

# King Thirfinn

Gender	Hero status	Allegiance	Role	Apparent Age	Year of Birth
Male	Yes	<a href="#">Kingdom of Skyss</a>	King and Senior Arbiter	Elderly	[TBD]

## Stories/Function

King Thirfinn serves as the elective monarch and senior arbiter of the [Kingdom of Skyss](#). His role is defined by the maintenance of constitutional harmony between the [Council of Electors](#) and the various administrative arms of the state, including the [Board of Trade](#). Within the narrative of 774 AM, Thirfinn functions as the ultimate judicial authority, legitimising the emergence of new [Heroes](#) and providing the state-level recognition required to resolve blood prices and diplomatic disputes.

## Description

Thirfinn is an average height man characterised by his white hair and beard, both of which are worn in elaborate plaits. He typically wears a blue tunic decorated with nine gold coins, representing the crest of Skyss, with a plain gold circlet held in place by his hair. Physically, he carries himself with a “mischievous” air, possessing eyes that sparkle with amusement even during formal state functions. He is known for a deep, room-filling laugh that often ripples across the Great Hall of the [King's Palace](#).

As the senior arbiter, his temperament is defined by a blend of pragmatism and traditionalism. While he enjoys testing the wits of those who petition him, his judgements are absolute. He is deeply aware of the political instability caused by the emergence of [Heroes](#) and works closely with [Old Bjorn](#) and [Lady Helga Trollslayer](#) to ensure such individuals serve the interests of the Crown rather than destabilising trade.

## Personal Life

Thirfinn was elected to the throne by a two-thirds majority of the [Council of Electors](#), as per the constitutional requirements of the [Skyssian State](#). Upon his election, he relinquished any prior offices to serve purely as the impartial head of the realm. He resides within the palace park in [Kronstadt](#), where he oversees the daily administration of justice.

In the late summer of 774 AM, Thirfinn invited [Yngvild the Fierce](#) and [Noren](#) to dinner to welcome them to the capital. During the subsequent petition session, he demonstrated his judicial mastery when confronted by the widow of a man killed by the sentient sword [Jafnadr](#). By declaring the death a divine judgement directly from [Fafnir](#), the King successfully neutralised a potential legal crisis and protected the new hero from the requirement of a blood price.

## Relationships

## People

- [Yngvild the Fierce](#): The bearer of Jafnadr whose heroic status the King formally recognised.
- [Council of Electors](#): The body of nine primate officials to whom the King is ultimately accountable.

## Places

- [King's Palace](#): The King's official residence and site of his Great Hall.
- [Kronstadt](#): The primate city of the realm and seat of his power.
- [House of Justice](#): The administrative centre for the legal judgements the King oversees.

## Concepts

- [Blood Price](#): The legal debt the King has the authority to waive in cases of divine judgement.

<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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