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The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Check out this All Mondstadt World Quest List for Genshin Impact. This list includes all Mondstadt World Quest, their location, how to unlock, where to find them, and more!All World Quest ListMondstadt Quest ListMondstadt Reputation Quests World Quests are Genshin Impact's version of side quests. By doing them, not only do players learn more about the world and get to know its NPCs, they also receive rewards for completing them!How To Unlock World QuestsIncrease Your Adventure RankMost World Quests are locked behind Adventure Rank progression. Some of them will not show up until player reach a specific Adventure Rank or once they complete the Ascension Level quests.Progress Through The Archon QuestThere are World Quests that are directly tied to the Archon Quests or the main story quests of Genshin Impact. Completing Archon Quests are the only way to unlock these types of World Quests.Unlock New RegionsSome World Quests on the other hand can easily be unlocked so long as you've unlocked or cleared the fog in the area where they are found. Aim to unlock all waypoints and Statues of Seven in every region to see quests.Genshin Impact - Related Quest GuidesLatest QuestsAll Archon QuestsAll Archons Quest ListAll World QuestAll World Quest ListAll Story QuestAll Story Quests List Skip to content The best way to understand this world is to explore all that is around you, leaving no stone unturned.Solving the enigmas of old, helping hapless travelers, and following the trails of long-lost treasure will all become invaluable knowledge and experience...Even if you are not the least bit interested in ancient riddles or the plights of others, there is always treasure to be found at the end of the road. World Quests are Quests that give insight into the various locations and stories of the world. Some World Quests require Players to find the starting NPC. Others have Adventure Rank requirements or are only available after a certain Archon Quest has been completed. Some World Quests are part of a series and require the previous in the series to unlock. World Quest Series [] World Quest Series (or Chapters) are a sequence of World Quests that are displaced in the Quest Menu similarly to Archon Quest and Story Quest Acts. These World Quest Series usually contain very important lore. There are 58 World Quest Series: Mondstadt[] Dragonspine[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Crimson Wish Quests[] These quests are unlocked by reaching level 8 of the Frostbearing Tree's Gratitude and will become unavailable when reaching level 12. Ancient WindDredging the LandIcy HarvestLiquidationStrange Shifts Requests[] Reputation Requests in Mondstadt are unlocked after completing Knight of the Realm. 8 Requests provide Mondstadt Reputation EXP ×40: Liyue[] The Chasm: Underground Mines[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Requests[] Reputation Requests in Liyue are unlocked after completing Ministry Missions and Archon Quest Chapter 1, Act 3: A New Star Approaches. 7 Requests provide Liyue Reputation EXP ×40: Inazuma[] Enkanomiya[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. An Island Without ThievesFriend to AnimalsWarden of Konda Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Answer Me This, OutlanderClick!Lofty GourmetThe Way of Survival Requests[] Reputation Requests in Inazuma are unlocked after completing The Commission's Commission and reaching Reputation Level 2. 15 Requests provide Inazuma Reputation EXP ×40: Sumeru[] A Gifted RoseAgnihotra SutraThe Final ChapterRisen Moon ChapterStarry Night ChapterAn Unwavering Culinary DreamApocalypse LostAranyakaGolden SlumberHer Foes Rage Like Great Waters...Khvarena of Good and EvilMonumental StudyInvestigate the Fatui Camps Marked by SosiMonumental StudyOld Notes and New FriendsPale FireThe Dirge of BilqisThe Exile (World Quest Series)The Exile: SproutingThe Exile: BloomingThe Gourmet SupremosGourmet Supremos: Within Our DutiesThe Gourmet Supremos: CleanupVaruna GathaVimana Agama"The Falcon's Hunt"A Short Encounter with a Rare BirdAdventure Takes Courage!Afratu's DilemmaAn Artist Adrift (Part 1)An Artist Adrift (Part 2)An Artist Adrift (Part 3)Another Home There May Yet BeAragaru's DrawingAranaga's MemoryAranakin's Old FriendBlooming SandsCorps of Thirty RecruitmentCost-Effective HookCourage Is in the HeartEven Beasts StumbleFor a Dream I TarryGarcia's Paean: A Gift of CompatibilityGiving FlowersHeart of AmritaJoin the Eremites and Embrace a Wonderful New Life!Legends of the Stone LockLightcall ResonanceMemory's Final ChapterNext Time, On King of Invokations...Purbiruni's CommandmentRecollections of a FontainianRejoice With Me, for What Was Lost Is Now FoundSearch for the Lost Monument FragmentsStatic ViewsStatic Views, Part 2Tadhla the FalconThe Fallen FalconThe Foolish FatuusThe Path of PapersThe PriceTreasure of Wisdom: A New PlanTrees and DreamsUntil Vana is HealedWhere Are the Fierce Creatures? Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Clickety Click!The Churlish ChaseThe Tester Becomes the Tested Requests[] Reputation Requests in Sumeru are unlocked after completing Corps of Thirty Recruitment and reaching Reputation Level 2. 15 Requests provide Sumeru Reputation EXP ×40: Fontaine[] Ancient ColorsAnn of the NarzissenkreuzCanticles of HarmonyFontaine Research Institute ChroniclesIn the Wake of NarcissusQuestioning Melusine and Answering MachineScenes from Life in MeropideThe Wild Fairy of ErinnyesUnfinished ComedyAn Eye for an EyeGame of the RichHereafter..."Hey, This Isn't Pumpkin Soup..."A Certain NoticeA Certain StampA Certain TrifleA Fontainian MessageA LetterAn Expected LieAn Expected PlanAnother Horizon of AdventureAqueous TidemarksBook of Esoteric RevelationsBoth Brains and BrawnDanger Lurks Everywhere in FontaineDaydreams Beyond Space and TimeEchoes of the Ancient WorldFishing GameFor Yesterday and TomorrowFree VerseGood Stuff, but Terrible Taste (Belleau Region)Good Stuff, but Terrible Taste (Central Beryl Region)Good Stuff, but Terrible Taste (Court of Fontaine Region)Good Stuff, but Terrible Taste (Southeast Beryl Region)Good Stuff, but Terrible Taste (West Beryl Region)Good Stuff, but Terrible Taste — ContinuedHappy BirthdayImpromptu Poem of the Crimson DawnIn Expert Company? (I)In Expert Company? (II)In Search of Lost TimeIn Search of Lost Time: NorthIn Search of Lost Time: SouthIn Search of Lost Time: WestInitial FactsLatecoming HomecomingLeroy: Beautiful FriendsLeroy: Dying FlashLeroy: Firing SquadLeroy: Hangman's NooseLeroy: High NoonLeroy: Queen of the Night's AriaLeroy: Under GuardOur Purpose Is in Another CanalPursuit (Part 1)Pursuit (Part 2)Riddles Awaiting AnswersRoad to the SingularitySemi-Automatic ForgingSteambird InterviewStill Mouthwatering!Strange Stone Chronicle (Part 1)Strange Stone Chronicle (Part 2)Strange Stone Chronicle (Part 3)The Final QuestionThe Fountain Flows AgainThe Lone Phantom SailThe Long-Failed "Graph Adversarial Technology"...The Three Primary Colors of the Solar CoronaThrough the Looking GlassTreacherous Light of the DepthsTruly Mouthwatering!Unfinished StoryUpon a Flowery Field of GrassVillainsWere It So EasyWhere His Life LiesWish-Fulfilling Treasure Hunt Requests[] Reputation Requests in Fontaine are unlocked after completing Steambird Interview and reaching Reputation Level 2. 12 Requests provide Fontaine Reputation EXP ×40: Natlan[] A Finale EmberforgedAn Omen of Annihilation and the Final EntreatyBetween Pledge and ForgettanceLost in the WoodsRevelations from the PastRite of the BoldChronicler of the Crumbling CityFrom One Case to AnotherIn the Footsteps of the Chosen of DragonsLost Traveler in the Ashen RealmPath to the Flaming PeaksShadows of the MountainsBeneath the Crystal RockPeace to the SlumberingTale of Dreams Plucked From FireTracer No TracingSeeker No FindingDancin' in the MoonlightCome Fly With MeStand by MeA Brief History of RocksA Saurian Returns to the NestCharge Forward! Go, Go, Go!Every Aspect of a WarriorInvestigator of Ancient RuinsMolting SeasonOpen Your Heart to MeRipe For TroubleSing, Ho, For the Greatness of Fat!Stride on Rainbows, Split the WavesThe Attack of the... Purple Tepetlisaurus?The Case of the Crafting BenchThe Mystery of Tecoloapan BeachThe Road AheadThe Way Into the MountainTo the Night, What is the Night'sTo Wish Upon a StarToward Red-Hot Adventure!Twisted Extension Adventure Rank Ascension[] Events[] These event-specific World Quests below are only available during their respective events. They are no longer accessible once the event has concluded.Version 1.0Elemental CrucibleOne Giant Step for Alchemy?Version 1.1Version 1.2Lost Riches 2021-01-08The Path of the Treasure-Seeker, Part IVersion 1.3Version 1.4Version 1.5Version 1.6Version 2.0Version 2.1Version 2.2Version 2.3Version 2.4Version 2.5Version 2.6Version 2.7Version 2.8Version 3.0Version 3.1Version 3.2Version 3.3Version 3.4Version 3.5Version 3.6Version 3.7Version 3.8Version 4.0Version 4.1Version 4.2Version 4.3Version 4.4Version 4.5Version 4.6Version 4.7Version 4.8Version 5.0Version 5.1Version 5.2Claw ConvoyOur Animal FriendsOur Animal Friends: EpilogueVersion 5.3Version 5.4Version 5.5Version 5.6Legends Ablaze: Cross-Border Brawl Gallery[] World Quests belonging to an Event will be indicated by a blue tab in the Quest Log. Other Languages[] LanguageOfficial NameLiteral MeaningEnglishWorld Quest—Chinese(Simplified)世界任务Shìjiè RènwùWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"Chinese(Traditional)世界任務Shìjiè RènwùJapanese世界任務Sekai NinmuWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"Korean 任務Woldeu ImmuWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"SpanishMisión de mundoWorld MissionFrenchQuête du mondeWorld QuestRussianЗадание мираZadaniye miraWorld MissionThai□□□□□□□□□VietnameseNhiệm VụNhiệm Vụ任務 Thế GiớiThế Giới世界World QuestGermanWeltauftragWorld QuestQuestQuestQuest Tooltip for QuestQuest□lit. "mission"IndonesianQuest DuniaWorld QuestPortugueseMissão do MundoWorld MissionTurkishDünya GöreviWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"ItalianMissione avventuraAdventure Mission Change History[] Version 5.5 The following World Quests were added: A Brief History of Rocks, An Omen of Annihilation and the Final Entreaty, As the Burning Sun Sears Shadows, In Search of a Hidden Heart, Investigator of Ancient Ruins, Is "Intensity" Really the Key?, Nahuatzin's Leap, Once, the Sacred Seat of Judgment, Sealed Site of Sacrifice, Sing, Ho, For the Greatness of Fat!, Someday, We All Must Walk Alone, The Attack of the... Purple Tepetlisaurus?, The End of the Road, The Forsaken Sea of Wisdom, The Frozen, Rekindling Land, The Way Into the Mountain, Where Once Force Was Reversed, Where Once There Was a Calculation Array, Where Once There Were Arms Aplenty. Version 5.2 The following World Quests were added: Adventure in the Land of Mists, An Air Race and an Alibi, A Saurian Returns to the Nest, Beat the Clock: 24 Hours, Charge Forward! Go, Go, Go!, Come Fly With Me, Dancin' in the Moonlight, Every Aspect of a Warrior, Farewell, Final Saurus Cracker, Friends of Fire and Water, Incidents Are Ever Sudden, Molting Season, Moment of Awakening, Open Your Heart to Me, Palace of the Vision Serpent, Sauro-Vet's Dilemma, Stand by Me, Stones, Coconuts, and Saurian Traffickers, The Chosen One's Promise, The Flowing Primal Flame (Part 1), The Flowing Primal Flame (Part 2), The Flowing Primal Flame (Part 3), The Lone Isle Named Night, The Mystery of Tecoloapan Beach, The Other Side of the Sky, To the Sky-Road, Twisted Extension, Vaulting the Wall of Morning Mist. Version 5.0 The following World Quests were added: A Saurian Lover's Ordinary Days, Beneath the Crystal Rock, Feeling Like Fish Today!, Friends of Fire and Water, Gifts and Gifts in Return, Lies and Promises, Lights, Kamera, Action!, Lost in the Woods, Peace to the Slumbering, Revelations from the Past, Ripe For Trouble, Rite of the Bold, Sauro-Vet's Dilemma, Seeker No Finding, Special Friends, Stones, Coconuts, and Saurian Traffickers, Stride on Rainbows, Split the Waves, Tepetlisaurus Hide-and-Seek, The Call of Mystical Martial Arts, The Case of the Crafting Bench, The Lone Isle Named Night, The Road Ahead, To the Night, What is the Night's, To Wish Upon a Star, Toward Red-Hot Adventure!, Tracer No Tracing, Treasures and Collectors, Waiting For Seeds to Sprout, Weighty Wings, World Level Ascension. Version 4.8 Version 4.7 The following World Quests were added: Version 4.6 The following World Quests were added: Daydreams Beyond Space and Time, For Yesterday and Tomorrow, Fortune Plango Vulnera, Golden Aqueduct Reconstruction: Part I, Golden Aqueduct Reconstruction: Part II, Gradus ad Capitolium, Latecoming Homecoming, The Last Day of Remuria, The Shadow Over Petrichor, Underwater Nocturne, Where His Life Lies. Version 4.5 Version 4.4 The following World Quests were added: A Wangshan Walk to Remember, An Ancient Sacrifice of Sacred Brocade, Chili Con Cloudy, Floating Jade, Treasure of Chenyu, Hustle and Bustle, Iridescent Cloud-Striding, Just Wushou Dance!, Our Chenyu Vale Trek, Paper Shadow Ruminations, Qiaoying of the Sacred Mountain, Qiaoying, the Village of Many Tales, Receiver of Friends From Afar: Part I, Receiver of Friends From Afar: Part II, Receiver of Friends From Afar: Part III, Receiver of Friends From Afar: Part IV, Scrolls and Sword Manuals of Guhua, Shrouded Vale, Hidden Hero, Silently the Butterfly Crosses the Valley, Temporary Acclimatization, The Cloud-Padded Path to the Chiwang Repose, The Dealing Sands, The Roaming Abode, Threefold Expectations. Version 4.3 The following World Quests were added: Arataki Blazing Armor Beetle Battle Boot Camp!, Blade Dance's Unexpected End!, Leroy: Beautiful Friends, Leroy: Dying Flash, Leroy: Firing Squad, Leroy: Hangman's Noose, Leroy: High Noon, Leroy: Queen of the Night's Aria, Leroy: Under Guard, Provisionally Perpetual Beetle Battle!, Rescue the Poor Contract Employee!, Special Lighting and the Stars of Tomorrow!, Spread Out Less Than An Arcminute!, The Arrival of a...!, The Art of the Elegant Blade Dance?, Treasures Under the Sea, Treasures Under the Sea: Epilogue. Version 4.2 The following World Quests were added: An Expected Lie, An Expected Plan, Cupid's Lover, Foggy Forest Path (Quest), Free Verse, Furious Mouth of the Spring, Happy Birthday, Impromptu Poem of the Crimson Dawn, Meteoric Lance, Muse's Mother, Pursuit (Part 1), Pursuit (Part 2), Questions and Answers, Rowboat's Wake, Savior's Wake, Search in the Algae Sea, Thalia and Melpomene, The Red and the Black, Through the Looking Glass, Vagrants and Scamps, Waking from the Great Dream, Wilting Weeping Willow, Wish-Fulfilling Treasure Hunt, Within the Depths of Erinnyes. Version 4.1 The following World Quests were added: A Letter, An Eye for an Eye, Both Brains and Brawn, Fontaine Research Institute, Stagnating in the Rubble, Game of the Rich, Go to the Institute Dormitories and retrieve the Anchor, Go to the Institute of Clockwork Applications and retrieve the Anchor, Hereafter..., In Search of Lost Time, In Search of Lost Time: North, In Search of Lost Time: South, In Search of Lost Time: West, Initial Facts, Our Purpose Is in Another Canal, Riddles Awaiting Answers, Road to the Singularity, Scenes from Life in Meropide: A Raw Deal, Scenes from Life in Meropide: An Actor's Training, Scenes from Life in Meropide: Chit-Chat, Scenes from Life in Meropide: Dead End, Scenes from Life in Meropide: Every Debt has a Creditor, Scenes from Life in Meropide: Fists of Fury, Scenes from Life in Meropide: Memories, Scenes from Life in Meropide: Safe Operation, Scenes from Life in Meropide: The Art of Negotiation, Scenes from Life in Meropide: Treat the Symptoms, Scenes from Life in Meropide: Unfinished Task, Scenes from Life in Meropide: Visible Hands, Treacherous Light of the Depths, Villains Version 4.0 The following World Quests were added: "Hey, This Isn't Pumpkin Soup..." A Certain Notice, A Certain Stamp, A Certain Trifle, A Fontainian Message, Ann's Story, Another Horizon of Adventure, Aqueous Tidemarks, Book of Esoteric Revelations, Danger Lurks Everywhere in Fontaine, Echoes of the Ancient World, Fishing Game, Good Stuff, but Terrible Taste (Belleau Region), Good Stuff, but Terrible Taste (Central Beryl Region), Good Stuff, but Terrible Taste (Court of Fontaine Region), Good Stuff, but Terrible Taste (Southeast Beryl Region), Good Stuff, but Terrible Taste (West Beryl Region), Good Stuff, but Terrible Taste — Continued, In Expert Company? (I), In Expert Company? (II), Limner, Dreamer, and Robotic Dog, Mary-Ann's Story, Semi-Automatic Forging, Steambird Interview, Still Mouthwatering!, Strange Stone Chronicle (Part 1), Strange Stone Chronicle (Part 2), Strange Stone Chronicle (Part 3), The Final Question, The Fountain Flows Again, The Illusion's Finishings, The Lone Phantom Sail, The Narzissenkreuz Adventure, The Story of "the Princess" and "the Adventure Team", The Three Primary Colors of the Solar Corona, There Will Come Soft Rains, Truly Mouthwatering!, Unfinished Story, Upon a Flowery Field of Grass, Were It So Easy The following Requests were added: Bruneau's Flower Request, Crabby Chaos, Etienne's Raw Meat Request, Galathee's Salt Solicitation, Hydro Phantasm Havoc, Ismenor's Bulle Fruit Bulletin, Meka Mess, Muirne's Better Butter, Paban's Milk Run, Pruniere's White Iron Impetration, Ruin Drake Maelstrom, Sylvie's Beryl Conch Commission Version 3.8 Version 3.7 The following World Quests were added: Version 3.6 The following World Quests were added: An Artist Adrift (Part 1), An Artist Adrift (Part 2), An Artist Adrift (Part 3), Another Home There May Yet Be, As the Khvarena's Light Shows, As the Khvarena's Light Shows: Dukkha, As the Khvarena's Light Shows: Nirodha, As the Khvarena's Light Shows: Samudaya, Asipattravana Itihasa, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awakening's Real Sound, Heart of Amrita, Investigate the Fatui Camps Marked by Sosi, Lightcall Resonance, Monumental Study, Pale Fire, Search for the Lost Monument Fragments, The Hymn of Tir Yazad (Part 1), The Hymn of Tir Yazad (Part 2), The Splendorous Sky That Day Version 3.4 The following World Quests were added: "The Falcon's Hunt," Behold, the Sign Comes Like A Thief..., Dune-Entombed Fecundity: Part I, Dune-Entombed Fecundity: Part II, Dune-Entombed Fecundity: Part III, For Her Judgment Reaches to the Skies..., Make Bright the Arrows, Gather the Shields..., Memories of Gurabad, Rejoice With Me, for What Was Lost Is Now Found, Tadhla the Falcon, The Eternal Dream, Ever Lush, The Fallen Falcon, The Temple Where Sand Flows Like Tears, Wisdom Has Built Her House, She Has Hewn Out Her Seven Pillars Version 3.3 Version 3.2 The following World Quests were added: Next Time, On King of Invokations Version 3.1 The following World Quests were added: A Gifted Rose: Ballad of Days Gone By, A Gifted Rose: Can Stones Bloom, A Gifted Rose: Long Day Ahead, A Gifted Rose: Prickly as Thorns, A Gifted Rose: Some People Never Fade Away, Afratu's Dilemma, An Introduction to Indoor Archaeology, Blooming Sands, Desert's Remembrance, Dreams Beneath the Searing Sand, Dual Evidence, Hidden Mercenaries, Invisible Barrier, Join the Eremites and Embrace a Wonderful New Life!, Lost in the Sands, Soheil's Wish, The Exile: Blooming, The Exile: Sprouting, The Gourmet Supremos: Cleanup, The Secret of Al-Ahmar Version 3.0 The following World Quests were added: "Hello," "Thank You," and the Final "Goodbye," A Delicacy for Nara, A Prayer for Rain on the Fecund Land, A Short Encounter with a Rare Bird, Adventure Takes Courage!, An Unwavering Culinary Dream, Aragaru's Drawing, Aranaga's Memory, Aranakin's Old Friend, Children of the Forest, Cooking, a Pleasant Memory, Cooking, the Aroma of Homecoming, Cooking, the Beauty of Sharing, Cooking, the Flavor of Nature, Corps of Thirty Recruitment, Cost-Effective Hook, Courage Is in the Heart, Delicious Riddle, Encounter in the Woods, Even Beasts Stumble, Festival Utsava, For A Better Reunion, For a Dream I Tarry, For All Children Who Long for Life, For Fruits, Seeds, and Trees, For the Children of the Past, Garcia's Paean: A Gift of Compatibility, Garden Fairies, Giving Flowers, Gourmet Supremos: Within Our Duties, Into the Woods, Irate Iron Chunk, Legends of the Stone Lock, Memory of Stone, Memory's Final Chapter, Risen Moon Chapter, Rishboland Tiger, Roaaar, Royinjan's Chapter: Linga, Royinjan's Chapter: Yoni, Slumbering Roots, Sprouting Seedlings, Starry Night Chapter, Static Views, Static Views, Part 2, Taste of Happiness, The Children of Vimara Village, The Final Chapter, The Foolish Fatuus, The Lost Child, The Path of Papers, The Price, The Rhythm that Leads to the Gloomy Path, The Rhythm that Nurtures the Sprout, The Rhythm that Reveals the Beastly Trail, The World of Aranara, Treasure of Wisdom: A New Plan, Trees and Dreams, Until Vana is Healed, Varuna Gatha, Vimana Agama: Dev Delver Chapter, Vimana Agama: First Chapter, Vimana Agama: Jazari's Chapter, Vimana Agama: Royinjan's Chapter, Where Are the Fierce Creatures?, Woodland Encounter The following Random Events were added: The following Repeatable Random World Quests were added: Clickety Click!, The Churlish Chase, The Tester Becomes the Tested The following Requests were added: Amir's Raw Meat Commission, Arayesh's Jam, Arina's Nilotpala Lotuses, Dwarkanath's White Iron Chunks, Eremite Mayhem, Fatuous Farce, Fungal Fracas, Hilichurl Hullaballoo, Housein's Harra Fruits, Jahan's Sugar, Kamla's Berries, Kourosh's Sumeru Roses, Peseng's Zaytun Peaches, Ruin Drake Maelstrom, Yavanani's Apples Version 2.7 Version 2.6 The following World Quests were added: A Company Vanishing Into the Deep, Chasm Spelunkers, Dimming Mushroom's Call for Help, First Miasmic Contact, Hydrological Investigation in The Chasm, Lost in a Foreign land, Lost in a Foreign Land: Seeking, Meeting New People... and Foiling Some Bandits, Mycological Investigation in The Chasm, Paleontological Investigation in The Chasm, Perils in the Dark, Says He Who Seeks Stone, Stolen, by the Rightful Owner, Surreptitious Seven-Star Seal Sundering, The Chasm Charters, The Heavenly Stone's Debris, The Millennial Mountains, Undetected Infiltration, Valor's Afterglow, Valor's Afterglow: Return by Sundown, Valor's Afterglow: The Faint Light Remembered, Wherefore Did the Spiritstone Descend?, The Chasm's Bounty, The Missing Miner, A Cliff-Side Hero's Past Version 2.5 Version 2.4 The following World Quests were added: A Glimpse Into the Pale Night, Antigonus, Collection of Dragons and Snakes, Date's Challenge, Erebos' Secret, From Dusk to Dawn in Byakuyakoku, Hereafter: All is Well, Hereafter: Return to the Mountains, Hereafter: The Trail of Pervases, Hyperion's Dirge, Lotus Eater, The Phaethons' Syrtos, The Still Water's Flow, The Very Special Fortune Slip, and Tricolor File The following event World Quests were added: Version 2.3 Version 2.2 Version 2.1 The following World Quests were added: Divine Plant of the Depths, Exploding Population, Fertilizer... Salesperson?, Neko Is a Cat, Relics of Seirai, Reminiscence of Seirai, Seirai Stormchasers, Solitary Sea-Beast, Storytelling Method, The Moon-Bathed Deep, and The Narukami Trail The following event World Quests were added: Version 2.0 The following World Quests were added: "The Seventh Samurai," Battle of Revenge, Chisato's Letter, Dreams of Sword Art, Fate of a Fighter, Gazing Three Thousand Miles Away, Hiromi's Watch, Home