

The False Tribes - Paths of Temptation

Not all paths walked by the Sevitan originate purely from Rhelm's balanced Origin power. In the chaotic aftermath of the original Shattering, the normally opposed forces of Essence and Void found rare common ground in their mutual fear of unified Sevitan potential. Together, they engineered two alternative paths – the **False Tribes** – designed to appear as valid evolutionary paths while serving to perpetuate division.

Choosing to join a False Tribe offers significant, often more straightforward, power compared to the nuanced abilities of the True Tribes. However, this choice is **permanent and irreversible**. Embracing the path of a False Tribe means forever severing your connection to your original True Tribe heritage and the unique potential it holds. You become a living embodiment of the conflict between Essence and Void, wielding abilities derived from their manipulations rather than Rhelm's innate balance.

Despite their artificial origins, these Tribes have developed distinct cultures and attract many adherents drawn by their unique capabilities. Their established territories also serve a crucial function in Rhelm, acting as neutral ground where both Essence and Void magic function consistently, unaffected by the surrounding Ring Zones or Tribal Totems, making them vital hubs for trade and diplomacy.

Tribe of Orderly Creation: Masters of Runecraft

- **Philosophy:**

Power lies in structure, knowledge, and adherence to ancient patterns. Chaos is inefficiency; true strength comes from precision, hierarchy, and the mastery of proven formulas. They draw wisdom from ancient draconic beings, seeing them as paragons of ordered might.

- **Abilities (Narrative):**

Their power stems from **Runecraft**. Instead of channeling Origin directly, they inscribe intricate runes – combinations of potent symbols representing energy and intent – onto weapons, armor, tools, and materials. These runes grant reliable, permanent magical effects, mimicking aspects of Essence or Void magic but through structured formulas rather than intuitive weaving or absolute unmaking. An Orderly Creation member might enchant a blade to burn with steady magical fire, imbue armor with unwavering protective energies, or link items across distances through precise runic connections. Experienced members may even form deep bonds with **Dragons**, potentially riding these powerful beings as companions. (Unbonded Dragons do not benefit from advanced intelligence, and act as apex predators)

- **Appeal:**

Offers a path to reliable, consistent magical power that functions anywhere in Rhelm. It appeals to those who value structure, predictability, craftsmanship, and ancient

knowledge over innate talent or chaotic potential.

Tribe of Chaotic Destruction: Bale Energy Conduits

- **Philosophy:**

True power lies in embracing volatile energy and achieving immediate, overwhelming results. Structure stifles potential; calculated risk and the willingness to sacrifice one's own origin for momentary supremacy are the keys to transcendence. They reject limitations, seeking peak experiences fueled by chaotic power.

- **Abilities (Narrative):**

Their strength comes from consuming **Balestone**. This dangerous, sickly green crystal isn't natural; it's an artificial substance born from the forced fusion of pure **Void Ichor** with captured **Aether Crystal**. Ingesting Balestone temporarily unlocks extraordinary abilities, often tied to the user's greatest natural strength or skill – perhaps manifesting as devastating **mutations**, mastery of **technology**, explosive **elemental chaos**, potent **plagues**, uncanny **assassin skills**, or unstoppable **physical prowess**. However, each use **permanently consumes** a portion of the user's own fundamental life force (Origin Points), pushing them closer to potential self-annihilation. Furthermore, Balestone itself is inherently dangerous; it **radiates a corrupting energy** that is harmful to all non-Chaotic Ruin members, potentially causing mutation or decay through mere proximity.

- **Appeal:**

Offers dramatic, immediate power surges and specialized abilities that can rival high-level practitioners, albeit temporarily. It attracts those who crave instant gratification, embrace risk, and are willing to pay the ultimate price for power.

The Irreversible Choice:

Remember, joining either the Tribe of Orderly Creation or the Tribe of Chaotic Destruction is a definitive step. While they offer unique and potent abilities, they represent a divergence from the inherent nature of Rhelm and the Sevitan. The power gained comes at the cost of forever losing the potential represented by your original True Tribe heritage.