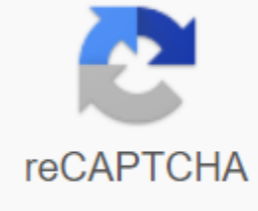




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Skyrim ragged flagon merchants

» Thursday May 31, 2012 1:13 Hi there, just wondering about something. After joining the guild thieves I asked one of the members (I think vex) about what you were doing additional missions were important. She told me that the ragged flagon used to be a undeneath city and told me that by doing additional missions she could come back that way one day. I got excited about this, so I imagined the place getting nicer tables and chairs, carpets e.c.t every time I did 3 or 4 of these extra missions, and I found that really intrtesting. But my question is whether or not this is true or not, because I would rather be disspoitable if I did about 10 of them just to find out that improvements come along only if you follow the main search or something. Gambling. JLG Posts: 3364Thursdayed: Friday 19 October 2007 7:42 » Thursday 31 May 2012 8:50 It is true. While I wouldn't describe it as a city under a city, it would vex, it certainly didn't get four traders moving to Flagon, it would be an alchemist, a blacksmith, etc. You'd also get additional guild members. These upgrades only happen after you do influence missions in their respective cities, and they only happen when you do around five or six small jobs for Delvin and Vex in a particular city. katsomaya Sanchez Posts: 3368Thursdayed: Mar 13 June 2006 05:03 »Thursday 31 May 2012 7:20 each time you complete a special job, a supplier will open shop in one of these alcoves just outside the inn. The decoration of the inn itself will remain the same, though. Captian Caveman Posts: 3410Thursdayed: Thu Sep 20, 2007 5:36 »Thursday 31 May 2012 6:50 higher perk. THE MI is that you do special quests in each city gives all the fences more gold. Completing them all gives each 4000 gold fence making it easier to sell all the loot. But it's cool to see the guild of thieves grow in reputation. Sudah mati ini Keparat Posts: 3605Thursdayed: Monday 23 July 2007 6:14 » Friday 01 June 2012 12:59 Ah ok, See now. Kinda a little dissapointed to see that the ragged flagon remains so it's instead of growing to be somewhere a little more elegant and cleaner, though. I suppose it would be nice to see more people wondering. Lindsay Dunn Posts: 3247Thursdayed: Sun Sep 10, 2006 9:34 » Thursday 31 May 2012 5:28 yes, the difference is not that huge. You have suppliers, but it looks practically the same. You'll also get a couple of new Thieves Guild members. But they don't do anything but join the mob of NPCs that get in your way every time you try to run through the tanker. Max Van Morrison Posts: 3503Thursdayed: Saturday July 7, 2007 4:48 Return to V - Skyrim Flagon ragged - More Tank from Thieves Guild Location ID RiftenRaggedFlagon Not to be confused with Flagon. The ragged flagon is a tavern located in Ratway, under the town of Riften. Description[edit | source editing] Currently serving as headquarters for Thieves Guild, here is where Dragonborn can receive guild quests from Vex and Delvin Mallory, and both purchase theft goods and fence stolen items with Tonilia. For every special job Dragonborn completes for Delvin Mallory, a merchant opens his business near the Zdrented Flagon. There are four in total: an alchemist, a gunsmith, a fletcher and a blacksmith. Locations[edit | source editing] An entrance to the ragged Flagon - Tank is located in the tunnel through the fake cabinet behind the bar. After the Thieves Guild search line is completed, a nocturnal shrine can be found there. Characters[edit | editing source] Traders[editing | editing source] Notable items[editing | editing source] Advances in Lockpicking can be found in the ragged Flagon - Tank in the northeast room on top of a barrel. Gallery[edit | edit source] Add a photo to this gallery Trivia[edit | edit source] Two notes can be found on one of the tables. One discusses a reserve of arrows, and the other is a warning from Vex to Delvin where she catches him peeking at her bathroom again. After the Stabilized search, Sapphire will be found in Flagon Ragged, after previously being located in Albina and Barb in Riften. This is the only tavern located underground. Most items in the tavern area will be free to be taken without a stolen tag after completing all city influence quests, including Deliver Moon Sugar at Ri'saad. During the search A cornered rat, you can ask Forerava if Esbern is located. She will mention the ragged Flagon, stating that it is where the thieves go to drink and knife each other. Bugs[edit | edit source] This section contains errors related to the ragged Flagon. Before you add an error to this list, consider the following: Reload an old save to confirm if the error is still happening. If the bug is still appearing, please post the bug report with the corresponding 360/XB1 system template, PS3/PS4, PC/MAC, NX, depending on which platform(s) the bug was encountered on. Be descriptive when listing the bug and fixes, but avoid having conversations in the description and/or using anecdotes to the first person: such discussions belong to the appropriate forum. Appearances[edit | edit source] Deutsch Español Français Italiano Polski Суսским *Disclosure: Some of the links above are affiliate links, which means, at no extra cost to you, Fandom will earn a commission if you click and make a purchase. Community content is available under CC-BY-SA, unless otherwise stated. ALL POSTSAdd traders to flaggon Ragged through console commandsThe