Lies Over the Ocean, In Another Land, International Travel Log, Katheryne in Inazuma, O Archon, Have I Done Right?, Orobashi's Legacy, Pizza From Another Land, Sacred Sakura Cleansing Ritual, Sakura Arborism, Sinister Instruction, Tatara Tales, Temaria Game, The Art of Horticulture, The Commission's Commission, The Farmer's Treasure, The Gourmet Supremos, The Ritou Road, Treatment on the Island, and Yae Publishing House's Invitation The following Random Events were added: An Island Without Thieves, Friend to Animals, Warden of Konda The following Repeatable Random World Quests were added: Answer Me This, Outlander, Click!, Lofty Gourmet, and The Way of Survival The following Requests were added: Automaton Attack, Fatuous Farce, Hilichurl Hullabaloo, Kairagi Chaos, Kairagi-Vagrant Pandemonium, Kano Nana's Healthy Diet, Kanra's Lovesickness, Kozue's Ironwork, Matsumoto's Fried Egg Fracas, Monster Mayhem, Murakami's Meal-Making, Riku's Eggy Endeavor, Sanden's Resource Request, Vagrant Havoc, and Yata Kouki's Order of Ore The following event World Quests were added: Version 1.6 Version 1.5 Version 1.4 The following event World Quests were added: Invitation of Windblume "Quiet, please, this is a library!" Adventurers in Windblume, Ballads of Breeze, Bullseye Balloons, Flavor of the Month, Floral Freefall, Peculiar Wonderland, The Sound of Discord, Those Hard-to-Reach Places, Windblume Research Report, Windblumes and Snowflakes, and Windbrew Contending Tides Wishful Drops Life Flows On (I) and Life Flows On (II) Version 1.3 The following World Quests were added: The following event World Quests were added: Five Flushes of Fortune Kurious Kamera and Perfect Shot Lantern Rite Tales A Festive First Adventure, A Very Festive Problem, Beneath Splendent Lanterns, City of Chores, Guardians of the Countryside, Guests in Qingce, Hammer and Wrench, Iron Ingot Meets Ziwei, Keeping Wanmin's Patrons Fed, Lantern Rite, Big Business?, Lantern of the Wayfarer Little Lantern, Little Wish, Mondstadters in Liyue, Outspoken Linling, Promises Remembered as Lanterns Rise, Qingce's Lanterns, The Gift of a Lantern, Verses and Vistas of Lantern Rite (Part I), Verses and Vistas of Lantern Rite (Part II), Wangshu Once Again, When Scholar and Legends Meet, Where the Light Wanes, Yanxiao's Crazy Kitchen, and Yesteryear's Lanterns and the Guhua of Today Theater Mechanicus Liyue: Theater Mechanicus Vishaps and Where to Find Them Version 1.2 The following World Quests were added: A Land Entombed, Ah, Fresh Meat!, Fishing for Jade, In the Mountains, Lost in the Snow, Low-Temperature Warning, Return of the Jade Chamber?, Snapshots, The Festering Fang, The Great Mountain Survey, The Great Mountain Survey II The following event World Quests were added: Lost Riches The Path of the Treasure-Seeker, Part I Version 1.1 The following World Quests were added: Reputation requests were added with the following: Alfred's Bouquet, Brook the Carnivore, Chloris' Flora Studies, Connor's Brew, Geri's Gastro-Nostalgia, Glory's Wish, Hanfeng's Iron-Mongering, Helen's Special Blend, Herbalist's Forage, Let's Make A Flower Garland!, Manly Jack's Manly Journey of Manliness, Master Zhang's Metal Mission, Smiley's Selections, Timmie's Wish, and Yi Zhu's Snack The following event World Quests were added: Version 1.0 World Quests were released with the following: ...What Do Adventurers Do Again?, A Fine Opportunity?, A Little Game, A Lone Ship In Guyun, A Provisional Arrangement, A Quiet Day in Liyue Harbor, After the Storm, An Adeptal Summons, And This Treasure Goes To..., Big Business, Blackcliff Woes, Book in the Woods, Break the Sword Cemetery Seal, Busy Adventurers' Guild, Cleanup At Dawn, Collector of Anemo Sigils, Equivalent Exchange, Every Day a New Adventure, Flighty Flora... and Flora, In the Aftermath, Lingering Malady, Luhua Landscape, Mondstadt and its Archon, New Horizons of Adventure, Nine Pillars of Peace, Not to be Missed, Old Tastes Die Hard, Overstretched, Pressing Deadlines, Question and Answer, Scent on the Wind, Share Not Your Treasures, Sharpening the Axe Won't Hinder the Work, Solo Venture, The Art of Cooking, The Blessings of The Seven, The Chi of Guyun, The Ocean Pearl, The Tree who Stands Alone, The Yaksha's Wish, Thief-Catcher, Time Waits For No Man, Time and Wind, Trails in Tianqiu, Treasure Lost, Treasure Found, Welcome to the Adventurers' Guild, Will of Stone, Windrise, Windfall, and Wisdom of Ancient Civilizations Repeatable Random Events were released with the following: Answer Whose Summoning?, Blocked Road, Chubby Crisis, Dangerous Cluster, Eliminating the Hidden Danger, Hilichurl Nest, Increasing Danger, Key Supplies, No Honor Among Thieves, Prevention Measures, Pudgy, Squidgy, Yet Not Edible!, Settling Debts, Strange Mark, The Prey, Trembling Earth Repeatable Random World Quests were released with the following: The following event World Quests were added: Elemental Crucible One Giant Step for Alchemy? [] Savior is the second part of the Archon Quest Chapter 5, Act 6 in Genshin Impact. See how to unlock this quest, its walkthrough, and all the rewards of this quest here in this guide! List of ContentsHow to UnlockWalkthroughRewardsRelated Guides To unlock Savior, you must have completed the previous subquest of A Space and Time for You, The Key That Unlocks Fate! The Key That Unlocks Fate Quest Guide Return to the cave where you found the Hilichurl and the spaceship, south of the Statue of Seven. Once there, you'll enter a cutscene where you'll encounter a new NPC named Direidyth, who is asking for help. After speaking with her, go deal with the incoming monsters. After talking to Direidyth, head to the Masters of the Night Wind and speak with Iansan. Once done speaking with Iansan, move on to the characters marked in yellow. After talking with them, you'll be back with Iansan and Citlali. After the scene with Iansan and Citlali, return to the cave where Direidyth is for another scene. During the scene, you will be thrown back into a battle against the Rifthounds. Continue speaking with Direidyth after defeating the monsters to complete this quest. Total Quest Rewards Mystic Enhancement Ore x9 Mora x60450 Hero's Wit x5 All Quests and Quest Types A Space and Time for You Quest Line Guide List of World Quests Skip to content The best way to understand this world is to explore all that is around you, leaving no stone unturned.Solving the enigmas of old, helping hapless travelers, and following the trails of long-lost treasure will all become invaluable knowledge and experience...Even if you are not the least bit interested in ancient riddles or the plights of others, there is always treasure to be found at the end of the road. World Quests are Quests that give insight into the various locations and stories of the world. Some World Quests require Players to find the starting NPC. Others have Adventure Rank requirements or are only available after a certain Archon Quest has been completed. Some World Quests are part of a series and require the previous in the series to unlock. World Quest Series [] World Quest Series (or Chapters) are a sequence of World Quests that are displaced in the Quest Menu similarly to Archon Quest and Story Quest Acts. These World Quest Series usually contain very important lore. There are 58 World Quest Series: Mondstadt[] Dragonspine[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Crimson Wish Quests[] These quests are unlocked by reaching level 8 of the Frostbearing Tree's Gratitude and will become unavailable when reaching level 12. Ancient WindDredging the LandIcy HarvestLiquidationStrange Shifts Requests[] Reputation Requests in Mondstadt are unlocked after completing Knight of the Realm. 8 Requests provide Mondstadt Reputation EXP ×40: Liyue[] The Chasm: Underground Mines[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Requests[] Reputation Requests in Liyue are unlocked after completing Ministry Missions and Archon Quest Chapter 1, Act 3: A New Star Approaches. 7 Requests provide Liyue Reputation EXP ×40: Inazuma[] Enkanomiya[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. An Island Without ThievesFriend to AnimalsWarden of Konda Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Answer Me This, OutlanderClick!Lofty GourmetThe Way of Survival Requests[] Reputation Requests in Inazuma are unlocked after completing The Commission's Commission and reaching Reputation Level 2. 15 Requests provide Inazuma Reputation EXP ×40: Sumeru[] A Gifted RoseAgnihotra SutraThe Final ChapterRisen Moon ChapterStarry Night ChapterAn Unwavering Culinary DreamApocalypse LostAranyakaGolden SlumberHer Foes Rage Like Great Waters...Khvarena of Good and EvilMonumental StudyInvestigate the Fatui Camps Marked by SosiMonumental StudyOld Notes and New FriendsPale FireThe Dirge of BilqisThe Exile (World Quest Series)The Exile: SproutingThe Exile: BloomingThe Gourmet SupremosGourmet Supremos: Within Our DutiesThe Gourmet Supremos: CleanupVaruna GathaVimana Agama"The Falcon's Hunt"A Short Encounter with a Rare BirdAdventure Takes Courage!Afratu's DilemmaAn Artist Adrift (Part 1)An Artist Adrift (Part 2)An Artist Adrift (Part 3)Another Home There May Yet BeAragaru's DrawingAranaga's MemoryAranakin's Old FriendBlooming SandsCorps of Thirty RecruitmentCost-Effective HookCourage Is in the HeartEven Beasts StumbleFor a Dream I TarryGarcia's Paean: A Gift of CompatibilityGiving FlowersHeart of AmritaJoin the Eremites and Embrace a Wonderful New Life!Legends of the Stone LockLightcall ResonanceMemory's Final ChapterNext Time, On King of Invokations...Purbiruni's CommandmentRecollections of a FontainianRejoice With Me, for What Was Lost Is Now FoundSearch for the Lost Monument FragmentsStatic ViewsStatic Views, Part 2Tadhla the FalconThe Fallen FalconThe Foolish FatuusThe Path of PapersThe PriceTreasure of Wisdom: A New PlanTrees and DreamsUntil Vana is HealedWhere Are the Fierce Creatures? Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Clickety Click!The Churlish ChaseThe Tester Becomes the Tested Requests[] Reputation Requests in Sumeru are unlocked after completing Corps of Thirty Recruitment and reaching Reputation Level 2. 15 Requests provide Sumeru Reputation EXP ×40: Fontaine[] Ancient ColorsAnn of the NarzissenkreuzCanticles of HarmonyFontaine Research Institute ChroniclesIn the Wake of NarcissusQuestioning Melusine and Answering MachineScenes from Life in MeropideThe Wild Fairy of ErinnyesUnfinished ComedyAn Eye for an EyeGame of the RichHereafter..."Hey, This Isn't Pumpkin Soup..."A Certain NoticeA Certain StampA Certain TrifleA Fontainian MessageA LetterAn Expected LieAn Expected PlanAnother Horizon of AdventureAqueous TidemarksBook of Esoteric RevelationsBoth Brains and BrawnDanger Lurks Everywhere in FontaineDaydreams Beyond Space and TimeEchoes of the Ancient WorldFishing GameFor Yesterday and TomorrowFree VerseGood Stuff, but Terrible Taste (Belleau Region)Good Stuff, but Terrible Taste (Central Beryl Region)Good Stuff, but Terrible Taste (Court of Fontaine Region)Good Stuff, but Terrible Taste (Southeast Beryl Region)Good Stuff, but Terrible Taste (West Beryl Region)Good Stuff, but Terrible Taste — ContinuedHappy BirthdayImpromptu Poem of the Crimson DawnIn Expert Company? (I)In Expert Company? (II)In Search of Lost TimeIn Search of Lost Time: NorthIn Search of Lost Time: SouthIn Search of Lost Time: WestInitial FactsLatecoming HomecomingLeroy: Beautiful FriendsLeroy: Dying FlashLeroy: Firing SquadLeroy: Hangman's NooseLeroy: High NoonLeroy: Queen of the Night's AriaLeroy: Under GuardOur Purpose Is in Another CanalPursuit (Part 1)Pursuit (Part 2)Riddles Awaiting AnswersRoad to the SingularitySemi-Automatic ForgingSteambird InterviewStill Mouthwatering!Strange Stone Chronicle (Part 1)Strange Stone Chronicle (Part 2)Strange Stone Chronicle (Part 3)The Final QuestionThe Fountain Flows AgainThe Lone Phantom SailThe Long-Failed "Graph Adversarial Technology"...The Three Primary Colors of the Solar CoronaThrough the Looking GlassTreacherous Light of the DepthsTruly Mouthwatering!Unfinished StoryUpon a Flowery Field of GrassVillainsWere It So EasyWhere His Life LiesWish-Fulfilling Treasure Hunt Requests[] Reputation Requests in Fontaine are unlocked after completing Steambird Interview and reaching Reputation Level 2. 12 Requests provide Fontaine Reputation EXP ×40: Natlan[] A Finale EmberforgedAn Omen of Annihilation and the Final EntreatyBetween Pledge and ForgettanceLost in the WoodsRevelations from the PastRite of the BoldChronicler of the Crumbling CityFrom One Case to AnotherIn the Footsteps of the Chosen of DragonsLost Traveler in the Ashen RealmPath to the Flaming PeaksShadows of the MountainsBeneath the Crystal RockPeace to the SlumberingTale of Dreams Plucked From FireTracer No TracingSeeker No FindingDancin' in the MoonlightCome Fly With MeStand by MeA Brief History of RocksA Saurian Returns to the NestCharge Forward! Go, Go, Go!Every Aspect of a WarriorInvestigator of Ancient RuinsMolting SeasonOpen Your Heart to MeRipe For TroubleSing, Ho, For the Greatness of Fat!Stride on Rainbows, Split the WavesThe Attack of the... Purple Tepetlisaurus?The Case of the Crafting BenchThe Mystery of Tecoloapan BeachThe Road AheadThe Way Into the MountainTo the Night, What is the Night'sTo Wish Upon a StarToward Red-Hot Adventure!Twisted Extension Adventure Rank Ascension[] Events[] These event-specific World Quests below are only available during their respective events. They are no longer accessible once the event has concluded.Version 1.0Elemental CrucibleOne Giant Step for Alchemy?Version 1.1Version 1.2Lost Riches 2021-01-08The Path of the Treasure-Seeker, Part IVersion 1.3Version 1.4Version 1.5Version 1.6Version 2.0Version 2.1Version 2.2Version 2.3Version 2.4Version 2.5Version 2.6Version 2.7Version 2.8Version 3.0Version 3.1Version 3.2Version 3.3Version 3.4Version 3.5Version 3.6Version 3.7Version 3.8Version 4.0Version 4.1Version 4.2Version 4.3Version 4.4Version 4.5Version 4.6Version 4.7Version 4.8Version 5.0Version 5.1Version 5.2Claw ConvoyOur Animal FriendsOur Animal Friends: EpilogueVersion 5.3Version 5.4Version 5.5Version 5.6Legends Ablaze: Cross-Border Brawl Gallery[] World Quests belonging to an Event will be indicated by a blue tab in the Quest Log. Other Languages[] LanguageOfficial NameLiteral MeaningEnglishWorld Quest—Chinese(Simplified)世界任务Shìjiè RènwùWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"Chinese(Traditional)世界任務Shìjiè RènwùJapanese世界任務Sekai NinmuWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"Korean 任務Woldeu ImmuWorld QuestQuestQuestQuest Tooltip for QuestQuest□lit. "mission"SpanishMisión de mundoWorld MissionFrenchQuête du mondeWorld QuestRussianЗадание мираZadaniye miraWorld MissionThai□□□□□□□□□VietnameseNhiệm VụNhiệm Vụ任務 Thế GiớiThế Giới世界World QuestGermanWeltauftragWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"IndonesianQuest DuniaWorld QuestPortugueseMissão do MundoWorld MissionTurkishDünya GöreviWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"ItalianMissione avventuraAdventure Mission Change History[] Version 5.5 The following World Quests were added: A Brief History of Rocks, An Omen of Annihilation and the Final Entreaty, As the Burning Sun Sears Shadows, In Search of a Hidden Heart, Investigator of Ancient Ruins, Is "Intensity" Really the Key?, Nahuatzin's Leap, Once, the Sacred Seat of Judgment, Sealed Site of Sacrifice, Sing, Ho, For the Greatness of Fat!, Someday, We All Must Walk Alone, The Attack of the... Purple Tepetlisaurus?, The End of the Road, The Forsaken Sea of Wisdom, The Frozen, Rekindling Land, The Way Into the Mountain, Where Once Force Was Reversed, Where Once There Was a Calculation Array, Where Once There Were Arms Aplenty. Version 5.2 The following World Quests were added: Adventure in the Land of Mists, An Air Race and an Alibi, A Saurian Returns to the Nest, Beat the Clock: 24 Hours, Charge Forward! Go, Go, Go!, Come Fly With Me, Dancin' in the Moonlight, Every Aspect of a Warrior, Farewell, Final Saurus Cracker, Friends of Fire and Water, Incidents Are Ever Sudden, Molting Season, Moment of Awakening, Open Your Heart to Me, Palace of the Vision Serpent, Sauro-Vet's Dilemma, Stand by Me, Stones, Coconuts, and Saurian Traffickers, The Chosen One's Promise, The Flowing Primal Flame (Part 1), The Flowing Primal Flame (Part 2), The Flowing Primal Flame (Part 3), The Lone Isle Named Night, The Mystery of Tecoloapan Beach, The Other Side of the Sky, To the Sky-Road, Twisted Extension, Vaulting the Wall of Morning Mist. Version 5.0 The following World Quests were added: A Saurian Lover's Ordinary Days, Beneath the Crystal Rock, Feeling Like Fish Today!, Friends of Fire and Water, Gifts and Gifts in Return, Lies and Promises, Lights, Kamera, Action!, Lost in the Woods, Peace to the Slumbering, Revelations from the Past, Ripe For Trouble, Rite of the Bold, Sauro-Vet's Dilemma, Seeker No Finding, Special Friends, Stones, Coconuts, and Saurian Traffickers, Stride on Rainbows, Split the Waves, Tepetlisaurus Hide-and-Seek, The Call of Mystical Martial Arts, The Case of the Crafting Bench, The Lone Isle Named Night, The Road Ahead, To the Night, What is the Night's, To Wish Upon a Star, Toward Red-Hot Adventure!, Tracer No Tracing, Treasures and Collectors, Waiting For Seeds to Sprout, Weighty Wings, World Level Ascension. Version 4.8 Version 4.7 The following World Quests were added: Version 4.6 The following World Quests were added: Daydreams Beyond Space and Time, For Yesterday and Tomorrow, Fortune Plango Vulnera, Golden Aqueduct Reconstruction: Part I, Golden Aqueduct Reconstruction: Part II, Gradus ad Capitolium, Latecoming Homecoming, The Last Day of Remuria, The Shadow Over Petrichor, Underwater Nocturne, Where His Life Lies. Version 4.5 Version 4.4 The following World Quests were added: A Wangshan Walk to Remember, An Ancient Sacrifice of Sacred Brocade, Chili Con Cloudy, Floating Jade, Treasure of Chenyu, Hustle and Bustle, Iridescent Cloud-Striding, Just Wushou Dance!, Our Chenyu Vale Trek, Paper Shadow Ruminations, Qiaoying of the Sacred Mountain, Qiaoying, the Village of Many Tales, Receiver of Friends From Afar: Part I, Receiver of Friends From Afar: Part II, Receiver of Friends From Afar: Part III, Receiver of Friends From Afar: Part IV, Scrolls and Sword Manuals of Guhua, Shrouded Vale, Hidden Hero, Silently the Butterfly Crosses the Valley, Temporary Acclimatization, The Cloud-Padded Path to the Chiwang Repose, The Dealing Sands, The Roaming Abode, Threefold Expectations. Version 4.3 The following World Quests were added: Arataki Blazing Armor Beetle Battle Boot Camp!, Blade Dance's Unexpected End!, Leroy: Beautiful Friends, Leroy: Dying Flash, Leroy: Firing Squad, Leroy: Hangman's Noose, Leroy: High Noon, Leroy: Queen of the Night's Aria, Leroy: Under Guard, Provisionally Perpetual Beetle Battle!, Rescue the Poor Contract Employee!, Special Lighting and the Stars of Tomorrow!, Spread Out Less Than An Arcminute!, The Arrival of a...!, The Art of the Elegant Blade Dance?, Treasures Under the Sea, Treasures Under the Sea: Epilogue. Version 4.2 The following World Quests were added: An Expected Lie, An Expected Plan, Cupid's Lover, Foggy Forest Path (Quest), Free Verse, Furious Mouth of the Spring, Happy Birthday, Impromptu Poem of the Crimson Dawn, Meteoric Lance, Muse's Mother, Pursuit (Part 1), Pursuit (Part 2), Questions and Answers, Rowboat's Wake, Savior's Wake, Search in the Algae Sea, Thalia and Melpomene, The Red and the Black, Through the Looking Glass, Vagrants and Scamps, Waking from the Great Dream, Wilting Weeping Willow, Wish-Fulfilling Treasure Hunt, Within the Depths of Erinnyes. Version 4.1 The following World Quests were added: A Letter, An Eye for an Eye, Both Brains and Brawn, Fontaine Research Institute, Stagnating in the Rubble, Game of the Rich, Go to the Institute Dormitories and retrieve the Anchor, Go to the Institute of Clockwork Applications and retrieve the Anchor, Hereafter..., In Search of Lost Time, In Search of Lost Time: North, In Search of Lost Time: South, In Search of Lost Time: West, Initial Facts, Our Purpose Is in Another Canal, Riddles Awaiting Answers, Road to the Singularity, Scenes from Life in Meropide: A Raw Deal, Scenes from Life in Meropide: An Actor's Training, Scenes from Life in Meropide: Chit-Chat, Scenes from Life in Meropide: Dead End, Scenes from Life in Meropide: Every Debt has a Creditor, Scenes from Life in Meropide: Fists of Fury, Scenes from Life in Meropide: Memories, Scenes from Life in Meropide: Safe Operation, Scenes from Life in Meropide: The Art of Negotiation, Scenes from Life in Meropide: Treat the Symptoms, Scenes from Life in Meropide: Unfinished Task, Scenes from Life in Meropide: Visible Hands, Treacherous Light of the Depths, Villains Version 4.0 The following World Quests were added: "Hey, This Isn't Pumpkin Soup..." A Certain Notice, A Certain Stamp, A Certain Trifle, A Fontainian Message, Ann's Story, Another Horizon of Adventure, Aqueous Tidemarks, Book of Esoteric Revelations, Danger Lurks Everywhere in Fontaine, Echoes of the Ancient World, Fishing Game, Good Stuff, but Terrible Taste (Belleau Region), Good Stuff, but Terrible Taste (Central Beryl Region), Good Stuff, but Terrible Taste (Court of Fontaine Region), Good Stuff, but Terrible Taste (Southeast Beryl Region), Good Stuff, but Terrible Taste (West Beryl Region), Good Stuff, but Terrible Taste — Continued, In Expert Company? (I), In Expert Company? (II), Limner, Dreamer, and Robotic Dog, Mary-Ann's Story, Semi-Automatic Forging, Steambird Interview, Still Mouthwatering!, Strange Stone Chronicle (Part 1), Strange Stone Chronicle (Part 2), Strange Stone Chronicle (Part 3), The Final Question, The Fountain Flows Again, The Illusion's Finishings, The Lone Phantom Sail, The Narzissenkreuz Adventure, The Story of "the Princess" and "the Adventure Team", The Three Primary Colors of the Solar Corona, There Will Come Soft Rains, Truly Mouthwatering!, Unfinished Story, Upon a Flowery Field of Grass, Were It So Easy The following Requests were added: Bruneau's Flower Request, Crabby Chaos, Etienne's Raw Meat Request, Galathee's Salt Solicitation, Hydro Phantasm Havoc, Ismenor's Bulle Fruit Bulletin, Meka Mess, Muirne's Better Butter, Paban's Milk Run, Pruniere's White Iron Impetration, Ruin Drake Maelstrom, Sylvie's Beryl Conch Commission Version 3.8 Version 3.7 The following World Quests were added: Version 3.6 The following World Quests were added: An Artist Adrift (Part 1), An Artist Adrift (Part 2), An Artist Adrift (Part 3), Another Home There May Yet Be, As the Khvarena's Light Shows, As the Khvarena's Light Shows: Dukkha, As the Khvarena's Light Shows: Nirodha, As the Khvarena's Light Shows: Samudaya, Asipattravana Itihasa, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awakening's Real Sound, Heart of Amrita, Investigate the Fatui Camps Marked by Sosi, Lightcall Resonance, Monumental Study, Pale Fire, Search for the Lost Monument Fragments, The Hymn of Tir Yazad (Part 1), The Hymn of Tir Yazad (Part 2), The Splendorous Sky That Day Version 3.4 The following World Quests were added: "The Falcon's Hunt," Behold, the Sign Comes Like A Thief..., Dune-Entombed Fecundity: Part I, Dune-Entombed Fecundity: Part II, Dune-Entombed Fecundity: Part III, For Her Judgment Reaches to the Skies..., Make Bright the Arrows, Gather the Shields..., Memories of Gurabad, Rejoice With Me, for What Was Lost Is Now Found, Tadhla the Falcon, The Eternal Dream, Ever Lush, The