

Writer: Ar#5292

NPC Name: Ysalotta Stockus

Ysalotta is an Imperial female of around 30. As the EEC quartermaster, she is responsible for distributing provisions to the merchants and mercenaries of the Company. Hailing from a long line of stubborn Colovians, Ysalotta has been aiming to rise through the EEC ranks - only to be sent to the Harthstone Isles, which greatly frustrates her.

She lives and works in the main settlement on Essential Island, taking charge of the group's food. As a result, she expects and demands respect from the other islanders, lest they be on the receiving end of a rotten meal, although her stubborn refusal to acknowledge the existence of vegetables has become rather infamous among the workers.

Only a select few know about Ysalotta being more charitable with workers she deems to be hard workers.

Appearance

Ysalotta is of average height with an athletic build. She has dark hair, which she wears in a short, cropped pixie cut style, which she thinks shows off how powerful she is. Ysalotta has light gray eyes, which stand out against her darker, tanned complexion. Ysalotta wears a Blacksmith's Apron.

Ysalotta's barter inventory consists of various purchasable food items that players can stock up on, as well as the following unusual items.

- Colovian Brandy x3
- Cooked Boar Meat x5
- Stros M'Kai Rum x2
- Charred Skeeever Meat x4

Voice Actor Notes

Ysalotta's voice is **hardy** and **matter-of-fact**, but **well-spoken**, as Imperials tend to be, with a **hint of arrogance** in her tone. She speaks with a **smooth, steady pace** that conveys her naturally **stubborn** nature.

Residence: Settlement Stockpile

Settlement Stockpile is a large warehouse-like building that contains a large number of barrels, crates and chests in the main room. They're full of the main settlement's resources, such as food, medicines, valuable items, tools and additional weapons. These are stored inside the house itself, stacked up at the back of the building. In front of the crates, roughly in the middle of the room, is a shop counter which the quartermaster will stand behind during working hours. There's also a small fireplace on the right wall of the main room, which has a cooking spit for Ysalotta to prepare meals.

Relationships

- [Elethe Mehr](#) - Studious scholar who went to the isle with a group of people, but was left behind by said group. Still very annoyed by it. Ysalotta and Elethe have a very tight bond and are something of a power couple on the island.

Associated Quests and Scenes

- [The Pie Heist](#)
- [Ambient Dialogue](#)

Schedule:

0000-0600: sleeps in quarters (on the mezzanine level above the main store)

0600-0800: goes downstairs and has breakfast with Elethe at the small table on the porch outside

0800-1900: heads behind the store counter to work for the day

1900-2100: goes outside to porch area and eats evening meal with Elethe

2100-0000: has a walk around the main settlement camp

Store Barks

- **[patronizing]** Hungry? I've got what you need, not what you want.
- Stock up here... there's nowhere else on this island to eat, anyway.
- Everything on these Isles comes through me first.
- **[haughtily]** I might have something special in stock. If you deserve it, that is.

Greetings

- **[matter-of-fact]** Welcome. I've got what I've got, whether you like it or not.
- **[irritated]** Another day, another bunch of needy mouths to feed.
- **[condescending]** Hmm, you look like a hard worker. Hope you don't prove me wrong.
- **[abruptly]** What'll it be, I've got work to do.
- **[proudly]** My goods are hand-picked and freshly delivered. Sort of.
- **[first meeting]** Welcome to what we call Essential Island, friend, where it's only essential not to get stuck here like the rest of us.

Farewells

- **[sternly]** Make sure you do something productive today.
- All right then. Same time tomorrow?
- **[secretive]** Don't tell anyone I sold you that, it was my special treat.
- **[deadpan]** Remember, you get what you get... and you don't get upset.

