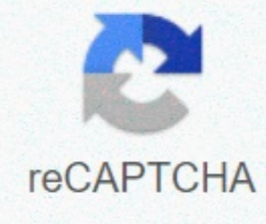




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## No one escapes cidhna mine

Wrongly imprisoned by city guards, charged with murder, Dragonborn was sentenced to a life of manual labor at Mina Cidhna. You have to escape! Lore[edit | edit source] Criminals in their country, Forsworn were the first to settle in the area, but when the Norths came they where enslaved and worshipped their gods was outlawed. Some of them refused to obey and held on to their old ways in the hope of being able to create a kingdom of their own. They seek revenge and are willing to shed blood to achieve this goal. During the uprising, they were about to take Markarth and drove out the North, but their leader, Madanache, was captured, quickly tried and sentenced to death. However, his execution never came, Thonar Silver-Blood stopped it. He had a cunning plan to manipulate Forsworn into carrying out his orders by using their imprisoned leader as leverage. So... Madanache played along with Thonar's plans to wait patiently for his opportunity to make a move. Walkthrough [editing | source editing] While returning to the Shrine of Talos with evidence from the Conspiracy Forsworn search you are arrested by some corrupt Markarth Guards. Tip: We hope that before this you saved the game outside the altar before you were arrested and made your companions/supporters wait outside too. Alternatively, save the game, reject your agreed partner if you can hire them again. If not, they may disappear and be lost upon completion of the mission. The search begins with you breeding in rags in your cell, all the gear will be returned if the search is completed correctly. There are two endings to this search to be prevented and make sure you have a save before choosing any of the paths. You can part with the Silver-Blood family and also the city of Markarth or, alternatively, barbarians, Forsworn. Choose wisely. Locked Up[edit | edit source] When you get to, you'll be in a cell with a security guard. If you take a look at the search log you will see that you need to find Madanth. Jump down to the main room with the campfire, talk to Uraccen, who will be sitting down next to the fire. He will tell you that to talk to Madanache you will have to pass the gate and the Orc guards it. The mine is full of ore deposits (Silver Ore Vein ×5), and you can easily find a spare pickaxe laying around. Borkul Beast[edit | edit source] Borkul Beast, a cold-blooded killer holds the key to the gate that leads to the Madanache room. There are two ways to get the key, complete his miniquest by finding a Shiv or if you have big enough Speechcraft convince to be left past or you can brawl; If you choose to scuffle him and if you win he will immediately give up the key. Another option to get past is intimidation, finally try to simply for the key, and use that to open the gate. Find a Shiv [edit | source editing] Go down the right corridor, talk to unlucky Grisvar about getting a Shiv, he has one, but will ask find Skooma first. Find Duach, convince or intimidate (brawl) him for Skooma; You can also pickpocket it. Go back to Grisvar and make the switch. Then continue, back to Borkul, give him the Shiv and in turn he will unlock the gate. Madanache's cell[edit | editing source] This is where alternative options for breaking the search; Make sure you know what option you want to track and save before you enter the cell! On the right side of the wall, while on the road to Madanache there will be a locked door that requires a key; This door eventually leads to the exit. It is possible to pickpocket note) from Madanach. Read the note to learn more about the escape plan. Option 1: Kill Madanach[edit | edit source] Kill Immediate Lyamadanch. Or when you speak select the let's start with revenge! If you choose this option, everyone in the mine will become hostile. Llot Madanachs note and key on his body, grabbing additional shiv can be useful as well. Read the note and it says, use the escape route. Get out through the locked gate you passed on your way to Madanth's cell. Eventually you'll get to a door that leads to the Markarth Ruins. Continue through the tunnels and past the spider(s) until they come to a large room. There are two dwarf spheres inside and they can prove to be quite challenging. There are some potions and a chest with a chance to contain a weapon that could help. It is also possible to sneak out of dwarf spheres if your Sneak skills is high enough. Continue to the end of the tunnel to the door leading back to Markarth. At the exit you will find Thonar Silver-Blood waiting for you. Talk to him and he'll return your confiscated equipment. It will also delete your name by granting you forgiveness and reward you with the Silver-Blood Family Ring. Option 2: Jailbreak Forsworn [edit | source editing] When you first talk to Madanache select the option I want my freedom and he will tell you that even if you did escape that you would not yet be exonerated for the crimes framed and that you are one of them now. Select the following Do you want to choose the next Do you want to do? to continue on this alternative search path. He'll send you to learn Braig's stove story. Find and talk to Braig, but before he tells you his story, he'll ask you a few questions about your life. Eventually, he'll tell you that when he was