other, and then apply this knowledge to creating your own spells.

Archmage (600; Discount Mage): Your spells are half again more powerful and even seem to conduct through metal exceptionally well for some reason. Spells you cast are also less resource intensive, whether they rely on ingredients or a source of power, you find yourself using only half as much as you would normally need for any given spell.

World Guardian (400): You can choose whether or not you want to be highly resistant to divine influence. Gods from this jump will find it nearly impossible to touch you, but you will only have a resistance outside of this jump. The stronger a god is, the less of a resistance you have to them; where a minor god may be unable to interact with you at all unless you are willing, Elder Gods and other Creator entities can still interact with you, but cannot simply erase you from existence. This is a capstone booster, the power of Gielinor flows through you.

*Effects of the capstone booster are available in the notes section

Companions

Though Gielinor has its hosts of monsters and civilians trying to eek out a life unnoticed by what lurks outside the borders of the cities; there may yet be those you feel a special connection with and wish to bring with you.

Pet Keeper (Free): You may import a pokemon or non-sapient pet. Additionally you may choose a small (up to the size of a large dog) real life mammal, reptile, or bird to bring with you on your journey.

- A Dragon's Tail (300; Free for Ilujanka): You are gifted with one green, blue, red, or black dragon egg or hatchling.
    - One of a Kind (200): You may instead make it a white dragon egg or hatchling. White dragons are tougher and smarter than other dragons, being fully intelligent. The thing that truly makes a white dragon unique however is their ability to fly between planes; multiversal travel is restricted until the end of the chain. Can take the dragon as a companion or import an existing companion into this role.

Adventure Party (Free): No adventure is complete without a party to fight at your side! Import or create up to 8 companions for no cost at all! They get a free background and race as well as 300 CP. You may pay to give them more CP at a 1:2 exchange.

Looking for Clan (300): You can import up to 500 companions.They get a free background and race, as well as 800 CP.

Items

I hope you did not wish to leave without being properly kitted out did you? I am feeling rather merciful and will grant you a deal; you may combine your existing equipment with what you purchase here at no extra cost. Though I regret to inform you I will only allow this to work on one purchase per import. If you wish to combine other items, it must be different from what you have already imported.

Adventurer's Bag (Free): You have a bag of a design of your choice that is bigger on the inside and can carry many times more than it should. Weight is still a problem though.
World Map (Free): You have a map which depicts the entire surface world as well as updating to add any new areas you encounter such as dungeons or other worlds. Will continue to update itself out of Jump.
Gold (50; first purchase is free): Here is ten thousand gold coins to start out with and an enchanted currency pouch to carry it in. It should be enough to get you started and on your way.

Adventurer's Log (100; Free Drop In): A notebook that is updated in real time with significant victories, monster kills, quests, and other related information.
Cramulet (100; Free Drop In): The Cramulet is the combined form of many translation amulets; this version will allow you to communicate with anything that speaks, including animals and spirits.
Basic Warrior Gear (100; Free Warrior): Any set of bronze, iron, steel, or mithril equipment.
Ancient Mace (100; Free Warrior): This mace smashes through magical and divine protections. They cannot hide behind their fancy magic and gods now!
Basic Ranger Gear (100; Free Ranger): Any set of leather, hard leather, studded leather, or carapace equipment.
Amulet of Accuracy (100; Free Range): This amulet greatly enhances your accuracy with ranged weaponry, allowing you to better hit your targets.
Basic Magic Gear (100; Free Mage): Any set of wizard, imphide, spidersilk, or batwing equipment.
Chaos Gauntlets (100; Free Mage): These heirloom gauntlets were designed to greatly empower 'bolt' level spells. This set of gauntlets however will empower all of your spells and can be combined with an existing armor set without worrying about the limit.

Adventurer's Supplies (200; Discount Drop In): This is a bag filled with runes, seeds, herbs, arrows, bolts, and potions. It refills once a week. If lost or destroyed it will reappear in your warehouse within a week.
Ring of Visibility (200; Discount Drop In): The ring of visibility is imbued with properties of the shadow realm, allowing you to see that which cannot normally be seen and even things in adjacent planes such as the shadow realm.
Medium Warrior Gear (200; Discount Warrior): Any set of adamant, rune, or dragon equipment.
Excalibur (200; Discount Warrior): An enchanted sword that may be activated to greatly increase your durability and heal you of mortal wounds. It has a cool down of five minutes.

