

Hemitheon's Kemel-Ze Puzzles

Non-Puzzle

TR_Kemel-Ze

This is a new entrance for Kemel-Ze. It should go between the exterior and Aster. The door nearest the northmarker should lead to the outside, the other to Aster.

TR_Kemel-Ze, Bathulz

This cell is an offshoot of the Skywatch Gallery. The quest-related item "TR_m2_KZ_0a_puzzle-pyroil" can be found here.

TR_Kemel-Ze, Healer's Quarters

This cell will hold Trevinual, an archaeologist gone mad from becoming lost in Kemel-Ze's deeper levels. He has a journal which will have clues as to how one can solve the riddles.

The healer will allow the player to speak to Trevinual, because she mistakes the player for an herbalist from Old Ebonheart. Once the player speaks with Trevinual, the player can take Trevinual's journal.

TR_Kemel-Ze, Bthalag: Asturmz

The final chamber of the Bthalag Cells, this is the Council Chamber of Kemel-Ze. Five seats for the five patriarchs of Vels and one seat for the High King. Herein is the Bthalag puzzle series prize – "The Warder of Kemel-Ze"; the only bottle of Dwemer liquor 'Elhngua'

TR_Kemel-Ze, Ihlendamz

One of two final chambers stemming from Mavfarovd. Ihlendamz is a broken orrery.

TR_Kemel-Ze, Nurdakh

Two of two final chambers stemming from Mavfarovd. Nurdakh is a large subterranean tower, which has mostly frozen over in the past 2 thousand years.

TR_Kemel-Ze, Lzig Balac Mzulangth

The last chamber after Sel Balac Mzulangth. These was the laboratory of Balac Mzulangth. Herein is the Balac Mzulangth puzzle series prize – "Mzulangth's Divine Metaphysics"

Puzzle Interiors

TR_Kemel-Ze, Chefidz: Mavfarovd

Whereas Bthalag-Dahrstangz was the geothermal core, Mavfarovd is Kemel-Ze's fresh water source. Mavfarovd connects to Chefidz Basin. The northmarker marks the entrance. The player discovers a frozen landscape within Mavfarovd. It's so icy, that the doors to Ihlendanz are sealed shut and the vent to Nurdakh has frozen over.

In order to unfreeze the cell, the player will have to find some Refined Pyroil Tar ("TR_m2_KZ_0a_puzzle-pyroil") which can be found in Bathulz.

Once the player 'fills' the 'Refined Pyroil Reservoir' (TR_m2_KZ_0a_puzzle-fitting), "TR_m2_KZ_0a_puzzle-pyroil" should be removed from inventory and TR_m2_KZ_0a_puzzle_gyro should begin to spin.

The player should be told (by means of a message box or journal entry) that he/she should return in 48 hours. Once the player leaves, the following should be disabled:

TR_m2_KZ_0a_puzzle-chunk(02, 03, 04, 05, 07, 08)

TR_m2_KZ_0a_puzzle-ice(01-10)

TR_m2_KZ_0a_puzzle-layer(01, 02, 06, 07, 08, 09, 12)

TR_m2_KZ_0a_puzzle-stalg(06, 07, 09)

Once the player returns, he/she will get access to Ihlendanz and Nurdakh,

TR_Kemel-Ze, Sel Balac Mzulangth

Mzulangth was a tonal architect whose personal staff was featured in a Map1 quest. His labs, however, were located at Kemel-Ze. This cell is the entrance chamber to Lzig Balac Mzulangth. This cell connects to the Trust of Lzigat.

Player needs to collect 5 special Dwemer cylinders (TR_m2_KZ_1a_puzzle-realcyl(1-5)). The problem is that not all five cylinders are within Kemel-Ze. Noone knows where to find them, but a personal at Helnim will recognize it and point to Bthangthamuzand.

The Cylinder Locations:

Gurz'che (Kemel-Ze, Vels: Gurzanch)

Nzad'che (Kemel-Ze, Hall of Lzigat)

Tiuz'che (Helnim, Imperial Archaeological Society [taken from Amthuandz])

Onchar'che (Bthangthamuzand, Factory) {as point out by IAS in Helnim}

Druch'che (Mzankh, Sage's Whim)

Once found, the player places them (activate) in the corresponding powerbox [TR_m2_KZ_1a_puzzle-lock(1-5)]. The TR_m2_KZ_1a_puzzle-realcyl(1-5) will be removed from inventory. The corresponding TR_m2_KZ_1a_puzzle-cyl(1-5) will be enabled.

