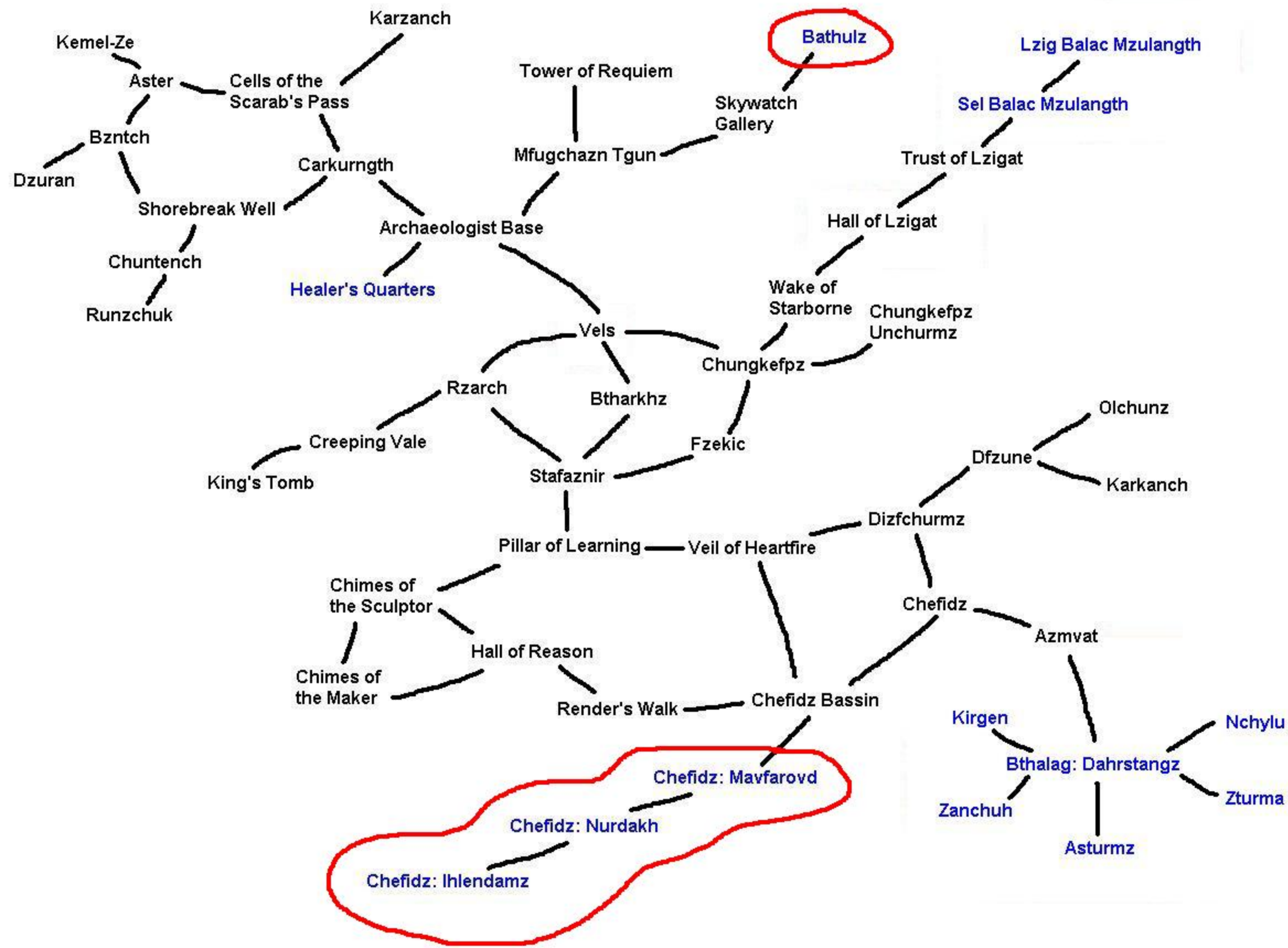


This new interior is of vital importance to the puzzle quests

It will contain Trevinual, an archaeologist who has gone mad, but who knows answers to most of the puzzles (not explicitly), but he has a journal full of hints



Because the puzzles are pretty difficult it is important to have such a character like Trevinual



Mavfarovd

(Kemel-Ze's fresh water source)

The entrances to
"Nurdakh" and "Ihlendamz" are frozen

To unfreeze the cell, the player will
need "Refined Pyroil Tar",
which can be found in Bathulz.