Standard Dialogue

1. **[if between 08:00 - 19:00] What have you got for sale? [open barter menu]**
 - I suppose you can take a look at the goods.
 - Just got a new shipment. Take a look.
 - There's everything a barely adequate store could possibly want.
2. **Do you stock any special items?**
 - 2.1. **[defensively]** Maybe. Maybe not. That's for me to know, and only a select few to find out.
 - 2.1.1. **Can I be one of the select few?**
 - 2.1.1.1. **[smugly]** Time will tell, dear. I suppose actions speak louder than words. **[back to options]**
 - 2.1.2. **It's not fair to have favorites.**
 - 2.1.2.1. **[condescending]** Life's not fair, friend. Don't worry though, you can have the same dull fodder as everyone else. **[back to options]**
3. **So, you're the Quartermaster here?**
 - 3.1. That's right, and don't forget it, either. I'm Ysalotta. Everything these grunts need is right here in my storehouse.
 - 3.2. This is the finest stockpile of goods on the Isles. Without me, there'd be some pretty hungry islanders around here. **[back to options] [unlocks WORK]**
4. **How did you end up here as the quartermaster?**
 - 4.1. **[scoffing]** Came out here as part of the East Empire Company's latest operation. They're hellbent on turning this place into a spa, would you believe?
 - 4.2. **[proudly]** Anyway, I'm becoming kind of a big deal in the Company back on the mainland, so I found myself put in charge of vital supplies.
 - 4.3. **[seriously]** The sooner they're finished building, the sooner I can get off this set of rocks.
 - 4.3.1. **What do you think about the plans for the spa?**
 - 4.3.1.1. **[deadpan]** I think it'd be great... if any of these numbskulls had the get-up-and-go to get up and get it done. I've met more dynamic Skeevers.
 - 4.3.1.2. **[annoyed]** They don't seem to care how long it takes, as long as they're getting fed. Even if they do complain about my meals.
 - 4.3.1.3. **[matter-of-fact]** If it does ever get finished, it'll either be a valuable asset for the Company's tourism plans or a great new place to wash uniforms.
 - 4.3.1.4. **[emphatically]** I'd better get a free pass for a hot soak when it opens after all my hard work, that's for sure. **[back to options]**
5. **[WORK] That sounds like a lotta responsibility, Ysalotta.**
 - 5.1. **[smugly]** Of course. Not everyone could handle it. Fortunately, I'm not everyone. These people have no idea what I do for them on a daily basis.
 - 5.2. Sourcing stock, preparing rations and cooking delicious yet nutritionally questionable meals, it's all in a day's work.
 - 5.3. **[irritated]** Still, they find things to complain about. Ingrates.

5.3.1. Nutritionally questionable?

- 5.3.1.1. **[sarcastically]** Well, according to these worldly wayfarers, my provisions could do with some more exotic flavors.
- 5.3.1.2. I think they think this is some kind of fancy tavern, not a working settlement.
- 5.3.1.3. **[incredulous]** They ask me constantly to include some unheard-of delicacies called ve-g-ee-tab-lez. It's nonsensical.
- 5.3.1.4. **[matter-of-fact]** They should be glad they're getting any food at all if you ask me.

5.3.2. What's your beef with vegetables?

- 5.3.2.1. I'm sorry, I don't speak... whatever language that is, so I'm not even going to dignify that with a response.

5.3.2.1.1. Are you sure?

- 5.3.2.1.1.1. **[frustrated, mispronounced carrots and cabbages]** Look, these imaginary foodstuffs are the bane of my existence. Laborers wailing about needing carrots this and cabbages that.
- 5.3.2.1.1.2. **[matter-of-fact]** Look, their bowel habits just aren't my problem. A meat and cheese diet never did me any harm.
- 5.3.2.1.1.3. **[proudly]** My guts are like an iron vice. They never give up that easily. These workers could learn a thing or two from them. [\[back to options\]](#)

5.3.2.1.2. All right. I won't press you on it.

- 5.3.2.1.2.1. A wise choice. [\[back to options\]](#)

6. [WORK] Does anyone else help you out around here?

- 6.1. **[upbeat]** I'm obviously the one in charge around here, but I live with Elethe Mehr.
- 6.2. **[smugly]** She's the only other islander worth talking to, really. Ele isn't much of a cook but she's a brilliant scholar.
- 6.3. **[suggestively]** Plus she just loves my tasty treats. I always save the good stuff for her.

6.3.1. Are you allowed to do that?

- 6.3.1.1. **[surprised]** Allowed? Friend, I make the rules here when it comes to supplies.
- 6.3.1.2. **[cocky]** Be careful you don't talk yourself out of my good books, now. [\[back to options\]](#)