



Chapter 2 Beauty and the Chain Beast

Well so much for my 'beauty' sleep. Was that a nightmare or a vision. Mines bursting open and Chain Beasts overrunning Skyrim. It felt so horrible, so real. This must be prevented.

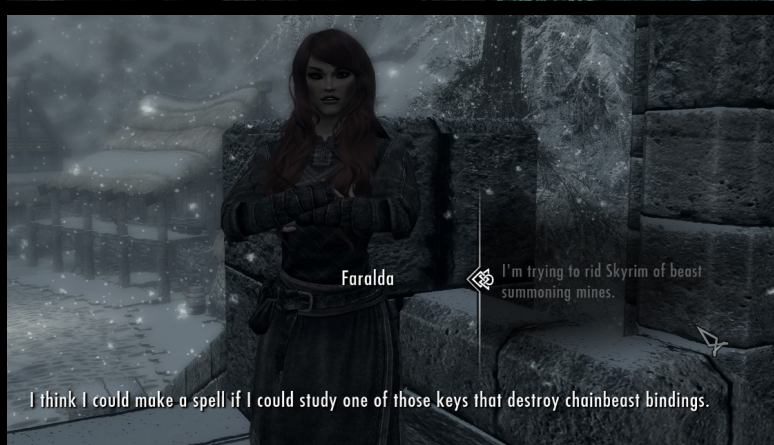
So I quickly travel back to Riverwood. Inspecting the mines there, from a safe distance, I notice that some match my dream while others somehow feel, I don't know, more stable.



Around town I see three of these unstable mines and I know they have to go. But how?

Sigrid, having experienced being targeted by the beasts first hand, is happy to help.

Her suggestion to talk to some conjuration expert makes little sense, by now I know enough about conjuring to realize that. However, she does give me an idea. I could try destruction magic, seems obvious now I think about it. Still, though I have gotten better at it, I'm no expert and this needs a real master. Better go find Faralda.



After finding Faralda and explaining what I know, she asks me to get her one of those keys, hoping to turn its disruptive effect on the restraints into a spell that would be effective against the unstable mines.

Luckily I still have the one I had found along with my gear, so I don't have to go hunting for one. I give it to her and she makes good on her claims. I now have a spanking new spell. Time to go save Skyrim.



2.1 A tale of two Chain Beasts

Magic always comes at a price is what they say. But what they forget to mention is that, sometimes it does not even work! Or, at least, not the way you want it to. The cost, however, that part was there alright. So here is what happened when I came to the mine with my new spell.

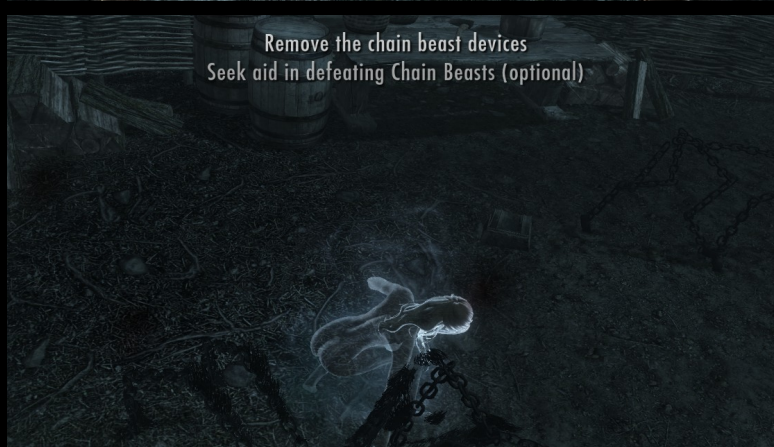
Ok, she said just stand next to the mine and then chant this incantation. Yes I can feel the mana flow, something is happening....



NOOO, it is still there, and worse, it was triggered, just like when I had touched the other one before. But this one is worse. A whole group of those Chain Beasts come poring out, and there seem to be two different types.

Run for it! Maybe if I climb up on that pile of logs they won't be able to reach me. Ha stupid beast, you can't jump that high can you. Fire from above, burn baby burn.

Ok that one is toast. Next!



Just when I think, well this will be easy after all, I am pulled from my perch, fly though the air and crash down hard. Looking up, a metal spider looms over me. Crap o crap, I need to get out of here.

But no, the remaining beasts are both upon me and knock me back down before I even finish getting up. Again my gear is taken and that collar is there also.



Still, I'm a powerful mage, I can take them!

Flames and chains fly through the air for a while and another beast falls, leaving only that spider like thing. In turn they managed to put me in leg chains as before, making it hard to move and I am getting tired.