Fill the "Pyroil Reservoir", get journal
update that in 48 hours the obstacles
should have melted away

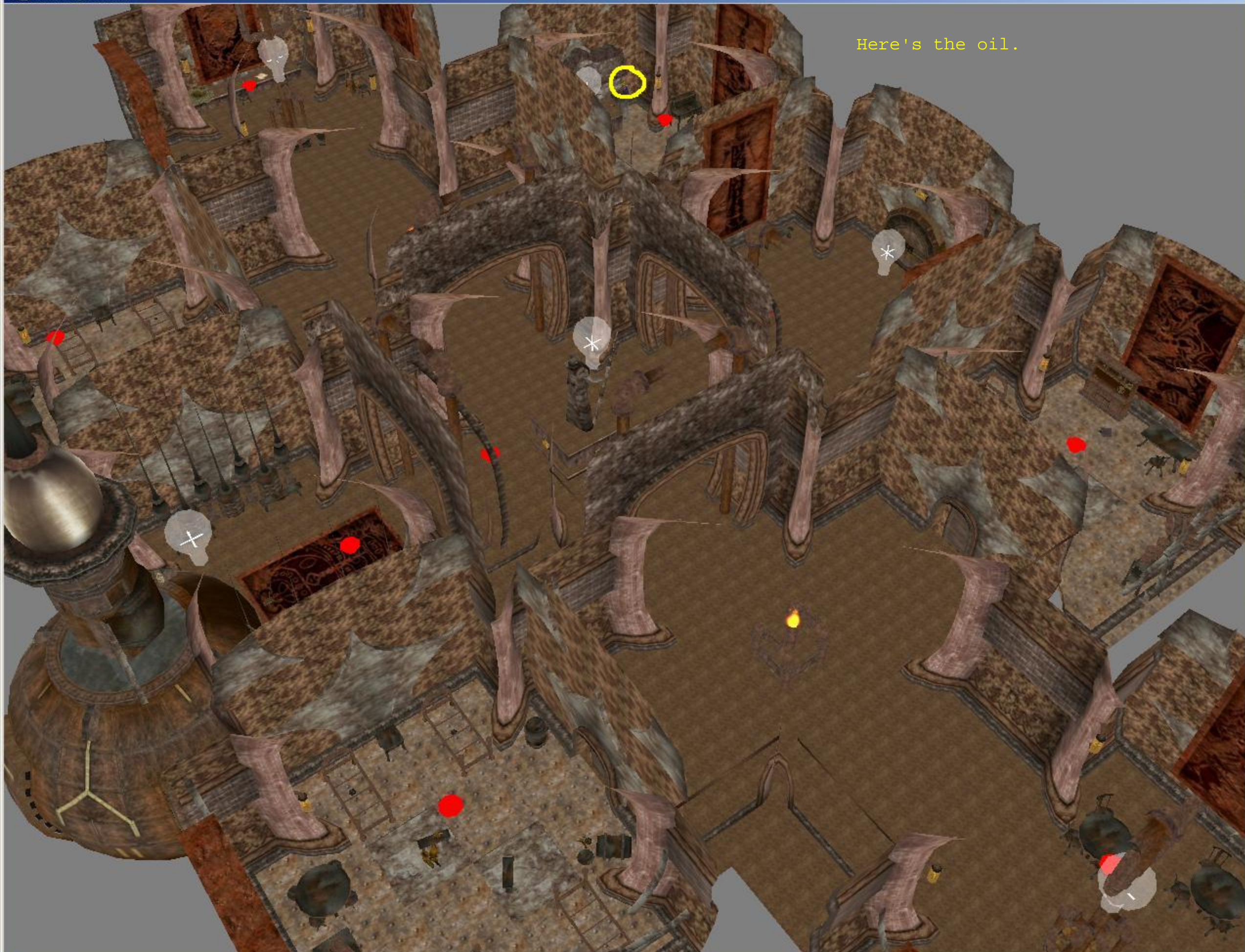
The entrances to Ihlendanz
are frozen

