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After this, move to the courtyard.To plant the second letter, go into the hallway on your left, and go into the Velmont Suites. Go upstairs, plant the letter on the Steward's Desk, and leave the way you left. There are two possible witnesses in this room, but both should be easy enough to avoid.For the last part, move to the door on the other side of the courtyard. Enter the Family Gallery, which is right across from Anais' room (which you visited on the previous quest). Sneak upstairs, plant the letter on the Dressing Table, and leave. 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Again, this room has two possible witnesses, one of which a guard, but they shouldn't be too hard to avoid.After you've planted all the fabricated evidence, leave the Velmont Mansion and return to the Thieves Den.Shark's Teeth Grotto[edit]Back in the Thieves Den, you'll find another letter from Walks-Softly."Urgent Message from Walks-Softly"[PlayerName],While we where both attending to other matters, that special shipment from my past was discovered and absconded with by pirates. I have to rescue her!Contacts throughout Abah's Landing have told me that the shipment has been taken to Shark's Teeth Grotto. I'm heading there immediately. If you have the inclination, I wouldn't turn down your help.Walks-Softly"Go to Shark's Teeth Grotto. Anais will be on the highest level. If you haven't done so yet, this might be a good time to simultaneously do The Sharks Teeth, which can be obtained from Shalug the Shark at the beginning of the delve. In either case, ascend the grotto, either by following the delve quest's objectives or heading north through the cave system, until you reach Walks-Softly, who stands crouched between a bridge and a door. Alternatively, fight your way down to the right passage until it opens up to the sky where a skyshard can be seen to the left go right, then cross the bridge nearby. Note that the objective marker will wrongly tell you to go back, even after talking to Walks-Softly. However way you get to the Argonian, talk to him.Walks-Softly will tell you Anais is in the building behind him. You can either try and pick the lock on the door yourself or find a key to the door from one of the pirates. If you found the key already, you will be able to give it to him right away, after which you will be told to unlock the door.After entering the Pirate Hide-Out, a scene will play out: Anais will be mad and blame Walks-Softly for the situation, clearly not having learned the lesson Walks-Softly had hoped she learned. Talk to Walks-Softly again, who will tell you he's not sure how to proceed. At this point, you need to make a choice. Set Anais free, or leave her so she can learn what it's like to be a slave. After you made your choice, Walks-Softly will follow your suggestion, and you will need to speak to him once more in the Thieves Den to finish the quest. If Anais was left behind, you will learn that the pirates demanded a large ransom for her which is yet to be paid. And if you suggested she be set free, Walks will have kept his word and escorted her back home, he believes she is planning revenge.Regardless of your choice, you can also find Pimsy at the Den, as the forged letters you placed allowed him to be freed.Nodes[edit]Prior to Update 39, this quest required you to have reached Thieves Guild Rank 6.The Urgent Message from Walks-Softly lacks the typical golden glow of readable notes.Unlike most quest items, this note when seen in the inventory lacks a description.Although you are able to read the individual letters after placing them, doing so will likely get you caught by one of the guards or at least earn you a bounty from one of the servants. They can be found here:Despite Walks-Softly stating in his urgent message that he has gone to the grotto to go rescue Anais, he will still be present during main Thieves Guild quests.The key to the locked room where Anais is being held can be obtained from First Mate Rodros or any Wake Walker pirates in the delve.The locked door is blue, on the right side of the map - upper level.If Anais is left behind at the Grotto, she can later be found there. She will now have an eyepatch and a change in outlook, though she still feels abandoned.If Walks-Softly instead sets Anais free, she can later be found outside her home. She claims that while she isn't prepared to shut down the family business, she now understands the need for compassion at times.Bugs[edit] Leaving the Pirate Hide-Out (the room Anais is locked behind) before talking to Walks-Softly will make the door you just entered inaccessible.?Relogging the character will allow you to unlock the door again, and replay the scene between Anais and Walks-Softly Anais Velmont's dialogue when entering the warehouse has no audio to match the subtitles.? In Shark's Teeth Grotto, an objective marker appears above Walks-Softly, instead of on the door