Thieves Guild city influence quests have been glitched me, so I jumped to the end. Is there any way to make traders appear through console commands? I just need the gun dealer and the blacksmith. I already have the other two. (edited by a Fandom user) UESPWiki - Your Source The Elder Scrolls from 1995 This article is under development as part of the Skyrim Case Redesign Project. If you see this tag, the article can be further improved. See the project page for instructions. The entrance to The Ragged Flagon The Ragged Flagon is an inn that is part of the headquarters of the Thieves Guild. The bar is run by Vekel The Man, but the guard, Dirge, will take over the bartending duties if anything happens to Vekel. Tonilia, the first Thieves Guild fence, is always found at the bar. It is located in the old sewer network of Riften and can be accessed via Ratway. After joining the Thieves Guild, faster access becomes available through the secret entrance of the headquarters, which opens behind the Hall of the Dead in flagon Zended - Tank. When the secret entrance is later blocked in the Thieves Guild search line, access to the bar is still possible through Ratway. * Moves to tank or elsewhere after quest linked (s). DGAdded by the official dawnguard plugin. Allows you to change the appearance of the character. Note: All Thieves Guild radiant missions have been omitted from the list. The first time you enter will be after browsing Ratway. At the entrance will be in the center of five dark, dirty alcoves, each contains a selection of food bags, barrels, crates and disused furniture. As you complete each of the Thieves Guild's reputation quests they will be occupied by additional traders. In front of you is a shallow circular pool with a wooden deck opposite and inn at the back. Following the path around to the right, beyond the fifth alcove is a wooden bridge that stretches on the water below, with an inn sign hanging from a pole on the right. Han has three small tables and chairs arranged in front of the counter like any other inn. There are cabinets, barrels, bags and crates all around the room, as well as the counter in front of the east wall. When you first arrive at the inn, you will find Dirge, the inn's security guard, talking to Brynjolf by the counter. Dirge will soon return to its usual position on the far side of the bridge, next to the inn sign. On the counter are a few bottles of northern mead, an apple pie, a baked potato, and a piece of bread. On the tables are breads, with one of them also having a horker bread, bottle of alto wine, bread and cheese on top. Delvin Mallory, which is usually found in the ragged Flagon, is normally at this table. Behind the counter is a simple but deep fireplace with several shelves and cabinets against the distant wall. Behind one of the cabinets is a set of shelves that holds several bottles of alto wine, wine, and Nord mead, with a pair of community cards on top. Opposite the counter is a wooden ramp that leads up to the deck. Vex is also usually found in Flagon and is normally found standing to the right of the ramp. On deck, there is a table on the right with a bottle of alto wine, a portion of grilled leeks, a roast salmon, a horse huhh, a sliced cheese and a piece of bread on top. If you have Dawnguard installed, behind this sitting on a bench is Galatheld, the sculptor girl you've probably heard of about Skyrim or Riften. On the left side of the deck is a stack of crates, bags and barrels, where you will usually find Tonilia, but she won't take care of you until you've proven yourself at Thieves Guild by completing Taking Care of Business. At the end of the deck is a final table with a wheel of cheese but on top. In the southeast corner is a wooden door that leads into Ratway safes, with a storage cabinet on the right, which requires a key to open. This will be unlocked by Brynjolf at the end taking care of the business, when he will take you to the ragged Flagon – Tank to introduce you to Mercer Frey and welcome you to Guild Thieves. During the search of A Cornered Rat you will find Gissur sitting and drinking at the first meal of the inn or following you around the room, unless he was killed during the diplomatic immunity mission. He will try to leave once you get information on Esbern, however Vekel will suddenly announce, that one, right there, walking out the door! He was one of them asking about the old man you were looking for. If confronted, Gissur will only reject conversation attempts. However, he can be attacked and killed without repercussions, and other members of the Thieves Guild will join the fight on your side. During the search thieves Guild The Pursuit, you will find both Vex and Delvin missing and Garthar standing in front of the door leading to the Tank with the gun fired. Vekel the Man's Standard Merchandise[edit] This is the merchandise found in the trunk of the bar. These items are only available if purchased from the merchant; cannot be stolen or stolen. They are refueled every two days. The other traders found in the ragged Flagon each have their own merchant chests, as detailed on their individual NPC pages. Count Item 7 Random Drinks 10 Random inn Food 1 Jump Pile As you complete Thieves Guild reputation quests, new traders will move into alcoves to either side of the door leading from Ratway. Once you have completed all four special reputation jobs for Delvin, the main furniture within the inn will be enhanced to better quality replacements. The Syndus [edit] Store The Syndus