These Iceblocks will dissapear
after 48 hours after placing
the Pyroil

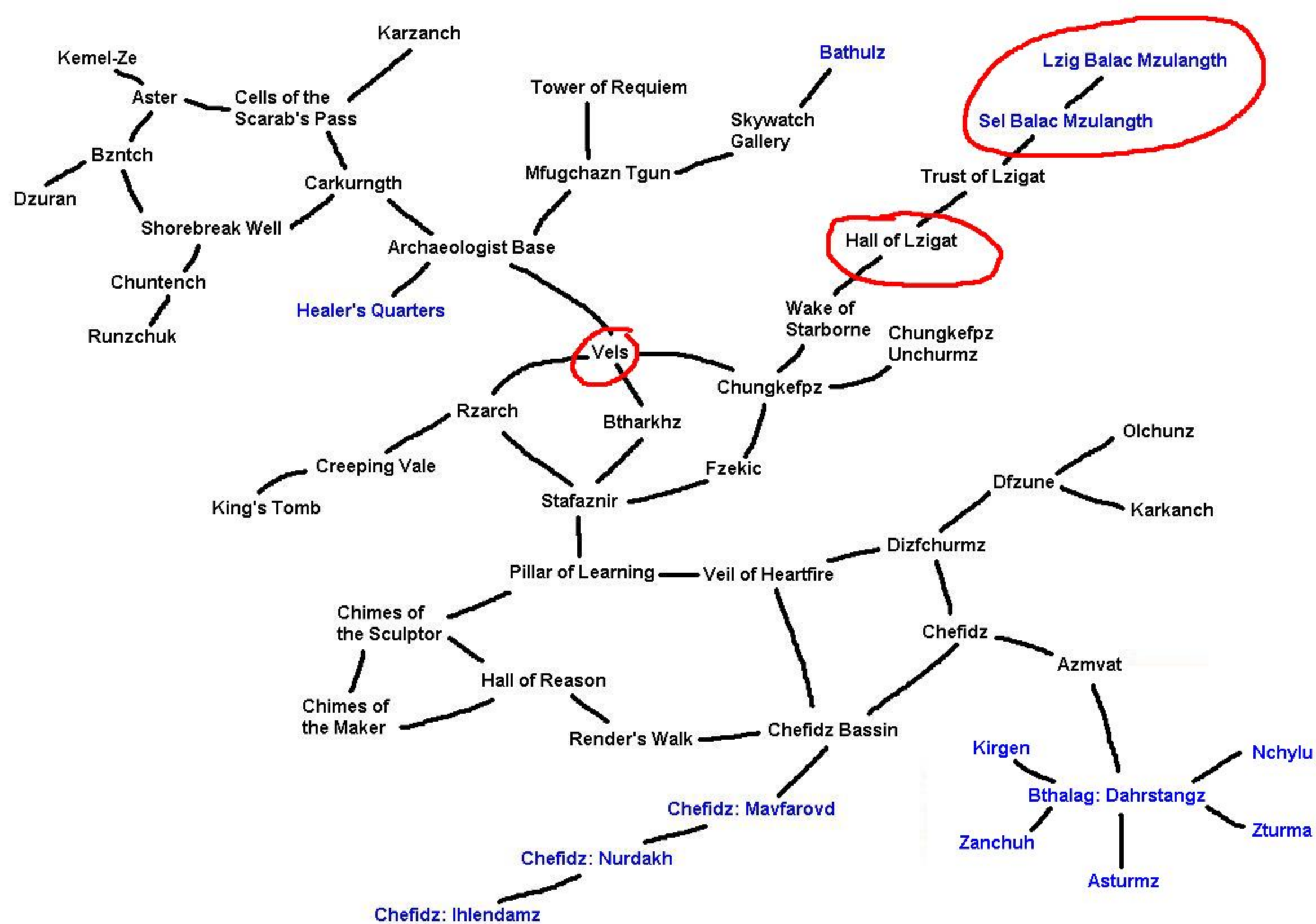
The vent to Nurdakh is also frozen over

Balthulz has the Pyroil





Here's the oil.



