

1.2.1

Abandoned depot

Main objective: Combine the objects, locked behind doors, to reach the reward

Reward: Mathematician theory

Linked quest: [1210](#)

Requirements: Upgrade sextant & upgrade lantern

Always accessible

Starting point



Ramp



Plank



Crate



Mirror



Rising mirror not movable



Rising mirror



End point



Reward



3 m platform



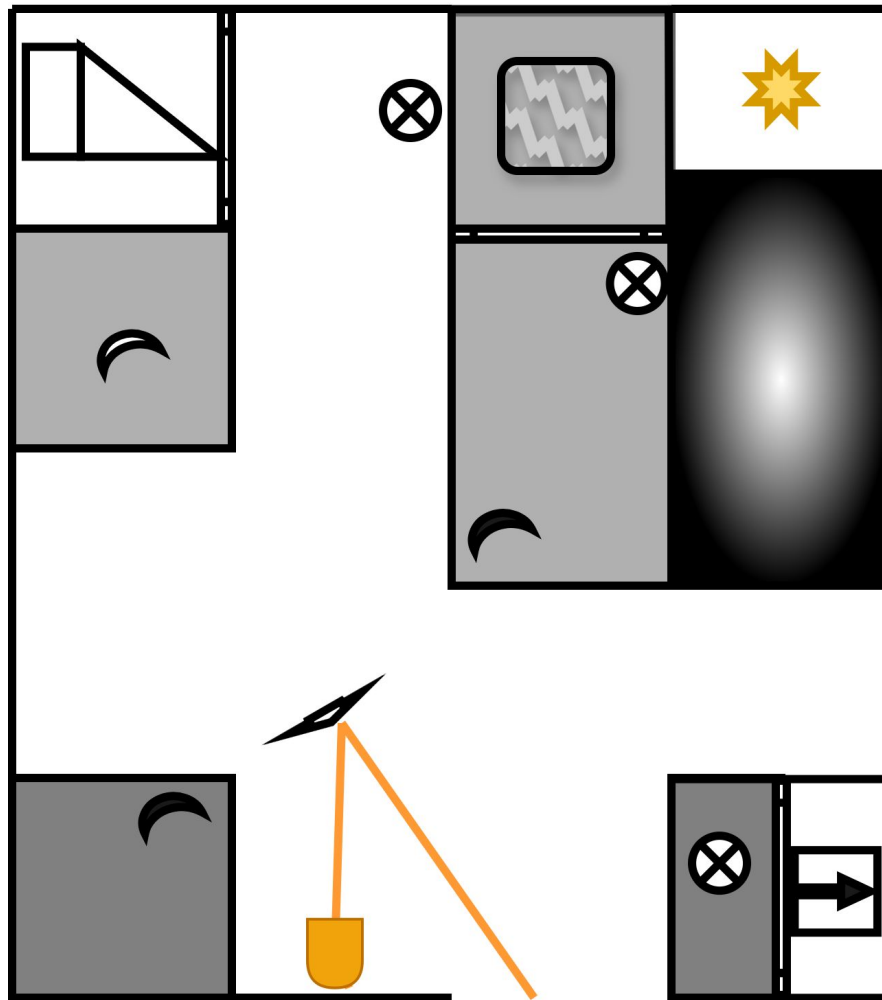
5 m platform



Burrow

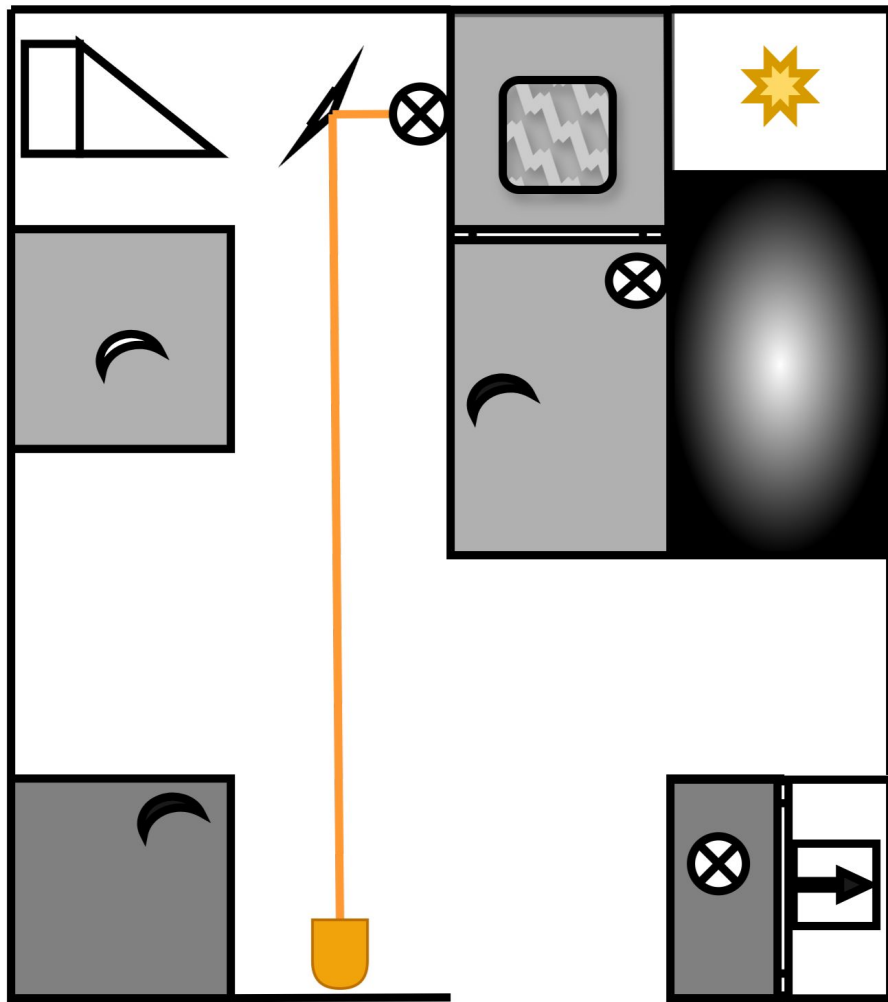


Laser Emitter



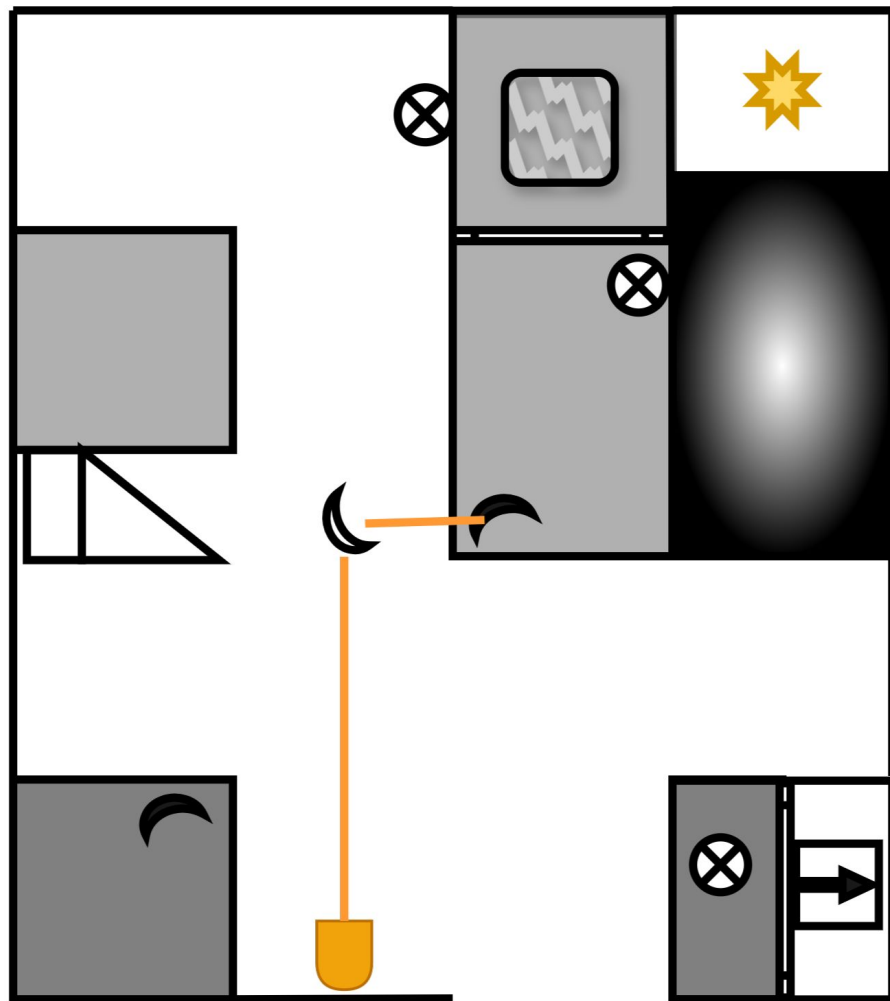
Step 1