Medium Ranger Gear (200; Discount Ranger): Any set of blue dragonhide, red dragonhide, or black dragonhide equipment.
Ava's Alerter (200; Discount Ranger): This backpack (undead chicken with magnet not included) serves to magically reacquire any spent ammunition. It can also be attuned to search for magnetic items.
Medium Mage Gear (200; Discount Mage): Any set of splitbark, mystic, or grifolic equipment.
God Book (200; Discount Mage): It does not have to be a specific god and in fact could be a magical book concerning any belief. That said, this holy book has been enchanted to empower your abilities and has a variety of sermons concerning the belief in question. This includes generic sermons, last rites, wedding ceremonies, and blessings.

Runescape for Dummies (300; Discount Drop In): It contains a copy of everything in the Runescape Wiki. If lost or destroyed it will reappear in the warehouse once seven days have passed.
Enchanted Key (300; Discount Drop In): This key can be used to send you back in time. Unlike the real version, this one can only be used to view events that have already happened, not0 interfere. You will have to attune it to the event or location you wish to view however.
Advanced Warrior Gear (300; Discount Warrior): Any set of bandos, torva, or malevolent equipment.
Silverlight (300; Discount Warrior): Silverlight was a magical and holy sword forged to combat a powerful demon; like the original Silverlight, infusing it with the blood of other powerful demons will enhance its strength even further.
Advanced Ranger Gear (300; Discount Ranger): Any set of armadyl, pernix, or sirenic equipment.
Dwarf Multicannon (300; Discount Ranger): Is this an automatic cannon in a fantasy setting? Built by the dwarves, this massive cannon can swivel around and fire a barrage of cannonballs at anything within range. Comes with a how to manual and carrying bag for when it has been disassembled.
Advanced Mage Gear (300; Discount Mage): Any set of subjugation, virtus, or tectonic equipment
Teleport Crystal (300; Discount Mage): You may attune this crystal to specific locations and then use it to teleport back to there whenever you need to.

Ring of Charos (600; Discount Drop In): Created by an incredibly charismatic individual named Charos, he was able to bend the minds of those around him to accept things they would not normally have accepted.This ring enhances your charisma to truly ludicrous heights, functioning almost like mind control in what you can convince people of.
Sunspear (600; Discount Drop In): The legendary vampyre and werewolf slaying weapon. This weapon can be used as a spear, staff, or a self-returning javelin and is made of a blessed silver and mithril alloy, an enchanted werewolf slaying dagger, and blisterwood which is anathema to vampyres, shifting to get around mind reading. This version is supernaturally effective against all forms of vampire and werewolf, it also gets around those troublesome opponents who know what you will do before you do it as the weapon literally bends in order to strike true.

Godsword (600; Discount Warrior): Built in the 3rd age by the best aviansie smiths to slay a god. It was shattered in battle and each of the four gods warring for it built their own hilt, giving it different abilities. Now in addition to being able to kill gods and similar immortal beings, this massive two-hander will empower you, weaken your enemy, heal you, and can discharge massive amounts of power to render unto your enemy your judgement.
Shield of Arrav (600; Discount Warrior): The Shield of Arrav was an otherworldly shield able to protect the wielder from any magic attack and can also unleash a blast of energy that greatly harms undead in the area.
Strykebow (600; Discount Ranger): A special bow that can only be found in the Wilderness which stores damage received and unleashes it as a powerful magical arrow. This version is considerably stronger and will hit like a tank. Additionally you may choose to fire a special arrow which will encase a target in a column of flames, preventing them from moving and dealing massive damage over time if they lack considerable fire resistance.
Enchanted Ammunition (600; Discount Ranger): Enchanted bolts serve as a cornerstone of crossbows; this ammunition will adapt to fit any projectile weapon you own and replenishes.There is a variety of different types, including attuned bane ammo (dragonbane, demonbane, and undeadbane amongst others), weakness inducing, vampyric health stealing, and dragonfire.
Battlestaff of Jumper (600; Discount Mage): While the original battlestaffs were dedicated to Armadyl and thus wind magic, this battlestaff may be dedicated to a single element or god and greatly enhance any spells cast of that type. Spells cast while using this staff seek out weak points, dealing more damage than usual and bypassing most protections. You may change this alignment once every ten years.
A Guide to the Mysteries of Magic (600; Discount Mage): A step by step guide on how to create rune altars, rune essence, and talismans. In addition to allowing you to rebuild the entire Runescape magic system in other jumps, it is also an incredible guide for creating other magic systems and spells.