Mzulangth was a tonal architect
 His labs are located in Kemel-Ze
 The player needs to place 5 cylinders
 into the the powerbox
 The 5 cylinders can
 be found in Kemel-Ze
 and Bthangthamuzand



Put the [Named] Cylinders into their appropriate slots, the door to "Lzig Balac Mzulangth" will be opened

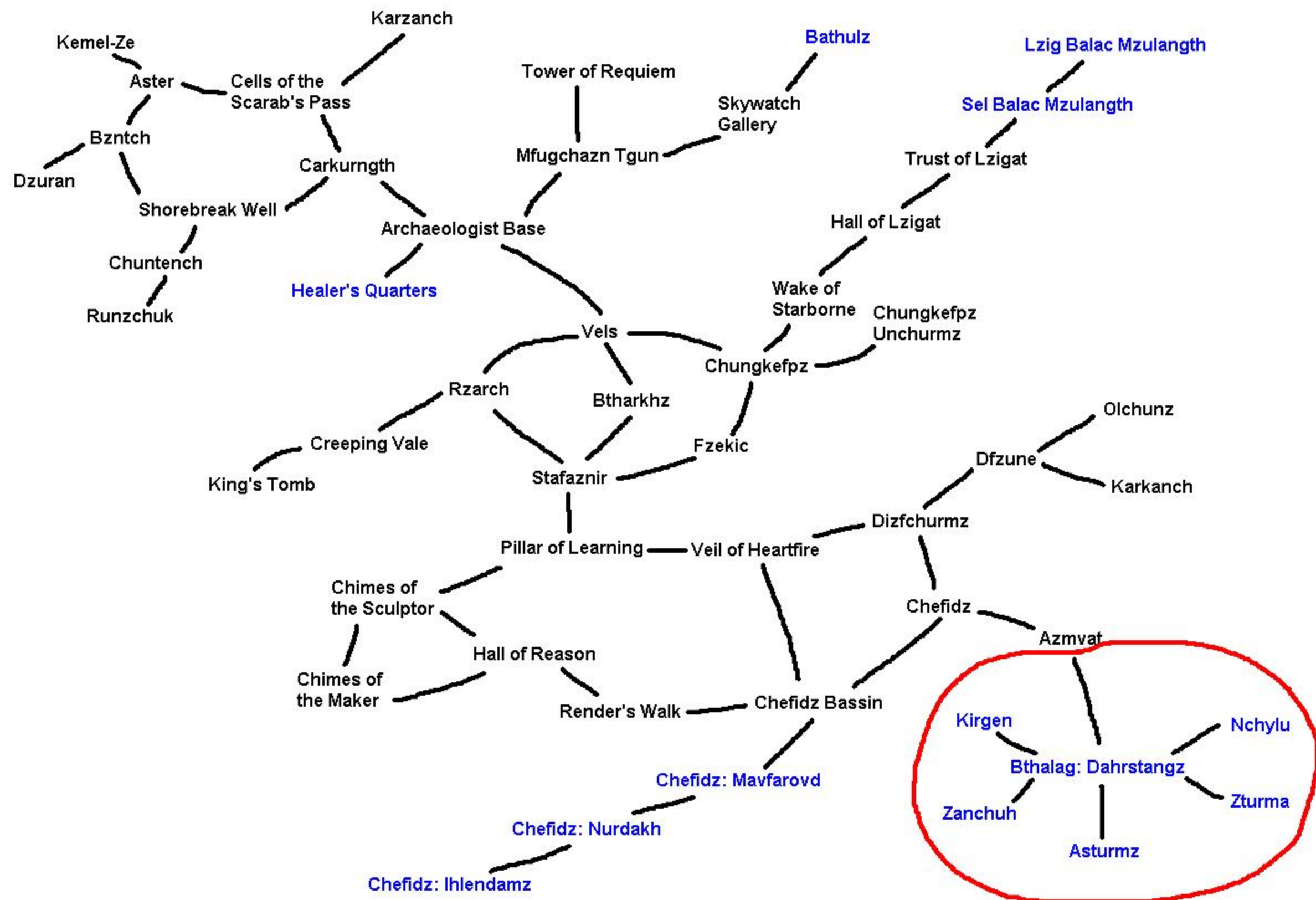


Lzig Balac Mzulangth, Mzulangth's laboratory





Reward is a unique copy of
Mzulangth's "Divine Metaphysics"



Dahrstangz is Kemel-Ze's political core
 The door to Asturmz is locked
 Note the four statues
 Once all four statues
 face the bridge, the
 door to Asturmz will
 unlock.

