

Tamriel Rebuilt: The Imperial Archaeological Society Questline

Available Ranks

Porter
Archaeologist
Honorary Academician

Joining the Faction

Asking in Helnim will result in a flat out refusal - the last thing they want is more amateurs wandering around their excavation sites. They mention that only people who make significant contributions to knowledge are allowed to join (pompous dialogue). This should hopefully prompt the player to find something interesting before they are allowed to join (if not, maybe they will discover by chance anyway).

No-one in Kemel-Ze is any more interested in letting you join. However, if you find two of the keys hidden around Kemel-Ze, Renie is suitably impressed and says she wants to investigate and you should come back in a day. When you do, she tells you she believes there is a third key related to the other two and asks you to find it. When you do, boom, you're in. Rank = Porter.

(If you bring all keys simultaneously or the 3rd during the 24 hour wait, you still need to wait for her to make the discovery)

TR_m2_IAS_Ren1 - Imperial Archaeological Society: Paying Your Way

Renie tells you she needs a bit more time to investigate how these three keys tie into each other. In the mean time, she asks you to help with another matter: Rilmas Athyrion, the Lord of Marog, is causing a fuss. He has threatened to remove the IAS due to their "Imperial meddling in Dunmer lands". Renie asks you to convince him to let them stay.

Rilmas will bluster about "encroaching on Telvanni lands" for a while, but will eventually come down to hard facts: Kemel-Ze has always been a source of income for the Telvanni and this has been steadily decreasing. He essentially wants a hefty bribe to leave the IAS alone. 600 gold will do the trick, although the player will have the option to offer several different amounts. Going back to Renie will produce 300 gold, but she will ask the player to fork out the rest themselves.

TR_m2_IAS_Ren2 - Imperial Archaeological Society: Research and Learning

Renie wants you to investigate some of the lower regions of Kemel-Ze. She says that one society member stumbled upon a room which is of particular interest to them: it contained a lava pool and some ancient Dwemer engine. She passes you some notes and asks you to find this room and report back as to what the engine does.

The room is Karkanch (an existing cell, not part of Hemi's add-on). Playing around with the levers allows you to manoeuvre the bucket and transfer lava to the pipes in the ceiling. Whilst it isn't clear what this does, it's enough for Renie to be excited.

Reward: skill book / enchanted item
Rank: Archaeologist

(Actually, this allows some machinery in King's Tomb to work, but that isn't part of this quest line)

TR_m2_IAS_Ren3 - Imperial Archaeological Society: The Key to the Past

Now for some real exploring. Renie has found that by manipulating the Dwemer keys you found, the three fit together to form a new key. She tells you she still believes it is incomplete, but asks you to venture into the lower levels and attempt to find where the lock is.

The rest of the line is not really quests, but a selection of puzzles building up to the discovery of "Kemel-Ze, Lzig Balac Mzulangth", which contains Mzulangth's personal copy of Divine Metaphysics. All throughout, the IAS chappies will offer advice and hints if you tell them about the puzzles you encounter. Whether this should be split into separate quests or not, I don't know.

The key Renie gave you opens the door to "Kemel-Ze, Bthalag: Dahrstangz" (new area added by Hemi - this will not be accessible without the key). The door to this cell (which is in "Kemel-Ze, Azmvat") is not even revealed until you complete the existing puzzle in Azmvar. Bthalag: Dahrstangz then has 4 puzzles to allow you to enter "Kemel-Ze, Bthalag: Asturmz". IAS chaps will offer hints and advice on all these puzzles.

In Bthalag: Asturmz, there is a machine between the temple and the throne (to be added, under the lightning rod thing), but this won't work until levers are pulled in "Kemel-Ze, Chefidz: Nurdakh" and "Kemel-Ze, Chefidz: Ihlendamz" to power down the devices there. You won't be able to enter these two cells until completing the puzzle in Kemel-Ze, Chefidz: Mavfarovd.

The premise behind these levers (and the hint that the IAS chaps will give you) is that great Dwemer machines used vast amounts of power. Since the Dwemer vanished, the power available in their ruins is only a fraction of what the IAS believes there once was. They suggest turning some machines off to allow others to work. The lever in "Kemel-Ze, Chefidz: Nurdakh" and "Kemel-Ze, Chefidz: Ihlendamz" will audibly/visibly "power down" the machines in those cells - perhaps even cutting the lights?

Once this is done, the machine in "Kemel-Ze, Bthalag: Dahrstangz" can be activated, producing a lightning effect. If you have the key in your inventory, you will be asked if you want to place it in the machine. If you do so, it will be altered. The key will now open the door to "Kemel-Ze, Sel Balac Mzulangth", which cannot be opened without it. Completing the puzzle in Sel Balac Mzulangth will allow access to "Kemel-Ze, Lzig Balac Mzulangth", where you find your prize.

You can keep the book you find, or tell Renie about it, in which case she will give you a heavily enchanted shield. Either way, you get promoted to "Honorary Academian". Questline over.