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## Skyrim cidhna mine where is my stuff

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No One Escapes Cidhna Mine ID Location CidhnaMine01CidhnaMine02
Cidhna Mine is a prison in Markarth. It is run by the Silver Blood Family which uses prisoners to mine silver ore inside. It is also home to Madanach, the King in the Rags and leaders of the Forsworn Rebellion. It is commonly referred to as the safest prison in Skyrim.
Quests[edit | edit source]
Forsworn Conspiracy, No One Escapes Cidhna Mine[edit | edit source]
Margret, an undercover operation of the Imperial Legion, was sent to Markarth by General Tullius to obtain a deed to the mine. The legion fears for Forsworn and Silver Blood are stormcloak sympathies, who want to exploit violent criminals returned at mines and use them against the Empire. While investigating the Forsworn Conspiracy at Elytr's request, Dragonborn was either imprisoned here; framed to kill several members of the Silver-Blood family; or intentionally infiltrate the mine, hoping to meet Madanach and disable Forsworn's influence on Markarth. If Dragonborn returns to Markarth after they have finished the search taking place at Cidhna Mine and have a boss, choosing a go-to option to prison will transport them to Cidhna Mine. To leave the mine, activate one of the veins of ore using a pickaxe, triggering the option to serve jail time.
Battle[edit | edit source]
Find a shiv, surround the pickaxe, or use spells to attack any mine population sparking everyone nearby to strike back in Dragonborn, with many using magic. The effects of sneaking or invisible allow choosing residents more easily due to lack of armor, accessories, and strong weapons leaving them vulnerable to multiple attacks. Another alternative solution is if Dragonborn either Arewolf or Lord Vampire, they are able to change in a useful mine to escape, general battle or kill Madanach if needed.
Notable items[edit | edit resources]
Mining[edit source]
Five sinkrets of silver. During No One Escapes Cidhna Mine, the veins do not produce ore, regardless of how long they are mined, and unlike other veins, animated results indefinitely.
Characters[edit | edit source]
Gallery[edit | edit source]
Trivia[edit source]
It is possible to escape the mine after completing the Forsworn Conspiracy mission. Typically, Grisar's body of the Unlucky remains, so if Dragonborn has kept Borkul locks and Madanach keys, they can return through the escape route used in the mission above, planting keys (and some items to in battle) on the body and escape. Downhill from the entrance to Cidhna Mine, near where silver workers work forges, die can be found hanging in a cage a few feet above the water. There was nothing in his person to suggest why he was killed like that. If Dragonborn killed Madanach, escape the mine and return, Borkul and all the inmates would die.
Bug [edit source]
This section contains bugs related to Cidhna Mine. Before adding a bug to this list, consider the following: Please reload the old save to confirm whether the bug is still happening. If the bug still occurs, please post the bug report with the appropriate system template 360/XB1 , PS3/PS4 , PC/MAC , NX , depending on which platform the bug has been encountered. Be descriptive when listing bugs and repairs, but avoid having conversations in descriptions and/or using first-person anecdotes: those discussions belong to the appropriate forum board.
360 PS3
It is possible that, upon returning to the mine, after mining all the veins during No One Escape cidhna Mine, the Dragons may still have to undergo their sentence, causing them to get stuck in the mine. The mine can be escaped from using the Madanach tunnel by killing the Beast Wholesale and grabbing its keys.
PS4
PS3
If Dragonborn enters the mine and kills any Silver Blood mercenary on the guard before the start of the No One Escapes Cidhna Mine effort, when leaving the mine through the main entrance the game will slide and the screen will be black. Similarly if Dragonborn steals the keys to the mine from any of the guards and uses it to open anything in the mine. Because one cannot load storage while the screen is black, restart the console is required.
PC
If Dragonborn enters the mine before starting no One Escapes Cidhna Mine, other prisoners will not do any mining animations, and will only stand still until Dragonborn begins the search.
