

TESC II: Soulburst - The Epilogue

And so it came to pass that the legend of a ghost town was true. The city of Bruma, once known as the bastion of Cyrodilic culture and society, had been imprisoned within a terrible magical barrier for the purpose of saving a single soul.

Icantus Carthinius awoke, and with his awakening, an impending doom was about to shroud the few straggling survivors that remained in Rolf's Tavern. Those who swore their allegiance to Ebonheart Pact carved their way to unity through bloodshed and violence, leaving behind only those who would agree to their terms - die or unite under the single banner. All knew, however, that the wizard was their only way out. Or they thought they knew.

The victors stood before him, as if before one of the Divines, urging him to fulfil the promise he had given. Wizards are a bored lot, and it takes much effort to entertain one. Icantus, on the other hand, played another morbid game, leaving it to the survivors to decide whether it was possible to overcome differences and unite with a single goal. The location for the "teleport" he mentioned so much was a red herring. A coy to ensure yet another game. The game ended up violently, which is why so much blood soaked the soil of Bruma.

He greeted the survivors, pointing out he would do no intervention, not a single spell will be cast by him to aid anyone. However, he did give out the location of a way out, an ancient Dwemer tunnel, south from where they were. He would go and mark the spot, whereas the survivors would fight their way out of the doomed city of Bruma. One of the survivors, a high elf, asked him before Icantus left - would you move us and save these people with your spells? - Icantus swiftly replied, with morbidity in his voice - I have no clue how to teleport other people, my friend - He left, and so did they.

The daedra? They reached Bruma, only to bite the dust once a terrible disease was unleashed upon their arrival. The story is unclear up to this day even now, but the legend has it

that Dunmer and Argonian sorcery combined created a plague so terrible it would down a god, if he would come near it. Some even recount the tale of seeing a whole daedric legion fall due to terrible spasms upon reaching Bruma, with blood dripping out of every orifice.

Eventually, the survivors have found the tunnels Icantus spoke of. They entered them and fought their way through it. Contraptions and mechanisms of the Dwemer never break. The traps and mechanic centurions Dwemer left behind killed even more. After a couple of days of pointless wandering and scouting, only a few people reached the exit.

The few who would remember the tale would pass it onwards, albeit the horror and innocent blood would scar their minds for the rest of their lives. The names got forgotten, but the story still remains - It was a couple of years after Soulburst, when the ghost town of Bruma took its last victims...