Fallen Falcon, The Temple Where Sand Flows Like Tears, Wisdom Has Built Her House, She Has Hewn Out Her Seven Pillars Version 3.3 Version 3.2 The following World Quests were added: Next Time, On King of Invokations Version 3.1 The following World Quests were added: A Gifted Rose: Ballad of Days Gone By, A Gifted Rose: Can Stones Bloom, A Gifted Rose: Long Day Ahead, A Gifted Rose: Prickly as Thorns, A Gifted Rose: Some People Never Fade Away, Afratu's Dilemma, An Introduction to Indoor Archaeology, Blooming Sands, Desert's Remembrance, Dreams Beneath the Searing Sand, Dual Evidence, Hidden Mercenaries, Invisible Barrier, Join the Eremites and Embrace a Wonderful New Life!, Lost in the Sands, Soheil's Wish, The Exile: Blooming, The Exile: Sprouting, The Gourmet Supremos: Cleanup, The Secret of Al-Ahmar Version 3.0 The following World Quests were added: "Hello," "Thank You," and the Final "Goodbye," A Delicacy for Nara, A Prayer for Rain on the Fecund Land, A Short Encounter with a Rare Bird, Adventure Takes Courage!, An Unwavering Culinary Dream, Aragaru's Drawing, Aranaga's Memory, Aranakin's Old Friend, Children of the Forest, Cooking, a Pleasant Memory, Cooking, the Aroma of Homecoming, Cooking, the Beauty of Sharing, Cooking, the Flavor of Nature, Corps of Thirty Recruitment, Cost-Effective Hook, Courage Is in the Heart, Delicious Riddle, Encounter in the Woods, Even Beasts Stumble, Festival Utsava, For A Better Reunion, For a Dream I Tarry, For All Children Who Long for Life, For Fruits, Seeds, and Trees, For the Children of the Past, Garcia's Paean: A Gift of Compatibility, Garden Fairies, Giving Flowers, Gourmet Supremos: Within Our Duties, Into the Woods, Irate Iron Chunk, Legends of the Stone Lock, Memory of Stone, Memory's Final Chapter, Risen Moon Chapter, Rishboland Tiger, Roaaar, Royinjan's Chapter: Linga, Royinjan's Chapter: Yoni, Slumbering Roots, Sprouting Seedlings, Starry Night Chapter, Static Views, Static Views, Part 2, Taste of Happiness, The Children of Vimara Village, The Final Chapter, The Foolish Fatuus, The Lost Child, The Path of Papers, The Price, The Rhythm that Leads to the Gloomy Path, The Rhythm that Nurtures the Sprout, The Rhythm that Reveals the Beastly Trail, The World of Aranara, Treasure of Wisdom: A New Plan, Trees and Dreams, Until Vana is Healed, Varuna Gatha, Vimana Agama: Dev Delver Chapter, Vimana Agama: First Chapter, Vimana Agama: Jazari's Chapter, Vimana Agama: Royinjan's Chapter, Where Are the Fierce Creatures?, Woodland Encounter The following Random Events were added: The following Repeatable Random World Quests were added: Clickety Click!, The Churlish Chase, The Tester Becomes the Tested The following Requests were added: Amir's Raw Meat Commission, Arayesh's Jam, Arina's Nilotpala Lotuses, Dwarkanath's White Iron Chunks, Eremite Mayhem, Fatuous Farce, Fungal Fracas, Hilichurl Hullaballoo, Housein's Harra Fruits, Jahan's Sugar, Kamla's Berries, Kourosh's Sumeru Roses, Peseng's Zaytun Peaches, Ruin Drake Maelstrom, Yavanani's Apples Version 2.7 Version 2.6 The following World Quests were added: A Company Vanishing Into the Deep, Chasm Spelunkers, Dimming Mushroom's Call for Help, First Miasmic Contact, Hydrological Investigation in The Chasm, Lost in a Foreign land, Lost in a Foreign Land: Seeking, Meeting New People... and Foiling Some Bandits, Mycological Investigation in The Chasm, Paleontological Investigation in The Chasm, Perils in the Dark, Says He Who Seeks Stone, Stolen, by the Rightful Owner, Surreptitious Seven-Star Seal Sundering, The Chasm Charters, The Heavenly Stone's Debris, The Millennial Mountains, Undetected Infiltration, Valor's Afterglow, Valor's Afterglow: Return by Sundown, Valor's Afterglow: The Faint Light Remembered, Wherefore Did the Spiritstone Descend?, The Chasm's Bounty, The Missing Miner, A Cliff-Side Hero's Past Version 2.5 Version 2.4 The following World Quests were added: A Glimpse Into the Pale Night, Antigonus, Collection of Dragons and Snakes, Date's Challenge, Erebos' Secret, From Dusk to Dawn in Byakuyakoku, Hereafter: All is Well, Hereafter: Return to the Mountains, Hereafter: The Trail of Pervases, Hyperion's Dirge, Lotus Eater, The Phaethons' Syrtos, The Still Water's Flow, The Very Special Fortune Slip, and Tricolor File The following event World Quests were added: Version 2.3 Version 2.2 Version 2.1 The following World Quests were added: Divine Plant of the Depths, Exploding Population, Fertilizer... Salesperson?, Neko Is a Cat, Relics of Seirai, Reminiscence of Seirai, Seirai Stormchasers, Solitary Sea-Beast, Storytelling Method, The Moon-Bathed Deep, and The Narukami Trail The following event World Quests were added: Version 2.0 The following World Quests were added: "The Seventh Samurai," Battle of Revenge, Chisato's Letter, Dreams of Sword Art, Fate of a Fighter, Gazing Three Thousand Miles Away, Hiromi's Watch, Home Lies Over the Ocean, In Another Land, International Travel Log, Katheryne in Inazuma, O Archon, Have I Done Right?, Orobashi's Legacy, Pizza From Another Land, Sacred Sakura Cleansing Ritual, Sakura Arborism, Sinister Instruction, Tatara Tales, Temaria Game, The Art of Horticulture, The Commission's Commission, The Farmer's Treasure, The Gourmet Supremos, The Ritou Road, Treatment on the Island, and Yae Publishing House's Invitation The following Random Events were added: An Island Without Thieves, Friend to Animals, Warden of Konda The following Repeatable Random World Quests were added: Answer Me This, Outlander, Click!, Lofty Gourmet, and The Way of Survival The following Requests were added: Automaton Attack, Fatuous Farce, Hilichurl Hullabaloo, Kairagi Chaos, Kairagi-Vagrant Pandemonium, Kano Nana's Healthy Diet, Kanra's Lovesickness, Kozue's Ironwork, Matsumoto's Fried Egg Fracas, Monster Mayhem, Murakami's Meal-Making, Riku's Eggy Endeavor, Sanden's Resource Request, Vagrant Havoc, and Yata Kouki's Order of Ore The following event World Quests were added: Version 1.6 Version 1.5 Version 1.4 The following event World Quests were added: Invitation of Windblume "Quiet, please, this is a library!" Adventurers in Windblume, Ballads of Breeze, Bullseye Balloons, Flavor of the Month, Floral Freefall, Peculiar Wonderland, The Sound of Discord, Those Hard-to-Reach Places, Windblume Research Report, Windblumes and Snowflakes, and Windbrew Contending Tides Wishful Drops Life Flows On (I) and Life Flows On (II) Version 1.3 The following World Quests were added: The following event World Quests were added: Five Flushes of Fortune Kurious Kamera and Perfect Shot Lantern Rite Tales A Festive First Adventure, A Very Festive Problem, Beneath Splendent Lanterns, City of Chores, Guardians of the Countryside, Guests in Qingce, Hammer and Wrench, Iron Ingot Meets Ziwei, Keeping Wanmin's Patrons Fed, Lantern Rite, Big Business?, Lantern of the Wayfarer Little Lantern, Little Wish, Mondstadters in Liyue, Outspoken Linling, Promises Remembered as Lanterns Rise, Qingce's Lanterns, The Gift of a Lantern, Verses and Vistas of Lantern Rite (Part I), Verses and Vistas of Lantern Rite (Part II), Wangshu Once Again, When Scholar and Legends Meet, Where the Light Wanes, Yanxiao's Crazy Kitchen, and Yesteryear's Lanterns and the Guhua of Today Theater Mechanicus Liyue: Theater Mechanicus Vishaps and Where to Find Them Version 1.2 The following World Quests were added: A Land Entombed, Ah, Fresh Meat!, Fishing for Jade, In the Mountains, Lost in the Snow, Low-Temperature Warning, Return of the Jade Chamber?, Snapshots, The Festering Fang, The Great Mountain Survey, The Great Mountain Survey II The following event World Quests were added: Lost Riches The Path of the Treasure-Seeker, Part I Version 1.1 The following World Quests were added: Reputation requests were added with the following: Alfred's Bouquet, Brook the Carnivore, Chloris' Flora Studies, Connor's Brew, Geri's Gastro-Nostalgia, Glory's Wish, Hanfeng's Iron-Mongering, Helen's Special Blend, Herbalist's Forage, Let's Make A Flower Garland!, Manly Jack's Manly Journey of Manliness, Master Zhang's Metal Mission, Smiley's Selections, Timmie's Wish, and Yi Zhu's Snack The following event World Quests were added: Version 1.0 World Quests were released with the following: ...What Do Adventurers Do Again?, A Fine Opportunity?, A Little Game, A Lone Ship In Guyun, A Provisional Arrangement, A Quiet Day in Liyue Harbor, After the Storm, An Adeptal Summons, And This Treasure Goes To..., Big Business, Blackcliff Woes, Book in the Woods, Break the Sword Cemetery Seal, Busy Adventurers' Guild, Cleanup At Dawn, Collector of Anemo Sigils, Equivalent Exchange, Every Day a New Adventure, Flighty Flora... and Flora, In the Aftermath, Lingering Malady, Luhua Landscape, Mondstadt and its Archon, New Horizons of Adventure, Nine Pillars of Peace, Not to be Missed, Old Tastes Die Hard, Overstretched, Pressing Deadlines, Question and Answer, Scent on the Wind, Share Not Your Treasures, Sharpening the Axe Won't Hinder the Work, Solo Venture, The Art of Cooking, The Blessings of The Seven, The Chi of Guyun, The Ocean Pearl, The Tree who Stands Alone, The Yaksha's Wish, Thief-Catcher, Time Waits For No Man, Time and Wind, Trails in Tianqiu, Treasure Lost, Treasure Found, Welcome to the Adventurers' Guild, Will of Stone, Windrise, Windfall, and Wisdom of Ancient Civilizations Repeatable Random Events were released with the following: Answer Whose Summoning?, Blocked Road, Chubby Crisis, Dangerous Cluster, Eliminating the Hidden Danger, Hilichurl Nest, Increasing Danger, Key Supplies, No Honor Among Thieves, Prevention Measures, Pudgy, Squidgy, Yet Not Edible!, Settling Debts, Strange Mark, The Prey, Trembling Earth Repeatable Random World Quests were released with the following: The following event World Quests were added: Elemental Crucible One Giant Step for Alchemy? [] AllHow creative can you get with your first free checklist?World Quests World Quests in Genshin Impact give insight into the various locations and stories of the world. Players must find the starting NPC to receive these quests. Completeing these quests give a players a chance to earn rewards such as Mora, EXP, and additional Items and Materials. Some have Adventure Rank requirements or are only available after a certain Archon Quest has been completed. Quests are usually the chapters or story sequences that act like the Archon Quests and Story Quest Acts. They are divided up into the Chapters and each have a set of quests to complete in sequential order. Beneath Splendent Lanterns Erebos' Secret From Dusk to Dawn in Byakuyakoku Hyperion's Dirge Neko Is a Cat Orobashi's Legacy Sacred Sakura Cleansing Ritual Seirai Stormchasers Tatara Tales The Gourmet Supremos The Moon-Bathed Deep The Very Special Fortune Slip Through the Mists Quests below are divided into their starting locations. They are usually activated by encountering an event or speaking to a specific NPC. Some quests have a general flow and completing one will hint or directly active the next quest in line. What kind of World Qusets are there? Quests can vary and be random. These random quests can sometimes be encountered again and repeated. Other quest are considered Requests or Reputation quest. Dpeending on the location, you may have to complete a prerequisite before these quests can be accessed. Tired of anon posting? Register! HowLongToBeatGenshin Impact NewsLoad More World quests in Genshin Impact offer lore insight & generous rewards like Primogems and EXP. Each quest reveals intriguing plots & expands Teyvat's world with friendly NPCs. Quests, like Golden Slumber & Canticles of Harmony, provide rich storytelling & exploration. World quests in Genshin Impact are excellent ways for players to learn more about a particular region's lore, and explore the mysteries that lie ahead. Players can also get to meet friendly and unfamiliar NPCs with each one of them usually having a surprise up their sleeves. These world quests often feature some of the most hard-hitting moments that the game has to offer. 8:40 Related Check out our list of the top 10 best games to play if you're a fan of Genshin Impact. World quests reward players with generous amounts of Adventure EXP, Primogems, Mora, Enhancement Ores, and EXP books, which are nice bonuses that any player would appreciate. However, the main catch of these story quests is the unique plots that expand the world of Teyvat and provide important insight into the events of the past. 10 Golden Slumber Jebrael's Last Dance Region: Sumeru Rewards: 1,650 Adventure EXP, 190 Primogems, 170,000 Mora, 16 Mystic Enhancement Ore, and 16 Hero's Wit Golden Slumber serves as the introduction to the lore of Sumeru's desert. This World Quest also features the debut of Jeht, one of the most popular NPCs in the game. Golden Slumber provides a lot of clarity about the desert's past and the workings of the Eremites. It is a very enjoyable storyline filled with twists and turns culminating in a gut-wrenching ending where Jebrael sacrifices his life to save the rest of the group. The only downside to this quest is the large number of puzzles that need to be done to progress. Region: Sumeru Rewards: 3,050 Adventure EXP, 380 Primogems, 275,000 Mora, 36 Mystic Enhancement Ore, and 28 Hero's Wit Khvarena of Good And Evil is a world quest that can be

initiated in the Girdle of the Sands. It is one of the longest world quests in the entire game and features a vast amount of content. Doing this quest should guarantee players explore almost every area in the Girdle of the Sands. Related Knowing how to use Sorush and her abilities is essential in the Gavireh Lajavard and Realm of Farakhkert in Genshin Impact. Players will have to assist Sorush and the Paris in restoring the Harvisptokhm by cleansing the Sign of Apaosha. However, they will also have to deal with an outsider plotting to ruin everything. The satisfying ending, the sheer amount of exploration, lore expansion, and fun personalities in the quest make it quite enjoyable despite its length. Region: Inazuma Rewards: 1,500 Adventure EXP, 180 Primogems, 160,000 Mora, 1 Mask of Memories, 1 Memento Lens, 14 Mystic Enhancement Ore, and 16 Hero's Wit The quest "Ritou Escape Plan", which is part of the Inazuma Archon Quest, needs to be completed to start the "Sacred Sakura Cleansing Ritual" world quest. Sacred Sakura Cleansing Ritual is the main world quest on Inazuma's Narukami Island. The name of the world quest is quite self-explanatory on what players need to do. Hanachirusato, a shrine maiden in Konda Village, will request the help of the players to carry out the titular ritual. Despite being a short world quest, it has a lot of importance to the land of Inazuma as the cleansing ritual serves as a way to keep the nation healthy. The world quest has a consistent storyline and allows players to explore a lot of Narukami Island. The bittersweet ending is the cherry on top, which makes it one of the best world quests in the game. Region: Fontaine Rewards: 1,600 Adventure EXP, 180 Primogems, 170,000 Mora, 15 Mystic Enhancement Ore, and 17 Hero's Wit Ann of the Narzissenkreuz is easily one of the most confusing yet breathtaking world quests in the game. The areas players can explore with the enjoyable cast of NPCs make it a very fun ride. However, players not paying keen attention can easily feel lost in the vast amount of information revealed in this world quest. It is recommended to complete the world quest "Ancient Colors" to have a better story experience. This world quest opens the floodgates to one of the most interesting storylines in the game, featuring the Narzissenkreuz Ordo and their efforts to defy the prophecy of Tevyat's destruction. The world quest also features fun puzzles and a seamless experience which warrants it a spot on this list. Region: Sumeru Rewards: 1,900 Adventure EXP, 230 Primogems, 200,000 Mora, 20 Mystic Enhancement Ore, and 18 Hero's Wit Dirge of Bilqis is the direct continuation to Golden Slumber, and it improves upon its predecessor in terms of exploration. The world quest introduces players to the horrors of the desert's past through Liloupar, a Jinni sealed in a bottle while helping Jeht bring the remains of her father, Jebrael, and mother to the Eternal Oasis. It also explores the mindset of the various Eremite tribes and their ambitions. This world quest is relatively lengthy, but the payoff is well worth the time, as players can explore various areas in the Desert of Hadramaveth while uncovering the hidden past of the desert. The story ultimately ends at the beautiful Eternal Oasis and provides closure to Jeht's story arc until another tragic incident. Region: Inazuma Rewards: 1,600 Adventure EXP, 180 Primogems, 160,000 Mora, 16 Mystic Enhancement Ore, and 20 Hero's Wit Players will need to complete the world quest "Seirai Stormchasers" in order to start "Through The Mists". Through The Mists is one of the hardest world quests due to the unique properties found on Tsurumi Island upon arrival. This world quest also introduces Ruu, one of the most tragic NPCs in the entire game. Players will have to reset their time quite a lot to progress through the quest as the island is completely covered in fog. As the quest unfolds, players will get to realize the true reason for Ruu's appearance as well as the phantoms scattered around the island. It is a haunting yet heartbreaking reveal that portrays the bleak nature of the game's world at times. The captivating storyline and interesting lore make it one of the best world quests in Genshin Impact. Region: Sumeru Rewards: 5,050 Adventure EXP, 640 Primogems, 510,000 Mora, 39 Mystic Enhancement Ore, 39 Hero's Wit, 2 Vasoma Fruit, Garland, Araesha's Flower, The Siblings' Flower, Arakanta's Flower, and 2 Stories of You and the Aranara Aranyaka is the most infamous world quest in Genshin Impact for its incredible length. Players will have to devote more than ten hours at a minimum if they wish not to skip through the dialogues. However, the length of this world quest also makes it one of the best as it features so much content to experience. The Aranaras are one of the most adorable factions in the game. Helping each one of them while bringing balance to the Sumeru rainforest is a fun experience, as this world quest should help players explore almost every area. While players will get a bit disoriented by the amount of Aranaras and lore, it is a special experience that truly brings out the rich lore of Sumeru to the limelight. Region: Sumeru Rewards: 950 Adventure EXP, 120 Primogems, 75,000 Mora, 9 Mystic Enhancement Ore, and 9 Hero's Wit Her Foes Rage Like Great Waters... is the finale of Jeht's storyline. It is the shortest world quest on this list, but it carries a huge amount of emotional impact. After seemingly finding closure at the end of the Dirge of Bilqis world quest, Jeht is betrayed by Babel and the Tanits. Jeht's vengeance arc in the second half of this world quest is thrilling to follow, which reaches its crescendo at the Tanit Camps. Jeht manages to decimate the Tanit tribe with the help of the Traveller and murder Babel, becoming homeless in the process. However, the ending gives hope for Jeht's future as she finally achieves freedom. Region: Fontaine Rewards: 1,800 Adventure EXP, 220 Primogems, 195,000 Mora, 13 Mystic Enhancement Ore, and 17 Hero's Wit In the Wake of Narcissus is the grand finale of the Narzissenkreuz saga, which started with the Ann of the Narzissenkreuz world quest. Almost every other world quest in Fontaine has some ties to this particular storyline. This world quest features excellent storytelling, extensive lore drops, and a unique showdown. Related Scylla ability in Genshin Impact can help players move around the Sea of Bygone Eras swiftly. The conclusion of the Narzissenkreuz saga is quite satisfactory and ties many loose ends from the other smaller world quests. The Narzissenkreuz Ordo is one of the most peculiar factions in the game, and this world quest does justice to bringing closure to their story through emotional moments. Region: Fontaine Rewards: 1,350 Adventure EXP, 170 Primogems, 155,000 Mora, 7 Mystic Enhancement Ore, and 10 Hero's Wit Canticles of Harmony takes the spot as the best world quest in Genshin Impact. Introduced in Version 4.6, it helps the players explore Petrichor, the Faded Castle, and the Sea of Bygone Eras. There isn't a second where the visuals of this world quest are any less than stunning. The unique cast, notably Osse, Scylla, and Boethius, bring a certain charm to the world quest that really brings about the tragic history of Remuria. The bittersweet sacrifice of Cassiodor (Osse) to save the trapped souls, the beautiful ending cutscene, and the gorgeous aesthetics of the quest make it a one-of-a-kind experience. This guide shows all the available Archon Quests, Story Quests, World Quests, Hangouts, and Event Quests in Genshin Impact across all versions. Check what quests are, as well as the list of playable Quests per region here! Name Type Region Version Archon Quest 5.7 Whispers Betwixt Stars and Night Story Quest 5.7 A Space and Time Without You Archon Quest Natlan 5.7 Archon Quest Natlan 5.7 The Key That Unlocks Fate Archon Quest Natlan 5.7 Archon Quest Mondstadt 5.6 Archon Quest Mondstadt 5.6 Archon Quest Mondstadt 5.6 Path to the Flaming Peaks World Quest Natlan 5.5 World Quest Natlan 5.5 Chronicler of the Crumbling City World Quest Natlan 5.5 The Frozen, Rekindling Land World Quest Natlan 5.5 Tribal Chronicle Natlan 5.5 Tribal Chronicle Natlan 5.5 Story Quest Natlan 5.5 The Forsaken Sea of Wisdom World Quest Natlan 5.5 World Quest Natlan 5.5 As the Burning Sun Sears Shadows World Quest Natlan 5.5 An Omen of Annihilation and the Final Entreaty World Quest Natlan 5.5 Once, the Sacred Seat of Judgement World Quest Natlan 5.5 Where Once There Was a Calculation Array World Quest Natlan 5.5 In Search of a Hidden Heart World Quest Natlan 5.5 Where Once There Were Arms Aplenty World Quest Natlan 5.5 Where Once Force Was Reversed World Quest Natlan 5.5 Someday, We All Must Walk Alone World Quest Natlan 5.5 Dream Eater's Melancholia Story Quest Inazuma 5.4 The Truth of the Battle of Seven Colors Story Quest Natlan 5.3 Story Quest Natlan 5.3 Incandescent Ode of Resurrection Archon Quest Natlan 5.3 Archon Quest Natlan 5.3 As the Sun Rises and Sets Archon Quest Natlan 5.3 Journey of Stars and Flames Archon Quest Natlan 5.3 Archon Quest Natlan 5.3 When All Becomes a Monument Archon Quest Natlan 5.3 Story Quest Natlan 5.2 Archon Quest Natlan 5.2 A Saurian Returns to the Nest World Quest Natlan 5.2 Incidents Are Ever Sudden World Quest Natlan 5.2 Lost Traveler in the Ashen Realm World Quest Natlan 5.2 Vaulting the Wall of Morning Mist World Quest Natlan 5.2 Archon Quest Natlan 5.2 The Wingless One of Tlalocan Tribal Chronicle Natlan 5.2 World Quest Natlan 5.2 The Mystery of Tecoloapan Beach World Quest Natlan 5.2 World Quest Natlan 5.2 Calling from the Masters of the Night-Wind Tribal Chronicle Natlan 5.2 Tribal Chronicle Natlan 5.2 World Quest Natlan 5.2 The Night Before the Trial Tribal Chronicle Natlan 5.2 World Quest Natlan 5.2 World Quest Natlan 5.2 The Other Side of the Sky World Quest Natlan 5.2 Palace of the Vision Serpent World Quest Natlan 5.2 Adventure in the Land of Mists World Quest Natlan 5.2 World Quest Natlan 5.2 Dancin' in the Moonlight! World Quest Natlan 5.2 The Lone Isle Named Night World Quest Natlan 5.2 World Quest Natlan 5.2 World Quest Natlan 5.2 Stones, Coconuts, and Dragon Traffickers World Quest