Words of Power

Summary

Words of Power represent the second tier of magical ability used in Skyss and across the Continent of Osnines. Positioned between simple rituals and the absolute power of divine intervention, Words of Power require either an intense level of personal devotion or Heroic levels of divine blood to work. These words are used to cause specific, directed effects such as forcing a person to tell the truth or binding a captive into the King's service.

Description

Nature and Requirements

Unlike rituals, which can be performed by almost anyone with enough belief, Words of Power depend heavily on the strength of the user's connection to the Gods. For those without divine blood, achieving the necessary focus for these words is a result of long years of study and prayer. However, for Heroes with significant divine heritage, these words come more naturally as they draw upon the power within their own bloodlines.

The Geas

The most common and feared application of Words of Power is the geas. This is a magical compulsion laid upon an individual to ensure they carry out a specific task or follow a set of rules. For example, Old Bjorn frequently used Words of Power to bind captured raider captains into the service of the Crown. Once bound, the target is magically forced to perform their service faithfully. While some geasa are onerous and used for control, others are simple promises made in exchange for protection.

Judicial Compulsion

The administration of justice in Skyss relies heavily on these powers. King's Justices use specific Words of Power to compel people to speak or act. This ensures that the truth is always found during legal proceedings. It is a fundamental belief in Skyssian society that while you may lie to an ordinary person, you cannot lie when a Justice uses these words to command the truth from you.

Binding of Amulets

Words of Power are essential for the creation and attunement of amulets. A hero or priest uses these words to create an arcane link between the silver coin or charm and the person who wears it. This allows the amulet to draw energy from the god and the bearer to provide protection against curses and other hostile magic. When an amulet feels suddenly cold or warm, it is often because the Words

of Power bound into it are absorbing energy to protect the owner from an outside threat.

Relationships

People

- King's Justice: Officials sworn to use these powers to maintain the law.

Places

- House of Justice: The main location in the capital where Words of Power are used daily to find the truth.

Concepts

- Rituals: The simpler form of magic that does not require heroic blood.
- Geas: The specific magical bond created using Words of Power.
- runes: A written form of Words of Power that can be used for longer term effects.
- Divine Intervention: The highest form of magic where a hero's imagination shapes reality.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background

fantasy, world-building, skyss chars, Skyss, Words, 2026, Player: James

From:
http://full-moon.info/ - **Full Moon Games**

Permanent link:
http://full-moon.info/doku.php/skyss/other/words

Last update: **15 Apr 2026 16:30**