PS3
If Dragonborn dies at the mine, it is possible that they will not be able to reassign or move, this makes the console restart required to continue the game, it can also delete the player storage file. If Dragonborn manages to get into the mine without getting caught, interacting with the ore inside the mine would provide an option to sleep. Dragonborn can then use ore as a bed. The people inside the mine can be hostile, however, regardless if Dragonborn has spoken to them or not. It is possible to escape from Cidhna Mine using harassment. If a trolley found near Duach is pushed into the corner of the wall leading to the dead end, Dragonborn can fall through the map and the ground on the other side of the door they enter originally. Outrun guards, or kill them with magic side of the door. Once the mine is abandoned, The Markarth Guard will not be hostile. Another way to escape is to hold the pickaxe in the air and put it on the door next to Borkul, then into it until a person is plugged through. Repeat the process by using a bucket inside the left hand alcove, then follow the route out of the Markarth Ruins. There are circumstances of Dragonborn's missing venture items after escaping their sentences, along with every other venture item in the game, such as the Target Search Guild thief, The Jagged Crown, and the Elder Scrolls. Items can reappear if the player completes dialogue with Madanach, and continue out of the final Dwemer tunnel that takes them to town. Loading previous savings from before entering the mine can also fix it.
Appearance[edit | edit source]
Old Scroll V: Skyrim Deutsch Español Polski Русский
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Edit Share
Prisoner Cidhna Mine. Start after The Forsworn Conspiracy Silver-Blood Family Rings or Shields Of Good Old Gods. well. Look at you. The Nord's have made you an animal. Wild animals are thought and left crazy. So, my fellow hearts, what do you want? The answer about Forsworn? Revenge for trying to kill you? —Madanach[sr]c
No One Escapes Cidhna Mine is an effort available in The Elder Scrolls V: Skyrim. After completing the Forsworn Conspiracy, city guard Markarth frames Dragonborn, beginning this effort. Dragonborn was locked in Cidhna Mine and at one point was given the option of freeing Madanach and becoming Forsworn or killing her. As a reward, Dragonborn can accept either the Old Lord's Shield or the Silver Blood Family Ring.
Background[edit | edit source]
I was imprisoned inside Cidhna Mine, framed for the murder of Elytr's. I have to find Madanach, King in the Rags, and clear my name.
Objective[edit | edit source]
Ask a prisoner about Madanach
Get past The Borkul Beast
Talk to Grisarva to learn that Madanach is in a private cell cared for by Orc inmate Borkul the Beast. Borkul will demand a shiv as a toll. Shiv can be obtained from Grisarva the Unlucky, located in the southern tunnel. He will claim a bottle of Skooma. This can be obtained from Duach or Braig, via pickpocketing, persuasion, or brawl. Trade Skooma to Uraccon in exchange for a shiv, and give the shiv to Borkul to get a cell lock
Alternatively, Borkul can be persuaded, given that Skooma is direct, pickpocketed, or defeated in a brawl. Attack Borkul outside brawl will cause all prisoners to attack. Unless one is a strong mage character, a Hadwolf, or Lord Vampire, this is not recommended. If a prisoner is attacked, Madanach will strike a shiv as well. Search weapons such as Dagger Alessandra will be removed from the Dragonborn inventory upon arrival at the mine, however spells such as the Tied Sword or Bound Bow are still available. There is a badge above Borkul that can be achieved from jumping from a raised wooden platform to allow a person to shoot down from with a revolving attack. Injured allies such as Fire, Frost and Storm Atronachs can help in combat. Forsworn's choice[edit | edit source]
Madanach will try to convince Dragonborn that he and his Forsworn deserved in their actions and send Dragonborn to find a Braig prisoner and listen to his story. After hearing Braig, return to Madanach and he will offer freedom, but he needs proof of loyalty. He called for the release of Grisarva the Unlucky, which has issued its usefulness to the Forsworn Rebellion. After killing Grisarva, Dragonborn must return to Madanach. Having heard news of Grisarva's death, Madanach gathered the remainder of the prisoners and took them to an escape tunnel passing through the Markarth Ruins. At the end of the tunnel, Dragonborn's belongings were returned to them by Kaie, one of Forsworn Madanach's agents who managed to slip into Markarth without being seen, and Madanach added the Old Gods shield as a reward. Once outside, there was a confrontation between Thonar and Madanach, with Thonar having some corrupt Markarth city guards backing him. Forsworn and Madanach charge the city, killing Thonar and all guards (and people) at sight. After they left town, they will continue to run to Druadach Redoubt who will become some friendly Forsworn inside.