Natlan 5.2 World Quest Natlan 5.2 Charge Forward! Go, go, go! World Quest Natlan 5.2 Farewell, Final Saurus Cracker World Quest Natlan 5.2 World Quest Natlan 5.2 Friends of Fire and Water World Quest Natlan 5.2 World Quest Natlan 5.2 World Quest Natlan 5.2 Every Aspect of a Warrior World Quest Natlan 5.2 Beyond the Smoke and Mirrors Archon Quest Natlan 5.1 The Rainbow Destined to Burn Archon Quest Natlan 5.1 Story Quest Natlan 5.1 Archon Quest Natlan 5.1 To Whence the Smoke Drifts Archon Quest Natlan 5.1 The Flickering Light Splits in Twain Archon Quest Natlan 5.1 Beneath the Secret Source Archon Quest Natlan 5.1 As One We Watch the Setting Sun Archon Quest Natlan 5.1 Archon Quest Natlan 5.1 Despair Engulfs the Heavens Archon Quest Natlan 5.1 Archon Quest Natlan 5.1 Archon Quest Natlan 5.1 Flowers Resplendent on the Sun-Scorched Sojourn Archon Quest Natlan 5.0 Black Stone Under a White Stone Archon Quest Natlan 5.0 Story Quest Natlan 5.0 Journey to the Mysterious Island Story Quest Natlan 5.0 World Level 9 Ascension Quest World Quest Mondstadt 5.0 World Quest Natlan 5.0 Tale of Dreams Plucked From Fire World Quest Natlan 5.0 World Quest Natlan 5.0 World Quest Natlan 5.0 World Quest Natlan 5.0 World Quest Natlan 5.0 In the Footsteps of the Chosen of Dragons World Quest Natlan 5.0 Archon Quest Natlan 5.0 Pilgrimage of the Return of the Sacred Flame Archon Quest Natlan 5.0 Archon Quest Natlan 5.0 World Quest Natlan 5.0 Those Searching for the Mysterious Island Tribal Chronicle Natlan 5.0 World Quest Natlan 5.0 Archon Quest Natlan 5.0 To Reclaim an Ancient Name Archon Quest Natlan 5.0 Archon Quest Natlan 5.0 Archon Quest Natlan 5.0 Archon Quest Natlan 5.0 World Quest Natlan 5.0 World Quest Natlan 5.0 The Legend of the Mysterious Island Tribal Chronicle Natlan 5.0 World Quest Natlan 5.0 A Saurian Lover's Ordinary Days World Quest Natlan 5.0 World Quest Natlan 5.0 Revelations From the Past World Quest Natlan 5.0 Between Pledge and Forgettance World Quest Natlan 5.0 Tepetlisaurus Hide-and-Seek World Quest Natlan 5.0 The Call of Mystical Martial Arts World Quest Mondstadt 5.0 World Quest Natlan 5.0 A Mysterious Visitor From Huitztlan Tribal Chronicle Natlan 5.0 Gifts and Gifts in Return World Quest Natlan 5.0 Waiting For Seeds to Sprout World Quest Natlan 5.0 Stride on Rainbows, Split the Waves World Quest Natlan 5.0 World Quest Natlan 5.0 Tribal Chronicle Natlan 5.0 Tribal Chronicle Natlan 5.0 To the Night, What is the Night's World Quest Natlan 5.0 Toward Red-Hot Adventure! World Quest Natlan 5.0 Tribal Chronicle Natlan 5.0 The Case of the Crafting Bench World Quest Natlan 5.0 World Quest Natlan 5.0 World Quest Natlan 5.0 The Answer of the Lotus Leaves and Forest World Quest Simulanka 4.8 The Forest and the Princess World Quest Simulanka 4.8 The Lotus Leaf and the Champion World Quest Simulanka 4.8 World Quest Simulanka 4.8 Towards the Lighthouse, or Far Away World Quest Simulanka 4.8 World Quest Sumeru 4.8 Story Quest Sumeru 4.8 Archon Quest Fontaine 4.7 Archon Quest Sumeru 4.7 Memories That Should Not Exist Archon Quest Sumeru 4.7 Archon Quest Sumeru 4.7 Story Quest Fontaine 4.7 Story Quest Fontaine 4.7 The Shadow Over Petrichor World Quest Fontaine 4.6 World Quest Fontaine 4.6 World Quest Fontaine 4.6 World Quest Fontaine 4.6 World Quest Fontaine 4.6 World Quest Fontaine 4.6 For Yesterday and Tomorrow World Quest Fontaine 4.6 World Quest Fontaine 4.6 World Quest Fontaine 4.6 Daydreams Beyond Space and Time World Quest Fontaine 4.6 When They Talk About Tonight Story Quest Fontaine 4.5 The Cloud-Padded Path to the Chiwang Repose World Quest Liyue 4.4 Story Quest Liyue 4.4 Temporary Acclimatization World Quest Liyue 4.4 World Quest Liyue 4.4 Silently the Butterfly Crosses the Valley World Quest Liyue 4.4 Qiaoying, the Village of Many Tales World Quest Liyue 4.4 World Quest Liyue 4.4 An Ancient Sacrifice of Sacred Brocade World Quest Liyue 4.4 Floating Jade, Treasure of Chenyu World Quest Liyue 4.4 Qiaoying of the Sacred Mountain World Quest Liyue 4.4 Chenyu's Blessings of Sunken Jade World Quest Liyue 4.4 A Wangshan Walk to Remember World Quest Liyue 4.4 Scrolls and Sword Manuals of Guhua World Quest Liyue 4.4 Shrouded Vale, Hidden Hero World Quest Liyue 4.4 World Quest Liyue 4.4 World Quest Liyue 4.4 World Quest Liyue 4.4 Braving the Tides Together Story Quest Fontaine 4.3 World Quest Fontaine 4.3 World Quest Fontaine 4.3 World Quest Fontaine 4.3 World Quest Fontaine 4.3 World Quest Fontaine 4.3 World Quest Fontaine 4.3 Leroy: Queen of the Night's Aria World Quest Fontaine 4.3 World Quest Fontaine 4.3 Archon Quest Fontaine 4.2 The Wild Fairy of Erinnyes World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 Furious Mouth of the Spring World Quest Fontaine 4.2 Within the Depths of Erinnyes World Quest Fontaine 4.2 Questioning Melusine and Answering Machine World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 Impromptu Poem of the Crimson Dawn World Quest Fontaine 4.2 World Quest Fontaine 4.2 Waking from the Great Dream World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 Wish-Fulfilling Treasure Hunt World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 World Quest Fontaine 4.2 Through the Looking Glass World Quest Fontaine 4.2 World 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List of All Archon Quests Not to be confused with Archon Quests, Story Quests revolve around the characters you receive through the story or from Wishes. Not only do these quests reward precious items, they also tell the stories of your favorite characters! World Quests are scattered around the map and given to you by various NPCs for a variety of rewards. If you're at a road block in the story, consider picking up some World Quests as they provide a decent amount of Adventure Rank Experience! List of World Quests and How to Unlock Hangout Quests are branching-type missions involving 4-star characters in their very own special Story Quests. Know more about these characters and their upbringings by playing through all endings! All Hangout Event Guides and Characters Daily Commissions are random quests you receive from the Adventurers' Guild every day. Those who complete all 4 of their Daily Commissions get valuable items from Katheryne as a reward! How to Unlock Daily Commissions Event Quests are limited-time quests that you can complete to earn special rewards! Players do not need to complete these quests to progress the main story of the game. List of Events Genshin Impact Wiki Front Page HoYoverse has finally released the much-awaited Genshin Impact 4.2 update. The new version of the game has introduced a bunch of World Quests, most of which take place in the new Fontaine areas, namely Erinnyes Forest and Morte Region. While they are not related to the main story, you can earn a ton of free Primogems by completing them. Some of these World Quests are also sequels to previously released quest lines and provide a conclusion to the story, such as The Narzissenkreuz Series. All Genshin Impact 4.2 World Quests and their locations 1) The Wild Fairy of Erinnyes Interact with the stone tablet near the fountain to start the quest (Image via HoYoverse) The Wild Fairy of Erinnyes is a new World Quest in Genshin Impact, and most of it takes place in the new Fontaine area. To unlock the quest, go to the fountain in the Marcotte Station and interact with the carved stone tablet. Completing The Wild Fairy of Erinnyes will unlock an underground location below the Marcotte Station, where you can find two Hydroculus. 2) Search in the Algae Sea Search in the Algae (Image via HoYoverse) Search in the Algae Sea is the sequel to The Narzissenkreuz Series and also its conclusion. It will automatically appear on the quest tab if you have completed The Narzissenkreuz Adventure and Unfinished Comedy World Quests. This Genshin Impact quest reveals all the secrets of the Narzissenkreuz Ordo and the truth behind Mary-Ann's identity. 3) Free Verse Interact with the girl to start the Free Verse quest (Image via HoYoverse) Head to the dock in the new Fontaine area southeast of Opera Epiclese. You will find a girl and two pets on the wooden platform. A couple of dialogues will automatically appear on your screen as you approach them. Talk to the girl to start the Free Verse World Quest in Genshin Impact. 4) An Expected Plan Head to the Lumidouce Harbor to unlock An Unexpected Plan (Image via HoYoverse) An Expected Plan can only be unlocked after completing the Fontaine Research Institute Chronicles Series. To trigger the quest, go to the Lumidouce Harbor in the new Fontaine region. A quest marker will appear on the map as you approach the location. Follow it and talk to the NPC. 5) Questioning Melusine and Answering Machine Go to The Steambird's office (Image via HoYoverse) Questioning Melusine and Answering Machine is a hidden World Quest. To trigger it, head to The Steambird's (Fontaine Reputation NPC) headquarters and approach the Melusine. There are three Acts in the Questioning Melusine and Answering Machine, so it is a pretty long quest chain. 6) Impromptu Poem of the Crimson Dawn Interact with the NPC inside the cage to start the quest (Image via HoYoverse) Teleport to the waypoint on the east of the Weeping Willow of the Lake and head north. You will find a small house and an NPC locked inside a cage. Talk to him to trigger Impromptu Poem of the Crimson Dawn World Quest. 7) Wish-Fulfilling Treasure Hunt Head to the marked spot after completing Narcissus' Traces (Image via HoYoverse) Wish-Fulfilling Treasure Hunt is a hidden quest line in Genshin Impact that can only be triggered after completing the Narcissus' Traces quest, where the sealed tower goes underwater and disappears from the surface map. To start it, teleport to the waypoint southwest of the Fort Charybdis Ruins and head northwest to find a Melusine and an NPC named Urville on a floating wooden plank.8) Through the Looking GlassInteract with six paintings in the underwater ruins. You can do so by completing Search in the Algae World Quest since it takes place in these locations.That's the end of our list of World Quests available in Genshin Impact 4.2. About the author Quick Links Edited by Rachel Syiemlieh Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Inazuma World Quest List - All World Quest List is a list of world quests found in Inazuma in Genshin Impact. Guide includes all world quests, locations, how to unlock & more!All World Quest ListAll World Quests In InazumaInazuma Quest▼Reputation▼ Non-ReputationInazuma Reputation QuestsBattle Of RevengeHow To Unlock:Complete the In An Art To Be Honed. Chisato's LetterHow To Unlock:1. Go to the Inazuma City. 2. Search for Kujou Kamaji. Clean HouseHow To Unlock:Talk to Shizuru at the Sangonomiya Shrine Divine Plant of the DepthsHow To Unlock:Talk To Komaki In Bourou Village. Dreams of Sword ArtHow To Unlock:Defeat the Nameless Samurai Fate of a FighterHow To Unlock:Unlock upon exploring Nazuchi Beach in Inazuma. (Must complete the Archon Quest Act II) Hiromi's WatchHow To Unlock:Go to the shore, located under the cliff in Izazuma. Home Lies Over the OceanHow To Unlock:Talk To Atsuko in Liyue Harbor International Travel LogHow To Unlock:Talk to Midori. Katheryne in InazumaHow To Unlock:Talk to Katheryne in Inazuma. Lotus EaterHow To Unlock:Complete the Puzzle Pattern. Orobashi's Legacy (All Parts)How To Unlock:Talk to Kaji in Fort Fujitou in Yashiori Island. Relics of SeiraiHow To Unlock:Go to Seira Island, in Koseki Village. Reminiscence Of SeiraiHow To Unlock:Talk to Furuya Noboru at Inazuma City. Sacred Sakura Cleansing RitualHow To Unlock:After escaping from Ritou, follow the path and you stumble upon a Shrine Maiden standing in front of a shrine. Sakura ArborismHow To Unlock:Talk to Miyuki. Seirai StormchasersHow To Unlock:Talk to Katheryne in Inazuma City Solitary Sea-BeastHow To Unlock:Go to the south-west part of the Mouun Shrine, and talk to Kumi. Tatara TalesHow To Unlock:Talk to Toranosuke at the Kujou Campsite. The Farmer's TreasureHow To Unlock:Finish the Quest Chisato's Letter. The Narukami TrailHow To Unlock:Talk to Neko at the Asase Shrine. The Phaethons' SyrtosHow To Unlock:1. Interact with the 2 Seelies to unlock the barrier. 2. Talk to the ghost, Clymene. The Ritou RoadHow To Unlock:Interact with the hatch behind the house. The Still Water's FlowHow To Unlock:Talk to Tsuyuko Treatment on the IslandHow To Unlock:Talk to Yasumoto near Fort Fujitou. World Quests are Genshin Impact's version of side quests. By doing them, not only do players learn more about the world and get to know its NPCs, they also receive rewards for completing them!How To Unlock World QuestsIncrease Your Adventure RankMost World Quests are locked behind Adventure Rank progression. Some of them will not show up until player reach specific Adventure Rank or once they complete the Ascension Level quests.Progress Through The Archon QuestThere are World Quests that are directly tied to the Archon Quests or the main story quests of Genshin Impact. Completing Archon Quests are the only way to unlock these types of World Quests.Unlock New RegionsSome World Quests on the other hand can easily be unlocked so long as you've unlocked or cleared the fog in the area where they are found. Aim to unlock all waypoints and Statues of Seven in every region to see quests.Genshin Impact - Related Quest GuidesLatest QuestsAll Archon QuestsAll Archons Quest ListAll World QuestAll World Quest ListAll Story QuestAll Story Quests List Skip to content The best way to understand this world is to explore all that is around you, leaving no stone unturned.Solving the enigmas of old, helping hapless travelers, and following the trails of long-lost treasure will all become invaluable knowledge and experience...Even if you are not the least bit interested in ancient riddles or the plights of others, there is always treasure to be found at the end of the road. World Quests are Quests that give insight into the various locations and stories of the world. Some World Quests require Players to find the starting NPC. Others have Adventure Rank requirements or are only available after a certain Archon Quest has been completed. Some World Quests are part of a series and require the previous in the series to unlock. World Quest Series [] World Quest Series (or Chapters) are a sequence of World Quests that are displaced in the Quest Menu similarly to Archon Quest and Story Quest Acts. These World Quest Series usually contain very important lore. There are 58 World Quest Series: Mondstadt[] Dragonspine[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Crimson Wish Quests[] These quests are unlocked by reaching level 8 of the Frostbearing Tree's Gratitude and will become unavailable when reaching level 12. Ancient WindDredging the LandIcy HarvestLiquidationStrange Shifts Requests[] Reputation Requests in Mondstadt are unlocked after completing Knight of the Realm. 8 Requests provide Mondstadt Reputation EXP ×40: Liyue[] The Chasm: Underground Mines[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Requests[] Reputation Requests in Liyue are unlocked after completing Ministry Missions and Archon Quest Chapter 1, Act 3: A New Star Approaches. 7 Requests provide Liyue Reputation EXP ×40: Inazuma[] Enkanomiya[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. An Island Without ThievesFriend to AnimalsWarden of Konda Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Answer Me This, OutlanderClick!Lofty GourmetThe Way of Survival Requests[] Reputation Requests in Inazuma are unlocked after completing The Commission's Commission and reaching Reputation Level 2. 15 Requests provide Inazuma Reputation EXP ×40: Sumeru[] A Gifted RoseAgnihotra SutraThe Final ChapterRisen Moon ChapterStarry Night ChapterAn Unwavering Culinary DreamApocalypse LostAranyakaGolden SlumberHer Foes Rage Like Great Waters...Khvarena of Good and EvilMonumental StudyInvestigate the Fatui Camps Marked by SosiMonumental StudyOld Notes and New FriendsPale FireThe Dirge of BilqisThe Exile (World Quest Series)The Exile: SproutingThe Exile: BloomingThe Gourmet SupremosGourmet Supremos: Within Our DutiesThe Gourmet Supremos: CleanupVaruna GathaVimana Agama"The Falcon's Hunt"A Short Encounter with a Rare BirdAdventure Takes Courage!Afratu's DilemmaAn Artist Adrift (Part 1)An Artist Adrift (Part 2)An Artist Adrift (Part 3)Another Home There May Yet BeAragaru's DrawingAranaga's MemoryAranakin's Old FriendBlooming SandsCorps of Thirty RecruitmentCost-Effective HookCourage Is in the HeartEven Beasts StumbleFor a Dream I TarryGarcia's Paean: A Gift of CompatibilityGiving FlowersHeart of AmritaJoin the Eremites and Embrace a Wonderful New Life!Legends of the Stone LockLightcall ResonanceMemory's Final ChapterNext Time, On King of Invokations...Purbiruni's CommandmentRecollections of a FontainianRejoice With Me, for What Was Lost Is Now FoundSearch for the Lost Monument FragmentsStatic ViewsStatic Views, Part 2Tadhla the FalconThe Fallen FalconThe Foolish FatuusThe Path of PapersThe PriceTreasure of Wisdom: A New PlanTrees and DreamsUntil Vana is HealedWhere Are the Fierce Creatures? Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Clickety Click!The Churlish ChaseThe Tester Becomes the Tested Requests[] Reputation Requests in Sumeru are unlocked after completing Corps of Thirty Recruitment and reaching Reputation Level 2. 15 Requests provide Sumeru Reputation EXP ×40: Fontaine[] Ancient ColorsAnn of the NarzissenkreuzCanticles of HarmonyFontaine Research Institute ChroniclesIn the Wake of NarcissusQuestioning Melusine and Answering MachineScenes from Life in MeropideThe Wild Fairy of ErinnyesUnfinished ComedyAn Eye for an EyeGame of the RichHereafter..."Hey, This Isn't Pumpkin Soup..."A Certain NoticeA Certain StampA Certain TrifleA Fontainian MessageA LetterAn Expected LieAn Expected PlanAnother Horizon of AdventureAqueous TidemarksBook of Esoteric RevelationsBoth Brains and BrawnDanger Lurks Everywhere in FontaineDaydreams Beyond Space and TimeEchoes of the Ancient WorldFishing GameFor Yesterday and TomorrowFree VerseGood Stuff, but Terrible Taste (Belleau Region)Good Stuff, but Terrible Taste (Central Beryl Region)Good Stuff, but Terrible Taste (Court of Fontaine Region)Good Stuff, but Terrible Taste (Southeast Beryl Region)Good Stuff, but Terrible Taste (West Beryl Region)Good Stuff, but Terrible Taste — ContinuedHappy BirthdayImpromptu Poem of the Crimson DawnIn Expert Company? (I)In Expert Company? (II)In Search of Lost TimeIn Search of Lost Time: NorthIn Search of Lost Time: SouthIn Search of Lost Time: WestInitial FactsLatecoming HomecomingLeroy: Beautiful FriendsLeroy: Dying FlashLeroy: Firing SquadLeroy: Hangman's NooseLeroy: High NoonLeroy: Queen of the Night's AriaLeroy: Under GuardOur Purpose Is in Another CanalPursuit (Part 1)Pursuit (Part 2)Riddles Awaiting AnswersRoad to the SingularitySemi-Automatic ForgingSteambird InterviewStill Mouthwatering!Strange Stone Chronicle (Part 1)Strange Stone Chronicle (Part 2)Strange Stone Chronicle (Part 3)The Final QuestionThe Fountain Flows AgainThe Lone Phantom SailThe Long-Failed "Graph Adversarial Technology"...The Three Primary Colors of the Solar CoronaThrough the Looking GlassTreacherous Light of the DepthsTruly Mouthwatering!Unfinished StoryUpon a Flowery Field of GrassVillainsWere It So EasyWhere His Life LiesWish-Fulfilling Treasure Hunt Requests[] Reputation Requests in Fontaine are unlocked after completing Steambird Interview and reaching Reputation Level 2. 12 Requests provide Fontaine Reputation EXP ×40: Natlan[] A Finale EmberforgedAn Omen of Annihilation and the Final EntreatyBetween Pledge and ForgettanceLost in the WoodsRevelations from the PastRite of the BoldChronicler of the Crumbling CityFrom One Case to AnotherIn the Footsteps of the Chosen of DragonsLost Traveler in the Ashen RealmPath to the Flaming PeaksShadows of the MountainsBeneath the Crystal RockPeace to the SlumberingTale of Dreams Plucked From FireTracer No TracingSeeker No FindingDancin' in the MoonlightCome Fly With MeStand by MeA Brief History of RocksA Saurian Returns to the NestCharge Forward! Go, Go, Go!Every Aspect of a WarriorInvestigator of Ancient RuinsMolting SeasonOpen Your Heart to MeRipe For TroubleSing, Ho, For the Greatness of Fat!Stride on Rainbows, Split the WavesThe Attack of the... Purple Tepetlisaurus?The Case of the Crafting BenchThe Mystery of Tecoloapan BeachThe Road AheadThe Way Into the MountainTo the Night, What is the Night'sTo Wish Upon a StarToward Red-Hot Adventure!Twisted Extension Adventure Rank Ascension[] Events[] These event-specific World Quests below are only available during their respective events. They are no longer accessible once the event has concluded.Version 1.0Elemental CrucibleOne Giant Step for Alchemy?Version 1.1Version 1.2Lost Riches 2021-01-08The Path of the Treasure-Seeker, Part IVersion 1.3Version 1.4Version 1.5Version 1.6Version 2.0Version 2.1Version 2.2Version 2.3Version 2.4Version 2.5Version 2.6Version 2.7Version 2.8Version 3.0Version 3.1Version 3.2Version 3.3Version 3.4Version 3.5Version 3.6Version 3.7Version 3.8Version 4.0Version 4.1Version 4.2Version 4.3Version 4.4Version 4.5Version 4.6Version 4.7Version 4.8Version 5.0Version 5.1Version 5.2Claw ConvoyOur Animal FriendsOur Animal Friends: EpilogueVersion 5.3Version 5.4Version 5.5Version 5.6Legends Ablaze: Cross-Border Brawl Gallery[] World Quests belonging to an Event will be indicated by a blue tab in the Quest Log. Other Languages[] LanguageOfficial NameLiteral MeaningEnglishWorld Quest—Chinese(Simplified)世界任务Shìjiè RènwùWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"Chinese(Traditional)世界任務Shìjiè RènwùJapanese世界任務Sekai NinmuWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"Korean 任務Woldeu ImmuWorld QuestQuestQuestQuest Tooltip for QuestQuest□lit. "mission"SpanishMisión de mundoWorld MissionFrenchQuête du mondeWorld QuestRussianЗадание мираZadaniye miraWorld MissionThai□□□□□□□□□VietnameseNhiệm VụNhiệm Vụ任務 Thế GiớiThế Giới世界World QuestGermanWeltauftragWorld QuestQuestQuestQuest Tooltip for QuestQuest□lit. "mission"IndonesianQuest DuniaWorld QuestPortugueseMissão do MundoWorld MissionTurkishDünya GöreviWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"ItalianMissione avventuraAdventure Mission Change History[] Version 5.5 The following World Quests were added: A Brief History of Rocks, An Omen of Annihilation and the Final Entreaty, As the Burning Sun Sears Shadows, In Search of a Hidden Heart, Investigator of Ancient Ruins, Is "Intensity" Really the Key?, Nahuatzin's Leap, Once, the Sacred Seat of Judgment, Sealed Site of Sacrifice, Sing, Ho, For the Greatness of Fat!, Someday, We All Must Walk Alone, The Attack of the... Purple Tepetlisaurus?, The End of the Road, The Forsaken Sea of Wisdom, The Frozen, Rekindling Land, The Way Into the Mountain, Where Once Force Was Reversed, Where Once There Was a Calculation Array, Where Once There Were Arms Aplenty. Version 5.2 The following World Quests were added: Adventure in the Land of Mists, An Air Race and an Alibi, A Saurian Returns to the Nest, Beat the Clock: 24 Hours, Charge Forward! Go, Go, Go!, Come Fly With Me, Dancin' in the Moonlight, Every Aspect of a Warrior, Farewell, Final Saurus Cracker, Friends of Fire and Water, Incidents Are Ever Sudden, Molting Season, Moment of Awakening, Open Your Heart to Me, Palace of the Vision Serpent, Sauro-Vet's Dilemma, Stand by Me, Stones, Coconuts, and Saurian Traffickers, The Chosen One's Promise, The Flowing Primal Flame (Part 1), The Flowing Primal Flame (Part 2), The Flowing Primal Flame (Part 3), The Lone Isle Named Night, The Mystery of Tecoloapan Beach, The Other Side of the Sky, To the Sky-Road, Twisted Extension, Vaulting the Wall of Morning Mist. Version 5.0 The following World Quests were added: A Saurian Lover's Ordinary Days, Beneath the Crystal Rock, Feeling Like Fish Today!, Friends of Fire and Water, Gifts and Gifts in Return, Lies and Promises, Lights, Kamera, Action!, Lost in the Woods, Peace to the Slumbering, Revelations from the Past, Ripe For Trouble, Rite of the Bold, Sauro-Vet's Dilemma, Seeker No Finding, Special Friends, Stones, Coconuts, and Saurian Traffickers, Stride on Rainbows, Split the Waves, Tepetlisaurus Hide-and-Seek, The Call of Mystical Martial Arts, The Case of the Crafting Bench, The Lone Isle Named Night, The Road Ahead, To the Night, What is the Night's, To Wish Upon a Star, Toward Red-Hot Adventure!, Tracer No Tracing, Treasures and Collectors, Waiting For Seeds to Sprout, Weighty Wings, World Level Ascension. Version 4.8 Version 4.7 The following World Quests were added: Version 4.6 The following World Quests were added: Daydreams Beyond Space and Time, For Yesterday and Tomorrow, Fortune Plango Vulnera, Golden Aqueduct Reconstruction: Part I, Golden Aqueduct Reconstruction: Part II, Gradus ad Capitolium, Latecoming Homecoming, The Last Day of Remuria, The Shadow Over Petrichor, Underwater Nocturne, Where His Life Lies. Version 4.5 Version 4.4 The following World Quests were added: A Wangshan Walk to Remember, An Ancient Sacrifice of Sacred Brocade, Chili Con Cloudy, Floating Jade, Treasure of Chenyu, Hustle and Bustle, Iridescent Cloud-Striding, Just Wushou Dance!, Our Chenyu Vale Trek, Paper Shadow Ruminations, Qiaoying of the Sacred Mountain, Qiaoying, the Village of Many Tales, Receiver of Friends From Afar: Part I, Receiver of Friends From Afar: Part II, Receiver of Friends From Afar: Part III, Receiver of Friends From Afar: Part IV, Scrolls and Sword Manuals of Guhua, Shrouded Vale, Hidden Hero, Silently the Butterfly Crosses the Valley, Temporary Acclimatization, The Cloud-Padded Path to the Chiwang Repose, The Dealing Sands, The Roaming Abode, Threefold Expectations. Version 4.3 The following World Quests were added: Arataki Blazing Armor Beetle Battle Boot Camp!, Blade Dance's Unexpected End!, Leroy: Beautiful Friends, Leroy: Dying Flash, Leroy: Firing Squad, Leroy: Hangman's Noose, Leroy: High Noon, Leroy: Queen of the Night's Aria, Leroy: Under Guard, Provisionally Perpetual Beetle Battle!, Rescue the Poor Contract Employee!, Special Lighting and the Stars of Tomorrow!, Spread Out Less Than An Arcminute!, The Arrival of a...!, The Art of the Elegant Blade Dance?, Treasures Under the Sea, Treasures Under the Sea: Epilogue. Version 4.2 The following World Quests were added: An Expected Lie, An Expected Plan, Cupid's Lover, Foggy Forest Path (Quest), Free Verse, Furious Mouth of the Spring, Happy Birthday, Impromptu Poem of the Crimson Dawn, Meteoric Lance, Muse's Mother, Pursuit (Part 1), Pursuit (Part 2), Questions and Answers, Rowboat's Wake, Savior's Wake, Search in the Algae Sea, Thalia and Melpomene, The Red and the Black, Through the Looking Glass, Vagrants and Scamps, Waking from the Great Dream, Wilting Weeping Willow, Wish-Fulfilling Treasure Hunt, Within the Depths of Erinnyes. Version 4.1 The following World Quests were added: A Letter, An Eye for an Eye, Both Brains and Brawn, Fontaine Research Institute, Stagnating in the Rubble, Game of the Rich, Go to the Institute Dormitories and retrieve the Anchor, Go to the Institute of Clockwork Applications and retrieve the Anchor, Hereafter..., In Search of Lost Time, In Search of Lost Time: North, In Search of Lost Time: South, In Search of Lost Time: West, Initial Facts, Our Purpose Is in Another Canal, Riddles Awaiting Answers, Road to the Singularity, Scenes from Life in Meropide: A Raw Deal, Scenes from Life in Meropide: An Actor's Training, Scenes from Life in Meropide: Chit-Chat, Scenes from Life in Meropide: Dead End, Scenes from Life in Meropide: Every Debt has a Creditor, Scenes from Life in Meropide: Fists of Fury, Scenes from Life in Meropide: Memories, Scenes from Life in Meropide: Safe Operation, Scenes from Life in Meropide: The Art of Negotiation, Scenes from Life in Meropide: Treat the Symptoms, Scenes from Life in Meropide: Unfinished Task, Scenes from Life in Meropide: Visible Hands, Treacherous Light of the Depths, Villains Version 4.0 The following World Quests were added: "Hey, This Isn't Pumpkin Soup..." A Certain Notice, A Certain Stamp, A Certain Trifle, A Fontainian Message, Ann's Story, Another Horizon of Adventure, Aqueous Tidemarks, Book of Esoteric Revelations, Danger Lurks Everywhere in Fontaine, Echoes of the Ancient World, Fishing Game, Good Stuff, but Terrible Taste (Belleau Region), Good Stuff, but Terrible Taste (Central Beryl Region), Good Stuff, but Terrible Taste (Court of Fontaine Region), Good Stuff, but Terrible Taste (Southeast Beryl Region), Good Stuff, but Terrible Taste (West Beryl Region), Good Stuff, but Terrible Taste — Continued, In Expert Company? (I), In Expert Company? (II), Limner, Dreamer, and Robotic Dog, Mary-Ann's Story, Semi-Automatic Forging, Steambird Interview, Still Mouthwatering!, Strange Stone Chronicle (Part 1), Strange Stone Chronicle (Part 2), Strange Stone Chronicle (Part 3), The Final Question, The Fountain Flows Again, The Illusion's Finishings, The Lone Phantom Sail, The Narzissenkreuz Adventure, The Story of "the Princess" and "the Adventure Team", The Three Primary Colors of the Solar Corona, There Will Come Soft Rains, Truly Mouthwatering!, Unfinished Story, Upon a Flowery Field of Grass, Were It So Easy The following Requests were added: Bruneau's Flower Request, Crabby Chaos, Etienne's Raw Meat Request, Galathee's Salt Solicitation, Hydro Phantasm Havoc, Ismenor's Bulle Fruit Bulletin, Meka Mess, Muirne's Better Butter, Paban's Milk Run, Pruniere's White Iron Impetration, Ruin Drake Maelstrom, Sylvie's Beryl Conch Commission Version 3.8 Version 3.7 The following World Quests were added: Version 3.6 The following World Quests were added: An Artist Adrift (Part 1), An Artist Adrift (Part 2), An Artist Adrift (Part 3), Another Home There May Yet Be, As the Khvarena's Light Shows, As the Khvarena's Light Shows: Dukkha, As the Khvarena's Light Shows: Nirodha, As the Khvarena's Light Shows: Samudaya, Asipattravana Itihasa, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awakening's Real Sound, Heart of Amrita, Investigate the Fatui Camps Marked by Sosi, Lightcall Resonance, Monumental Study, Pale Fire, Search for the Lost Monument Fragments, The Hymn of Tir Yazad (Part 1), The Hymn of Tir Yazad (Part 2), The Splendorous Sky That Day Version 3.4 The following World Quests were added: "The Falcon's Hunt," Behold, the Sign Comes Like A Thief..., Dune-Entombed Fecundity: Part I, Dune-Entombed Fecundity: Part II, Dune-Entombed Fecundity: Part III, For Her Judgment Reaches to the Skies..., Make Bright the Arrows, Gather the Shields..., Memories of Gurabad, Rejoice With Me, for What Was Lost Is Now Found, Tadhla the Falcon, The Eternal Dream, Ever Lush, The Fallen Falcon, The Temple Where Sand Flows Like Tears, Wisdom Has Built Her House, She Has Hewn Out Her Seven Pillars Version 3.3 Version 3.2 The following World Quests were added: Next Time, On King of Invokations Version 3.1 The following World Quests were added: A Gifted Rose: Ballad of Days Gone By, A Gifted Rose: Can Stones Bloom, A Gifted Rose: Long Day Ahead, A Gifted Rose: Prickly as Thorns, A Gifted Rose: Some People Never Fade Away, Afratu's Dilemma, An Introduction to Indoor Archaeology, Blooming Sands, Desert's Remembrance, Dreams Beneath the Searing Sand, Dual Evidence, Hidden Mercenaries, Invisible Barrier, Join the Eremites and Embrace a Wonderful New Life!, Lost in the Sands, Soheil's Wish, The Exile: Blooming, The Exile: Sprouting, The Gourmet Supremos: Cleanup, The Secret of Al-Ahmar Version 3.0 The following World Quests were added: "Hello," "Thank You," and the Final "Goodbye," A Delicacy for Nara, A Prayer for Rain on the Fecund Land, A Short Encounter with a Rare Bird, Adventure Takes Courage!, An Unwavering Culinary Dream, Aragaru's Drawing, Aranaga's Memory, Aranakin's Old Friend, Children of the Forest, Cooking, a Pleasant Memory, Cooking, the Aroma of Homecoming, Cooking, the Beauty of Sharing, Cooking, the Flavor of Nature, Corps of Thirty Recruitment, Cost-Effective Hook, Courage Is in the Heart, Delicious Riddle, Encounter in the Woods, Even Beasts Stumble, Festival Utsava, For A Better Reunion, For a Dream I Tarry, For All Children Who Long for Life, For Fruits, Seeds, and Trees, For the Children of the Past, Garcia's Paean: A Gift of Compatibility, Garden Fairies, Giving Flowers, Gourmet Supremos: Within Our Duties, Into the Woods, Irate Iron Chunk, Legends of the Stone Lock, Memory of Stone, Memory's Final Chapter, Risen Moon Chapter, Rishboland Tiger, Roaaar,

Royinjan's Chapter: Linga, Royinjan's Chapter: Yoni, Slumbering Roots, Sprouting Seedlings, Starry Night Chapter, Static Views, Static Views, Part 2, Taste of Happiness, The Children of Vimara Village, The Final Chapter, The Foolish Fatuus, The Lost Child, The Path of Papers, The Price, The Rhythm that Leads to the Gloomy Path, The Rhythm that Nurtures the Sprout, The Rhythm that Reveals the Beastly Trail, The World of Aranara, Treasure of Wisdom: A New Plan, Trees and Dreams, Until Vana is Healed, Varuna Gatha, Vimana Agama: Dev Delver Chapter, Vimana Agama: First Chapter, Vimana Agama: Jazari's Chapter, Vimana Agama: Royinjan's Chapter, Where Are the Fierce Creatures?, Woodland Encounter The following Random Events were added: The following Repeatable Random World Quests were added: Clickety Click!, The Churlish Chase, The Tester Becomes the Tested The following Requests were added: Amir's Raw Meat Commission, Arayesh's Jam, Arina's Nilotpala Lotuses, Dwarkanath's White Iron Chunks, Eremite Mayhem, Fatuous Farce, Fungal Fracas, Hilichurl Hullaballoo, Housein's Harra Fruits, Jahan's Sugar, Kamla's Berries, Kourosh's Sumeru Roses, Peseng's Zaytun Peaches, Ruin Drake Maelstrom, Yavanani's Apples Version 2.7 Version 2.6 The following World Quests were added: A Company Vanishing Into the Deep, Chasm Spelunkers, Dimming Mushroom's Call for Help, First Miasmic Contact, Hydrological Investigation in The Chasm, Lost in a Foreign land, Lost in a Foreign Land: Seeking, Meeting New People... and Foiling Some Bandits, Mycological Investigation in The Chasm, Paleontological Investigation in The Chasm, Perils in the Dark, Says He Who Seeks Stone, Stolen, by the Rightful Owner, Surreptitious Seven-Star Seal Sundering, The Chasm Charters, The Heavenly Stone's Debris, The Millennial Mountains, Undetected Infiltration, Valor's Afterglow, Valor's Afterglow: Return by Sundown, Valor's Afterglow: The Faint Light Remembered, Wherefore Did the Spiritstone Descend?, The Chasm's Bounty, The Missing Miner, A Cliff-Side Hero's Past Version 2.5 Version 2.4 The following World Quests were added: A Glimpse Into the Pale Night, Antigonus, Collection of Dragons and Snakes, Date's Challenge, Erebos' Secret, From Dusk to Dawn in Byakuyakoku, Hereafter: All is Well, Hereafter: Return to the Mountains, Hereafter: The Trail of Pervases, Hyperion's Dirge, Lotus Eater, The Phaethons' Syrtos, The Still Water's Flow, The Very Special Fortune Slip, and Tricolor File The following event World Quests were added: Version 2.3 Version 2.2 Version 2.1 The following World Quests were added: Divine Plant of the Depths, Exploding Population, Fertilizer... Salesperson?, Neko Is a Cat, Relics of Seirai, Reminiscence of Seirai, Seirai Stormchasers, Solitary Sea-Beast, Storytelling Method, The Moon-Bathed Deep, and The Narukami Trail The following event World Quests were added: Version 2.0 The following World Quests were added: "The Seventh Samurai," Battle of Revenge, Chisato's Letter, Dreams of Sword Art, Fate of a Fighter, Gazing Three Thousand Miles Away, Hiromi's Watch, Home Lies Over the Ocean, In Another Land, International Travel Log, Katheryne in Inazuma, O Archon, Have I Done Right?, Orobashi's Legacy, Pizza From Another Land, Sacred Sakura Cleansing Ritual, Sakura Arborism, Sinister Instruction, Tatara Tales, Temaria Game, The Art of Horticulture, The Commission's Commission, The Farmer's Treasure, The Gourmet Supremos, The Ritou Road, Treatment on the Island, and Yae Publishing House's Invitation The following Random Events were added: An Island Without Thieves, Friend to Animals, Warden of Konda The following Repeatable Random World Quests were added: Answer Me This, Outlander, Click!, Lofty Gourmet, and The Way of Survival The following Requests were added: Automaton Attack, Fatuous Farce, Hilichurl Hullabaloo, Kairagi Chaos, Kairagi-Vagrant Pandemonium, Kano Nana's Healthy Diet, Kanra's Lovesickness, Kozue's Ironwork, Matsumoto's Fried Egg Fracas, Monster Mayhem, Murakami's Meal-Making, Riku's Eggy Endeavor, Sanden's Resource Request, Vagrant Havoc, and Yata Kouki's Order of Ore The following event World Quests were added: Version 1.6 Version 1.5 Version 1.4 The following event World Quests were added: Invitation of Windblume "Quiet, please, this is a library!" Adventurers in Windblume, Ballads of Breeze, Bullseye Balloons, Flavor of the Month, Floral Freefall, Peculiar Wonderland, The Sound of Discord, Those Hard-to-Reach Places, Windblume Research Report, Windblumes and Snowflakes, and Windbrew Contending Tides Wishful Drops Life Flows On (I) and Life Flows On (II) Version 1.3 The following World Quests were added: The following event World Quests were added: Five Flushes of Fortune Kurious Kamera and Perfect Shot Lantern Rite Tales A Festive First Adventure, A Very Festive Problem, Beneath Splendent Lanterns, City of Chores, Guardians of the Countryside, Guests in Qingce, Hammer and Wrench, Iron Ingot Meets Ziwei, Keeping Wanmin's Patrons Fed, Lantern Rite, Big Business?, Lantern of the Wayfarer Little Lantern, Little Wish, Mondstadters in Liyue, Outspoken Linling, Promises Remembered as Lanterns Rise, Qingce's Lanterns, The Gift of a Lantern, Verses and Vistas of Lantern Rite (Part I), Verses and Vistas of Lantern Rite (Part II), Wangshu Once Again, When Scholar and Legends Meet, Where the Light Wanes, Yanxiao's Crazy Kitchen, and Yesteryear's Lanterns and the Guhua of Today Theater Mechanicus Liyue: Theater Mechanicus Vishaps and Where to Find Them Version 1.2 The following World Quests were added: A Land Entombed, Ah, Fresh Meat!, Fishing for Jade, In the Mountains, Lost in the Snow, Low-Temperature Warning, Return of the Jade Chamber?, Snapshots, The Festering Fang, The Great Mountain Survey, The Great Mountain Survey II The following event World Quests were added: Lost Riches The Path of the Treasure-Seeker, Part I Version 1.1 The following World Quests were added: Reputation requests were added with the following: Alfred's Bouquet, Brook the Carnivore, Chloris' Flora Studies, Connor's Brew, Geri's Gastro-Nostalgia, Glory's Wish, Hanfeng's Iron-Mongering, Helen's Special Blend, Herbalist's Forage, Let's Make A Flower Garland!, Manly Jack's Manly Journey of Manliness, Master Zhang's Metal Mission, Smiley's Selections, Timmie's Wish, and Yi Zhu's Snack The following event World Quests were added: Version 1.0 World Quests were released with the following: ...What Do Adventurers Do Again?, A Fine Opportunity?, A Little Game, A Lone Ship In Guyun, A Provisional Arrangement, A Quiet Day in Liyue Harbor, After the Storm, An Adeptal Summons, And This Treasure Goes To..., Big Business, Blackcliff Woes, Book in the Woods, Break the Sword Cemetery Seal, Busy Adventurers' Guild, Cleanup At Dawn, Collector of Anemo Sigils, Equivalent Exchange, Every Day a New Adventure, Flighty Flora... and Flora, In the Aftermath, Lingering Malady, Luhua Landscape, Mondstadt and its Archon, New Horizons of Adventure, Nine Pillars of Peace, Not to be Missed, Old Tastes Die Hard, Overstretched, Pressing Deadlines, Question and Answer, Scent on the Wind, Share Not Your Treasures, Sharpening the Axe Won't Hinder the Work, Solo Venture, The Art of Cooking, The Blessings of The Seven, The Chi of Guyun, The Ocean Pearl, The Tree who Stands Alone, The Yaksha's Wish, Thief-Catcher, Time Waits For No Man, Time and Wind, Trails in Tianqiu, Treasure Lost, Treasure Found, Welcome to the Adventurers' Guild, Will of Stone, Windrise, Windfall, and Wisdom of Ancient Civilizations Repeatable Random Events were released with the following: Answer Whose Summoning?, Blocked Road, Chubby Crisis, Dangerous Cluster, Eliminating the Hidden Danger, Hilichurl Nest, Increasing Danger, Key Supplies, No Honor Among Thieves, Prevention Measures, Pudgy, Squidgy, Yet Not Edible!, Settling Debts, Strange Mark, The Prey, Trembling Earth Repeatable Random World Quests were released with the following: The following event World Quests were added: Elemental Crucible One Giant Step for Alchemy? [] This is a guide to World Quests in Genshin Impact. See a list of all world quests, how to find and unlock them, and rewards for completing them here! Sumeru Quest Guides "Hello," "Thank You," and the Final "Goodbye" “The Falcon’s Hunt” A Delicacy for Nara A Gifted Rose A Gifted Rose: Ballad of Days Gone By A Gifted Rose: Can Stones Bloom A Gifted Rose: Long Day Ahead A Gifted Rose: Prickly as Thorns A Gifted Rose: Some People Never Fade Away A Prayer for Rain on the Fecund Land A Short Encounter with a Rare Bird Adventure Takes Courage! Afratu's Dilemma Agnihotra Sutra An Artist Adrift An Introduction to Indoor Archaeology An Unwavering Culinary Dream Another Home There May Yet Be Apocalypse Lost Aragaru's Drawing Aranaga's Memory Aranakin's Old Friend Aranyaka As the Khvarena's Light Shows As the Khvarena's Light Shows: Dukkha As the Khvarena's Light Shows: Nirodha As the Khvarena's Light Shows: Samudaya Asipattravana Itihasa Awakening's Real Sound Behold, the Sign Comes Like A Thief... Blooming Sands Children of the Forest Cooking, a Pleasant Memory Cooking, the Aroma of Homecoming Cooking, the Beauty of Sharing Cooking, the Flavor of Nature Corps of Thirty Recruitment Cost-Effective Hook Courage is in the Heart Delicious Riddle Desert's Remembrance Dream Nursery Dreams Beneath the Searing Sand Dual Evidence Dune-Entombed Fecundity: Part I Dune-Entombed Fecundity: Part II Dune-Entombed Fecundity: Part III Even Beasts Stumble Festival Utsava For A Better Reunion For All Children Who Long For Life For Fruits, Seeds, and Trees For Her Judgement Reaches to the Skies For the Children of the Past Garcia's Paean: A Gift of Compatibility Garden Fairies Giving Flowers Golden Slumber Gourmet Supremos: Within Our Duties Heart of Amrita Her Foes Rage Like Great Waters... Hidden Mercenaries In the End, the Forest Will Remember Into the Woods Investigate the Fatui Camps Marked by Sosi Invisible Barrier Irate Iron Chunk Join the Eremites and Embrace a Wonderful New Life! Khvarena of Good and Evil Legends of the Stone Lock Lightcall Resonance Lost in the Sands Make Bright the Arrows, Gather the Shields... Memory of Stone Memory's Final Chapter Monumental Study Next Time, On King of Invokations Nursery of Lost Dreams Old Notes and New Friends Pale Fire Purbiruni's Commandment Recollections of a Fontainian Rejoice With Me, for What Was Lost Is Now Found Risen Moon Chapter Rishboland Tiger, roaaar Royinjan's Chapter: Linga Royinjan's Chapter: Yoni Search for the Lost Monument Fragments Slumbering Roots Soheil's Wish Sprouting Seedlings Starry Night Chapter Static Views Static Views, Part 2 Tadhla the Falcon Taste of Happiness The Children of Vimara Village The Dirge of Bilqis The Eternal Dream, Ever Lush The Exile The Exile: Blooming The Exile: Sprouting The Fallen Falcon The Final Chapter The Foolish Fatuus The Gourmet Supremos: Cleanup The Hymn of Tir Yazad The Lost Child The Path of Papers The Price The Rhythm that Leads to the Gloomy Path The Rhythm that Nurtures the Sprout The Rhythm that Reveals the Beastly Trail The Secret of Al-Ahmar The Splendorous Sky That Day The Temple Where Sand Flows Like Tears The World Of Aranara Treasure of Wisdom: A New Plan Trees and Dreams Until Vana is Healed Varuna Gatha Varuna Gatha (Quest) Vimana Agama Vimana Agama: Dev Delver Vimana Agama: First Chapter Vimana Agama: Jazari's Chapter Vimana Agama: Royinjan's Chapter Where Are the Fierce Creatures While the Dream Lingers Wisdom Has Built Her House, She Has Hewn Out Her Seven Pillars Woodland Encounter Quest Name How to Unlock Adventure Rank Ascension 1 ・This quest will automatically unlock once you have reached Adventure Rank 25. Adventure Rank Ascension 2 ・This quest will automatically unlock once you have reached Adventure Rank 35. Adventure Rank Ascension 3 ・This quest will automatically unlock once you have reached Adventure Rank 45. Adventure Rank Ascension 4 ・This quest will automatically unlock once you have reached Adventure Rank 50. World Quests can be found while exploring Teyvat and talking to NPCs. Some NPCs will have quest indicators above their heads, while others require you to interact with them a certain way to unlock quests. Some World Quests can only be unlocked once you reach a certain Adventure Rank. Certain quests will even raise your max Adventure Rank and your World Level once you complete them, such as Ascension Quests. How to Raise Your World Level There are some World Quests that will begin just by being in the right area. These quests automatically go into your quest list the moment you draw near, and other quests may start a cutscene to indicate the start of the quest. Just like Archon and Story Quests, World Quests will provide a variety of rewards for completing. These rewards can range from Adventure Experience to Primogems so you should do as many as you can. Ascension Quests will not only give you the typical rewards, but they can also increase your World Level, which unlocks other features of the game. All Quests and Quest Types See more comments (26 Comments)Leave feedback(Login required) Whispers Betwixt Stars and Night is Skirk's Act 1 Story Quest released in Genshin Impact 5.7. See how to unlock Skirk's story quest, its walkthrough, and the complete rewards here! Skirk's Character Guides Build Guide Materials Crystallina Chapter Whispers Betwixt Stars and Night Act 2 Act 3 Quest Unlock Requirements Chapter 4: Act 5 Masquerade of the Guilty You can unlock Skirk's Story Quest Act 1, Whispers Betwixt Stars and Night, by completing Archon Quest Chapter 4: Act 5, Masquerade of the Guilty, and reaching Adventure Rank 40. List of Story Quests Objectives 1 Look for Baizhu at the back room of Bubu Pharmacy. To get to the back room, you need to enter via the door at the right side of the pharmacy. 2 Teleport to Guili Plains and defeat the rifthounds at the west of the Teleport Point. 3 Enter the Abyssal Rift and the quest will end after a cutscene. Objectives 1 Talk to Skirk to begin the first round of special training. For the first part of the training, you need to destroy Crystal Columns within a certain period of time. 2 Go to the makeshift camp and rest. You need to enter the Abyssal Rift to reach the makeshift camp. 3 Follow the strange creature for a series of cutscenes regarding Skirk. 4 Talk to Skirk to begin the second round of special training. For the Anemo Training, use the Anemo Traveler to eliminate different kinds of Slime. 