



Grettle's Two Treasure Troves

Requirements: Access to dlc content for Telvanni and Gold Coast.

Highly recommended: The companion Azander

Azander gives the special perk of a chance of a research portfolio, these can contain valuable furniture recipes and treasure maps. As with all the companion's, when their reputation is maxed and keepsake are unlocked their special perk becomes active even when they are not.

Recommended: Homemaker and Infamous on the green skill point tree.

Nice but not necessary: The house, Emmisary's Enclave

If you have this house then even better, it's a simple one hop teleport to the doorstep to riches complete with inside access to the thieves guild, plus it's a pretty nice house. There is a quest achievement requirement before you can buy the house.

General

The art of thieving has long been linked to subterfuge, killing and the attached risks. The skill lines of thieving, dark brotherhood and ledgermain are

considered important but that is not actually the case for the two places I am going to suggest here. **Necrom Underways** in Necrom City, Telvanni Peninsular, for thieving and the **Outcast's Inn** near Skingrad, West Weald, for just helping yourself, (not even classed as thieving).

In both cases it is best to do each activity for short periods of time as the returns diminish for each character. Making a decent eso living from this can be done without the skill lines mentioned above although in Necrom City legerdemain will increase and the third passive "Trafficker" is useful as it increases the amount of items you can fence and launder. There is also a passive in the thieving called "haggling" that will increase the amount of gold you get from doing this. Purple housing design items, the more valuable, you will be lucky to get more than one a day per character and blue items maybe a couple of times per hour.

Necrom Underways

Location

The doorway to this is situated just to the left of the front door of the Emmisary's Enclave as you face the sea. Without the house the route from the nearest teleport is easily learnt.

The Crime



Once you go through the doorway you are in a passageway lined with urns, a high percentage which can be looted. There is no need to crouch as there are no guards here. If you keep the wall on your right close and just take from the urns there and continue until a flight of stairs takes you to the far exit which you do not take, just carry on round so you are returning back down the

passage and at one spot you will find an entrance to a thieves refuge.

Here you can enter to fence and launder, the amount being limited by your legerdemain level. Leaving the passage by any of the doorways will reset the urns. Note, gear can be ragpicked without being laundered. If you do not deal with your stolen goods before continuing with other play and you get caught committing any crime by a guard you may have to forfeit any stolen gear you have on you. Check out thieving achievements, many can be satisfied here. There is one that requires you to be caught by a guard wearing a total set of stolen gear of which some items are difficult to find ... not here:-)

The Outcasts Inn



Location

To the North West of Skingrad

Helping Yourself

Going through the door bear left and upwards through an open doorway into

a room with eight cupboards. Searching these cupboards is not a crime and the goods you find will not need to be laundered or fenced, removing the limitations to how much you take.

The diminishing returns will still be applicable. Compared to Necrom Underways there is a much lower chance of research portfolios, but a higher one of the furniture designs including the highly sought out Colovian style.

Once again leaving via the door in that room to the outside will reset the cupboards. Scattered around the room are various containers of kitchen vegetables and fruit etc.