Drawbacks

Max of 1000 CP from drawbacks.

Clumsy (+100): You just cannot seem to keep from messing up can you?
Mute (+100): For some curious reason you appear to be unable to talk.
Heretic (+100 per faction): You seem to have gotten the followers of a god rather mad. (Cannot pick Brassica Prime or any gods of tier six or seven on the divinity scale)*
Skill Grinding (+100): You seem to have an obsession with something called XP. No matter what else you may want to do, you will be there repetitively repeating boring actions trying to get all the XP you can out of it.

Bounty (+200): A bounty has been put on your head. All mercenaries, adventurers, and anyone else willing to collect on it will be looking for you so they can kill you and bring your head in for a reward. Apparently you are too dangerous to be taken in alive.
Disabled (+200): Choose a non-essential body part (hand, foot, arm, or leg); you now lack that body part. You cannot get around this problem no matter what you try; prosthetics will cease to function and magical workarounds will just not seem to work correctly.
Swarmed (+200): Monsters seem to be attracted to you. Upon entering an area, you will be immediately swarmed by whatever monsters are in that area.

Hunted (+400 for the first Kingdom, +200 for the second, and +100 for each one after that): One of the Kingdoms has declared you an enemy of the state. You will find no refuge in their lands and be constantly hunted by people affiliated with them.
The Chosen One (+400): Must you really stop and help everyone? Anytime you see someone in need you will compulsively stop and help them with whatever they need doing.
Monster Magnet (+400): Anywhere you go monsters will be able to find you. At first it will be the occasional giant rat or spider, easy right? Wrong; the monsters will gradually increase in difficulty until eventually you are having to fend of dragons, demons, and other things. Toward the end of your stay the really powerful monsters will come out, capable of laying waste to entire armies.
Hard Core Ironman Mode (+400): Are you sure you wish to accept the challenge, Jumper? You now lack all of your outside Jumper powers, your warehouse, and seem to be unable to trade on the Grand Exchange.

Anathema (+600): One of the gods wants you dead and starting from the time the barrier over Gielinor disappears five years in, will attempt to kill you. They will use every resource at their disposal to accomplish this including coming in person. I hope you have a way to deal with a god and all of their followers. Must choose a tier 2, 3, 4, or 5 god; cannot choose Guthix or Desert gods.
Rage of the Dragonkin (+600): The dragonkin are aware of your arrival. They believe that if they kill you, they might finally be freed of the curse the Elder Gods placed upon them. I hope

you are ready for beings powerful enough to fight gods and who have access to some of the Elder Artifacts.

Hated (+600): What did you do now? Everyone you meet aside from your companions appears to want to kill you. This will be a long ten years for you as no matter where you go, people will find you and try to kill you.

Missing, Presumed World Guardian (+600): The one who would later be the World Guardian never showed up. Fortunately we have a substitute! Don't worry Jumper, not only will you have to do pointless quests that nobody else seems to want to do, but the fate of the universe hangs in the balance. I hope you enjoy being a chess piece in conflicts between gods, dragonkin, mahjarrat, and other equally powerful individuals and groups. Oh and your attempts to derail the plot and prevent quests from happening will always fail.

Wrath of the Elder Scenario

The Elder Gods have detected your arrival and are waking.

Under the southernmost reaches of the Kharidian Desert where the twin cities of Menaphos and Sophanem sit, lay Jas the Elder God of Progression and Time. The Karamja volcano holds Ful who rests by the Elder Kiln as the Elder God of Constancy and Fire. The Elder God of Alteration and Earth, Bik meanwhile slumbers under the peaceful island of Entrana whose monks know not the danger that they are in. Wen is the Elder God of Inversion and Ice, whose body is so large that it spans from Ice Mountain to White Wolf Mountain. The final Elder God Mah was born stillborn on the previous perfect world Freneskae and holds dominion of Potential, Light, and Darkness.