5 For the Hydro Training, use the Hydro Traveler to destroy the floating spikes. Starting at the second stage, you must avoid attacks from the spikes. 6 Enter the Abyssal rift again and rest. You need to follow the strange creature again for a series of cutscenes. 7 Enter the Abyssal Rift and talk to Skirk to begin the third round of special training. Destroy a certain number of Crystal Columns and spikes within a certain period of time while avoiding attacks from Skirk and the spikes. 8 Enter the Abyssal Rift to reach the makeshift camp. In front of the Abyssal Rift, you can find an Exquisite Chest. 9 End the quest by going through some cutscenes. You can start the cutscenes by going to the bright spots in the area. Objectives 1 Teleport near the Chasm and go to the area indicated in the map. 2 Reach the end of the Abyssal Corridor. You need to defeat monsters and evade spikes along the way. 3 Evade the falling spikes and the monsters as you escape the collapsing Abyss. You don't need to defeat the monsters to escape . 4 Go to Bubu Pharmacy to rest and recuperate. You must enter the door at the right side of Bubu Pharmacy to enter the back room. Objectives 1 Follow the strange creature to reach Skirk. After the cutscene, talk to Skirk to exit the Threshold Between the Soul and Dreams. Objectives 1 Return to the place near the Chasm and enter the Abyssal Corridor. 2 Defeat the Blood Serpent's Broken Edge. Skirk and Hydro Traveler are the only members of your party for this battle. 3 Talk to Skirk to leave the unstable Abyss. Before leaving, open the Luxurious Chest behind Skirk. Get bonus rewards for completing Skirk's Story Quest within her banner period, from June 18, 2025 to July 8, 2025! Whispers Betwixt Stars and Night is Act 1 of Skirk's Story Quest, where we get to know more about Skirk, her master Surtalogi, and her pet, the All-Devouring Narwhal. List of Story Quests Genshin Impact Version 5.7 Phase 1 Date June 18, 2025 Act 1 of Skirk's Story Quest released in Version 5.7 along with her debut banner on June 18, 2025. Version 5.7 Release Date and Details All Quests and Quest Types Leave feedback(Login required) Skip to content The best way to understand this world is to explore all that is around you, leaving no stone unturned.Solving the enigmas of old, helping hapless travelers, and following the trails of long-lost treasure will all become invaluable knowledge and experience...Even if you are not the least bit interested in ancient riddles or the plights of others, there is always treasure to be found at the end of the road. World Quests are Quests that give insight into the various locations and stories of the world. Some World Quests require Players to find the starting NPC. Others have Adventure Rank requirements or are only available after a certain Archon Quest has been completed. Some World Quests are part of a series and require the previous in the series to unlock. World Quest Series [] World Quest Series (or Chapters) are a sequence of World Quests that are displaced in the Quest Menu similarly to Archon Quest and Story Quest Acts. These World Quest Series usually contain very important lore. There are 58 World Quest Series: Mondstadt[] Dragonspine[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Crimson Wish Quests[] These quests are unlocked by reaching level 8 of the Frostbearing Tree's Gratitude and will become unavailable when reaching level 12. Ancient WindDredging the LandIcy HarvestLiquidationStrange Shifts Requests[] Reputation Requests in Mondstadt are unlocked after completing Knight of the Realm. 8 Requests provide Mondstadt Reputation EXP ×40: Liyue[] The Chasm: Underground Mines[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Requests[] Reputation Requests in Liyue are unlocked after completing Ministry Missions and Archon Quest Chapter 1, Act 3: A New Star Approaches. 7 Requests provide Liyue Reputation EXP ×40: Inazuma[] Enkanomiya[] Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. An Island Without ThievesFriend to AnimalsWarden of Konda Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Answer Me This, OutlanderClick!Lofty GourmetThe Way of Survival Requests[] Reputation Requests in Inazuma are unlocked after completing The Commission's Commission and reaching Reputation Level 2. 15 Requests provide Inazuma Reputation EXP ×40: Sumeru[] A Gifted RoseAgnihotra SutraThe Final ChapterRisen Moon ChapterStarry Night ChapterAn Unwavering Culinary DreamApocalypse LostAranyakaGolden SlumberHer Foes Rage Like Great Waters...Khvarena of Good and EvilMonumental StudyInvestigate the Fatui Camps Marked by SosiMonumental StudyOld Notes and New FriendsPale FireThe Dirge of BilqisThe Exile (World Quest Series)The Exile: SproutingThe Exile: BloomingThe Gourmet SupremosGourmet Supremos: Within Our DutiesThe Gourmet Supremos: CleanupVaruna GathaVimana Agama"The Falcon's Hunt"A Short Encounter with a Rare BirdAdventure Takes Courage!Afratu's DilemmaAn Artist Adrift (Part 1)An Artist Adrift (Part 2)An Artist Adrift (Part 3)Another Home There May Yet BeAragaru's DrawingAranaga's MemoryAranakin's Old FriendBlooming SandsCorps of Thirty RecruitmentCost-Effective HookCourage Is in the HeartEven Beasts StumbleFor a Dream I TarryGarcia's Paean: A Gift of CompatibilityGiving FlowersHeart of AmritaJoin the Eremites and Embrace a Wonderful New Life!Legends of the Stone LockLightcall ResonanceMemory's Final ChapterNext Time, On King of Invokations...Purbiruni's CommandmentRecollections of a FontainianRejoice With Me, for What Was Lost Is Now FoundSearch for the Lost Monument FragmentsStatic ViewsStatic Views, Part 2Tadhla the FalconThe Fallen FalconThe Foolish FatuusThe Path of PapersThe PriceTreasure of Wisdom: A New PlanTrees and DreamsUntil Vana is HealedWhere Are the Fierce Creatures? Random Events[] These quests can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Repeatable Random Quests[] These quests are treated like Random Events and can activate in various locations. Once activated, the quest can be lost if you take too long to start the first step or wander too far from the quest's starting location. Clickety Click!The Churlish ChaseThe Tester Becomes the Tested Requests[] Reputation Requests in Sumeru are unlocked after completing Corps of Thirty Recruitment and reaching Reputation Level 2. 15 Requests provide Sumeru Reputation EXP ×40: Fontaine[] Ancient ColorsAnn of the NarzissenkreuzCanticles of HarmonyFontaine Research Institute ChroniclesIn the Wake of NarcissusQuestioning Melusine and Answering MachineScenes from Life in MeropideThe Wild Fairy of ErinnyesUnfinished ComedyAn Eye for an EyeGame of the RichHereafter..."Hey, This Isn't Pumpkin Soup..."A Certain NoticeA Certain StampA Certain TrifleA Fontainian MessageA LetterAn Expected LieAn Expected PlanAnother Horizon of AdventureAqueous TidemarksBook of Esoteric RevelationsBoth Brains and BrawnDanger Lurks Everywhere in FontaineDaydreams Beyond Space and TimeEchoes of the Ancient WorldFishing GameFor Yesterday and TomorrowFree VerseGood Stuff, but Terrible Taste (Belleau Region)Good Stuff, but Terrible Taste (Central Beryl Region)Good Stuff, but Terrible Taste (Court of Fontaine Region)Good Stuff, but Terrible Taste (Southeast Beryl Region)Good Stuff, but Terrible Taste (West Beryl Region)Good Stuff, but Terrible Taste — ContinuedHappy BirthdayImpromptu Poem of the Crimson DawnIn Expert Company? (I)In Expert Company? (II)In Search of Lost TimeIn Search of Lost Time: NorthIn Search of Lost Time: SouthIn Search of Lost Time: WestInitial FactsLatecoming HomecomingLeroy: Beautiful FriendsLeroy: Dying FlashLeroy: Firing SquadLeroy: Hangman's NooseLeroy: High NoonLeroy: Queen of the Night's AriaLeroy: Under GuardOur Purpose Is in Another CanalPursuit (Part 1)Pursuit (Part 2)Riddles Awaiting AnswersRoad to the SingularitySemi-Automatic ForgingSteambird InterviewStill Mouthwatering!Strange Stone Chronicle (Part 1)Strange Stone Chronicle (Part 2)Strange Stone Chronicle (Part 3)The Final QuestionThe Fountain Flows AgainThe Lone Phantom SailThe Long-Failed "Graph Adversarial Technology"...The Three Primary Colors of the Solar CoronaThrough the Looking GlassTreacherous Light of the DepthsTruly Mouthwatering!Unfinished StoryUpon a Flowery Field of GrassVillainsWere It So EasyWhere His Life LiesWish-Fulfilling Treasure Hunt Requests[] Reputation Requests in Fontaine are unlocked after completing Steambird Interview and reaching Reputation Level 2. 12 Requests provide Fontaine Reputation EXP ×40: Natlan[] A Finale EmberforgedAn Omen of Annihilation and the Final EntreatyBetween Pledge and ForgettanceLost in the WoodsRevelations from the PastRite of the BoldChronicler of the Crumbling CityFrom One Case to AnotherIn the Footsteps of the Chosen of DragonsLost Traveler in the Ashen RealmPath to the Flaming PeaksShadows of the MountainsBeneath the Crystal RockPeace to the SlumberingTale of Dreams Plucked From FireTracer No TracingSeeker No FindingDancin' in the MoonlightCome Fly With MeStand by MeA Brief History of RocksA Saurian Returns to the NestCharge Forward! Go, Go, Go!Every Aspect of a WarriorInvestigator of Ancient RuinsMolting SeasonOpen Your Heart to MeRipe For TroubleSing, Ho, For the Greatness of Fat!Stride on Rainbows, Split the WavesThe Attack of the... Purple Tepetlisaurus?The Case of the Crafting BenchThe Mystery of Tecoloapan BeachThe Road AheadThe Way Into the MountainTo the Night, What is the Night'sTo Wish Upon a StarToward Red-Hot Adventure!Twisted Extension Adventure Rank Ascension[] Events[] These event-specific World Quests below are only available during their respective events. They are no longer accessible once the event has concluded.Version 1.0Elemental CrucibleOne Giant Step for Alchemy?Version 1.1Version 1.2Lost Riches 2021-01-08The Path of the Treasure-Seeker, Part IVersion 1.3Version 1.4Version 1.5Version 1.6Version 2.0Version 2.1Version 2.2Version 2.3Version 2.4Version 2.5Version 2.6Version 2.7Version 2.8Version 3.0Version 3.1Version 3.2Version 3.3Version 3.4Version 3.5Version 3.6Version 3.7Version 3.8Version 4.0Version 4.1Version 4.2Version 4.3Version 4.4Version 4.5Version 4.6Version 4.7Version 4.8Version 5.0Version 5.1Version 5.2Claw ConvoyOur Animal FriendsOur Animal Friends: EpilogueVersion 5.3Version 5.4Version 5.5Version 5.6Legends Ablaze: Cross-Border Brawl Gallery[] World Quests belonging to an Event will be indicated by a blue tab in the Quest Log. Other Languages[] LanguageOfficial NameLiteral MeaningEnglishWorld Quest—Chinese(Simplified)世界任务Shìjiè RènwùWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"Chinese(Traditional)世界任務Shìjiè RènwùJapanese世界任務Sekai NinmuWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"Korean월드 퀘스트任務Woldeu ImmuWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"SpanishMisión de mundoWorld MissionFrenchQuête du mondeWorld QuestRussianЗадание мираZadaniye miraWorld MissionThaiภารกิจโลกVietnameseNhiệm VụNhiệm Vụ任務 Thế GiớiThế Giới世界World QuestGermanWeltauftragWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"IndonesianQuest DuniaWorld QuestPortugueseMissão do MundoWorld MissionTurkishDünya GöreviWorld QuestQuestQuestQuest Tooltip for QuestQuestlit. "mission"ItalianMissione avventuraAdventure Mission Change History[] Version 5.5 The following World Quests were added: A Brief History of Rocks, An Omen of Annihilation and the Final Entreaty, As the Burning Sun Sears Shadows, In Search of a Hidden Heart, Investigator of Ancient Ruins, Is "Intensity" Really the Key?, Nahuatzin's Leap, Once, the Sacred Seat of Judgment, Sealed Site of Sacrifice, Sing, Ho, For the Greatness of Fat!, Someday, We All Must Walk Alone, The Attack of the... Purple Tepetlisaurus?, The End of the Road, The Forsaken Sea of Wisdom, The Frozen, Rekindling Land, The Way Into the Mountain, Where Once Force Was Reversed, Where Once There Was a Calculation Array, Where Once There Were Arms Aplenty. Version 5.2 The following World Quests were added: Adventure in the Land of Mists, An Air Race and an Alibi, A Saurian Returns to the Nest, Beat the Clock: 24 Hours, Charge Forward! Go, Go, Go!, Come Fly With Me, Dancin' in the Moonlight, Every Aspect of a Warrior, Farewell, Final Saurus Cracker, Friends of Fire and Water, Incidents Are Ever Sudden, Molting Season, Moment of Awakening, Open Your Heart to Me, Palace of the Vision Serpent, Sauro-Vet's Dilemma, Stand by Me, Stones, Coconuts, and Saurian Traffickers, The Chosen One's Promise, The Flowing Primal Flame (Part 1), The Flowing Primal Flame (Part 2), The Flowing Primal Flame (Part 3), The Lone Isle Named Night, The Mystery of Tecoloapan Beach, The Other Side of the Sky, To the Sky-Road, Twisted Extension, Vaulting the Wall of Morning Mist. Version 5.0 The following World Quests were added: A Saurian Lover's Ordinary Days, Beneath the Crystal Rock, Feeling Like Fish Today!, Friends of Fire and Water, Gifts and Gifts in Return, Lies and Promises, Lights, Kamera, Action!, Lost in the Woods, Peace to the Slumbering, Revelations from the Past, Ripe For Trouble, Rite of the Bold, Sauro-Vet's Dilemma, Seeker No Finding, Special Friends, Stones, Coconuts, and Saurian Traffickers, Stride on Rainbows, Split the Waves, Tepetlisaurus Hide-and-Seek, The Call of Mystical Martial Arts, The Case of the Crafting Bench, The Lone Isle Named Night, The Road Ahead, To the Night, What is the Night's, To Wish Upon a Star, Toward Red-Hot Adventure!, Tracer No Tracing, Treasures and Collectors, Waiting For Seeds to Sprout, Weighty Wings, World Level Ascension. Version 4.8 Version 4.7 The following World Quests were added: Version 4.6 The following World Quests were added: Daydreams Beyond Space and Time, For Yesterday and Tomorrow, Fortune Plango Vulnera, Golden Aqueduct Reconstruction: Part I, Golden Aqueduct Reconstruction: Part II, Gradus ad Capitolium, Latecoming Homecoming, The Last Day of Remuria, The Shadow Over Petrichor, Underwater Nocturne, Where His Life Lies. Version 4.5 Version 4.4 The following World Quests were added: A Wangshan Walk to Remember, An Ancient Sacrifice of Sacred Brocade, Chili Con Cloudy, Floating Jade, Treasure of Chenyu, Hustle and Bustle, Iridescent Cloud-Striding, Just Wushou Dance!, Our Chenyu Vale Trek, Paper Shadow Ruminations, Qiaoying of the Sacred Mountain, Qiaoying, the Village of Many Tales, Receiver of Friends From Afar: Part I, Receiver of Friends From Afar: Part II, Receiver of Friends From Afar: Part III, Receiver of Friends From Afar: Part IV, Scrolls and Sword Manuals of Guhua, Shrouded Vale, Hidden Hero, Silently the Butterfly Crosses the Valley, Temporary Acclimatization, The Cloud-Padded Path to the Chiwang Repose, The Dealing Sands, The Roaming Abode, Threefold Expectations. Version 4.3 The following World Quests were added: Arataki Blazing Armor Beetle Battle Boot Camp!, Blade Dance's Unexpected End!, Leroy: Beautiful Friends, Leroy: Dying Flash, Leroy: Firing Squad, Leroy: Hangman's Noose, Leroy: High Noon, Leroy: Queen of the Night's Aria, Leroy: Under Guard, Provisionally Perpetual Beetle Battle!, Rescue the Poor Contract Employee!, Special Lighting and the Stars of Tomorrow!, Spread Out Less Than An Arcminute!, The Arrival of a...!, The Art of the Elegant Blade Dance?, Treasures Under the Sea, Treasures Under the Sea: Epilogue. Version 4.2 The following World Quests were added: An Expected Lie, An Expected Plan, Cupid's Lover, Foggy Forest Path (Quest), Free Verse, Furious Mouth of the Spring, Happy Birthday, Impromptu Poem of the Crimson Dawn, Meteoric Lance, Muse's Mother, Pursuit (Part 1), Pursuit (Part 2), Questions and Answers, Rowboat's Wake, Savior's Wake, Search in the Algae Sea, Thalia and Melpomene, The Red and the Black, Through the Looking Glass, Vagrants and Scamps, Waking from the Great Dream, Wilting Weeping Willow, Wish-Fulfilling Treasure Hunt, Within the Depths of Erinnyes. Version 4.1 The following World Quests were added: A Letter, An Eye for an Eye, Both Brains and Brawn, Fontaine Research Institute, Stagnating in the Rubble, Game of the Rich, Go to the Institute Dormitories and retrieve the Anchor, Go to the Institute of Clockwork Applications and retrieve the Anchor, Hereafter..., In Search of Lost Time, In Search of Lost Time: North, In Search of Lost Time: South, In Search of Lost Time: West, Initial Facts, Our Purpose Is in Another Canal, Riddles Awaiting Answers, Road to the Singularity, Scenes from Life in Meropide: A Raw Deal, Scenes from Life in Meropide: An Actor's Training, Scenes from Life in Meropide: Chit-Chat, Scenes from Life in Meropide: Dead End, Scenes from Life in Meropide: Every Debt has a Creditor, Scenes from Life in Meropide: Fists of Fury, Scenes from Life in Meropide: Memories, Scenes from Life in Meropide: Safe Operation, Scenes from Life in Meropide: The Art of Negotiation, Scenes from Life in Meropide: Treat the Symptoms, Scenes from Life in Meropide: Unfinished Task, Scenes from Life in Meropide: Visible Hands, Treacherous Light of the Depths, Villains Version 4.0 The following World Quests were added: "Hey, This Isn't Pumpkin Soup..." A Certain Notice, A Certain Stamp, A Certain Trifle, A Fontainian Message, Ann's Story, Another Horizon of Adventure, Aqueous Tidemarks, Book of Esoteric Revelations, Danger Lurks Everywhere in Fontaine, Echoes of the Ancient World, Fishing Game, Good Stuff, but Terrible Taste (Belleau Region), Good Stuff, but Terrible Taste (Central Beryl Region), Good Stuff, but Terrible Taste (Court of Fontaine Region), Good Stuff, but Terrible Taste (Southeast Beryl Region), Good Stuff, but Terrible Taste (West Beryl Region), Good Stuff, but Terrible Taste — Continued, In Expert Company? (I), In Expert Company? (II), Limner, Dreamer, and Robotic Dog, Mary-Ann's Story, Semi-Automatic Forging, Steambird Interview, Still Mouthwatering!, Strange Stone Chronicle (Part 1), Strange Stone Chronicle (Part 2), Strange Stone Chronicle (Part 3), The Final Question, The Fountain Flows Again, The Illusion's Finishings, The Lone Phantom Sail, The Narzissenkreuz Adventure, The Story of "the Princess" and "the Adventure Team", The Three Primary Colors of the Solar Corona, There Will Come Soft Rains, Truly Mouthwatering!, Unfinished Story, Upon a Flowery Field of Grass, Were It So Easy The following Requests were added: Bruneau's Flower Request, Crabby Chaos, Etienne's Raw Meat Request, Galathee's Salt Solicitation, Hydro Phantasm Havoc, Ismenor's Bulle Fruit Bulletin, Meka Mess, Muirne's Better Butter, Paban's Milk Run, Pruniere's White Iron Impetration, Ruin Drake Maelstrom, Sylvie's Beryl Conch Commission Version 3.8 Version 3.7 The following World Quests were added: Version 3.6 The following World Quests were added: An Artist Adrift (Part 1), An Artist Adrift (Part 2), An Artist Adrift (Part 3), Another Home There May Yet Be, As the Khvarena's Light Shows, As the Khvarena's Light Shows: Dukkha, As the Khvarena's Light Shows: Nirodha, As the Khvarena's Light Shows: Samudaya, Asipattravana Itihasa, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awaken the Residual Pari in the Fravashi Trees, Awakening's Real Sound, Heart of Amrita, Investigate the Fatui Camps Marked by Sosi, Lightcall Resonance, Monumental Study, Pale Fire, Search for the Lost Monument Fragments, The Hymn of Tir Yazad (Part 1), The Hymn of Tir Yazad (Part 2), The Splendorous Sky That Day Version 3.4 The following World Quests were added: "The Falcon's Hunt," Behold, the Sign Comes Like A Thief..., Dune-Entombed Fecundity: Part I, Dune-Entombed Fecundity: Part II, Dune-Entombed Fecundity: Part III, For Her Judgment Reaches to the Skies..., Make Bright the Arrows, Gather the Shields..., Memories of Gurabad, Rejoice With Me, for What Was Lost Is Now Found, Tadhla the Falcon, The Eternal Dream, Ever Lush, The Fallen Falcon, The Temple Where Sand Flows Like Tears, Wisdom Has Built Her House, She Has Hewn Out Her Seven Pillars Version 3.3 Version 3.2 The following World Quests were added: Next Time, On King of Invokations Version 3.1 The following World Quests were added: A Gifted Rose: Ballad of Days Gone By, A Gifted Rose: Can Stones Bloom, A Gifted Rose: Long Day Ahead, A Gifted Rose: Prickly as Thorns, A Gifted Rose: Some People Never Fade Away, Afratu's Dilemma, An Introduction to Indoor Archaeology, Blooming Sands, Desert's Remembrance, Dreams Beneath the Searing Sand, Dual Evidence, Hidden Mercenaries, Invisible Barrier, Join the Eremites and Embrace a Wonderful New Life!, Lost in the Sands, Soheil's Wish, The Exile: Blooming, The Exile: Sprouting, The Gourmet Supremos: Cleanup, The Secret of

