

# Geas

## Summary

A geas is a magical bond or compulsion laid upon an individual through the use of [Words of Power](#). It serves to ensure that a person performs their service faithfully or adheres to specific rules. Geasa are a fundamental tool of Skyssian statecraft and heroic control, ranging from non-onerous promises of devotion to life-threatening involuntary bindings.

## Description

### Nature and Creation

Geasa are created when a practitioner of sufficient power (usually a [Hero](#) or an initiate of the [mysteries](#)) speaks specific words to bind another's will. In the [Kingdom of Skyss](#), this is frequently used in a judicial capacity to bind captured pirates into the King's Service. A bound individual must follow all orders given by the King or appointed officers, often under penalty of death if the bond is resisted.

### Protective Geasa

Not all geasa are punitive. Many are established as part of a reciprocal agreement for protection. For example, to gain the protection of a silver [amulet](#), a bearer like [Yngvild the Fierce](#) must accept a geas to follow the teachings of a specific deity and pray to them first among the gods. These bonds are described as “not onerous” but are essential for the arcane link to function.

### Involuntary Bonds and Resistance

A geas laid upon an unconscious person is significantly harder to resist than one laid upon a conscious subject. When conscious, a person can feel a “slippery guide” in their mind attempting to steer them and can choose to push back, though failing to do so makes subsequent resistance more difficult. A powerful, life-threatening geas (like those used by the renegade [Rojden](#)) can cause the victim to become physically cold and catatonic if they fight the compulsion.

### Perception and Detection

While invisible to ordinary people, those with significant divine blood or specialised tools can perceive these bonds.

- **Heroic Sight:** High-level heroes can sometimes see the magical cords of a geas or sense their presence.
- **Sentient Tools:** Relics like the sword [Jafnadr](#) can identify the number and strength of geasa on

a person.

- **Mechanical Detection:** [Adepts](#) like [Eskil](#) can create “geas detectors”, boxes or items that rattle or react when someone under a compulsion enters a room.

## Resolution and Removal

Breaking an involuntary geas is notoriously difficult and usually requires one of three conditions to be met:

1. The person who laid the bond (the geasor) chooses to relinquish their hold.
2. The geasor dies, which automatically releases all those they have bound.
3. A high ritual involving a blood sacrifice and `[[[:skyss:chars:divine_intervention|divine intervention]]` is performed by someone more powerful than the original geasor.

## Relationships

### People

- [Rojden](#): A master of compulsions who uses them to control his children and agents.
- [Noren](#): A hero who nearly lost his life fighting an involuntary bond laid by a renegade.
- [Eskil](#): A maker of enchanted items who specialises in creating geas detectors.

### Places

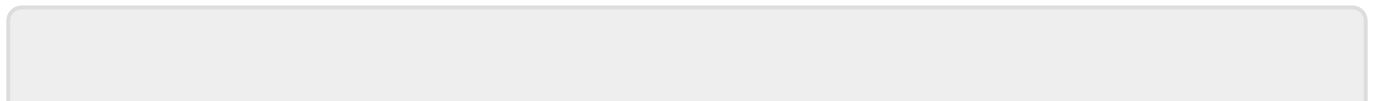
- [Estreham](#): The site of the [Temple of Clewg](#) where powerful rituals are used to resolve these bonds.
- [Troll's Head](#): An inn that uses magical detectors to ensure no secretly bound individuals enter undetected.
- [House of Justice](#): The administrative centre where geasa are legally applied to those in the King's Service.

### Concepts

- [Words of Power](#): The specific tier of magic used to initiate a binding.
- [Rituals](#): The ceremonies required to break or alter high-level geasa.
- [Amulets](#): Items that, once attuned, can provide partial immunity to involuntary geasa.

<a href="#">Skyss - Story Background</a>	<a href="#">Characters</a>	<a href="#">Skyss - Places</a>	<a href="#">Pantheons of the World</a>	<a href="#">Other Background</a>
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[fantasy](#), [world-building](#), [skyss chars](#), [Skyss](#), [Geas](#), 2026, [Player: James](#)



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

