

Writer: Ar#5292

NPC Name: Silde Silvertooth

Silde is a Nord female of around 25. She is the owner and main vendor of Forsworn's Findings, a general store in Hestra's Nest. A full-blooded member of the Forsworn, Silde 'appropriated' the store from its previous owners a few years ago after a childhood full of robbery and pickpocketing inspired her interest in legitimate commerce.

Forthright and cunning, Silde is an expert at acquiring a variety of items to sell in her store, often by any means necessary, and makes no apologies for enjoying the profits of her enterprise.

She wears a silver tooth on a necklace at all times. Some say she took it from the store's previous owners during the 'transition of deeds', some say she pulled it from her own jaw during a Hagraven ritual. Whatever the truth is, it looks both menacing and incredibly cool in equal measure.

Appearance

Silde is tall and of a strong, athletic build. She shows off her entrepreneurial skill in full Forsworn armor, with a dagger equipped, to symbolise her talent for both bloodshed and sales. She wears a necklace with a silver, human tooth on it.

Silde's barter inventory consists of a range of random purchasable items and the following unusual items. Additionally, she acts as a fence.

- Torture Tools
- Flawless Diamond x 3
- Briar Heart x 4
- Hagraven Claw x 10

Voice Actor Notes

Silde's voice is **smooth** with an undertone of danger running through it. She speaks **slowly** and **calmly**, in the same way someone does when they're quietly angry, just before they really lose their temper. She has a very **persuasive tone** to her voice, making sure you know that she's not the kind of person you'll win a haggle with.

Residence: Forsworn's Findings

Forsworn's Findings is a large general store with an open plan shop counter in the middle of the floor, a small dining area at the back next to an open fireplace and an upper level that has sleeping quarters for three people. The store has a porch to the front with a small seating area on it and a training area with a couple of archery targets and training dummies to the rear exterior. There is also a herb garden in the back, used to grow products for the store.

Relationships

- [Velith Indoon](#) - talented illusion mage, shop trainee and apprentice thief whom Silde has taken under her wing.
- [Briecian Aerodius](#) - an elderly male Imperial who has taken refuge in *Forsworn's Findings* and helps Silde and Velith out around the store by doing basic repairs and helping to manage stock.

Associated Quests

- [Swan Song](#)

Schedule:

0000 - 0700: sleeps in quarters (top floor of the store)

0700 - 0800: heads downstairs and eats breakfast

0800 - 1200: moves behind the main counter to start work for the day.

1200 - 1400: heads to *The Nesting Nuthatch* for lunch (leaves Velith in charge of the store)

1400 - 2000: resumes working in the store

2000 - 2130: practices dagger usage on the training dummy out back behind the store exterior

2130 - 0000: returns to *Forsworn's Findings* and goes to bed in her quarters upstairs

Store Barks

- Welcome to Forsworn's Findings. If you want it, we can 'find' it.
- **[smugly]** Wild wares for a wild world, my friend.
- **[defensively]** You can have anything except the tooth. That stays with me.
- Ask me what's on offer, I don't bite. Usually.

Greetings

- **[slowly, deviously]** Anything's possible... for the right amount.
- **[incredulous to menacing]** You want to barter? With me? I hope you've got a great dentist.
- **[tongue-in-cheek]** Have you been to inspect my goods lately?
- **[knowingly]** Profits are much easier to trust than people. Remember that.
- **[matter-of-fact]** All my goods are freshly laundered. Are yours?

Farewells

- **[deadpan]** Valued custom is as valuable as, well, the valuables.
- **[enthusiastic]** Make sure you come back tomorrow, I've got a special delivery coming in.
- See you when I see you... but you won't see me.

Standard Dialogue

1. **[if at Forsworn's Findings] What have you got for sale?**
 - 1.1. **[play one of the store barks] [open barter menu]**
2. **What's your story?**
 - 2.1. You're not backwards in coming forwards, are you? All right, I like the direct approach.
 - 2.2. Silde Silvertooth, a specialist in sales and acquisitions. Pleasure, I'm sure. Make sure you come and see me sometime over at Forsworn's Findings. **[unlocks WHY] [unlocks OWNER] [unlocks WHO] [back to options]**
3. **[if at Forsworn's Findings] Tell me about this place.**
 - 3.1. Forsworn's Findings? Finest stockpile in all of Hestra's Nest. Store's been here longer than most other places around here.
 - 3.2. **[cocky]** Commerce is the lifeblood of the Nest, you know? We don't care where your goods come from.
 - 3.3. **[suggestively]** We buy, sell and... ahem, find the finest and most unique wares in the valley. **[back to options]**
4. **[locked - WHY] Why is it called Forsworn's Findings?**
 - 4.1. **[surprised]** You know, no one's ever asked me that before. Let's just say that when I acquired the store, I thought it needed a strong brand.
 - 4.2. **[defensively]** The Forsworn accepted me, gave me a home when no one else would. They appreciated my talent for acquisitions.
 - 4.3. Spent a large part of my younger years learning how to find just about anything. And by whatever means necessary.
 - 4.4. Some call us Barbarians, but the way I see it, the Forsworn are just about the finest natural opportunists there are. Obviously, I fit right in. **[back to options]**
5. **[locked - OWNER] Are you the owner of Forsworn's Findings?**
 - 5.1. **[smugly]** I certainly am. I know, I don't look old enough, do I?
 - 5.2. **[mischievously]** Truth is, I was presented with a very specific... opportunity to take the place off the hands of its prior ownership.
 - 5.3. Well, I've never been one to pass up an opportunity, so here we are. I'm sure I don't need to elaborate any further. **[back to options]**
6. **[locked - WHO] Who else works at the store?**
 - 6.1. I'm large and in charge, but I have an apprentice, Velith. She's quite the mage, if you're into that sort of thing.
 - 6.2. Then there's Briecian. He keeps himself to himself, for the most part. Helps with odd jobs and the like.
 - 6.3. They're both pretty useful to have around, even if they are like chalk and cheese. **[back to options]**
7. **Nice tooth necklace. Can I buy it?**
 - 7.1. **[incredulous]** This tooth? Hah! You have no idea what I went through to get this. So, no. Not unless you intend on paying for it with your life. **[end dialogue]**