Silver Blood Choice[edit | edit source]
Kills Madanach in its cell. Sneaking so as not to be detected by prisoners and other guards. It is unlikely Madanach will be killed with a pickaxe in a sneaking hit, however. If Dragonborn had the benefit of Blade Assassin in the Sneak skills tree, listen to Braig's story and return to Madanach. Madanach will instruct Dragonborn to kill Grisarva the Unlucky. There is a choice of dialogue in Uraccon to get a shiv from Grisarva. While still alive, Grisarva doesn't have any stuff to pickpocket. However, after dying, two shivs can be connected from his body. Once obtained, Kill Madanach with an attack sneaking with a shiv. Shiv is counted as a dagger and hehdk the benefits the Assassin Blade applies, doing 15 times normal damage. Madanach can survive blow but it will deliver a huge hit. Once Madanach dies, read the notes on his body and use the escape route. It is possible to run or sneak past the Frostbite Spider and the Dwarf Sphere in the inside Rubble, especially with the help of Being Ethereal Shout. If Dragonborn chooses to sneak through the rubble, Remove Voice Screams is very useful. Alternatively, as a Haswolf, Lord Vampire, or Mage, makes fighting its way out significantly easier. Another option is to use the power of The Secret Servant from the Expansion of Dragonborn to smuggle your equipment into a prison cell for you. Upon exiting, Thonar Silver-Blood will reward Dragonborn with the Silver Blood Family Ring and Dragonborn belongings. Rings are deceived so that weapons and armor can be improved 15% better. Playing both sides [ edited the source]
Side with Madanach until Dragonborn was given the Old Gods Shield, which was at the end of Markarth Ruins right before going out to town. After dialogue and receiving the shield, attacking Madanach, changed it hostile. Doing this while close to the door to Markarth will cause his followers to re-enter and attack Dragonborn. After Madanach and his followers died, hijacked his body and read his notes. Then go out to Markarth and talk to Thonar. It is better to attack Madanach near the door to Markarth because otherwise his followers may not re-enter and it is difficult to get the Silver Bloody Family Ring from Thonar as a follower of Madanach will wait outside to attack. If done properly, after killing Madanach and the rest of Forsworn followers inside the Markarth Ruins, Dragonborn would be out to a peaceful Markarth with Thonar waiting with his guards to talk to them and reward them with the Silver Blood Family Ring, as well as forgiveness from Jarl. If Jarl Igmund is spoken afterwards, he will apologise for his wrongful prison sentence. If when exiting the tunnel there is a Forsworn left, it helps to hate the tunnel so thonar is accidentally violated. This caused all the characters to respond as if Madanach escaped with the help of Dragonborn. If the killer is skilled, it is possible to go out with another Forsworn, and stall Madanach before he goes out to Markarth. Ever alone with him, kill him and find his remains. Madanach will die, but Dragonborn will not be blamed for murder. When exiting the city, both guards and Forsworn will be peaceful towards Dragonborn, although they will still fight each other—whether the side can be helped because both are friendly and will treat any attacks as accidental. Thonar will almost certainly be killed in the battle before he can give Dragonborn a ring, but this story still leaves Dragonborn with the Old Lord's Shield, an official pardon from Jarl and the friendly Druadach Redoubt. In spite of they were lucky, conversations could start with Thonar when leaving the rubble, and, quickly skipping over the line, Dragonborn could receive a ring. It may take several attempts plg yourself properly and by relocating the autsave just beyond the rubble, can produce different results. If playing as an imperial, using the Emperor's Power Voice will ensure everyone is quiet long enough for Dragonborn to get the ring. The other way is to stall Madanach and pickpocket him. He turns aggressive and can be killed. A guard would run in but wouldn't strike.
Reward[edit | edit source]
Journal[edit | edit source]
NoBody Escapes Cidhna Mine - MS02 ID
Journal Entry 51
I was imprisoned in Cidhna Mine, drawn up for the murder of Elytr's. I have to find Madanach, King in the Rags, and clear my name.
