Eskil

Gender	Hero status	Allegiance	Role	Apparent Age	Year of Birth
Male	Yes	Kingdom of Skyss (Silent Service)	Co-owner of the Troll's Head	50	~673 AM

Stories/Function

Eskil serves as the primary magical technician and scout for the Troll's Head inn, a critical sanctuary for Skyssian operatives within the Kingdom of Cottalem. His work is defined by the maintenance of high-level scrying protections and the detection of magical threats. During the 774 AM southern campaign, Eskil provided essential logistical support and intelligence to Yngvild the Fierce and Noren, using his specialised detection gear to ensure the party was not being tracked by magical means. He represents the “technical” arm of the Silent Service, providing the reconnaissance and counter-intelligence required for the faction’s survival.

Description

Physically, Eskil is a “solid looking” man with a greying beard and hair, standing half a head taller than his partner Arinhildr. He possesses a “cheeky chappy” temperament and is often compared in appearance to a bearded George Clooney. Despite his history as a member of a high-efficiency death squad, he projects a disarming and approachable air, frequently serving as the peacemaker in social and professional interactions.

Eskil’s divine heritage is highly diverse, containing bloodlines from the Mother (2%), the Father (3%), Frijdodr (2%), and Aeolf (5%), though he is “more Jorunn than anything else” (9%). This Jorunn influence grants him a supernatural aptitude for finding lost objects; it is said that if something is lost, Eskil will inevitably find it. He also possesses the skills of an adept in the crafting of magical items and the performance of defensive rituals.

Personal Life

Eskil’s career is defined by his involvement in the Great Schism that divided the Heroes of Skyss. Operating as part of an active service unit for the Silent Service, he and Arinhildr hunted members of the Godbloods faction. Eskil functioned as the scout of the pair, identifying targets and using his magic to strip away their protections or ability to defend themselves before Arinhildr executed them.

Following the wind-down of the Schism, the pair “retired” to Cottalem to manage the Troll's Head. Eskil has since focused his expertise on operational security. He has crafted and hidden numerous geas and enchantment detectors throughout the inn, ensuring he is immediately aware if any magically bound individuals or enchanted items enter the premises. He is also responsible for the “Aegis” ritual magic that makes the inn impossible to scry, even for accomplished practitioners like Rojden. Despite his retirement, he continues to sponsor an active service unit that quietly neutralises Godblood agents who venture too far south.

Relationships

People

- Arinhildr: His life partner, business associate, and former combat companion.
- Alfinna: His cousin, whom he apprenticed for a time in her youth.
- Rojden: A primary adversary whose agents Eskil actively monitors and baffles.

Places

- Troll's Head: The inn he co-owns and has fortified against scrying.
- Kingdom of Skyss: His nation of origin and the source of his political allegiances.
- Kingdom of Cottalem: The nation where he currently resides and operates.
- Trollheim: The northern region where he and Arinhildr once hunted Godbloods.

Concepts

- Great Schism: The conflict that shaped his early career and current motivations.
- Geas: The magical bonds Eskil is expert at detecting via specialised items.
- Silent Service: The faction to which he remains a loyal sympathiser.
- The Mysteries: The secret teachings of Jorunn that Eskil uses to shield the inn.

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

fantasy, world-building, skyss chars, Skyss, Eskil, Hero, SilentService, Fierce, 2026, Player: James

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

Permanent link:
https://full-moon.info/doku.php/skyss/chars/eskil

Last update: **14 Apr 2026 16:18**