First the player needs to point the laser to the target, on the ground floor, to open the door that hide ramp.



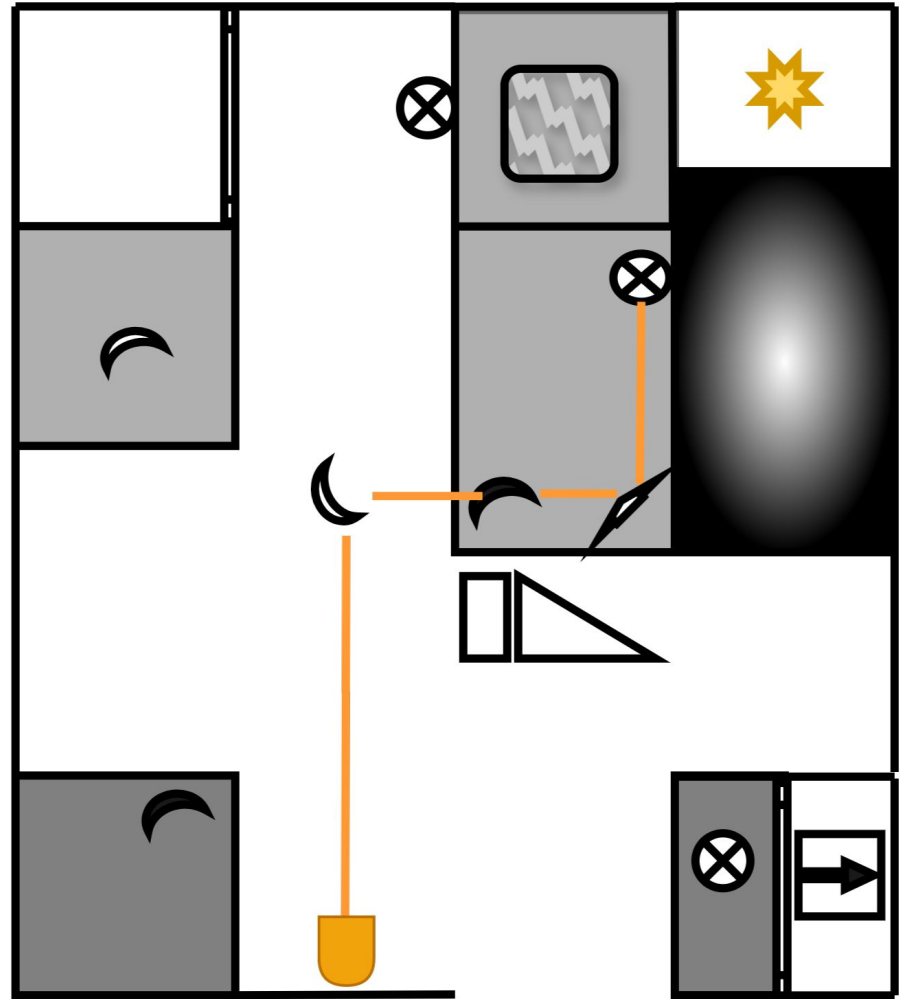
Step 2

With the ramp unlocked, the player can use it to get on the ledge in the top right corner, where the riser mirror is.



