Female Redguard, blacksmith. Owns **Sandswept Creations** in the Bazaar. Late 40s with a strong build, an angry resting demeanor, and large pockets under her eyes due to sleeplessness.

Started later in her life after accidentally destroying her late sister's blade in a forge. Her jealousy and anger pushes her to overwork, leading her to become paranoid and think the townsfolk are gossiping that she has lower quality pieces. The East Empire Company attempted to "buy her out" before, but secretly, this is more of a test of the Bazaar's wealth than an actual business deal. Their recent tariffs have been hard, but she's kept above water there. While her pieces are not low quality, she definitely has an ego when it comes to her merchandise.

The gossip has caused her to hate both locals and tourists, but she does enjoy the odd adventurer of a scimitar-persuasion, which makes it all worth it.

**Service Dialogue:** Merchant (Blacksmith)

Schedule:

05:00 - 06:00 Wakes up in her shop and eats.

06:00 - 08:00 Begins crafting at the forge

08:00 - 20:00 Tends business and sandboxes in shop.

20:00 - 00:00 Eats dinner in her shop.

00:00 - 06:00 Sleeps poorly in shop.

**Medi at-Muhay**

(Voicetype: CYRFemaleRedguard)

Shop Barks:

1. Blades for royal warriors!
2. Be swept away, or your money back!
3. Unleash your singing metal!
4. It can absorb magic, too! Bear it with honor!

Greetings

1. Come to see a true artist's work?
2. [I...] Don't do custom orders. You buy what you see.
3. [stern] Make the gossip worth my steel.
4. [calculating] What are the odds that you're a fool, a flagrant, or a liar?

Dialogue

1. **Is it hard to operate out of the Bazaar?**
   1. From a business standpoint? I make ends meet. Even if it's any wonder I'm still swimming above Imperial tariffs.
   2. Gossipy, prissy locals and their bureaucracies... it all makes my blood boil. I'd buy second-hand minerals full rate at this point. [unlock **BUREAU**]
   3. [rising anger] The worst, though, are the tourists. Damned things think they know everything about steel. Damned things think they can haggle with me!
   4. [PC is Khajiit] [lower] Your people are the worst. No offense.
   5. [PC is not Khajiit] [whispered] The cats are the worst.
      1. **Why set up here, then?**
         1. [annoyed] Despite what every tankard genius thinks, very few of us have choices in this world, darling.
         2. I fetched water from johads and churned compost as a girl. My destiny was never to become a maid of Bergama.
         3. I'll tell you, it's the odd-traveled ones I connect to best, rising above their station... seeking riches in this fertile land...
         4. I have no brothers... and no more a sister... only the forge could adopt me and provide me with all these siblings.
         5. [emp: am] Make no mistake... I am here, and not in your shoes. That is a gratitude I cannot give to the rest of this world. [back to root] [unlock **SISTER**]
      2. **Let's change the subject.**
         1. Very well. [back to root]
2. **[BUREAU - Locked] Tell me more about local bureaucracy.**
   1. I can't be sure you're one of their clerks, but let me make one thing clear, as I've told so many before...
   2. I am a businesswoman first, and I do not need an expert to tell me where to follow the gold.
   3. From my observation... Company jewels seem forever wasted on dreams. As long as I pay rent, the only thing that's for sale are my blades.
   4. But I'm not running this mall and neither are you. So keep us in business, support the upstarts, and for gods' sakes, don't be a know-it-all. [back to root]
3. **[SISTER - Locked] You had a sister?**
   1. She wasn't a friend, but I am proud to be related to her. Reena was her name.
   2. Twice she marched with the village militia, and twice she fell. And yet only once... she would get up again.
   3. Her blade was all her next-of-kin were sent. I never touched a forge in my life, but tried to repair the bent-up thing myself.
   4. I don't know why. I wanted to do it. Of course, all I did was melt the damn thing.
   5. So I picked up study as a way to cope with that and who-knows-what after the war.
   6. I may not have known Reena very well, but with every clank, I do honor her spirit... and a blade is repaired just a bit more. [back to root]

Farewells

1. Pace yourself, as an hourglass.
2. The best metals protect from all fires.
3. [conniving] If you meet Mister Runellius, say hi for me?