

2.6 Destined to be a Soshal-Klymer

I decide to go see the capital of Skyrim and, while there, maybe help out my new friend Rune. After passing by Whitewatch Tower, helping the guards to dispatch some bandits, I run into a frantic woman whose daughter has been captured by a Chain Beast. She worries that being placed, totally naked, on display in stocks for all to see would cause such disgrace that it would prevent her daughter's planned wedding to a well to do family.



She provides me with a way to distract the beast, a spell that should make the beast release its victim. Though she assures me it will work, I am concerned. In my experience with spells against Chain Beast there is always a catch. Still, no time to waist if I want to help that poor girl.



Beasts move slowly when transporting a captive so I quickly catch up to the girl. Here goes nothing. It is working, the beast seems to be loosening its grip. Wait, where did it go, needing all my concentration to maintain the spell I lost track of it.



I was right. Yes the spell made the beast released its victim, but as it did it directly went for me and, being focused on the spell, I could not defend myself. In the end the victim and I simply traded places. Now it was me that was on my way to whatever punishment the beast had in store for me.



Luckily bystanders were able to dispatch the beast after it dropped me off, so one painful and embarrassing period on a cross later I lift the key and lock pick from its corpse and quickly recover my gear.



I look up Mrs Klymer who now pretends not to know me. The nerve. I will not forget about this, yes I did a good deed but she owes me. For now, however, there is not much I can do about it so I continue on my journey.



2.7 The Man Who Cried Chain Beast

Traveling towards Rorickstead, a stop along the way to Solitude, I am focused on a monument I see down on the plain. So I get a bit of a shock when I, as I pass some rocks, I suddenly stand face to face with a fully nude man.

William, or Willy as I dub him much to his dismay, claims to be the victim of a Chain Beast. That could be, I have also encountered them out in the wilds and, well that lead me to the same predicament.



I give him some spare furs, and though a poor fit, he is very grateful for the make shift outfit. Makes me feel all charitable and good. Though I wish others had been this accommodating when I, well never mind.

He also makes a convincing plea for retrieving a small keepsake that was taken. So I have him tell me exactly where the attack happened and set out to find the lock box I know will be there, while he heads to town to warm up at the local inn.



Of course the beast is still around, but it is no match for me, as I'm ready for it. Still there could be more of them out here in the wild, so I should remain cautious.

Picking the lock is easy and sure enough there is the keepsake and some clothes Willy must have been wearing.

After I return his ring, he thanks me and teaches me some of his smooth talking tricks before heading off back home, to Cyrodiil. Another good deed achieved.



2.8 Runes for Rune

Arriving in Solitude I am greeted with a gruesome sight, an execution. I'm not staying to watch, it brings back bad memories. No sight of any dragons interrupting the proceedings this time though, guess not everybody is as lucky as me.

With everyone distracted, it may be a good time for a heist. To the palace to get that key.



Strange that Chain Beast mine looks like it is placed there deliberately. Better steer clear of that area. What are they thinking. Chain Beasts aren't suitable as guard dogs. Sure they could capture criminals and march them straight to jail but they could go after innocent bystanders just as easily.



Open forum, well that is convenient, I can just walk strait into fair Elisif's bedroom.

No guards, no fuss, that key is mine.



Ok, found the box, hmmm, wonder what that symbol on the table means.

Whatever, no one is around, time to pop open that baby and grab the price.



Wait what the...of course it's a trap, should have known it was way too easy!

Well, I'm just making a run for it, their stupid trap, their mess. Let them deal with those bloody beasts for a change!



After some dodging of chains spit at me and beasts jumping at me, trying to knock me down, I make my getaway. I'll bring the gem to Rune, but no more favors for him!



2.9 Dragonborn vs the Chain Beasts

Time to go get that Dragonstone thingy. The mage was annoying, but I did sort of give the impression that I would get it and I don't want to get on the Jarl's bad side because of it.

One dungeon dive and dragon fight later and I'm named Dragonborn, what are these Nords playing at? Still, while I could shock people, with my words as well as my magic, never before has me shouting at them literally knocked them off their feet.



I'm sure those gray hats or beards or whatever throw great parties. No not really, but I still had a reason to head up the mountain. I wanted them to make me shout as hard as possible when I came, but they weren't horny enough. They just wanted a taste. Yep they will not teach me the final word before fetching them some horn even after witnessing the power of my voice. Did your dirty mind go elsewhere again?



As I search for the horn, some creepy cultists try to kill me. They do not know who they are dealing with. I summoned a Chain Beast to help take them out. It stripped them of their gear and they were easy prey after that. It felt wrong to use Chain Beasts, or more precisely it felt like it should feel wrong, but it was necessary, and it worked.

I'm going to look into this some more, sorry gray hairs, no horns for you yet, you will have to party without me for a while longer.



2.10 And by facing ending them

I track down where those cultist came from and the trail leads me all the way to Solstheim, a large island off of Morrowind. Shortly after arriving I feel that energy that I would recognize anywhere now. Also here, there must be an unstable mine.



It does not take me long to find it behind some sort of farmhouse in the middle of the town. After I destroy it. I feel a sense of completion, a dread that has been lifted.

The last anchor linking to Coldharbour has been cut and this plot of Molag Bal's plot has been thwarted. Though I'm sure he or some other Deadric Prince is cocking up some new scheme, for now we are saved.

I turn my attention back to that cult and go to inspect an odd stone structure at the edge of town which drew my attention when our ship sailed in.



When I get close I see something odd in the distance. What is THAT? It looks like a floating cage with long chains as arms? No way I'm messing with that. Cult or no cult, I'm out of here. Graybeard parties suddenly sound like great fun.

Party on Bretny.

End of Chapter 2.

Bretny will return in Chapter 3 Dark mine, dark mind. Intrigues of the Webspinner.