Too tired it seems. I fail to dodge those chains that it spits and down I go. I try to get up but I'm too late. This time it has placed a metal mask on my face. O no, I can't incant my spells any more. No weapons, no spells, no way to run. What am I going to do now?



I try to fight it off with my bare hands but to no avail. Now even my hands are bound and I am completely helpless. I make a half-hearted attempt to run, but with my legs chained I don't get far.

The beast encases me in metal webbing and carries me off. Where is it taking me?



It brings me to one of those punishment devices and places me in it, putting me on display like a common criminal. It then trots off happily seemingly patrolling the town. Maybe next time I should wait till after dawn, with some town folk around to lend aid, this might have gone better.

After what feels like a really long time, I am able to get out of the punishment device, but the collar and mask are still there. I can't cast spells and am unarmed but luckily the beast does not seem interested in me for the moment.



The town is waking up and I see some men appear but the beast seems to ignore them and they do the same. Bloody sexist magical beast!

But wait, Gerdur watch out! Battle ensues so I dig into one of the beast remains, and sure enough, I find another one of those keys. My restraints are gone, and even though I'm still butt naked I rush in to help my friend.

She is already naked and collared, but still fighting. The other town folk also join in now and with their aid and my spells we make short work of the beast.



I look through the remains of the beast, and there it is, just as I expected, a key. I will study the corpse in more detail later, but first things first.

I take the key and use it to help Gerdur out of her collar.



She runs off to get her gear. She seems to know exactly where it is and quickly throws on some of the recovered gear.

Which reminds me I'm still naked. But where was that box with my stuff in it again? A lot has happened since and in all the confusion I seem to have lost track.



Having seen how easy my friend found her stuff again, I decide to ask her about it. She gives me some tips on how to remember where my boxes are. I should be able to find them again more easily now. Useful, for I fear this will not be the last time this happens.



After some looting, searching and prying, I have my gear again. Good thing that I had collected several lock picks from the beast corpses, as I broke one in the process.

Properly dressed again, and the area seemingly secure, I can finally turn my attention to that new type of beast. I decide to have a closer look at the corpse.



It sure looks like a spider. It acted like one as well. I will call it a Chain Spider.

Studying its remains, I realize that I should be able to reanimate it. Riding it was not exactly comfortable, but I imagine those carrying victims are rarely attacked and it does feel very secure, protected inside a metal cocoon.



2.2 Two Beasts or Not Two Beasts

This was not going to work. Not only did I not destroy the mines, but those beasts were able to take me down several times. In fighting them I could end up without weapons and magic easily, and I cannot break metal with my bare hands. I need help.



Having nowhere else to start I mention my dream to my friend Gerdur, who gives me a worried look, and direct me to a priest. That may just work so I head to the temple in Whiterun and ask a local priest to help me analyze the things that I saw in my dream. Two key details from the dream pointed at the same source: Meridia. If I'm going to be her 'cleansing light' well she needs to give me the means to do so.



Meridia must have been paying attention, because when I got to her shrine a nice gift was waiting for me. They do like their riddles but I get it, 'yielding it right' is simply to be taken literally.



With my new weapon I should stand a better chance against groups of beast, but I still have no way of destroying the mines. I decide to talk to Faralda about it, she deserves an earful for that faulty spell anyway.

She does not seem all too bothered about what has happened, but does provide me with a new lead. Altering the metal may make it more malleable, becoming both more breakable and sensitive to spells.

So off to see Tolfdir, he should be willing to help 'such fine people' as me right?



Indeed Tolfdir was more than happy to teach his favorite student some new tricks.

No you dirty minded ... I just meant he taught me a spell.

Hopefully this one actually works.



Tolfdir's spell works like a charm. I can see the metal degrading before my eyes.

The spell is so effective that I quickly check my gear. Don't want my sword to get rusty, I know "that's what he said", but luckily it is not affected.

The mine looks very weak now, I should be able to destroy it.



In their weakened state the mines are indeed easy to destroy. Faralda's spell works on weakened mines, but just hitting them a few times with a weapon or a spell works equally well.

They do have one last nasty surprise in stow; as a last act they summon a group of beasts.



The battles are hard. These beasts may look all rusty, but in battle they are just as potent. With the aid of the town, and Chain Breaker equipped in my right hand, we are victorious and all beasts are destroyed.

The beasts do manage some take downs but not to capture me completely.



Others are not so lucky and spend some time on display, but with loot from the dead beasts I am able to recover the rest of my gear and I use the keys to help everyone out of their restraints.

I finally managed to destroy those unstable mines in Riverwood and bring peace to the village. Except for the civil war, the dragons and ... well at least those mines are gone.