Objective 10: Ask prisoners about Madanach
10 Objective 20: Past Borkul Beast
25 Objective 25: Talk to Madanach
30 Objective 30: Listen to Braig's story
40 Objective 40: Return to Madanach
50 Objective 50: Killing Unlucky Grisarva
60 Objective 60: Back to Madanach
70 Objective 70: Follow Madanach
100 I have helped Madanach escape from Cidhna Mine, and he and Forsworn have taken credit for all my past crimes, cleaning my name within reach.
200 Objective 150: Killing Madanach
210 Objective 200: Find Madanach's body
220 Objective 210: Read Madanach's note
230 Objective 220: Escape Cidhna Mine
250 Follow Thonar Silver-Blood has given me forgiveness to kill Madanach. My name has now been cleared within reach.
Trivia[edit | source edit]]
Ironically, Cidhna Mine escapes through a large hole that is very visible on the wall leading straight to Markarth. Markarth's guard, however, seemed somewhat aware of it, as the exit went straight into the hands of the mine owner himself, accompanied by the guard, who was waiting. If Dragonborn decides to kill Madanach at first and manages to sneak out through Markarth Ruins without warning any other prisoners, the mission will be completed. If Dragonborn decides to look again at Cidhna Mine through the rubble, however, one will find that all the prisoners die. If Madanach is killed and Dragonborn is going through solo Markarth Ruins, a good way to beat the spider and the Dwarf machine is to run past the spider until reaching the last room, where the Dwarf Sphere strikes, then take them back to the spider for them to battle each other. With high Pickpocket skills, one can rewind the Urzoga gra-Shugurz pickpocket first and smuggle equipment into the mine, although Dragonborn must be within reach of picking it through the bar as the doors instantly close as he starts to walk. If Dragonborn wants to complete the search but avoid directly killing Grisarva, it is possible to Madanach said helo, dialogue and wait options. Grisarva would panic and start attacking, and other inmates attacked and killed him. Choosing not to side with any inmates, it may be difficult to kill them all with just pickaxe. Walk on a suspension bridge and wait for them to stand up in front of them, Dragonborn can use the Non-Clinged Forces screaming. The prisoner will then fall into the hole directly behind the bridge. They can't go out but Dragonborn can, making it easy to pick them one at a time. It is also possible to transform into wolves if sufficient progress is made in the efforts of the Companions, or use the spelling of The Consultation to call a common or bound weapon. Although Cidhna Mine was considered prison at the beginning of the mission, the compilation of the effort would not reward Want's achievements. If Dragonborn has followers before getting back into the Talos Temple to be caught, it is possible to give followers of their equipment and ask for it at the mine and then kill everyone.confirmation required The Dremora Butler can also smuggle the goods. If Dragonborn had sneak high enough, and decided not to side with Madanach, killing/pickpocketing him unnecessary to open the escape route. If he is beaten with a spell/ability that revolves around and Dragonborn sneaks back into the hallway, he can open the locked prison cell door to the escape trail while searching for Dragonborn. Dragonborn can then attack him and his followers again and lead them through the rubble so the Dwarf Sphere and Frostbite Spiders can help make their short work. To avoid many injuries among the characters (if forswn options are taken), one can save the game after getting the equipment and waiting until midnight before going through the door to Markarth. Despite being a member of Forsworn, Borkul the Beast, Braig, Duach, Grisarva the Unlucky, Kaie, Madanach, Odvan, and Uraccon did not belong to the Forsworn Tribe in game files. That's because the Forsworn Tribe flagged immediately hostile to the players. Instead, they belonged to the Cidhna Mine Prisoner Tribe and the surviving members were then assigned to the Druadach Redoubt Tribe.
PC
If Dragonborn joins Forsworn but wants to avoid the issue of Ash Pile when entering Markarth, simply use killall instructions to kill everyone in Markarth, and upholds Madanach and his allies with resurrection orders, and beyond citizens after Forsworn leaves the city.
PC
If Madanach Notes was chosen from him before Dragonborn betrayed him, the effort might be stuck on Find Madanach's remains. To fix it, simply plant a note on her body, and take it back. Stolen items removed from the Dragonborn inventory after being detained will be returned with their other items, unlike when they are detained at an other time.