Five years into your stay the Elder Gods will wake, reaping untold devastation upon all in their way of their ultimate goal; you. The isolationism of the Tzhaar will be broken as they are cast back into the Elder Kiln to be remade as TokHaar in service to Ful even as the volcano erupts with It's emergence. As Bik approaches from the ocean, so to will a tsunami large enough to drown the the islands and coastal regions as It hunts you endlessly. The mighty realm of Asgarnia will be broken under avalanches the size of mountains as Wen bursts free from It's mountainous home. Sandstorms will spawn in the desert, obscuring all within as the grand cities of the Kharidian are suffocated under sand as Jas emerges. Mah wakes for the first time and in doing so concots a grand ritual to drain all of It's power back from the Mahjarrat, Seren, and Zaros in It's bid to make it to the the anima rich perfection that is Gielinor.

If you have taken the Rage of the Dragonkin Drawback, then the enslaved Dragonkin are enlisted to bring back all Elder Artifacts to their makers. These mighty warriors have been told that if they can kill you, then their race will be freed of the shackles chaining and them their infertility will be a thing of the past. The Dragonkin are fundamentally linked to the Catalyst and grow in power whenever it is used. It is due to this that over the many thousands of years that the Catalyst has changed hands, they are now able to match the gods in combat. In order to ensure your end, the Dragonkin have been given free use of the Elder Artifacts and if they can be bested in combat then Jas will grant them the power to equal you. Can you survive Jumper? Can you manage to kill the gods who created the universe?

If you do manage to kill all five Elder Gods, then you will be granted 1000CP and your choice of one of the Elder Artifacts.

End Choice

-**Go Home**
Tired of the adventurer's life? Here's a free ticket home!

-**Stay Here**
Have you really fallen prey to the 'perfect' world of Gielinor like so many others? Well alright, you can stay, though watch out for those Elder Gods trying to remake the universe.

-**Move On**
Up for more adventure? Worry no further, I can send you right along to your next Jump with no hassle!

Notes

- The Anima Mundi can be thought of as the life force of planets. The more perfect a world, the stronger its Anima Mundi; It is this the Elder Gods seek as part of their life cycle, creating countless imperfect planets as they seek to create the perfect world and draw strength from its Anima Mundi.
- A Faction for the purposes of this document is considered to be the followers of a god given below, Sliske, or the Godless.
- A Kingdom is considered to be one of Asgarnia, Misthalin, Kandarin, the Dwarven Realm, Gnome Empire, the Fremennik Province, Tirannwn, Morytania, Kharidian Desert, or Feldip Hills
- There is a barrier around Gielinor that
- If you are able to teleport, then you know the coordinates in order to reach your Player Owned Dimension.
- You cannot take the Elder Artifacts out of the jump as they are literally tools used to shape universes. They are also capable of ascending people to godhood and thus not allowed in jump.
- Ascension to godhood can happen in one of two ways. The first is long term exposure to an Elder Artifact and the second is stealing energy from a god (usually by killing them with an Elder Artifact). You cannot ascend through the tiers of godhood during the Jump or if you have the World Guardian perk.
- Equipment sets include weapons of their respective tiers. Equipment does not degrade
- Gods are any entity that exists on a dimension higher than you, powerful beings fundamentally linked to a concept, are otherwise considered gods, or a fundamental part of the universe. If there is a specific energy tied to gods, then those with the World Guardian perk are considered resistant to that as well.
- Jack of All Trades caps at mastery and grandmastery respectfully.
- How Archmage's and A Guide to the Mysteries of Magic affect mixing spells and magic systems is up to you.
- The Mage Hunter boosted capstone will negate spells comparable to 8th circle D&D spells.
- Each gear set is 1 ½ times the toughness of the previous one. Thus malevolent is ten times the strength of steel.