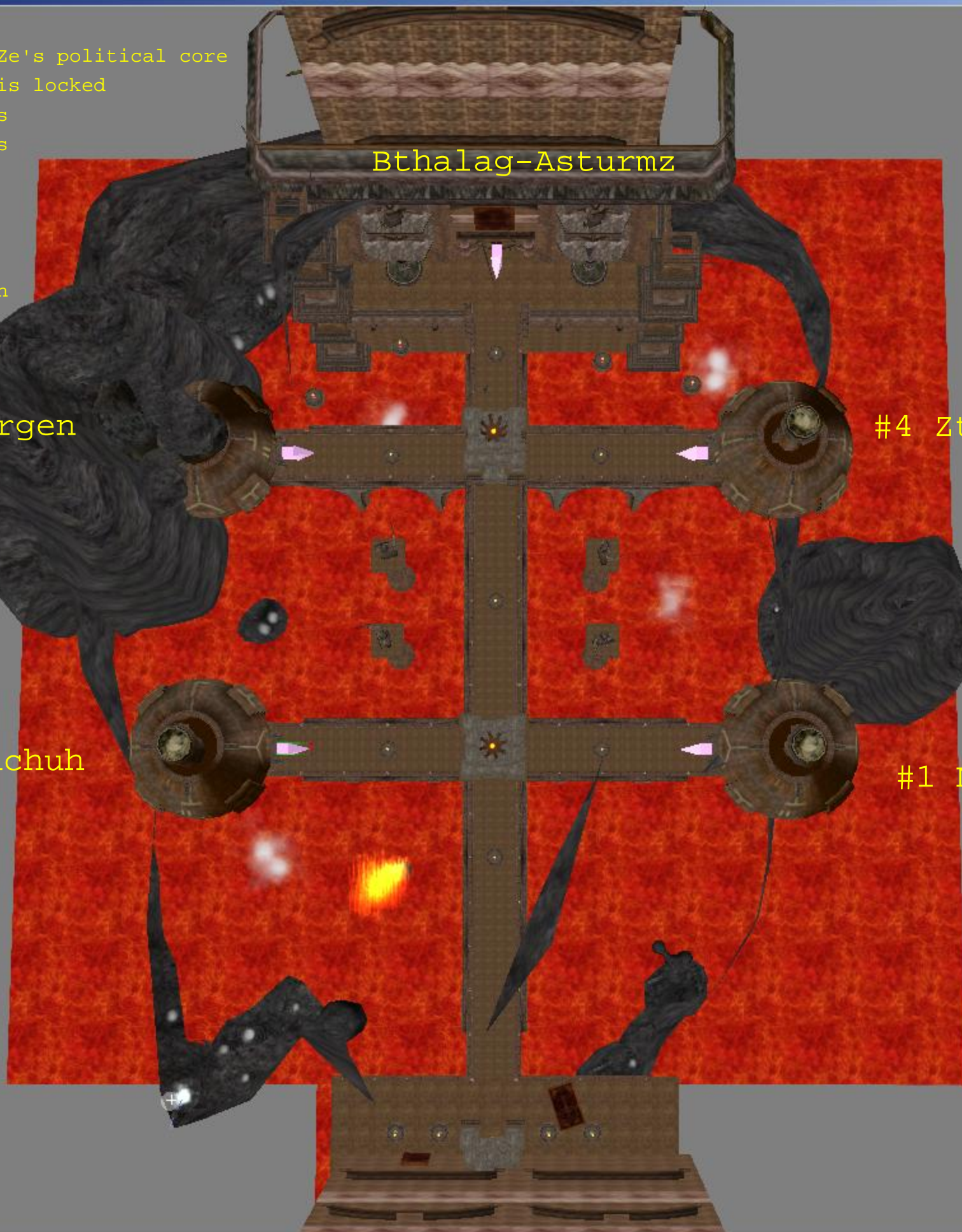
The statues will turn
 once puzzles
 in #1-4 have
 been
 completed

#3 Kirgen

#4 Zturma

#2 Zanchuh

#1 Nchylu



Nchylu (Pattern)

Use a telekinesis spell for this room.
There are four cranks-each symbolizing the four transistors.
The player must find one which is different.
The answer is to activate "TR_m2_KZ_2a_puzzle-pattern+".
If the player activates 1 of 3 "TR_m2_KZ_2A_pattern-",
the player should suffer burdening or some such spell.