made of the remains of the third Descender and suggests the Traveler to head to Natlan. The Traveler returns to Sumeru to take a commission to find a missing person and meets Dainsleif again who reveals that the mysterious "Sinner" is "The Visionary" Vedrfolnir, Dainsleif's brother, who is one of the Five Sinners of Khaenri'ah. He also reveals that the Five Sinners became allured by the power of the Abyss and shared a world-shattering power among themselves. When the cataclysm came, none of them came to defend Khaenri'ah. After investigating the missing person, the Traveler finds Caribert, son of Clothar Alberich, who reveals that the Abyss Order's masterplan, the Loom of Fate, has entered operation. The Traveler briefly reunites with their sibling, in which they explain their reasons for leading the Abyss Order. Chapter V: Incandescent Ode of ResurrectionAct I: Flowers Resplendent on the Sun-Scorched SojournNatlanAct II: Black Stone Under a White StoneAct III: Beyond the Smoke and MirrorsAct IV: The Rainbow Destined to BurnInterlude: All Fires Fuel the FlameAct V: Incandescent Ode of ResurrectionAct VI: A Space and Time for You The Traveler and Paimon make themselves way to Natlan in search of the Pyro Archon, arriving in time to witness the Pilgrimage, a tournament dedicated to finding warriors to fight against the Abyss. These warriors who have an Ancient Name and are successful in the Pilgrimage will be sent to fight the Abyss and can be resurrected should they die in battle after the victory. However, Mavuika, the vessel of the Pyro Archon, is unable to resurrect Kachina, one of the warriors and suspends the Pilgrimage. The Traveler is tasked to head to the Night Kingdom along with the warriors to save Kachina from death. Returning to Natlan, the group learns that the nation will be destroyed in less than a year if the Abyss is not stopped. The Traveler then meets the First Fatui Harbinger Il Capitano, who reveals his own plan to save Natlan. Mavuika opposes his plan, as she has put her action into her own plan to save Natlan, which involves using the powers of Ronova, the God of Death. Eventually, Capitano agrees to her plan and forms a temporary alliance with her. The Abyss launches a full-scale invasion of the nation, resulting in huge casualties, and Mavuika, supported by six heroes with Ancient Names and her allies, defeats the Abyss, saving Natlan from the immediate disaster. After taking a short break and acquiring the Traveler's Ancient Name, Mavuika and the Traveler fight and defeat the remaining Abyssal force in the Night Kingdom, granting Natlan peace. Ronova demands Mavuika's death for having used her powers, but Capitano sacrifices himself in her place. Afterwards, Mavuika advises the Traveler to travel to Nod-Krai in Snezhnaya, governed by the Voynich Guild instead of the Fatui. She also warns them about Dottore's true plans of letting the people control all elements without needing a Vision. After a while, the Traveler and Paimon return back to "Collective of Plenty" and help Iansan, one of Six Heroes, patrol around the volcano. During the patrol, they encounter a cave and investigate inside. They discover the spaceship that brought the Traveler and their sibling to Tevyat and are ready to inform Iansan. She finds the two on time and informs that the Abyss Order attacks the tribe and the nation. The Traveler helps Natlaneses to defend their territory. After driving Abyssal force out, Natlan and Abyss Order are in stalemate and the Traveler use it as an opportunity investigate the Order. During the investigation, they meet a Khaenri'ah girl who was injured and let her rest while they continues investigating. They also meets Dainsleif and defeat the Abyssal force in Cinder City. The Traveler then returns back to the cave where they discovers that they were from different points in time. Their sibling arrives and reveals that the attack on Natlan was simply a trick to allow them to speak to Yohualtecuhtin, Lord of the Night, who allowed to give them some space to weave the new Ley Lines and the Ley Lines of Khaenri'ah are completed, reviving Khaenri'ah. The sibling also reveals that they searched the whole planet, and found no trace of the Traveler anywhere, and when the sibling first arrived in Khaenri'ah, their memory was wiped off. Returning back to the Masters of Night-Wind, the Traveler learns that Yohualtecuhtin intrigued at the thought of preserving a nation as an "Atlas" and allowed the sibling to perform their experiment when she was assured Natlan would not be affected. Heading back to the cave, they fall asleep and note a soothing presence as they do so. The following table contains acts that are unrelated to each other[x] and are part of Teyvat's plot. ActsPartsLocationAct I: The Crane Returns on the WindPart I: Jade Chamber RisingJade Chamber, LiyuePart II: Seagaze SunsetPart III: Bygones Time Like Dust PassingPart IV: Where The Heart Finds Rest Several months after the Traveler first met their sibling since the former awoke in Teyvat, the Traveler overhears Tianquan's announcement to rebuild the Jade Chamber and her answers to the first three people who could acquire three rare materials needed to build the Jade Chamber. Using an opportunity to ask her a question about their sibling, the Traveler approaches Tianquan who goes for Ningguang to announce their intention to participate in rebuilding contest. Along the contest, the Traveler recuses Shenhe from harassment and in return, she assists them to collect the materials. After taking her to rest, they briefly bump into Cloud Retainer who reveals Shenhe's background as the daughter of a family of exorcists which she adopted. She warns that a calamity is coming soon and the adepti would not hesitate to seize control should Liyue's people fail to rectify the crisis. After submitting the required materials, the Traveler, having won the contest, asks Ningguang about their sibling's whereabout in which she answers that she hasn't found any leads regarding their sibling. Afterwards, Jade Chamber refloats again. However, a different ancient serpent god, Beisht attacks Liyue to avenge Osial, who was her husband. Once again, Ningguang and the Liyue people successfully defeat Beisht with the help of Shenhe and the Traveler, and celebrate their first victory since Rex Lapis's retirement. Act II: Perilous TrailPart I: The Unexpected GuestThe Chasm, LiyuePart II: Chasmic MazePart III: Danger All AroundPart IV: End of the LinePart V: At Tunnel's End, Light After the repeal of Vision Hunt Decree and investigation in the Chasm, the Traveler and Paimon return to where they find the mysterious Chasm Nail, only to find Yanfei looking towards it. After she tells them she's on important business and leaves, Arataki Itto and Kuki Shinobu arrive, the former looking for Yanfei. After giving Itto wrong direction, the Traveler heads to the ground below the nail and finds Yanfei again. Yelan and later the duo arrive and she warns them to leave for their own safety which offends Itto. As the two prepare to fight, the ground beneath the group cracks and sends them falling down into The Chasm's Bed. After investigating and exploring the surroundings, the group finds themselves back in the same place they started. They spread out to look for more potential exits but are unable to. Yanfei notes that the ceiling above seems to have sealed up completely. The Traveler tries to call Xiao but to no avail. A day later, Paimon complains that it has felt like 20 days to her, while the Traveler feels as if only one day had passed. The group then realizes that since they've been stuck inside, the time seems to be frozen or distorted. After discovering a hidden path, they hear Xiao talking to someone and he appears to be struggling, prompting them to assist. After exploring, they encounter a door that leads into the opener's worst fear. For the Traveler's case, their fear is being in the darkness of the Abyss that took their sibling away. After barely escaping the door, the mental fatigue sinks onto the group, causing them to retreat back to the camp. After dispelling another illusion and rescuing Xiao, he reveals to the group that he is looking for his missing brother-in-arms and fellow Yaksha, Bosacius, and believes that he was inside The Chasm. He leads the group and the group finds the Fantastic Compass that leads them back to the Surface. The group gradually leaves until the Traveler is left with Xiao who reflects on his suicidal plan and his past actions, agreeing with the Traveler that those who died defending Liyue are heroes of history. Act III: Inversion of GenesisPart I: The Night-Bird Falls at the Curtain's CallSanctuary of Surasthana, SumeruPart II: A Dance of DestructionPart III: The Kabukimono's FinalePart IV: As Though Morning Dew After the Sumeru crisis was solved, during their journey across the Teyvat, Paimon suggests to the Traveler that they go visit Lesser Lord Kusanali as they have many questions left unanswered, such as the "Descenders". As they make their way to the Sanctuary of Surasthana, they find two Inazumans arguing over the Tatarasuna mystery which gets their attention. They explain the mystery and Kaedehara Clan's downfall and reveals a kabukimono was not a human but a puppet which the Traveler deduces it to be Scaramouche. As they are debating, Scaramouche is spotted walking by and, worrying that he might have escaped, the Traveler go to the Sanctuary to warn Kusanali. She reveals that she made a deal with Scaramouche to investigate Irminsul on her behalf and that following his defeat, he had been discarded by Dottore. She also proposes for them to join force the investigation. After a brief argument, the Traveler and Scaramouche reluctantly agree to her proposal. Inside Irminsul, they discover the situation of the Tatarasuna mystery – Dottore, disguised as Escher, sabotaged the Tatarasuna furnace to corrupt Scaramouche with malevolent spirits and stabbed Niwa to death. After calming down, Scaramouche reveals the Traveler's sibling's activities in Khaenri'ah after arriving in the nation. He then shuts Kusanali off and privately tells the Traveler that Niwa and his other friends deserved a second chance for a better fate. Afterwards, he heads into the heart of Irminsul to erase himself from time. By time Kusanali reconnects, Scaramouche is gone, having been erased from time. The next day, when the Traveler mentions Scaramouche, Paimon does not remember him, leaving the Traveler alarmed and they head to Inazuma to see if anything had changed. In Inazuma, the Traveler learns that while the incident still occurred, the history regarding the Tatarasuna mystery is altered. They inform Kusanali who also does not remember Scaramouche. Left with no other choice, they tell her and Paimon about him. Nahida reveals that Scaramouche's erasure revises Irminsul however, as a "Descender", the Traveler is not affected by any revisions. The Traveler recalls that Rukkhadevata told them that one could not completely erase themselves, realizing that Scaramouche is still alive. They encounter Scaramouche (now the Wanderer) eventually and follow him. Kusanali then catches up to them and shows Scaramouche his past, which he eventually accepts. As the sudden surge of painful memories flows through him, a projection of the Shouki no Kami emerges to attack, but Scaramouche manages to compose himself and eliminates it with his newly acquired Anemo Vision. With the recovery a success, they leave the dream to discuss about the Sibling's travels and Scaramouche's future. Scaramouche questions the Traveler why they went to Inazuma. After hearing their explanation, he decides to consider it a favor to be owed and agrees to help them wherever he could. In return, the Traveler, at his request, picks out a suitable name for him. After giving him a new name, he decides to get revenge on Dottore for his manipulation. However, Kusanali urges moderation as he needs time to compose himself. Returning back to the inn from earlier, a strange voice reveals the Traveler that the fate of Teyvat could not be easily changed and that they should believe their own eyes before fading away, leaving the Traveler wondering what awaits them in the future. Act IV: ParalogismPart I: Crimes One and TwoMondstadt City, MondstadtPart II: The Hunger of ManyPart III: The Gardener The Traveler and Paimon return to Mondstadt to celebrate Windblume Festival and pay a visit to Katheryne, who tells them that something was unusual around them. They notice Beatrice rejecting Quinn's offers to spend time with her, Miles approaching the two and telling them that he had been sleepwalking recently and even found himself outside at times – checkups had not diagnosed him with any ailments – and Donna's remark about finding the ideal man, which Paimon finds unusual as she had always been infatuated with Diluc. Kaeya who passes by tells the Traveler and Paimon that Jean had been looking for them when they returned, stating that the matter at hand needed to be discussed at the Knights of Favonius Headquarters. Inside, Jean tells them and the other captains that with recent events, she had called all the captains to hold a trial. The Traveler then notices that Albedo hadn't been among the captains, in which Jean confirms that Albedo is the one going on trial. Jean and the captains went to oversee the trial with Jean being the judge. During the trial, the prosecutor, Hertha, accuses Albedo of murder and illegal disposal of human remains in which Albedo testifies that he was in his office that night, doing a research about Dragonspine, and insists that he had no motive to kill anyone. The prosecutor then reveals a correspondence letter that detailed his activities. With enough proof leaning towards his implication, Albedo is found guilty and taken away but is reassured that he could submit an appeal. Inside Jean's office, some captains voice their discontent with the outcome, believing that Albedo was innocent. Jean privately agrees with them, but insists that the verdict must be upheld. After investigating independently on Jean's order, the Traveler finds the third location in Dragonspine where unlike the first two locations, there is no body inside that hole. Returning to the Knights of Favonius, they inform Jean of the development. She tells them that the remains were being investigated and informed them that the second trial will take place in two days. During the second trial, the evidences are piling against Albedo who insists that he had not killed anyone and was exercising restraint. After the Traveler testifies that the third location was different compared to the other two, Albedo reveals that a while ago, someone had tried to eliminate him in secret, but he killed and buried them there instead, which is supported by Eula since she and her friends had also been there that day, and he killed a "person" but not a human. Just then, another Hertha arrives in the court. The prosecuting Hertha accuses Albedo of trying to undermine her, while Albedo reveals that he had been stationed in Dragonspine to monitor Durin, the dragon that Dvalin and Barbatos slew during the Cataclysm, who has been slowly reviving. Hertha, who just arrived, exposes the imposter by showing her scarred arm, causing the latter to flee. Outside the church, Durin's minions launches a full-scale invasion on Mondstadt City but eventually are defeated. Afterwards, Albedo requests a meeting between Knights/Church of Favonius, the Anemo Archon and the Hexenzirkel which Alice, founder of Hexenzirkel, approves. Heading up to Albedo's office, Mini Durin reveals that as part of Albedo's plan, he would take over the deceased Durin to be revived as a human with an approval from the Wanderer. Inside the Imaginarium Theater, Albedo intends to kill and resurrect Durin in a different form by using Mini Durin as Durin would pose a threat to all of Teyvat should he revived at full force. Alice accepts the request, but tells them they must pass a trial involving the chessboard which they pass. Using materials acquired from the Hexenzirkel, Albedo drains Durin's core of its energy and proceeds to conduct a ritual to replace Durin with Mini Durin, leading to a success. Afterwards, he then reveals that his creator Rhinedottir had devoured Naberius, Ruler of Life, but he believes that the two are now one. Genshin Impact began development as early as late January 2017, with an initial team of 120 people, which grew to 400 by the end of that year, and reached 700 by February 2021.[59][60] miHoYo revealed the game in June 2019 at E3 2019.[61][62] The game was developed using the Unity Engine.[63] The game had a development and marketing budget of around $100 million, making it one of the most expensive video games to develop.[64] Between the announcement and release closed beta tests were held, allowing invited players to explore and interact with the open world.[65][66] The game includes voice-overs in four languages, and 15 different languages for text.[67][68][69][y] miHoYo took inspirations from real life locations, such as Zhangjiajie National Forest Park in the Hunan province of China, whilst developing the world of Teyvat. The Legend of Zelda: Breath of the Wild is held in high regard by the development team, and is cited as one of the main inspirations for Genshin Impact.[70] Development was aimed at making the game different and fun from other MMORPGs in terms of its quest and combat systems as well as its random events and mode of exploration.[71] The game was designed to be cross-platform as developing the game for PC and console allowed the developers to raise graphical fidelity for the game, such as rendering realistic shadows.[70] The overall artistic vision of the game was intended to combine an anime style with more key elements from real-world cultures,[72] and each nation is based on a region of the world: Mondstadt is based on traditional high fantasy, with German influence. The name is German for "moon city".[73] Liyue combines various eras of China's history into one region, and re-imagines Chinese culture through a fantasy perspective.[74] Its artistic references include China's Zhangjiajie National Forest Park, Huanglong Scenic Area, the landscape of Guilin, Fenghuang Ancient Town, and the Hanging Temple in Shanxi. The name is Chinese for "glazed moon" (璃月). Inazuma, a closed-off archipelago ruled by a shogun, is inspired by Edo Japan, and is named after the Japanese word for lightning (稲妻).[75][76][77] Sumeru is a nation of rainforests on the east and deserts on the west that is based on the cultures of the Middle East, North Africa, and South Asia.[78][79] The name is the Sanskrit term for Mount Meru (□□□□□□). Fontaine takes inspiration from steampunk and the trends of the Belle Époque, as well as other cultures like that of the Basques and Corsicans. It is also inspired by the geography of the Alps and by the Baroque and Art Deco styles.[80] The name means "fountain" in French. Natlan is most likely named after the legendary homeland of the Aztecs, Aztlán, and seems inspired by several indigenous cultures, primarily those of Pre-Columbian Latin America, Sub-Saharan Africa, and Oceania, though more modern Latin American influences like breakdancing, Southeast Asia culture, and African-American culture are also present. Geographically, the terrain of Natlan is modeled after landscapes such as horst and grabens and mesas, taken from various African and South American canyons and landscapes such as the Chapada Diamantina, and the Blyde River Canyon. Unlike the other nations which have a central ruler, Natlan has six tribes ruled by respective chiefs under federation rule, with the Pyro Archon serving as a unifying figure. The names of all six tribes are derived from the Aztec Thirteen Heavens. Nanatzcayan is likely derived from Ilhuicatl-Nanatzcayan. In the name of the Aztec heaven (also known as Ilhuicatl-Itzapan-Nanatzcayan; "The sky where obsidian stones clash in water"), the "clashing" alludes to the noise preceding hailstorms. The tribe name means "the place where it crashes" in Nahuatl. Many members of the tribe have Mayan names, mainly deriving from the names of deities and historical figures, while some other members have Nahuatl names. Meztli is possibly named after Meztli, a god or goddess of the moon, who ruled Ilhuicatl-Meztli. Many members of the tribe have Polynesian names and the tribe may also take inspiration from Hawaii Islands due to the hot springs and its location near the water. Huitztlan is likely associated with Quetzalcoatl, who was related to wind. Many members of the tribe have Quechuan names and the tribe may also take inspiration from Incan Empire or even Machu Picchu due to high ground from the surface. Tlalocan is named after the god of rain and thunder, Tlaloc. The name Flower-Feather Clan could also allude to the Aztec goddess Xochiquetzal (Nahuatl: Xochitl "Flower"; Quetzalli "Quetzal Feather") meaning "flower precious feather." Mictlan is named after the Aztec underworld. The name Masters of the Night-Wind could allude to Yohualli Ehécatl, meaning "night wind," one of the epithets given to Tezcatlipoca, who is associated with the night sky, obsidian, hurricanes, and divination. Teteocan likely gets its name from Ilhuicatl-Teteocan, which is ruled by the Creator-Brothers gods, the four Tezcatlipocas. Ilhuicatl-Teteocan (Nahuatl: Ilhuicatl "heaven"; teteo "gods"; can "place") means "the heaven that is the place of the gods", a nod to where Xbalanque, the yet-frst Pyro Archon, fought against Xiuhcoatl, the Pyro Sovereign. Kingdom of the Lord of the Night, also known as Night Kingdom, is a realm, located deep under the region of Natlan, where the souls of dead reside and can be brought back to live should their team wins the battle against Abyss and which is ruled by Yohualtecuhtin, the Lord of the Night. The Kingdom may have reference to Xibalba where the souls of the dead reside, ruled by the Maya death gods. Snezhnaya takes inspiration from both Soviet-era and Imperial Russia. The name is Russian for "snowy" (Снежная). Nod-Krai is a region in Southern Snezhnaya where the Voynich Guild governs instead of the Fatui. Nod-Krai could possibly be taken from the Land of Nod (Hebrew: אֶרֶץ־נוֹד – ʾereṣ-Nōḏ) a place mentioned in the Book of Genesis where Cain was exiled by God after Cain had murdered his brother Abel. Krai is a type of federal subject of Russia, the Czech Republic, Slovakia and Latvia, with the word meaning "edge" or "region" in Russian, Ukrainian, Belarussian and Bulgarian. Khaenri'ah is mainly based on Germanic and Nordic mythology, such as the Nibelungenlied. The name may be derived from an Arabic phrase meaning "betrayer of winds" (خائن رياح). The game's primary mythological basis is Gnosticism, particularly the way it understands relationships between humans and their world, and how gods may influence this relationship.[81] The name given to Teyvat's gods, "Archon", is inspired by the related deities from the Gnostic tradition. Although each Archon has a personal name for their "vessel", or human form, and is referred to with a specific title by the citizens of their nation, most gods in the game's story – even those who are not Archons – take the names of demons from the Ars Goetia, the first volume of The Lesser Key of Solomon.[49] Main article: Music of Genshin Impact The music team headed by Yu-Peng Chen from HOYO-MiX composed the game's original score, which was performed by the London Philharmonic Orchestra, the Shanghai Symphony Orchestra, and the Tokyo Philharmonic Orchestra.[82][83][84] The approach to creating the soundtrack is to immerse players within the game, and provide emotional and beautiful melodies.[85] Chen composes the score based on the cultural influences of different regions.[86] For example, in Mondstadt, Chen used woodwind instruments to reflect Mondstadt's association with wind and freedom.[85] In Liyue, Chen used elements of Chinese folk music—traditional instruments, the pentatonic scale, and ancient tonal melodies—with Western romantic harmonies and orchestral arrangements.[87][88] The Divine Damsel of Devastation uses the singing style of Chinese opera.[89] In contrast, the battle themes use polyphony and other composing techniques, as well as mimicking orchestration elements from composers such as Beethoven.[85] Several soundtrack albums featuring music about characters and regions of the game have been released periodically.[90][91][92][93][94] For his work on the soundtrack Chen was awarded the "Outstanding Artist—Newcomer/Breakthrough" at the 2020 Annual Game Music Awards.[85] In an interview published in April 2021 Chen expressed interest in releasing the soundtracks on CD, as well as hosting concerts in the future.[85] The first concert was held virtually on October 3, 2021, titled "Melodies of an Endless Journey" and featured multiple bands and an orchestra performing various soundtracks from the game.[95][96][97][98] A second virtual concert was held on February 4, 2022, titled "Reflections of Spring" featuring the Shanghai Symphony Orchestra performing soundtracks from the Liyue region.[99][100] On September 12, 2023, Yu-Peng Chen announced on Bilibili that he was leaving miHoYo and the HOYO-MiX team, and was no longer working on the soundtrack.[101][102] The worldwide release, September 28, 2020, was announced on August 17 for PC and mobile platforms, and on August 28, it was revealed that the PlayStation 4 version was released on the same date.[103][104] The game was made available on PlayStation 5 through backwards compatibility on November 11.[105][1] On April 28, 2021, the PlayStation 5 version of the game was released, featuring enhanced visuals, improved loading times, and DualSense controller support.[106][107][108] A Nintendo Switch version has been in development since January 2020.[109][110] As of January 2025, no updates have been provided on the status of the Switch port leading some to come to the conclusion that it was quietly cancelled. Prior to its release the game had over 10 million registrations, with over half of that from outside China.[111][112] According to some, the game was the biggest international release of any Chinese video game.[64][113] In the lead up to release, the game won the Tokyo Game Show Media Awards 2020 public poll, ranking first among 14 other games.[114] Shortly after the game's launch, miHoYo announced a schedule for content updates over the following months.