Capstone Boosted Perk

- 'Player Owned Dimension' now consists of one acre in size and supernatural ability in skills related to building such as construction, architecture, engineering, and agriculture. If you want to be able to create a magical castle where every single piece works together as an amplifier and magical array of extraordinary power, now you can. The dimension will double in size every ten years.
- 'Jack of All Trades' Instead of just achieving mastery in less time, you can now achieve grandmastery in the same amount of time. You can choose whether or not people are

aware that they stand in the presence of a grandmaster and you get a cool cape denoting your achievement.

- ‘Master of Blades’ There’s masters and then there’s you. You are now a master at all forms of close combat and can even improve to an outright supernatural level of skill. You now rank leagues above masters when it comes to your preferred weapon and martial art, making you a grandmaster. Oh and you now have a supernatural ability to close the distance between you and your opponent, ignoring their speed for the purposes of getting into melee distance.
- ‘Slayer Master’ You now have a supernatural ability to hit enemy weak points. You are also able to ignore resistances, even if the opponent can only be hurt by a certain action or substance.
- ‘Master of the Range’ Whereas before you were but a mere master with ranged weapons, you are now beyond even that. You have supernaturally good aim and can pull off extremely difficult trick shots with ease. Additionally you are so in tune with your senses that it’s like you have eyes in the back of your head, letting you dodge attacks with a supernatural ability. Finally you can even improve to an outright supernatural level of skill.
- ‘Mage Hunter’ Your protections against magic are boosted substantially. Spells impact you almost always seem to ‘splash’ against you, doing no harm at all unless they are extraordinarily powerful. You also seem to naturally stumble into gear designed to fight against magic, whether it is finding it or discovering how to make it yourself, you can.
- ‘Master of the Mythical’ Spellcrafters? Artificers? Hah! They have nothing on your genius! Whether it is creating a simple spell a novice could cast or pioneering new ways to use magic people thought impossible, you can do so with ease. Your ability to learn magic has also increased to truly ludicrous heights, allowing you to even mix and match different magic systems and spells for the best result.
- ‘Archmage’ Spells are now two times more powerful than before and you save ⅔ of all resources when it comes to casting magic. Additionally fighting against melee combatants seems easier as your magic seems to go out of its way to freeze, stun, or otherwise keep them at a distance.

Gods

Elder Gods

Jas: Elder God of Progression, Time, and Sand. Under the desert near Sophanem.
Bik: Elder God of Alteration and Earth. Under the ocean near Entrana.
Wen: Elder God of Inversion and Ice. Under White Wolf Mountain and Ice Mountain.
Ful: Elder God of Constancy and Fire. Under Karamja.
Mah: Elder God of Potential, Light, and Darkness. Born stillborn on the planet of the previous cycle, Freneskae.

Transcendent Gods

Zaros: God of Dark, Fate, and Control. Followers consist of humans, mahjarrat, cthonian demons, ilujanka, and nihil. Born directly by Mah and exerts an involuntary aura of devotion on those near him.

Seren: God of Light, Light, and Harmony. Followers consist of elves. Born directly by Mah and exerts an involuntary aura of adoration on those near her.

Guthix: God of Balance and Nature. Followers consist of humans, dwarves, fairies, and gnomes. Young God born as a naragi.

High Gods

Bandos: God of War and Strength. Followers consist of humans, goblins, hobgoblins, orks, trolls, ogres, and ourg. Young God born as an unknown race.

Experienced Gods

Saradomin: God of Order and Wisdom. Followers consist of humans, icyene, and centaur. Young God born as a human.

Zamorak: God of Chaos and adversity. Followers consist of humans, mahjarrat, werewolves, vampyres, and avernic demons. Young God born as a mahjarrat

Armadyl: God of Justice, Equality, and the Sky. Followers consist of humans and aviansie. Young God born as an aviansie.

Inexperienced Gods

Marimbo: Goddess of Monkeys and Hedonism. Followers consist of monkeys. Young God born as a gorilla.

V: God of Heroism and the Fremennik. Followers consist of the Fremennik humans. Young God born as a human.

Brassica Prime: God of vegetables and deliciousness. Is in fact a cabbage that ascended… Somehow.

Menaphite Pantheon: Followers consist of humans.

Experienced Gods

Tumuken: Desert God of Light, the Sun, and the Kharidian Desert.

Elidinis: Desert God of Fertility, Growth, and the River Elid.

