

# SKYRIM CRIMINAL CODE: Grandtheft

## OFFICIAL PENALTY INFORMATION

<b>Penalty:</b>	500 Gold Fine or 30 Days in Jail
<b>Report To:</b>	City Guard Captain or Jarl
<b>Additional Info:</b>	Grand theft applies to stolen items worth 500 gold or more, including artifacts, relics, and valuable goods.

## WANTED CRIMINALS (15 Active Warrants)

Crime	Suspect	City	Reward	Description
Theft of Ancient Artifacts	Elara Moonweaver	Winterhold	800 Gold	High Elf female mage in blue robes with enchanted staff
Theft of Companions' Mead Hall Keys	Shadow-Step	Solitude	2000 Gold	Khajiit male rogue in dark leather armor with twin daggers
Grand Larceny	Talen-Jei	Markarth	600 Gold	Argonian male thief in studded leather armor with lockpicks
Theft of Dragon Claw	Faendal Swift-Arrow	Riverwood	650 Gold	Wood Elf male archer in hide armor with hunting bow
Theft from Palace	Vex the Nimble	Solitude	1000 Gold	Imperial female thief in black leather with lock-picking tools
Horse Theft	J'zargo the Swift	Windhelm	300 Gold	Khajiit male in traveler's clothes with rope and saddle
Theft of Amulet of Mara	Sapphire	Riften	800 Gold	Nord female thief in dark leather with jeweled dagger
Theft of Spell Tomes	Brelyna Maryon	Winterhold	700 Gold	Dark Elf female apprentice in novice robes with books
Theft from Blacksmith	Ulfberth War-Bear	Whiterun	1100 Gold	Nord male smith in leather apron with smith's hammer
Theft from Temple of Kynareth	Jenassa the Silent	Whiterun	900 Gold	Dark Elf female mercenary in ebony armor with dual swords
Grand Theft	Mercer Frey	Riften	1800 Gold	Breton male master thief in guild armor with skeleton key
Theft of East Empire Goods	Blood-Horker Captain	Solitude	1200 Gold	Nord male pirate in studded leather with cutlass
Theft of Nordic Relics	Aventus Aretino	Windhelm	500 Gold	Nord male child in tattered robes with ancient amulet
Theft from Dwemer Ruins	Aicantar	Markarth	850 Gold	High Elf male scholar in fine robes with dwemer artifacts

Mammoth Cheese Heist	Beitild's Rival	Dawnstar	700 Gold	Nord female mine owner in work clothes with pickaxe
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*By order of the Jarl, all citizens are required to report any information regarding these criminals to the proper authorities. Bounties will be paid upon successful apprehension or confirmed elimination of the suspect.*