

# Arinhildr

| Gender | Hero status | Allegiance  | Role   | Apparent Age | Year of Birth |
|--------|-------------|---|--|--------------|---------------|
| Female | Yes         | <a href="#">Kingdom of Skyss (Silent Service)</a> | Co-owner of the <a href="#">Troll's Head</a> | 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](#) [Pantheon of Skyss](#) [Other Background](#)  
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