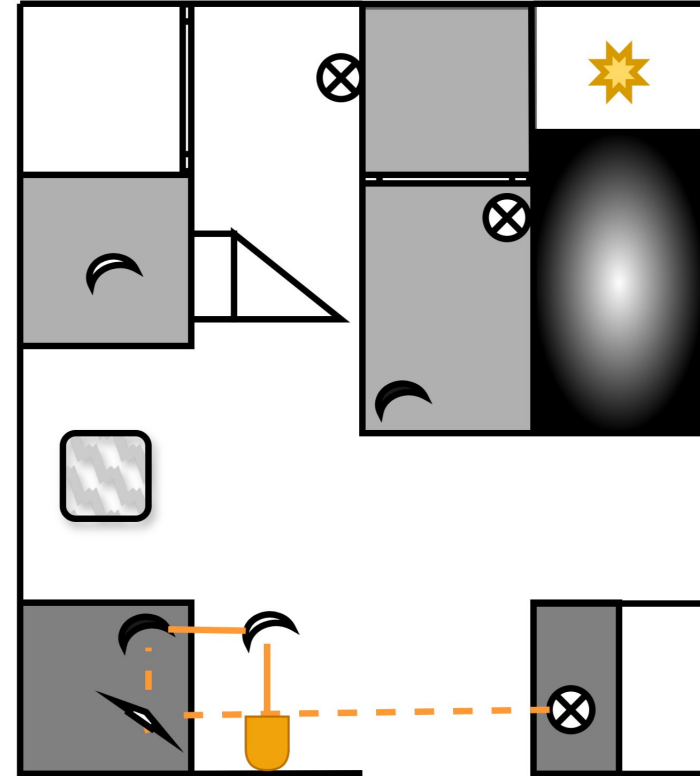
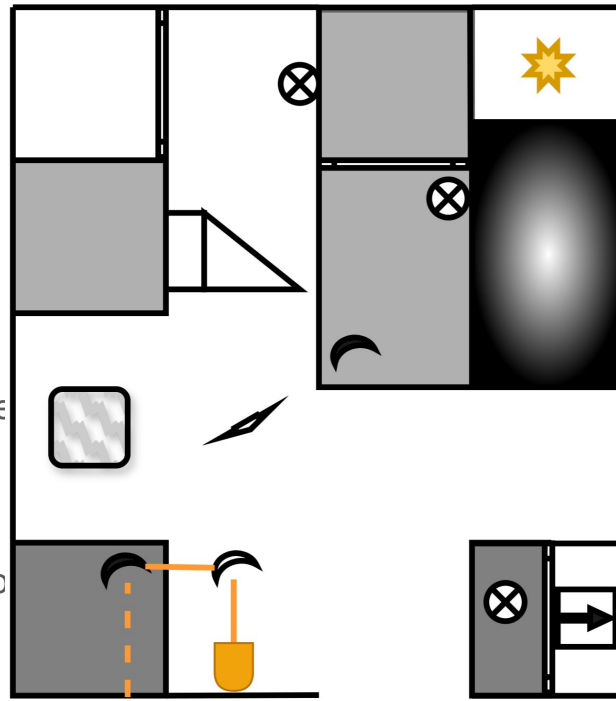
Step 3

The player now needs to use the ramp to get on the ledge in the top left corner. From here they need to use both the normal mirror and the riser mirror to activate the endpoint on top of it. Hitting it open the door right next to it where they will find the crate.



Step 4

After that the player need to use the ramp and crate to get on the ledge in the bottom left corner of the room. Now they must use both the normal mirror and the riser mirror to activate the endpoint on top. This open the door on the same ledge where they will find the plank.



Step 5

At the end the player needs to use plank to get to the other side of the burrow and reach the reward.

