

Alfinna

Gender	Hero status	Allegiance	Role	Apparent Age	Year of Birth
Female	Yes	Kingdom of Skyss	Explorer / Crafter	18	725 AM (49)

Stories/Function

Alfinna acts as a guide and protector for Yngvild and Noren's mission in 774 AM. Her personality is defined by her dual expertise in wilderness survival and high-level crafting ability. In the narrative of the Cottalemnese crisis, she serves as the “anchor” for the seekers once they enter the southern forests, providing the sanctuary and technical support required to neutralise magical threats. Her most critical function is the management of the tactical retreat to [Ocaso](#), where she serves as the rearguard against the pursuing cavalry.

Description

Alfinna is a potent [Hero](#) with a divinity rating of 42%. Although she has lived for nearly half a century, her divine blood ensures she retains the physical appearance of a young woman. She is a master of [shapeshifting](#), frequently assuming the form of a large black bear to traverse dangerous terrain or test the mettle of intruders.

In her human form, Alfinna is characterised by her immense creative talent. She describes “making things” as her divine gift and maintains a workshop crowded with intricate paintings, metalwork, and sculptures. Her personality is defined by a playful and resilient spirit; she is quick to laughter and maintains a close, harmonic relationship with her great-niece [Inibrakemi](#).

Personal Life

Alfinna is the daughter of the ancient hero [Alfarinn](#) and a mortal craftsman from [Kronstadt](#). Her childhood was spent learning the secrets of the forge from her father, and she later expanded these skills during an apprenticeship with her cousin [Eskil](#) at the [Troll's Head](#) in [Cottalem](#). Following her travels, she returned to the nomadic household of her mother.

During the events of [Fierce](#), Alfinna was instrumental in the recovery of [Noren](#). At [Estreham](#), she provided the tools and guidance that allowed [Yngvild the Fierce](#) to craft a protective bear-shaped amulet, combining physical smithing with divine will. She later escorted the party to the coast, using her skill with a short bow to slow a regiment of cavalry during the final dash to the sea. Her defensive action provided the necessary window for the King's Ship [Seagull](#) to complete the maritime extraction.

Relationships

People

- **Alfarinn**: Her mother and the leader of her nomadic household.
- **Noren**: Her younger brother and the subject of the 774 AM rescue mission.
- **Inibrakemi Funeresdottir**: Her great-niece and constant companion.
- **Eskil**: Her cousin and former master at the Troll's Head.

Places

- **Grunwald**: The site where she was first met by the seekers.
- **Estreham**: Her winter residence and site of her workshop.
- **Troll's Head**: The inn where she served her apprenticeship.
- **Ocaso**: The coastal fort where she fought the rearguard action.
- **Kronstadt**: Her father's home city and seat of the Skyssian monarchy.

Concepts

- **Shapeshifting**: The divine ability she uses to assume ursine form.
- **Heroes**: The divinely-blooded class to which she belongs.

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