Bugs[edit | edit resources]
This section contains bugs related to No One Escapes Cidhna Mine. Before bug to this list, consider the following: Please reload the old save to confirm whether the bug is still taking place. If the bug still occurs, please post the bug report with the template 360/XB1 , PS3/PS4 , PC/MAC , NX , depending on which platform the bug has encountered. Be descriptive when listing bugs and repairs, but avoid having conversations in descriptions and/or using first-person anecdotes: those discussions belong to the appropriate forum board. Click to show If you did the Forsworn Conspiracy without killing Nepos or any of its Forsworn (this is done by sneaking deep with invisible poems or spells), everyone at the mine, although Madanach would still think you were doing murder. Choosing to kill Madanach but then hiding can cause him to still open the escape cell door. Once Dragonborn reaches the end of the Dwarf ruins, Madanach will give his belongings as if Dragonborn chose to escape with him. However, they will still be hostile.
PC
360 PS3
Killing all prisoners before entering the temple can cause guards to attack, making the search yet to be ascertained. Fixed when the Civil War factions each took over Markarth.
PC
(Fix) Enter the console outside of Markarth and enter TCAI (Toggle Combat Artificial Intelligence). After doing this, the AI will not attack. Enter Markarth and go to Talos Temple where all three guards are confronted, and then turn off the TCAI by inserting it into the console again. Here, the guard will talk to Dragonborn. The select comes quietly, and then when the guard starts the next conversation there should be three points above the usual response. Select this, the controller will continue their conversation, after which the controller will return to normal and no longer try to make a catch. Alternatively on the PC, when faced with the controller, click on them and type the paycirmegold into the console. Dragonborn should be broadcast somewhere in Markarth without a boast.
PC
If the guard is killed inside the temple, but the search is not completed: type of setstage MS02 100 (fixing efforts to complete helping Madanach escape and he clears dragonborn's name for their crimes - but not for killing guards at the temple), then prid type 00036F3B, select Select chat options ... with guards and repeat dialogue go to jail. In prison getting options and start mining, dialogue asks whether Dragonborn would like to do their time coming, choose yes. The solution above works. But the guards might still strike after you say Nobody escaped from Cidhna Mine, nobody. To finish, escape outside the city, be captured by guards who do not pursue, and undergo PC It is possible to resuride all prisoners through consoles. If the bodies have despaired, use a proud order followed by each inmate's ref id to choose them (REF ID for prisoners is 00019911, 00019912, 00019913, 00019914, 00019915 and 00019917). 00019917), selected prisoners, enter the revival order. Once all the prisoners are remanded, the guards will act as if they never died, and the effort continues as usual.
PS3(Fix) Sneaks into the Talos temple where two or three guards will wait as if the efforts of The Forsworn Conspiracy are finishing again. Kill both the guard and wait for the third to be repaired. During a dialogue with the third guard, pick You Broken, Thonar pays you and Fine, I'll come Quietly. The guard will attack; kill him. Get out of the Talos temple. It comes across if they respond to pay-bounce options with: We've got some witnesses, you won't run away with this. But it should be possible to pay for the bounce bouncing as usual.
PS3
If the prison option is elected, it is possible to get caught in the mine for good because no one else is there and the door next to orc requires a key, which is not possible to choose.
PS3
Fixed after 1.04/2.03 Patch 11/02/2012: go to talos temples and markarth gun guards and armor where still there is (kill them during the Forsworn Conspiracy) Taking weapons and armor and removing them from the Temple of Talos and getting rid of them complete the search and have 1,050 paid nail bosses.
360(Fix) make sure that the Dragonborn level is quite high and enter Markarth. When entering the city, do not be seen by the guards, and enter talos Temple. Three guards from the previous efforts of the Forsworn Conspiracy, will still be there, and the midfielder will be involved in the same conversation as at the end of that effort. Two more guards will attack, and for being in conversation, there is no way to fight back, so be prepared. Answer the guard with You corruption, Thonar pays you, and again with Fine, I'll come quietly. The guard will then do anything, so heal as needed. After a few seconds, the same guard will try to make an arrest, and give the option to pay for the eye bow.