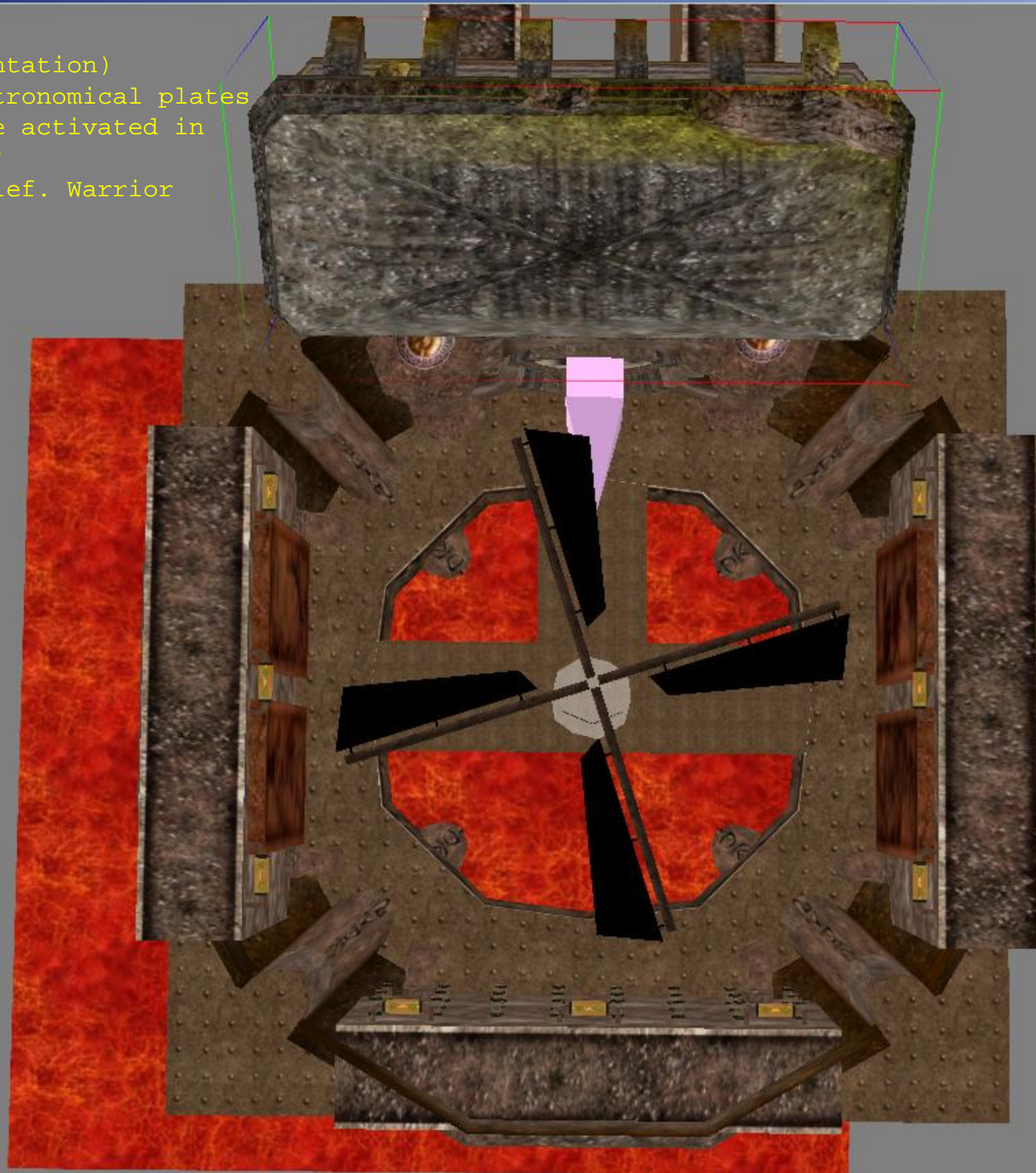


Zanchuh (Confrontation)

