The Great Schism

Summary

The Great Schism was a foundational ideological and physical conflict among the Heroes of the Kingdom of Skyss that occurred approximately eighty years before the current era (commencing c. 690 AM). What began as a binary debate regarding the role of divine-blooded individuals in mortal governance escalated into a three-way civil war characterised by clandestine assassinations, “night murders,” and tactical skirmishes. The conflict fundamentally reduced the global population of Godbloods and resulted in the current constitutional framework of the kingdom, where the power of Heroes is strictly regulated by the Covenant of Heroes.

Description

The Ideological Divide

The conflict emerged from a profound disagreement over whether those with divine ancestry should actively lead human societies or remain as reclusive mentors. The Heroic community split into three primary factions:

- **The Silent Service:** This faction advocated for complete withdrawal from public life. They believed that Heroes should remain in the shadows, acting as guardians or advisors only when strictly necessary, to allow mortal civilisations to develop their own autonomy.
- **The Godbloods:** A radical meritocratic faction that asserted the biological superiority and inherent wisdom of divine blood. They contended that the extended lifespans and superior talents of Heroes made them the only legitimate candidates for supreme public office and the administration of justice.
- **The Covenanters:** The moderate or compromise faction. They supported a middle path where Heroes could hold office but would be subject to strict legal oversight and mandatory term limits to prevent the establishment of eternal autocracies.

The Escalation (690–694 AM)

By 690 AM, the debate had moved beyond the College of Heroes and into the streets and halls of Kronstadt. The Godbloods were noted for their aggressive recruitment tactics, often targeting non-aligned Heroes. Those who refused to join the cause were frequently labelled as enemies of the divine bloodline. This period was marked by an increasing sense of mistrust, as even neutral individuals found themselves caught in the crossfire of factional rivalries.

The Covenant and the Spring of Blood (694–695 AM)

In 694 AM, Old Bjorn, a legendary figure and one of the founders of Skyss, intervened to halt the thinning of their ranks. He drafted the **Covenant of Heroes**, a formal treaty designed to standardise

the conduct of all divine-blooded individuals and end the internecine violence. While many from all three factions initially signed the document, the peace was fragile.

In the Spring of 695 AM, the peace shattered. Violence resumed with renewed ferocity, leading to what would be the final, most brutal phase of the Schism. The Silent Service and the Covenanters formed a pragmatic alliance to neutralise the systemic threat posed by the Godblood faction. The resulting “night murders” and focused skirmishes decimated the Godblood leadership, forcing the survivors to flee into exile or hide their true identities.

Legacy and Modern Status

The conclusion of the Schism formalised the Covenanter victory. Today, most active Heroes are signatories of the Covenant, and their participation in the Council of Electors is a direct legacy of this era. The conflict explains why Heroes are now rare and why they generally avoid holding the crown themselves - with Helga Trollslayer being a notable contemporary exception in her pursuit of the role of First Sea Lord.

Relationships

People

- **The Negotiator:** Old Bjorn (Architect of the Covenant)
- **Clandestine Adherents:** Rojden (A former agent of the Department of Resolutions who harbours Godblood sympathies)
- **Modern Exceptions:** Helga Trollslayer (Rising to power within the naval hierarchy)
- **The Younger Generation:** Yngvild Helgasdotir and Noren (Raised in isolation to protect them from the remaining factional bitterness)

Places

- Kronstadt (The primary urban theatre of the conflict)
- Trollheim (A northern region where Silent Service death squads were active)
- western_isles (Where many Heroes retired to escape the legacy of the violence)

Concepts

- Covenant of Heroes
- The Godbloods Faction
- College of Heroes
- Geas (The primary tool of compulsion used by all sides during the conflict)

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

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

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Last update: **20 Mar 2026 19:43**