PC
360 PS3 PS4
Quest items in inventory (which cannot be removed otherwise) can be permanently removed following a mine. On the PC version of all items from the completed search will sometimes stay, however items such as Old Scrolls may disappear indefinitely. The patch resolves this issue for Xbox 360 users. PS3 items may return after leaving the mine. If they don't, go through the nearest door to trigger another loading screen. Items may return afterwards. May 360 doesn't accept all the item searches they had before this search started. However, accept them when Forsworn begins to fight guards beyond the rubble. Or kill Forsworn rebel, then Thonar gave them back after the conversation. If Dragonborn is jailed with Auriel Bowl, it may not be given back. Keeping bows at home before imprisonment will be This.
PC
360 PS3
It is possible upon arriving at Cidhna Mine, Urzoga gra-Shugurz (guard) has no dialogue options but instead struggles to death. After Dragonborn completion of this search, a disturbance occurred that would prevent the PC from being able to Travel Fast or Wait, stating that the guards are pursuing. Fix: Commit crime and get caught. Paying a fine or going to prison will correct the bug.
Fix: Enter the building and then leave will also correct it.
PC
360
It's possible that Madanach will have no key in his inventory when he is on the pickpocketed. If a note is invited from Madanach, it may not be read, therefore does not allow the search to be completed. Thonar will attack Dragonborn when they come out of the rubble. Search PCs are started in cells, but both doors are locked without a way to open them. Solution: Open the console and enter setstage ms02 0. If Madanach did not complete his dialogue before leaving the mine, after leaving the mine, Madanach and his men, as well as Thonar and his guards, would only stand outside and do nothing. Killing Thonar completed the search and began the fight but endured a bounty of 1,000 in Markarth. Lice bounce can be avoided by killing the last witness (guard) or making others kill Thonar by deciding a pretty strong rage or a frenzy effect on them. After completing the effort, first helping Madanach to get the shield and then turn it on by helping the guard kill him to get the ring from Thonar, the dead Uraccens body might lay along the way before the entrance to Druadach Redoubt.
PS3
Sometimes, when the search is completed by killing a prisoner, there are three guards standing outside and no one gives the Silver Blood Family Ring. (Update: to correct this top-up to a point before talking to Talnor as his Treasury home and make sure that Talnor was not attacked by Dragonborn during the battle).
360
When starting the search, it may be noted that the items equipped with the inventory are still in the favorites, and are there and can be used throughout the search. However, when the gear is returned, the item, while still appearing on the favorite, will not appear in the inventory even under the favorite section in the inventory. The only way to complete or remove this item is to press on a d-pad. No repairs.
360
All recruitment sounds for items may not sound. When out of prison, Thonar may be hostile. He is marked important and cannot be killed, therefore the battle will not be over. Casting Calm on it will work in the short term, long enough to complete and get a ring. If Calm can't be thrown at him, just run out of town, get out of battle, travel quickly to some place far away then back to Markarth. Go to susur exit Cidhna Mine (left door to understone keep door) and Thonar will wait there, there, hostile again. He'll start a conversation and the search can be completed.
PC
PS3
Skipping dialogue where guards say no one with entry, guards will be interesting, Dragonborn will be transported to prison, and Orc women will attack. Possible repairs: Make sure there is no bodily when sent to prison. If at Cidha Mine as a prisoner before, dont kill Grisarva. If so, when Madanach said to kill him, he wouldn't be there and there was no dialogue to tell Madanach he was already dead.
PC
If Madanach and Forsworn were killed after receiving a reward shield and then ringing received from Thonar, the search registered as a forswn wreaking havoc in Markarth and killing cities, causing citizens to pass on to scold Dragonborn for helping Forsworn break out.
360
After being taken to prison, resting for an hour, the current followers may appear. All Dragonborn items can be given to a follower before being caught having gear while in prison.
360
If Dragonborn had been sent to the mine before and killed all prisoners, they would still be sent to prison, but the effort would not begin. Borkul Beasts can be blamed, but he won't have the keys to the door. This will make it impossible to do a search.
360 PS3
After escaping the mine and completing the effort (helping forswn escape) any active followers before being caught may still be at the Talos temple. Even after killing a follower guard will remain in position by the temple. They can still trade items, but even after parting the way they can still remain there forever.
PC
Sprinting past the Dwemer sphere can cause them to follow outside to Markarth. This could be a big deal if choosing to kill Madanach, as Thonar would force a dialogue tree to get out of the rubble. Spheres can kill Dragonborn while they are caught up in dialogue. If this happens, load the autsave and skip through the dialogue as soon as possible and away from the possible sphere. Thonar is likely to be killed before the sphere is bowed by the guard, and his remains will be able to connect without consequences.