Store is open after completing the first reputational mission (see here for its standard merchandise). None of the goods displayed can be purchased, only stolen. It is located in the alcove on the right, when entering from Ratway and contains a counter, three archery targets, multiple crates, a rack rack from the ceiling and a chair on which he seems to spend most of his time sitting in the items on the screen include a randomly enchanted bow and bread on the countertop. On the ledge running around the bottom of the wall, to the northwest is a leveled arch, a bag of medium coins and bunch of lavender, to the southwest, behind the targets is a long arch and to the southeast are two bottles of alto wine, two bottles of wine and a sheaf of wheat. On the ground next to his chair are a lute and drum, while hanging from the shelf is a rabbit, two pheasants, a bunch of dried frost mirriam and a garlic ribbon.

Herlufn Lothaire's store [edit] Herlufn Lothaire's shop is open after the completion of the second reputable mission (see standard merchandise here). None of the goods displayed can be purchased, only stolen. It is located in the first alcove on the left, when entering from Ratway, with an apothecary wooden sign hanging from a pole to the left of the alcove. It contains an alchemy lab, small sideboard, wall shelf, a small counter and chair. He seems to divide his time between working at his alchemy lab and sitting in his chair. The items found on the screen around the alcove are listed below: Arnskar Ember-Master's Shop [editing] Arnskar Ember-Master's shop is open after completing the third reputation quest (see here for standard merchandise). None of the goods displayed can be purchased, only stolen. It is located in the second alcove on the left when entering from Ratway, with a wrought blacksmith sign hanging from a pole above the front of the arch. It contains a forge, grindstone, workbench and a small counter. He spends his time either working at his crafting stations or standing on the ground in front of the alcove with his feet hanging in the water. On the countertop is an iron war axe, set of bellows, pliers and hammer. There is an iron mace and greatsword, a bottle of wine and a venison chop on a wooden board on the ledge running around the bottom of the walls with two shield plates, one of which holds an iron shield with tape with two iron greatwords crossed behind. The other holds a steel shield with two steel greatwords crossed in the back. Vanryth Gatharian's Shop [editing] Vanryth Gatharian's shop is open after completing the fourth reputation quest (see here for standard merchandise). None of the goods displayed can be purchased, only stolen. It is located in the second alcove on the right when entering the Ratway and contains a counter, several crates, a small unit, two barrels of food and a chair that he seems to spend most of his time sitting in. Items on the screen include a random enchanted light armor cuirass and enchanted light armor boots on top of A cap, a pair of gloves, a pair of boots and a shield, all light armor and found on the ledge running around, near the bottom walls, two shields hide on top of one of the crates and two bottles of wine on a shelf of the unit. Notes[editing] An additional camera is added to the Skyrim unofficial patch cell. This room is located directly to the left of the door leading to ratway vaults and contains beds for NPCs living in Flagon. The camera is not part of Bethesda's cell design and is not officially contained. The ragged flagon also appears in Legends, and is added with the story Return to Clockwork City. Maps[editing] An inner map of the ragged flagon

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