Note the red astronomical plates

These have to be activated in
a certain order;

Mage. Snake. Thief. Warrior



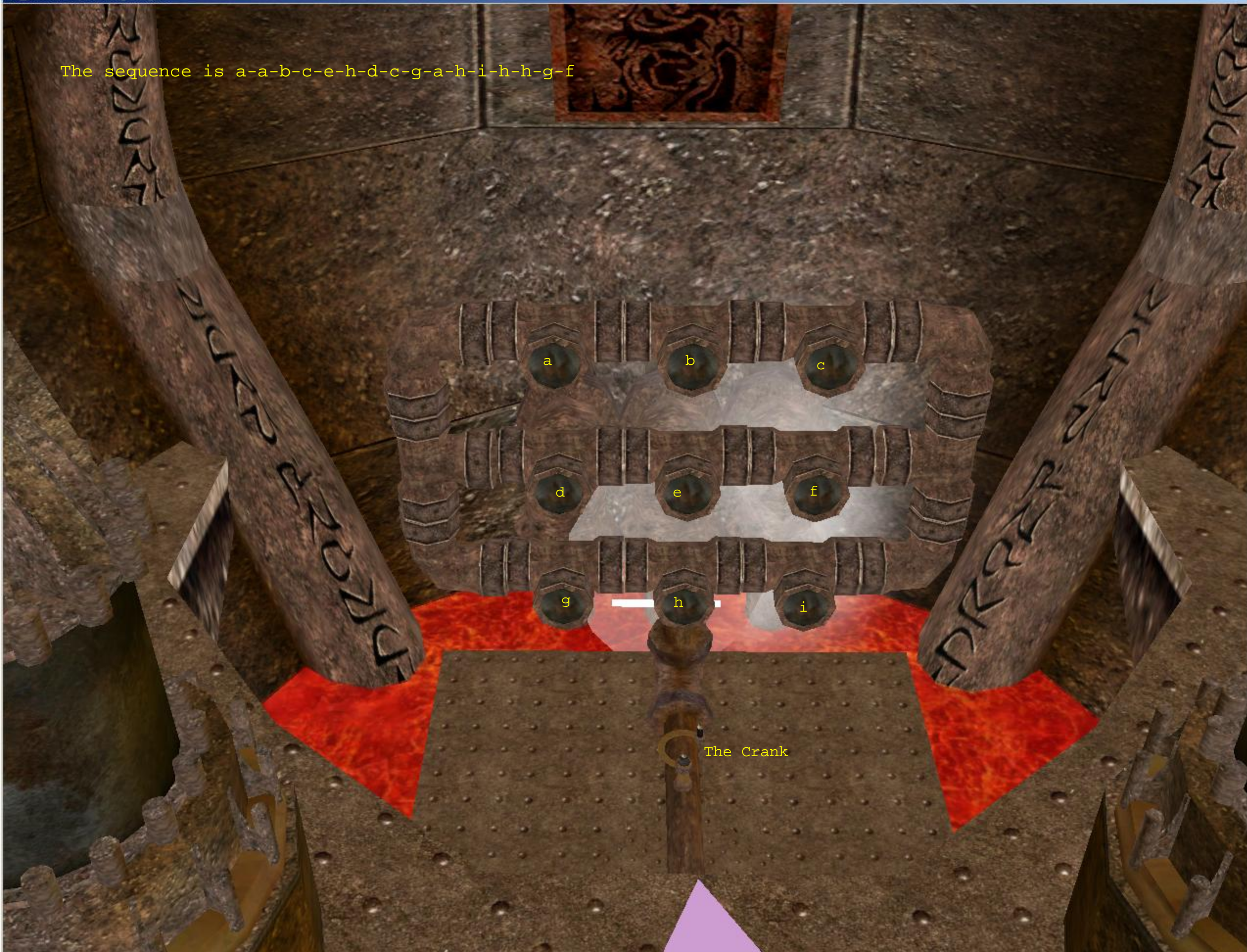


Kirgen (Disorder)

There are 9 Harmonic Seals
 This is a test of memory (sound)
 Activating a seal brings a sound
 If the player activates the crank,
 the sound sequence will be played
 The player has to recreate the sequence