PS3
Sometimes after killing a guard and being sent to Cidhna Mine, it will automatically kill Dragonborn, regardless of the rating of the shield, health, or stamina. If The Forsworn Conspiracy effort is nearing completion except for the final objective to return to the temple, completing Unending Season will complete Forsworn's efforts and prevent No One Escapes Chidna Mine from starting. The guard will go if Dragonborn returns to temples to Talos. This may have something to do with Markarth changing sides during the Unending Season negotiations. However, completing the search for War who favors Imperial should fix this and allow efforts to start
360
After killing Grisarva the Unlucky, Dragonborn will speak to Madanach. After talking to him, they will be out to hear his plans. However, he did not announce it and the effort would not go ahead.
PC
360 PS3
It is possible that after exiting Dwemer Ruins during the escape that there will be no dialogue between Madanach and Thonar. Solution: Killing Thonar will skip dialogue and advance an escape from Forsworn. However, this will count as swelling to Forsworn and possibly receive 40 gold overflows. The holy bows should disappear within seconds because Thonar is the only witness to his own murder.
PC
360
After killing Madanach and escaping the mine, Thonar may become hostile for no reason, giving no dialogue options and therefore not ending up with effort. Reload won't work.
PC
(Fix) Using the console, click on Thonar and type disable later enable. He should be friendly and will continue his dialogue as usual. If he still becomes hostile after repairing, type the tcl in the console to fly over it, then repeat the same step. Automatic conversations (and therefore the search is completed) should take place before he tracks the player. Since he will still be hostile, once the dialogue is complete, fly to a safe place, type the tcl again, then quickly travel out of Markarth. This will reset him and make him friendly again.
360(Fix) Escape to the mine, attack Thonar until he is disabled and then running into a hiding place will give you the chance to wait. Waiting for three days should allow you to then get out of the rubble and continue the search as usual.
360
After killing Madanach and all Forsworn, Thonar would say to get out of his sight, without giving rings or forgiveness. Select the keys and return to the mine, then walk back outside, and he will give the items.
360
When the goods are returned, either by Kaie or Thonar, the console may become very left behind. Previous savings from before the search started may be reloaded, but Dragonborn may have to never be caught while within Reach. If the two guards initially approached in the Dead Temple, speech with other guards might not send Dragonborn to prison to continue the search, on the other hand when it was chosen to be sent to prison, it loops the speech, You'll never see a light day again, followed by the only answer, What's the problem? whose loop goes back to various speech options leading to a number of speech options that all lead to If every person in prison is killed to get the keys to Madanach and used and spells the impact of the area sometimes the bounce may be incurred while in prison, meaning that when leaving, rather than Thonar speaks, he will only attack. Sometimes upon completion of the Forsworn Conspiracy and choosing to pay the fine is very early, or deliver all the guards before they complete the dialogue they do not leave any witnesses (bow stocks do so) Dragonborn cannot go to the mine, preventing the onset of search. Possible solution: caught later in

the game for something else rarely triggers a search. If the dragonbon sides Madanach and then betrays them, Forsworn can be found dumped garbage across the city. The remains of Borkul the Beast can also be found near Druadach Redoubt. Forsworn in this location will also be friendly. If elected to help Madanach, on a rare occasion, one of markarth's Guards will be invisible and all attacks will move pass. Top-up doesn't seem to fix it. The only way to continue the game is to kill all the Forsworns that you help to prevent them from accidentally killing cities. 360 If pickpockets Dragonborn letters Madanach and reads it, update the effort to escape from Cidhna Mine. If they then continue to perform as Madanach asks to get away with it, they won't be able to leave the mine, because the last door will ask for the key to unlock it. When talking to Madanach for the first time, choose the choice of dialogue Let's start with revenge! Sometimes just cause him to attack. After killing him, other prisoners will act normally. \*Disclosure: Some of the links above are affiliate links, which means, at no additional cost to you, Fandom will earn a commission if you click on and make a purchase. Community content is available under CC-BY-SA unless otherwise stated. Registered.

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