Demigods

Icthlarin: Desert God of the Underworld. Created from a dog.

Amascut: Former Desert Goddess of Rebirth, now the Devourer and demigod of Destruction. Created from a cat.

Aspects

Apmeken: Desert Aspect of Joy, Pleasure, and Monkeys. Created in the image of a monkey.

Crondis: Desert Aspect of Resourcefulness, Plentifulness, and Crocodiles. Created in the image of a crocodile.

Het: Desert Aspect of Strength and Dueling. Created in the image of a human.

Scabaras: Desert Aspect of Wisdom, Isolation, and Scarabs. Created in the image of a scarab.

Elder Artifacts

These are the tools the Elder Gods use to shape universes, they operate on an universal scale.

The Siphon: Also known as the Staff of Armadyl. It can drain energy and fuse objects together. Currently in possession of the Guardians of Armadyl.
The Blade: It can cut through anything, including the barriers of the universe and can be used to open gateways. It lays shattered in Guthix's resting place and can only be reforged by an Elder God.
The Catalyst: Also known as the Fist of Guthix and the Eye of Saradomin. It stores knowledge and acts as an amplifier. Currently buried deep beneath Lumbridge Swamp and guarded by Guthix's balance elemental.
The Mirror: Used for large scale creation. It duplicates the environment and objects. Currently in possession of the Dragonkin.
The Measure: It measures the amount of Anima a planet has. Currently in the Elder Halls of Freneskae
The Kiln: Creates the Tokhaar who then shape the land. Currently beneath Karamja.
The Horn: It communicates and imposes one's will on another. Currently in possession of the seasinger Quin in the archipelago.
The Locator: Also known as the Elder Crown and Crown Archival. It tracks the other Elder Artifacts and can in turn be located by anyone using another Elder Artifact. It currently rests on Saradomin's head.
The Needle: It can unravel the threads of time and re-weave them growing fate. Currently buried deep beneath White Wolf Mountain.
The Template: Unknown.
The Codex: Unknown.
The Hammer: Unknown.

Divinity Chart
Gods are concentrated existences of anima, commonly known as divine energy. The further down you go in the tiers, the more powerful it gets; tier 1 where the Elder Gods reside are the creators of the universe and those before it.

1. Elder Gods: Creators of the universe and all preceding ones. Impossible to ascend to from a lower tier. Can create life and worlds from nothing. Can create artifacts to focus their power. Can choose to 'power down' and diminish themselves. They were themselves created by even older and more powerful entities, though these have been lost to time.
2. Transcendent Gods: Connected to the anima mundi, they are known to be able to mutate life, manipulate the anima mundi of worlds, and can leave their own body to become incorporeal. Ascension to this tier is impossible without a connection to the anima mundi, usually gained through a very long meditation.
3. High Gods: Can destroy or construct on a continent wide scale. Able to magically create immortals.
4. Experienced Gods: Can riskily manipulate the elements and magic on a large scale. Able to open portals to other worlds.
5. Inexperienced Gods: Greater strength and magical fortitude. Able to shrink and grow. Mostly unaffected by the Edicts of Guthix.

6. Demigods: Greater strength and magic than most mortals. Can open small portals to other worlds. Can manipulate mortals against their will. Unaffected by the Edicts of Guthix.
7. Avatars and Aspects: Cannot be more powerful than the process which created them. They are immortal and unaffected by the Edicts of Guthix. Immensely powerful beings can also fall under this rank, if they are not yet full gods (mahjarrat and dragonkin).

Magic
Magic in Runescape can be divided into elements and then into the modern and ancient elements (modern universe and previous universe). It is known to be a specific form of anima which makes up both gods and life in general. Human mages make use of combinations of runes to cast specific spells, however certain races can cast without runes and it might even be possible to learn to do the same for those who cannot normally do so.

- Modern Elements: Air, water, earth, fire, mind, body, cosmic, chaos, nature, law, death, blood, and soul.
- Ancient: Ancient magic is much more rare and includes shadow, smoke, blood, and ice. Mahjarrat practice the ancient magic as a whole, while vampyres practice blood, and demons practice shadow and smoke.

I give credit and thanks to the Runescape Wiki and to the creators of Runescape, Jagex.