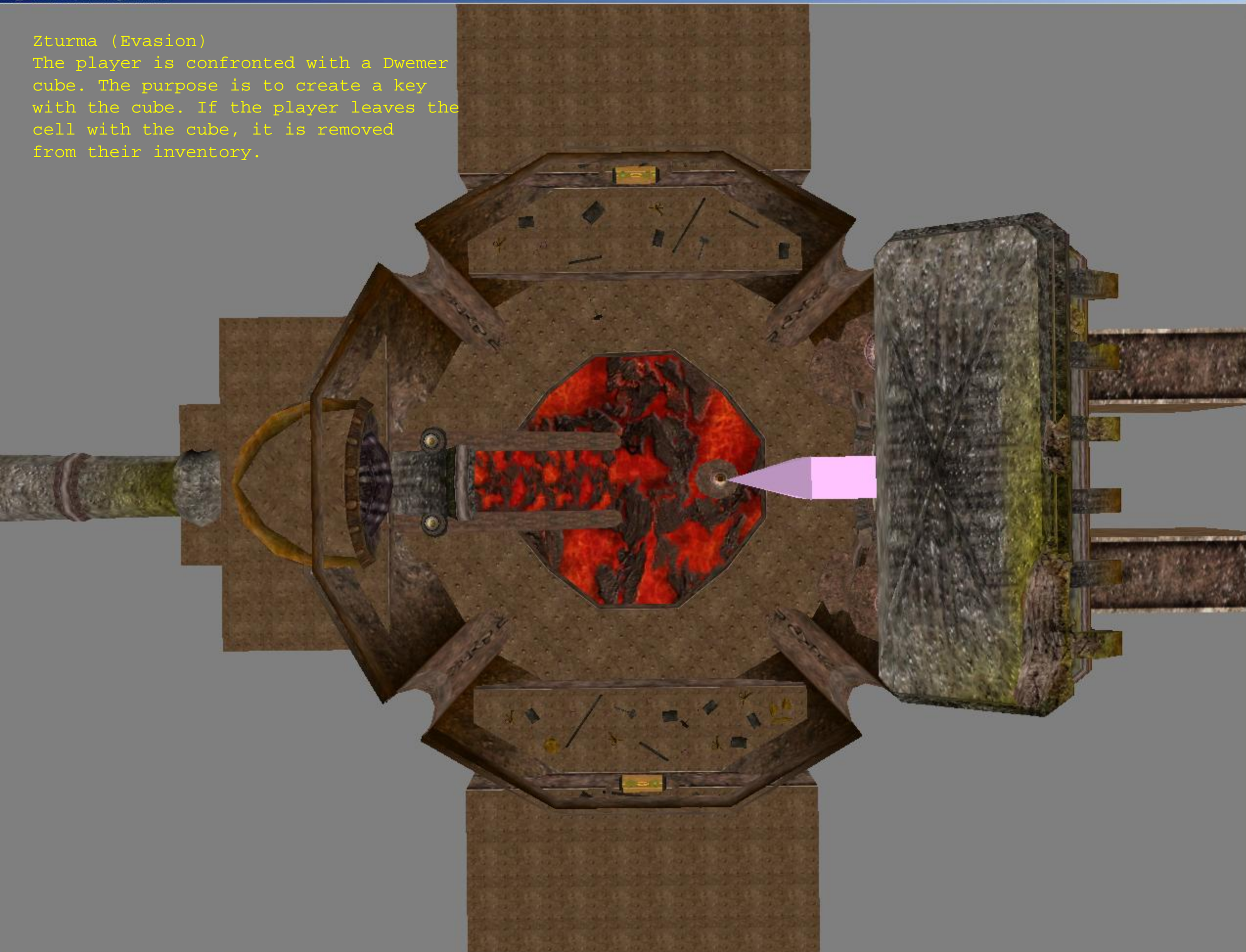
The 9 Harmonic Seals

The sequence is a-a-b-c-e-h-d-c-g-a-h-i-h-h-g-f



Zturma (Evasion)

The player is confronted with a Dwemer cube. The purpose is to create a key with the cube. If the player leaves the cell with the cube, it is removed from their inventory.



There is a suitable key hidden among the stuff in the interior



Once all four statues point towards the bridge,
the door to Asturmz is opened.

