

Troll's Head Inn

Summary

The **Troll's Head Inn** is a high-quality hostelry and fortified outpost located on the [drover's way](#) between [Riggin Dale](#) and the city of [Dacidade](#) within the [Kingdom of Cottalem](#). It is owned and operated by [Eskil](#) and [Arinhildr](#), two retired [Heroes](#) from the [Silent Service](#) faction. Beyond its function as a transit hub for discerning travellers, the inn serves as a clandestine operations centre for those opposed to the [Godbloods](#) and the ambitions of the renegade [Rojden](#).

Description

Architecture and Layout

The inn is easily distinguished by its namesake: the severed head of a troll mounted upon a pole as long as a spear and thicker than a man's wrist, situated on the near side of the bridge leading to the hamlet. The main building is a large, three-storey structure with a steep roof, constructed in a style reminiscent of the northern halls of [Skyss](#) but featuring multiple stone chimney breasts. The interior is a complex maze of dark wood-panelled corridors and linked rooms.

The wider complex includes:

- A well-equipped forge and stone-flagged anvil area.
- Four terraced cottages for staff and long-term guests.
- Two open-sided wood stores and extensive stabling, which is significantly larger than the inn itself.
- A perimeter defined by a wire fence with waist-high posts and four strands of wire. This forms a contiguous boundary, with the wire running under the bridges over the stream at the entrances, which enables Eskil's wards to work effectively.
- A row of privies located at the downstream end of the encircling stream.

The Bath House

A notable luxury of the establishment is its advanced bath house, situated adjacent to the forge. Using a system of water wheels and pipes wrapped around the forge's chimney, the facility provides a constant flow of hot water into an azure-tiled pool set into the floor. The hot pool is stepped for comfort and features roof shutters that can be opened to view the sky. A second, cooler pool is fed directly from the stream through wire filters to exclude flotsam.

Security and Counter-Intelligence

The inn is one of the most secure locations in the southern continent. [Eskil](#), an adept in the mysteries of [Jorunn](#), maintains a permanent ritual ward that makes the site impossible to scry for all but the

most powerful practitioners.

Furthermore, the establishment is equipped with specialised arcane detectors crafted by [Eskil](#). These “geas detectors” are mounted above all doors and along the perimeter; they are attuned to rattle or vibrate in the presence of anyone under a magical compulsion, bearing enchanted items, or possessing significant divine blood. This ensures that the proprietors are immediately aware of any potential agents or hostile [Heroes](#) entering the area. These also act as a deterrent for the wrong sort of people, making them feel uneasy about the Inn.

Political Significance

The Troll's Head operates as a safe haven for members of the [Covenanters](#) and the [Silent Service](#). Entry is not predicated upon wealth but upon the guest's political alignment regarding the [Great Schism](#). The owners maintain an active vendetta against the [Godbloods](#) and provide intelligence to the [Board of Trade](#) when it aligns with their mission to neutralise Rojden’s influence.

In late 774 AM, the inn provided critical sanctuary to [Yngvild the Fierce](#) and [Noren](#) during their flight to the coast. It was here they ditched their overland cart to make a final dash for the sea fort at [Ocaso](#).

Relationships

People

- [Eskil](#): Co-owner, master of enchantments and [Jorunnist](#) ritualist.
- [Arinhildr](#): Co-owner, a formidable warrior and descendant of [Meniaxter](#) and [Aeolf](#).
- [Alfinna](#): A daughter of [Alfarinn](#) and former apprentice to [Eskil](#).
- [Yngvild the Fierce](#): Hero who sought sanctuary at the inn.

Places

- [Riggin Dale](#): The agricultural region to the north-east.
- [Dacidade](#): The capital and terminus of the [Great West Road](#).
- [Ocaso](#): The coastal extraction point for which the inn is a staging post.
- [Campedra](#): The nearest major settlement.

Concepts

- [Silent Service](#): The faction to which the owners belong.
- [Godbloods](#): The faction hunted by the inn’s staff.
- [Geas](#): Compulsions that the inn is specifically designed to detect.
- [Great Schism](#): The historical conflict that defines the inn's patronage policy.
- [Great West Road](#): The continental trade artery serviced by the drover's way.

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