arrested as an Agent Forsworn. His daughter, Aethra, pleaded to Jarl to take her father's place at the shredder. A request that was bound, they made Braig watch as his daughter was executed right in front of him and then threw him into the mine anyway. He says his story of suffering is not unique and that every family in Reach has a story like his. There are no innocent onlookers in this fight, only the guilty and the dead. Go back to Madaach and tell him you heard Braig. He will test your loyalty by asking you to kill Grisvar the Unlucky One he considers a thief and snitch. Ask for a then go back to Grisvar, inform him that Madanth greets you and kills him. Return once again to Madanache, who will welcome you as a brother in Forsworn, but first things first everyone must escape! The locked gate that requires a key en route to the Madanache room will be opened, will follow the lane up there to markarth Ruins. Through the tunnels and pass the spider(s) will come to a large room there are two dwarf spheres here, they can prove to be quiet difficult to overcome; there are some potions and a chest with the possibility of containing a weapon that could help. Continue to the end of the tunnel, at the door leading to Markarth wait until Kaie returns all the tools and Madanache offers you four pieces of armor of the old gods: the Helmet of the Old Gods, the Armor of the Old Gods, the Gauntlets of the Old Gods, and the Boots of the Old Gods. Once you're ready, go out to Markarth, you'll go out in a scene of carnage. Madanah will kill Thonar and Forsworn will pass through the city's slaughter guard after guarding to the gates and further to freedom. Option 3: Play both sides[edit | edit source] It is possible to obtain the armor of the ancient gods and also to complete the Thonar Silver-Blood part of the search. Follow all the steps of option 2; As soon as Madanache returns your equipment and reward, kill him and his men before they leave markarth Ruins. Thonar will wait for you outside, talk to him, forgive all the crimes committed. There will be an option to get the gear back again, but since you already have your gear you won't get anything (no duplicates). He will also award you the reward for his part of the search, the Silver-Blood Family Ring. Note[edit | edit source] If errors or errors occur when searching, you must restart the search at some point before you are arrested. Upon completion, go back to check out the Shrine in Markarth. If guards are waiting for you, you must redo the mission. (This could possibly be caused by siding with Forsworn and didn't Thonar pardon your crimes?) Quest locked in the loop: If you are re-arrested by the same guards in the mine altar you will be empty and there will be no way to get past the door of the Madanache Cell. You'll be stuck. If you have chosen Option 2: There are some clues leading to the new Madanach operating base at Druadach Redoubt; You might want to check it out, it contains a lot of loot, and a map of all the forswn camps. This search is very buggy, which have often saved should help, though. Talk to Grisvar the Unlucky Shiv. Before they give you a Shiv, they're going to ask you for a Skooma from Duach. - Locate Duach at the other end of the mine. - If you have high-skilled speech, you can get a Skooma from him without a fight. Otherwise, you'll have to argue with him. - Go back to Grisvar and get Shiv.Getury to Madanach - If you have Shiv with you, Borkul The Beast will the door for you. - If you have high-skilled speech, he will give you key to open Madanch's cell. – Follow the small route leading to Madanache. - Talk to him and hear about his story about Forsworn and how the Nords drove them away from Markrath. He's going to ask you to talk to Braig and hear his side of the story. - Locate Braig on the east side of the mine. Talk to Braig and hear about his story. Go back to Madanache and now he'll ask you to kill Grisvar the Unlucky. - Using Shiv you got from him earlier, kill him. Don't worry about the other prisoner. Once he's dead, go back to Madanache and he'll tell you that you guys are ready to escape. - Follow Madanache and you'll meet all the prisoner who's trying to escape. They're all forswn mercenaries.- To escape the mine, simply follow Madanache and the mercenaries who were seen through the ruins of Markrath. With them on your side, you don't have to fight the dwarves in ruins. Now that you've heard both stories about Thonar Silver-Blood, Madanache and Braig, it's time to decide. If you want to be on the North side, just kill Madanache, but be careful, all his sub-tenants will attack you. You can wait until you get your gear back to the end of the tunnel. However, if you want to side with Forsworn, just follow them.- At the end of the Markrath Ruins, they will give the equipment back.- Once you're back in the markrath surface, witness how Forsworn kills Thonar and the rest of the Markrath Guards. If you help them, you will have a bounty on your head, however, you will be a friend of Forsworn.If you are on the forswn side, you will receive a set of equipment from the ancient gods. If you're on the north side, Thonar won't die and will give you the Silver Blood Family Ring, which I find useless. Skyrim Sidequest - No one escapes Cidhna Mine, 10.0 out of 10 based on 2 ratings

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