

ADVERTISEMENT

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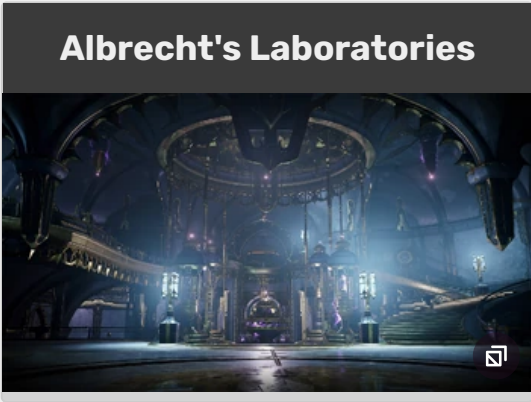
Albrecht's Laboratories



EDIT

Albrecht's Laboratories is a [tileset](#) hidden below the depths of [Deimos](#). It is the abandoned labs of [Albrecht Entrati](#), and contains numerous alcoves and facilities that are protected by his [Necramech](#) guards, now overrun by [The Indifference](#) and [The Murmur](#).

Access to this tileset is available upon completion of [Whispers in the Walls](#).



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Overview

Lore & History

Features

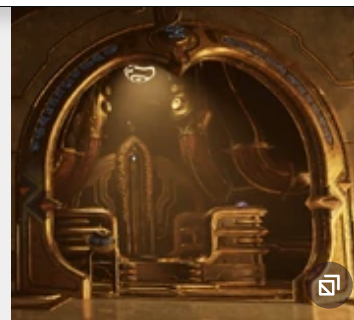
Unique Enemies

The primary enemy of this tileset features a new enemy faction called **V** [The Murmur](#), sentient geometric constructs with human-like limbs that have arrived from the [Void](#).

The [Necramech](#) guards that once served the  [Entrati](#) have long since malfunctioned, no longer able to differentiate the real Albrecht and The Indifference, and joined forces with the very enemy they were meant to destroy, now targeting the [Tenno](#) and any other intruder that wanders the laboratories. These Necramechs are new mechanical enemies called [Rogue Culverin](#) and [Rogue Arcocanid](#), though much weaker in design than the ones encountered on the [Cambion Drift](#). Culverins have weakspots on their shoulders where corrosive fluid is stored, and destroying both will cause the mech to go into a short self destruct period, before exploding, destroying the rest of it's health in the process.



Unlike most other tilesets that may have mission wide alerts that either lock down doorways or have a chance to summon tougher enemies, [Rogue Culverin](#) units may rush to a Necramech dispensers and attempt to summon a [Rogue Voidrig](#) or a [Rogue Bonewidow](#). A glowing red icon as well as an alarm will sound for a few seconds during this process, which can be interrupted by destroying the Culverin attempting to spawn them. If not prevented, a Rogue Necramech will be deployed from the station and go on the offensive, which can be a significantly tougher threat than the usual enemies in the area.



Summon Personal Necramech

[Pom-2](#) computers are new hacking consoles that can summon the player's personally owned [Necramech](#) into the field via the above Necramech dispenser. Each computer can only be used once and shares a universal cooldown.

Voca

[Voca](#) are physical manifestations of the Voidtongue's cries, moans, and whispers, and act as [Syndicate Medallions](#) for [Cavia](#). Every mission within Albrecht's Laboratories will have up to 8 total Voca. Much like [Syndicate](#) missions, the [Shrill Voca](#), [Bellow Voca](#), and [Echo Voca](#) will be hidden throughout the map to be picked up, and are worth **500**, **1,000**, and **2,000** Standing, respectively.

Lohk Surge

Main article: [Lohk Surge](#)

Lohk Surges are Void interactables that provide a range of buffs to Tenno. Interacting with a surge will spawn an [Eximus](#) unit. The surges last 45 seconds and have a 10 minute cooldown. Up to three Lohk Surges can spawn in a mission.

Whisper

Main article: [Whisper](#)

Floating Grimoires can be found throughout the tileset, spawning a hostile [Operator](#) doppelganger miniboss called a [Whisper](#). This miniboss has two health bars, upon depleting the first health bar it becomes protected by a Whisper Grimoire that spawns at another part of the tileset while attempting to recover its lost health. Its defeat awards a Melee [Arcane Enhancement](#) and an [Albrecht's Notes](#) Fragment.



Secret Rooms

The laboratories feature a variety of hidden, locked or otherwise seemingly inaccessible rooms that often contain [Voca](#) and various containers. Most of the time the way in is found through a vent covered with a breakable grate. The locked yellow doors can be then opened from the other side once you find your way in and hack a [Vintage Computer](#) nearby.