Once all five cylinders are in place, the player can turn the Dwemer crank (TR_m2_KZ_1a_puzzle-crank). Else, the crank won't turn.

When the crank turns, the 'Rotating Dwmer Sphere' (TR_m2_KZ_1a_puzzle-door) will turn 90 degrees; the statue of Mzulangth (TR_m2_KZ_1a_puzzle-statue) will turn 180. Both of these moves should be done at a slow-medium speed.

Prize:

Among Balac Mzulangth's things, the PC will discover Mzulangth's personal copy of Divine Metaphysics.

TR_Kemel-Ze, Bthalag: Dahrstangz

This cell is an offshoot of Azmvat. It in a sense is Kemel-Ze's geothermal and political core.

The Door to Bthalag-Asturmz will unlock once all four TR_m2-KZ_2e_puzzle-stat[1-4] are facing the bridge.

TR_Kemel-Ze, Bthalag: Nchylu (Pattern)

The player enters the first sphere and finds a simple test—pattern. The player will need to use a telekinesis spell for this room.

There are four cranks—each symbolizing the four transistors. The player must find one which is different. Because Dwemer are highly intellectual and scientific, they would be able to determine that the second one has a cylinder connected to it which is off by 10 degrees.

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.

Once "TR_m2_KZ_2a_puzzle-pattern+" is activated, "TR_m2_KZ_2e_puzzle-stat2" in the other cell should begin to rotate z 90 degrees, thus facing the bridge. When moving it should make the sound of a 'stone door opening'

Kemel-Ze, Bthalag: Zanchuh (Confrontation)

The player enters the second sphere and finds a more difficult test. Anyone who has studied the Dwemer will know that each astrological sign is assigned a particular glyph. It isn't anywhere stated in Morrowind. It was found in Redguard. Should the player do some research at the TIL, they will soon learn this.

The player must activate four 'astronomical plates' in order. When the plates are activated, they should make the sound 'dwemer door open' and recede into the wall 15 degrees.

The Correct Order: 'TR_m2_KZ_2b_puzzle-Mage';
'TR_m2_KZ_2b_puzzle-Snake'; 'TR_m2_KZ_2b_puzzle-Thief';
'TR_m2_KZ2b_puzzle-Warrior'

Any other order will cause the player to become cursed with
"TR_OoT_guard_burden"

Once the correct order is entered, 'TR_m2_KZ_2e_puzzle-stat4' in the other cell should begin to rotate z 180 degrees, thus facing the bridge. When moving it should make the sound of a 'stone door opening'.

TR_Kemel-Ze, Bthalag: Kirgen (Disorder)

The player enters the third sphere and finds another puzzle. This puzzle is pretty much the Dwemer version of Memory; or like the Chamber of Song from Bloodmoon.

There are 9 'harmonic seals.' which must be activated in order: a-a-b-c-e-h-d-c-g-a-h-i-h-h-g-f (using numerology and juxtaposing letters over numbers, this is the Fibonacci Sequence).

It represents the 16 Sacred Tones which the Tonal Architects have mastered. A Dwemer would understand almost instantly how this works.

When the player activates the crank 'TR_m2_KZ_2c_puzzle-crank', the sequence of 16 is played for the player. TR_m2_KZ_2c_puzzle-[a-i] rotates x -90, then return to start; simultaneously PlaySound 'SteamAttack2' for each one.

The player must repeat the sequence by activating the seals. Upon activation, the seal should rotate x -90 and play sound SteamAttack2. The player does this for all 16 seals.

Once the correct order is entered, 'TR_m2_KZ_2e_puzzle-stat3' in the other cell should begin to rotate z 90 degrees, thus facing the bridge. When moving it should make the sound of a 'stone door opening'.

Puzzle2.4 **Bthalag: Zturma** (Evasion)

The player enters the fourth sphere and is confronted with a Dwemer cube. The purpose is to create a key with the cube. No one except Hasphat Antabolis knows how to use one of these cubes. And even then, the cube will be removed from inventory and returned to original position when the player exits the cell.

The answer is to find an alternate path. There is a key hidden here. The player finds the key, unlocks the sphere and activates the crank-
TR_m2_KZ_2d_puzzle-crank.

Once the crank is turned, 'TR_m2_KZ_2e_puzzle-stat1' in the other cell should begin to rotate z 180 degrees, thus facing the bridge. When moving it should make the sound of a 'stone door opening'.