[115] As a long-term project, much of the game remains to be finished. On release, only two of the seven major regions intended for the game were released, and miHoYo anticipates it will take several years for the game's story to be completed.[116] In a presentation given in February 2021, miHoYo former president Cai Haoyu estimated that ongoing development for the game would cost $200 million per year.[60] Updates are implemented into the game every six weeks[z][115] and adds more characters, events and new areas of Teyvat;[117][1][118] each update comes with character banners which last around three weeks until the next update.[119] Character banners buff the chance of getting a character, but still with the chance of getting a standard character, also known as a 50/50; if a 50/50 is lost, during the next banner, the buffed character will be guaranteed.[120] Major updates ("Versions"), adding new major regions, are implemented annually. As of version 5.5 (April 2025),[121] five major versions with an additional 35 updates have been released.[122] Each update includes compensation in the form of 60 primogems – the currency used for the game's gacha system – for each hour the server is offline.[123][124] ReceptionAggregate scoresAggregatorScoreMetacriticiOS: 82/100[125]PC: 84/100[126]PS4: 81/100[127]PS5: 86/100[128]OpenCritic87%[135]Review scoresPublicationScoreDestructoid7.5/10[5]Famitsu35/40[129]Game Informer9.25/10[130]GameSpot7/10[10]Hardcore Gamer4/5[131]IGN9/10[27]Jeuxvideo.com15/20[132]PC Gamer (US)84/100[133]Pocket Gamer[134] When the game was first unveiled at the ChinaJoy convention in 2019, it was immediately and initially met with criticisms claiming that the game had similarities to Breath of the Wild.[136] Zelda fans at the convention showed explicit gestures towards the Sony booth, with one individual destroying their PlayStation 4 console in protest.[137] Kamui Ye of IGN China highlighted similarities between the two games such as the overworld, art style and game mechanics while also emphasizing Genshin Impact's unique identity and features.[138] Genshin Impact receives "generally favorable reviews" according to review aggregator Metacritic.[126][127] The open world of Teyvat drew praise; IGN's Travis Northup described Teyvat as "a world that is absolutely bursting at the seams with possibilities", and Hardcore Gamer's Jordan Helm described it as "one big environmental puzzle".[27][131] Liyue in particular was picked out by Kotaku's Sisi Jiang for being "one of the most exciting regions that I've visited in a video game in years", before continuing on to discuss how the region "shows an idealized portrayal of Chinese social relations that exists in localized pockets".[139] Game Informer characterized the game as an incredible experience, noting that "[t]he gameplay loop of collection, upgrading, and customization is captivating and compelling".[130] The execution of gameplay impressed Pocket Gamer, and Destructoid's Chris Carter called the combat system "one of the most interesting things" about the game.[5][134] NPR remarked that the game had an abundance of content despite being free to play.[140] Gene Park of The Washington Post lauded the game as revolutionary for the genre, having players "imagine a mobile gaming world with titles with quality that matches the industry's top-tier experiences".[141] Polygon also praised the game for differentiating itself from its peers, heralding its arrival as mobile games become more mainstream and appealing to "an audience outside the typical mobile gaming demographic" and "new players without the hardware to play more conventional and resource-hogging RPGs".[142] Conversely, Genshin Impact has been criticized for its endgame content, its gacha monetization system, and its self-limitations. Ari Nortis of Kotaku, for instance, wrote that although the game provides a solid experience it also has "some of the typical bullshit that comes along with a zero-dollar price tag" and that the gacha system can lead to a "cycle that belongs more in Reno, Nevada, than a magical fantasy land of gods and wizards".[143] GameSpot echoed this criticism, noting that the game is "hampered a bit by the restrictions its free-to-play model imposes".[10] PC Gamer said that playing the endgame becomes "a slog", and that the resin system "feels so unnecessary".[144] Warning players about how predatory the monetization is, The Washington Post added that such a well-designed game from an aesthetic standpoint can lead some to gamble with the game's gacha system.[21] When the Genius Invokation TCG minigame launched, it received positive comments from critics. CBR compared the non standalone card games with Hearthstone from World of Warcraft and Gwent from The Witcher 3, and believed that it could expand the game's audience.[145][146] Siliconera critic Stephanie Liu said that the minigame rekindled her excitement in the early days of the game.[147] Gamersky editor Youming Xingkong said that the Genius Invokation TCG is an attempt to keep players fresh in Genshin Impact and solve the burnout that will occur in long-term operation games.[36] The Youxiputao editor also pointed out that Genius Invokation TCG can "make up for the shortcomings of the game's long-term experience" and "strengthen the relationship between players".[37] Prior to launch, fans had already made a Genius Invokation TCG mod on Tabletop Simulator.[148][149] On mobile platforms, Genshin Impact saw 23 million downloads and grossed approximately $60 million within a week after its release.[142][113] Within two weeks, that figure rose to over $100 million, recouping its development and marketing budget.[150] Its strong performance continued through October 2020 as the game was the highest-grossing game worldwide during that month.[151] Its largest revenue came from China, Japan, South Korea, and the United States, with 69 percent of mobile revenue coming from outside China itself during this time period specifically.[152][153] In the United States, its release was the largest launch of a role-playing game on mobile in history.[153] On mobile platforms, Genshin Impact had grossed over $393 million within two months after release and over $1 billion by the end of March 2021, the third highest revenue from a mobile game during that time frame after Honor of Kings and PUBG Mobile, making it one of the highest grossing mobile games of all time and the fastest game to reach that milestone on Google Play and the App Store.[154] By October 2021, the game had grossed $2 billion.[155][156] It became the world's third highest-grossing mobile game of 2021,[157] with $1.9 billion grossed that year.[158] By December 2021, the game had grossed $3 billion on iOS and Android devices worldwide. The game's largest mobile market is China with 30% of revenue, followed by Japan with 23% and then the United States with 20% of revenue.[159] Based on a December 16, 2023 survey conducted by Nikkei Entertainment, the fanbase of Genshin Impact within Japan has an average age of 27 years, and a male-to-female ratio that skews 60:40.[160] But according to another December 2023 survey, Japan and other Asian countries have a relatively more male skew in their player base compared to the West and it actually has a 55:45 male to female ratio globally.[161][162] Across all platforms (including mobile, console and computer platforms), the game is estimated to have grossed nearly $3.7 billion in its first year by September 2021, the highest ever first-year launch revenue for any video game.[163] In that same month, the Raiden Shogun's debut banner earned $33,020,905 among iOS users in China alone.[164][better source needed] The mobile version grossed a further $567 million between January and March 2022,[165] adding up to more than $4.267 billion grossed as of March 2022[update]. The game's commercial success has often been attributed to its visual design and use of Chinese cultural references.[166]:261 Year Award Category Result Ref. 2020 TapTap Game Awards Game of the Year Won [167] Golden Joystick Awards Ultimate Game of the Year Nominated [168] App Store Best of 2020 iPhone Game of the Year Won [169] Google Play Awards Best Game Won [170] Google Play Users' Choice Awards Best Game Nominated [171] The Game Awards 2020 Best Mobile Game Nominated [172] Best Role Playing Game Nominated 2021 Apple Design Awards Visual and Graphics Won [173] Pocket Gamer Mobile Games Awards People's Choice Won [174] Best Audio / Visual Accomplishment Won Game of the Year Won Golden Joystick Awards Still Playing Award Nominated [175] PlayStation Partner Awards Grand Award Won [176] The Game Awards 2021 Best Mobile Game Won [177] Best Ongoing Game Nominated 2022 Golden Joystick Awards Still Playing Award Won [178] Google Play Awards Best Ongoing Won [179] PlayStation Partner Awards Grand Award Won [180] The Game Awards 2022 Best Ongoing Game Nominated [181] Best Mobile Game Nominated Players' Voice Won 2023 Golden Joystick Awards Still Playing Award Nominated [182] PlayStation Partner Awards Grand Award Won [183] The Game Awards 2023 Best Ongoing Game Nominated [184] Players' Voice Nominated 2024 20th British Academy Games Awards Evolving Game Nominated [185] Gamescom Awards Best Mobile Game Won [186] PlayStation Partner Awards Excellence Award Won [187] The Game Awards 2024 Players' Voice Nominated [188] A Juneyao Airlines Boeing 787-9 featuring the Genshin Impact livery, in collaboration with miHoYo According to Mobile Games Insider, within two years of its launch, Genshin Impact had collaborated with food and beverage brands 12 times and with tourist destinations 11 times,[189] including partnerships with Alipay, Heytea, Pizza Hut, Mengniu Suibian, Amap, Redmi, Nippon Paint, KFC, OnePlus, and others.[190] In March 2021, Genshin Impact partnered with KFC in Mainland China for a cross-promotional event.[191][192] On March 6, miHoYo officially announced the collaboration with KFC, launching Genshin Impact-themed stores and offering themed postcards and badges with meals.[193][194][195] The event was wildly popular, with many fans cosplaying as game characters while visiting themed stores.[196] However, on March 13, KFC announced on Sina Weibo that due to overcrowding in themed stores in Shanghai and Hangzhou, violating pandemic regulations, the events in those cities would be canceled.[197] The event's slogan, "Meet in another world, enjoy the delicacies," became a new Internet meme, and discussions of the collaboration spread beyond ACG fans to include Reddit users, as well as both gaming and non-gaming media.[198][199] Additionally, according to incomplete statistics from Xinmin Evening News, Genshin Impact partnered with at least 14 brands, including Lawson, Alipay, and Amap in the second half of 2022.[200] On September 20, 2023, to commemorate the third anniversary of Genshin Impact, QQ Music and WeSing held a celebratory event for Genshin Impact players.[201] On November 3, 2023, Genshin Impact announced a renewed collaboration with Juneyao Airlines, unveiling the world's first Genshin Impact-themed livery on a Boeing 787-9 Dreamliner, called "Genshin" (registration number B-209R), which began operating domestic and international routes for Juneyao Airlines on November 8. According to the partnership plan, the livery will remain for at least one year, and Genshin Impact merchandise such as a 1:150 scale model of the "Genshin" Boeing 787, a third-anniversary blanket, and passport covers will be available for purchase.[202][203] Outside Mainland China, on July 29, 2021, Japan's Sweets Paradise announced that starting from September 1, all of its cafes in Japan would become Genshin Impact collaboration cafes for one month. In addition to offering food-themed around Mondstadt from the game, they also released exclusive pre-order merchandise.[204] From December 3 to 14, 2021, miHoYo hosted the HOYO-FEST event in Southeast Asia, including Malaysia, Singapore, Thailand, Indonesia, and the Philippines. During the event, local partner restaurants offered Genshin Impact-themed meals and merchandise.[205] Prior to the release of the game, miHoYo released a manga on their websites detailing the background of its characters and the fictional world of Teyvat.[35] It is translated into various different languages though only 13[206][207] of its 16[35] chapters were officially released in certain languages. Various other artwork and short comics are also released on Genshin Impact's official X accounts.[208] Animated videos teasing its story and characters[209][210] are regularly released on Genshin Impact's official YouTube channels.[211] In September 2022, miHoYo announced a partnership with Japanese animation studio Ufotable to develop a speculated anime adaptation based on the game, accompanied by a concept trailer.[212][213] Other future plans include a line of comics, toys, and a possible movie.[214][215] The game has been criticized for initially lacking security features ubiquitous on other sites, like two-factor authentication. On October 19, 2020, a vulnerable security flaw was discovered that exposed the phone number linked to a player's account during the password recovery attempt on the miHoYo website. However, the issue was not rectified until November 9, 2020.[216] miHoYo issued notices following the wake of security exposures, informing players to be careful about sharing account details and to bind their account to their email address and phone number.[217][218] In May 2021, two-factor authentication was added whenever the player signs in on a new device.[219][220] Similar to other online games, the game uses an anti-cheat system implemented by a kernel driver. The driver is used to prevent other programs from performing code injection, memory inspection, and other process manipulation.[221][222] Shortly after release, players discovered that the game's kernel-based anti-cheat system would remain active after the game was closed or uninstalled,[223] which raised concerns that the game had installed spyware.[222] Some Japanese players using iOS devices also observed that the game read the contents of players' clipboards while starting up.[224] miHoYo announced that both issues were the result of coding errors and have been addressed and fixed.[225] On October 6, 2020, journalist and Twitch streamer Kazuma Hashimoto published a video on social media site Twitter (currently X) demonstrating how political terms controversial in China such as "Hong Kong" and "Taiwan" are censored within the in-game chat.[226] As the developer of the game, miHoYo, is based in China, which they are subject to China's censorship policy, which includes complying with a relatively large list of banned words that cannot be used in game or via chat.[226] Other terms not related to Chinese politics are banned as well, such as "Putin", "Hitler", and "Stalin".[227] Extending outside of purely political wordage, innocuous terms such as "enemies" and "words" were also being censored.[228] In 2021, the Chinese government stated that video game companies should avoid "obscene and violent content and those breeding unhealthy tendencies, such as money-worship and effeminacy."[166]:261 In a September 2021, over 200 Chinese video game companies signed a self-censorship pact, agreeing to remove content that would promote the "wrong set of values" and fall foul of Chinese government regulations on gaming.[229] In early 2022, HoYoverse released an update that provided new outfits for many playable characters that were more modest than the original designs.[166]:260–261 These alternate outfits were implemented as an additional option for global servers, but were mandatory in China.[166]:261 In response, some media outlets discussed whether this was an instance of the game of censoring its content.[230][231][232][233] In January 2025, HoYoverse issued a $20 million settlement to the Federal Trade Commission for selling loot boxes to children and collecting their personal data without parental consent. The complaint alleged that HoYoverse "deceived children and other users about the real costs of in-game transactions and odds of obtaining rare prizes" and that it collected the personal information of children in violation of the COPPA act. One of these alleged deceptions is that HoYoverse paid a streamer, SSSniperWolf, more than $100,000 to release an edited, promotional video in which she opens 12 loot boxes in a row and wins the character Zhongli, "conveying enthusiasm and excitement as she had been instructed". In the ad, she misleadingly refers to the loot boxes as "RNG", despite their outcome having been predetermined.[234] The settlement prohibits HoYoverse from selling loot boxes to children, requires the company to disclose the loot box odds, and requires them to delete the personal information of all users under 13.[235][236] ^ Published in China by miHoYo, in Vietnam by Funtap, and in Hong Kong, Macau, and Taiwan by Nijigen Games ^ Chinese: 原神; pinyin: Yuánshén; lit. 'Original God', 'Origins of god', 'Primordial God' ^ Developed and published by miHoYo, with publishing outside mainland China under Cognosphere, d/b/a HoYoverse. ^ a b c At the end of Farewell, Archaic Lord, the Traveler learns that Morax staged his own death, opting instead to retire from archonship and live as the mortal Zhongli. ^ Despite being over 6000 years old, Morax was only considered the Geo Archon after claiming one of the seats among The Seven.[38] ^ Although not in the Ars Goetia, "Beelzebul" is a name of Hebrew origin that referred to the Canaanite god Baal, whose name does appear in the Ars Goetia.[39] ^ The Alias, Raiden Shogun, was applied to Makoto, the previous Electro Archon (ascended from around 2000 to 500 years before the main event of the game), and then Ei (current). The puppet (The Shogun) was created by Ei to govern Inazuma. ^ Omnipresence Over Mortals reveals that the spirit of Beelzebul lives within the body of the Raiden Shogun, and that the Shogun is essentially a puppet with its own consciousness. The two coexist in one body and act together. ^ The original Dendro Archon was Greater Lord Rukkhadevata, who ascended to the throne roughly 2000 years prior to the events of the game. Lesser Lord Kusanali, on the other hand, was created from the purest branch of Irminsul by Rukkhadevata 500 years before the events of the game during the Cataclysm that claimed Rukkhadevata's life. In the Akasha Pulses, the Kalpa Flame Rises questline, Traveler and Kusanali enter into the last memory of Rukkhadevata, where Kusanali is forced to remove the memory of her predecessor from Irminsul to restore it. This removes all references to Rukkhadevata having ever existed, and as a result, Kusanali is thereafter believed to have always been the original Dendro Archon. ^ a b c After ascending to the position of Archon 500 years before the main events of the game, Focalors separated her divinity from her vessel, Furina, resulting in two individuals. Focalors eventually sacrifices herself to destroy the seat of the Hydro Archon, leaving Furina to live as a normal human. Focalors' sacrifice also returns to the Hydro authority to Neuvillette (the reincarnated Hydro sovereign), leading him to succeed her as Fontaine's ruler. ^ Neuvillette retains his designation as the Iudex of Fontaine after taking on the responsibilities of the Hydro Archon, following Focalors's sacrifice. ^ Even after Focalors' sacrifice, "Justice" remains Fontaine's ideal, given that its de facto leader, Neuvillette, serves as the nation's Chief Iudex who takes seriously his job as an impartial judge. ^ a b Incandescent Ode of Resurrection reveals that the Pyro Archon's title and position are inherited through the Pilgrimage, a process that selects a worthy successor; Mavuika has served as the Archon for at least a few years before the game's main story. However, despite having the power and divinity of a god, the Pyro Archon remains human, ages normally, and must eventually pass on the title to a successor. In the case of Mavuika, her life depends on the Sacred Flame, allowing her to live as long as the Sacred Flame burns. ^ The weapon, A Thousand Blazing Suns, reveals that the name "Haborym" has been passed from Pyro Archon to Pyro Archon. ^ "Kiongozi", which means Leader, is a name that was passed down from Xbalanque, the first Pyro Archon, to Mavuika, the current Pyro Archon. ^ After the war against the Abyss, the Pilgrimage of the Return of the Sacred Flame (which originally served as a response to Abyssal threat) becomes a purely athletic competition, thereby enabling the ideal of "struggle" to live on in a Natlan no longer at war. ^ Black Stone Under a White Stone reveals that Mavuika served as the Pryo Archon during the Cataclysm (around 500 years before the main events of the game) before placing her life in the Sacred Flame. 500 years later, she was resurrected and again became Archon, sometime before the Traveler arrived in Natlan. According to Kachina, despite Mavuika having no memory of her previous tenure as Archon, she "achieved an overwhelming victory" during the Pilgrimage wherein she again became Archon. ^ In Teyvat Chapter Storyline Preview: Travail, Dainsleif suggests the Tsaritsa's ideal was originally Love. However, he refers to it in past tense, while Zhongli avoids speaking about it during Downtown, suggesting it may have changed during the Cataclysm. ^ Destroyed by Heavenly Principles (Celestia) during the Cataclysm, resulting in it becoming an uninhabitable ruin. However, some Khaenri'ahns (like Dainsleif) were cursed with immortality, preventing them from aging or dying; some of these individuals are still wandering Teyvat when the Traveler arrives. ^ Not located in Teyvat continental ^ Khaenri'ah was a monarchy ruled by the Crimson Moon Dynasty, the Eclipse Dynasty, and then (after the collapse of the nation's monarchy during the Cataclysm) the Alberich Clan regency. ^ Despite being categorized as a World Quest, the quest is treated like part of the Archon Quest story line and follows up on the Chapter I of the Archon Quests, as well as being structured and styled like a Character Story Quest. ^ Sumeru's Act title, Truth Amongst the Pages of Purana, (Chinese: 虚空劫灰往世书 "The Purana of Akasha Calamity Ash") is an extremely tricky title to translate due to the relative obscurity of Vedic religions in the English vernacular compared to Chinese, and the relative lack of information about the Sumeru Chapter's plot at the time of translation. It may have been originally meant for Akasha Pulses, the Kalpa Flame Rises (Chinese: 虚空鼓动，劫火高扬). This Archon Quest chapter is the only chapter not have an act using the name shown in the Teyvat Chapter Storyline Preview: Travail. ^ The exception is Act IV: Paralogism which may be related from Act III: Inversion of Genesis ^ Voiceover languages include Chinese, English, Japanese, and Korean. Text languages include Simplified Chinese, Traditional Chinese, English, French, German, Indonesian, Italian, Japanese, Korean, Portuguese, Russian, Spanish, Thai, Turkish, and Vietnamese. ^ The only exception was for Version 2.7, where the update was delayed by three weeks due to the 2022 Shanghai COVID-19 outbreak. ^ a b c Skrebels, Joe (October 30, 2020). "Genshin Impact 1.1 Update Details Revealed, Coming November". IGN. Archived from the original on December 25, 2020. Retrieved November 9, 2020. ^ Astle, Aaron (September 23, 2022). 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