Extraction Yellow Door

When facing the vessel that acts as the exit and the extraction point, the corridor to the left contains a yellow locked door. The way in is through a vent close to the ceiling. The walkway to the left of the vessel head can help you bullet jump or void dash towards the vent. Once inside, you can unlock the yellow door by hacking the computer next to it.

Circular Room with Two Yellow Doors

When facing the locked doors, behind you is a ramp going up to a circular platform. Said platform has arching support beams propping up the dome. Ascend the ramp, face the locked doors and look closely at where the support beam to your right meets the ceiling: it has a ceiling vent covered by a breakable grate. Once you follow the vent into the room, hack the computer in the middle to unlock the doors.

Brain Room Hidden Chamber

In a room where what looks like a massive brain held above a head of a vessel, the minimap shows a seemingly inaccessible room on the upper level behind and to the left of it. If you stand in the center of the room facing the suspended brain, you will see two lowered ceilings on the left and right of the brain. on the left ceiling closest to the brain (past the edge of the indoor balcony that divides the room into two stories) there will be a breakable grate that covers a vent. Follow the vent to access the hidden room.

Room with a Large Gate by the Stairs

When passing through this intersection room, if you go down the stairs, you may notice a large ornate grate blocking your path to stacked crates and other decorations. In order to get inside, shoot the unlit orb on the bridge leading to the grate door.

If there are no bridges in the room, look for a breakable grate on one of the walls nearby to access the loot instead.

Room with Electric Towers at the Start



This room has a locked yellow door on the right side of the electric towers. To access this, you can go up the stairs on the left side of electric towers facing loading room and before going to the next room, you should notice the left side of the hall, where rogue Necramechs usually spawn, has a different color. In the spawn point that has the different color, you can jump down. If you can't jump down any further, slam attack it.

Room with Vessel Reaching to Ceiling

This room has a vessel that reaches its hand to the ceiling, towards an enclosed opening. To open this, head to the far right side of the room to a Pom-2 and hack into it. Once hacked, a reactive crystal should appear on the balcony behind you. Attack it in Operator mode and the opening will open.

Library Room with Grimoire Altar at Back Center

This room is a library with two floors and a large open space in the back center, containing a Grimoire Altar. Activating the Altar will show a hologram, showing four requiem glyphs. These symbols correspond to locations that activate around the room, each location as a different glyph. Shooting the glyphs on the walls activates them, causing them to project a larger hologram. activating the four glyphs identical to the ones shown over the altar, in no particular order, will cause the floor to open up in the open area, revealing a secret room with three Lohk surges and other loot.

Room with Electric Pendulum

A large pendulum wreathed in electricity swings slowly in this room. At each extreme, the pendulum points at small alcoves containing reactive crystals. Activate both crystals, then return to the entryway and interact with the Pom-2 there. Once hacked, the yellow door at the far end will open to reveal a small U-shaped room with many containers and three Lohk Surges.

Room with a Tree in the Middle

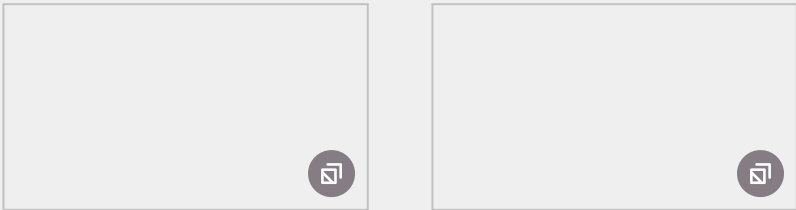
This room has breakable gates on the sides of the platform where the tree sits. To find these, simply walk down the stairs to the zone where Enemy Necramechs can spawn. Once down there, look towards the tree and you should see a breakable gate to the left of the stairs.

Room with Four Sand Orbs

In this room there are three orbs filled with sand and an empty one. There is a reactive crystal in the ceiling, shoot it to fill the empty orb and make the platform descend.



Gallery



Light peers through a window, illuminating the warm lighting of the Labs.
(Captura by Purple Flurp)

Patch History

[Hotfix 36.1.2](#) (2024-08-22)

- Fixed a map hole in the Albrecht's Laboratories tileset.

[Hotfix 36.0.5](#) (2024-07-20)

- Fixed projectile-based Archguns being unable to damage Murmur Sarcophages.

[Update 36.0](#) (2024-06-18)

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