Arinhildr

Gender	Hero status	Allegiance	Role	Apparent Age	Year of Birth
Female	Yes	Kingdom of Skyss (Silent Service)	Co-owner of the Troll's Head	42	~674 AM

Stories/Function

Arinhildr serves as the primary deterrent and heavy combatant for the Troll's Head inn, located within the Kingdom of Cottalem. Alongside her partner Eskil, she maintains a vital sanctuary for operatives of the Silent Service and the Department of Resolutions. Her professional **labour** is defined by the high-lethality enforcement of the inn's neutrality. During the 774 AM mission, she provided essential protection to Yngvild the Fierce and Noren, ensuring that any agents of the renegade Rojden attempting to infiltrate the premises were identified and neutralised.

Description

Arinhildr is a formidable Hero characterised by her vibrant flame-red hair and a slight but athletic physique. Although she is just over a century old, her divine blood ensures she retains the appearance of a woman in her early forties. She possesses a remarkable physical grace, often performing dances and acrobatics for the guests, yet she maintains the visible musculature of a seasoned warrior. Unlike her more technical partner, Arinhildr is the primary instrument of violence for their duo, possessing a “deadly” reputation.

Her divine heritage is exceptionally potent, featuring bloodlines from Aeolf (15%) and Meniaxter (11%). This combination allows her to manifest terrifying offensive magic. She has the ability to generate and cast fireballs and can cause the spontaneous human combustion of her enemies. By willing it, she can force an opponent to burn from the inside out, provided they lack sufficient magical protection. She is often found in the forge attached to the inn, using her affinity for fire to assist Eskil and the resident smith in crafting specialised items.

Personal Life

Arinhildr's earlier career was defined by her service during the Great Schism. She and Eskil operated as a high-efficiency death squad tasked with hunting members of the Godbloods faction. Their partnership was based on a division of duty: Eskil would act as the scout to locate targets and strip away their magical protections, while Arinhildr would execute them, often leaving no trace but ash.

The pair eventually retired to the south to manage the Troll's Head, which is named after a specific encounter in Trollheim where they defeated a troll that took exception to their presence; its head now sits above the inn's entrance. Despite her semi-retired status, she remains a fierce partisan for the Silent Service and continues to participate in the quiet neutralisation of Godblood agents. She is known to be particularly hospitable to those who share her political viewpoint regarding Skyssian stability and the outcome of the Schism.

Relationships

People

- Eskil: Her life partner, business associate, and tactical partner.
- Alfinna: Eskil's cousin and a regular visitor to the inn.
- Rojden: A primary enemy whose agents Arinhildr actively hunts and destroys.
- Godbloods: The rival faction against whom she has conducted numerous operations.

Places

- Troll's Head: The inn she co-owns and protects with high-level combat magic.
- Kingdom of Skyss: Her nation of origin and political anchor.
- Trollheim: The northern region where she earned her reputation and the namesake for her inn.
- Kingdom of Cottalem: The nation where she currently resides and maintains a sanctuary.

Concepts

- Silent Service: The Skyssian faction to which she is permanently aligned.
- Great Schism: The historical conflict that forged her professional identity.

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

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