

Jolt's Farming Route (Patch 2.3)

Informations

- **Not all mobs are on this route.** Everything that needs you to climb on walls, zoom in-and-out and the hard-to-reach ones are excluded.
- Follow the arrows in order, each route is numbered.
 - I would recommend following when to destroy the technique canister, which monster to go first, and when to use the snacks. If not, you might be off a few technique points or even get a technique canister when you're already maxed on technique points. If you mess up, you might need to use additional Trick Snacks at some point to get back on track.
 - Careful, some routes need you to pass by a technique canister to kill mobs and return to get it. Do not destroy the canister before as per reflex.
- [If you want to add or remove certain mobs, feel free to optimize your route the way you want!](#)
- You need a total of **52 snacks** (for Acheron users)
 - The Xianzhou Luofu and Penacony are very Trick Snack hungry
 - Obviously, if you decide to ignore the technique canisters detour for better time, you will consume more
- With Acheron, the route should take you around **~45 minutes**
- Note : This guide was mainly made/updated for Acheron users (because of her technique), but you can still do it if you don't have her. Just know that the time to complete will (greatly) increase, but you can technically ignore everything related to the techniques canisters if you don't have her.
- **IMPORTANT (for Acheron users) : Start the run with 5 technique points (to begin at route #1)**
- If you have a suggestion or see any errors, please report it on Prydwen Institute's discord 😊 : <https://discord.com/invite/prydwen>

Where do I get those Trick Snacks?

- You can synthesize them



Trick Snack

Effect
Upon use, immediately recovers 2 Technique Points for the team.

Currently Owned: 134

Materials Needed

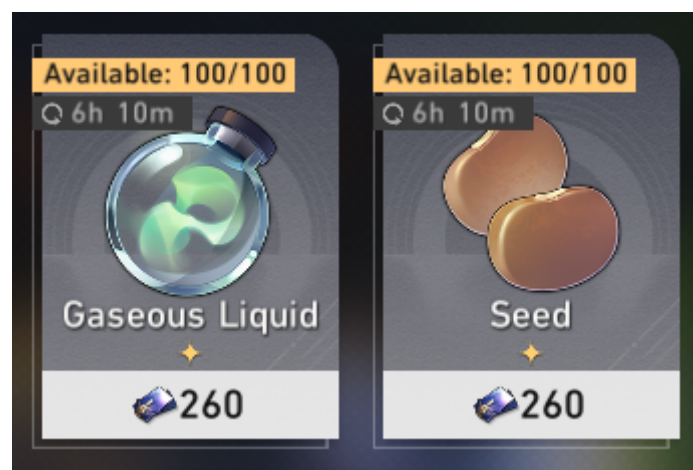


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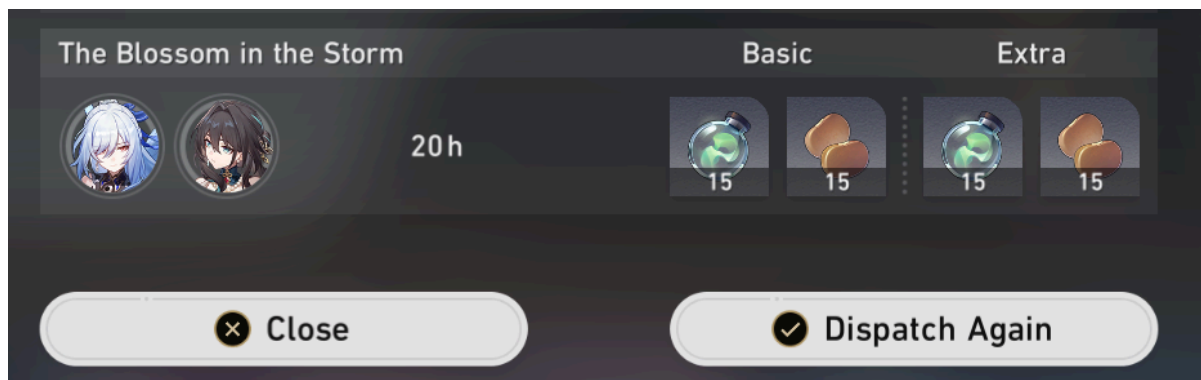


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- The Grocery Store Owner by Saleby in the Central Starskiff Haven of the Xianzhou Luofu sells Seed and Gaseous Liquid that are needed to synthesize the Trick Snack (Reset daily)



- The assignments in the synthesis materials tab, called “The Blossom in the Storm”, can also get you 25 of each material daily. If you’re very lucky you can get 30 of each materials if you use characters of the recommended paths



- The trashcan in Jarilo-VI can also drop these materials. So it can be wise to destroy them during your routing. No need to do big detours to destroy all the trashcans, unless you're desperate.



Acheron

- Acheron is a character that came out in version 2.1. Her technique insta-kill non-elite mobs without entering combat, and you get all the rewards associated with it as if you entered and completed the fight (EXP, credits, materials).
- By skipping combat, the farming route in the overworld takes significantly less time to complete compared to pre- or no Acheron.
- Since you don't have to fight, you can use anyone even if they are level 1 with no relics/traces/LC. Even Acheron can be level 1 and the route would be cleared. This

means fights won't last super long because of underleveled characters, and you won't be concerned about healing or shielding your characters because they are dying (and use all the healing effects from the Space Anchor). In other words, you can literally use 4 party members that are level 1 (including Acheron) and still get the rewards.

- Which mobs can be insta-kill? Which mob are non-elite? You can check if they have this icon above their head when you're near them (as Acheron). If so, you can one shot them



Results

- This route gives **115 560 EXP** for 4 non-leveled max characters (at max Equilibrium level; at v2.2)
 - **116 360 EXP** if you also kill the 2 elite mobs
- Around **~70k credits**. The amount of credits vary depending on the amount of trotters that spawns in the fight (that you skip anyway)
 - This doesn't account the breakable objects that you can destroy during this route
- A bunch of materials

Map

- Maps are a modified mix of 2 websites (taken as of May 10 2024) :
 - Honkai Star Rail Map : <https://star-rail-map.appsample.com/>
 - HoYoLAB : <https://act.hoyolab.com/sr/app/interactive-map/>
- These websites do not have a "complete" updated map (weirdly), so I had to modify/change a lot of stuff. Sorry of any errors, and sorry for any ugly maps, I only use Microsoft PowerPoint and Paint 😞
- Interactive map doesn't have technique canisters locations so my placement is approximative

Tricks

- When you're out of technique points, press E (or the technique keybind) to pop up the Quick Recover menu to use your Trick Snacks. Sadly, you can't open this menu if you're not at 0 technique points








- You can also use all the technique points restoration items positioned before the Trick Snacks so that you don't have to select the snacks before confirming it. In the image above, my Trick Snacks are in 8th position, so I could technically use all the foods/items before it so that my Trick Snacks will be at the #1 spot, "saving me" an additional click
- If you E (technique) and you want to teleport by opening the map, Acheron technique has a ~1 sec animation after slashing where you can't do anything. It will pop you with "Cannot redirect". You can bypass this by simply moving after her E (cancel animation)
- You can spam her E (technique) to move faster than running, but your finger might be in pain/die during the process 😊
- If you're leveling a range character on your team, you can use that character to snipe the technique canisters to avoid walking too much. Be sure to not snipe a mob, or you'll enter combat
- You can skip the small detours on my route for getting the additional techniques canister if you think it's not worth it. You'll save time, but you will use more Trick Snacks

Enjoy !

Patch Update

- Nothing new this update. I can sleep. /Bedge

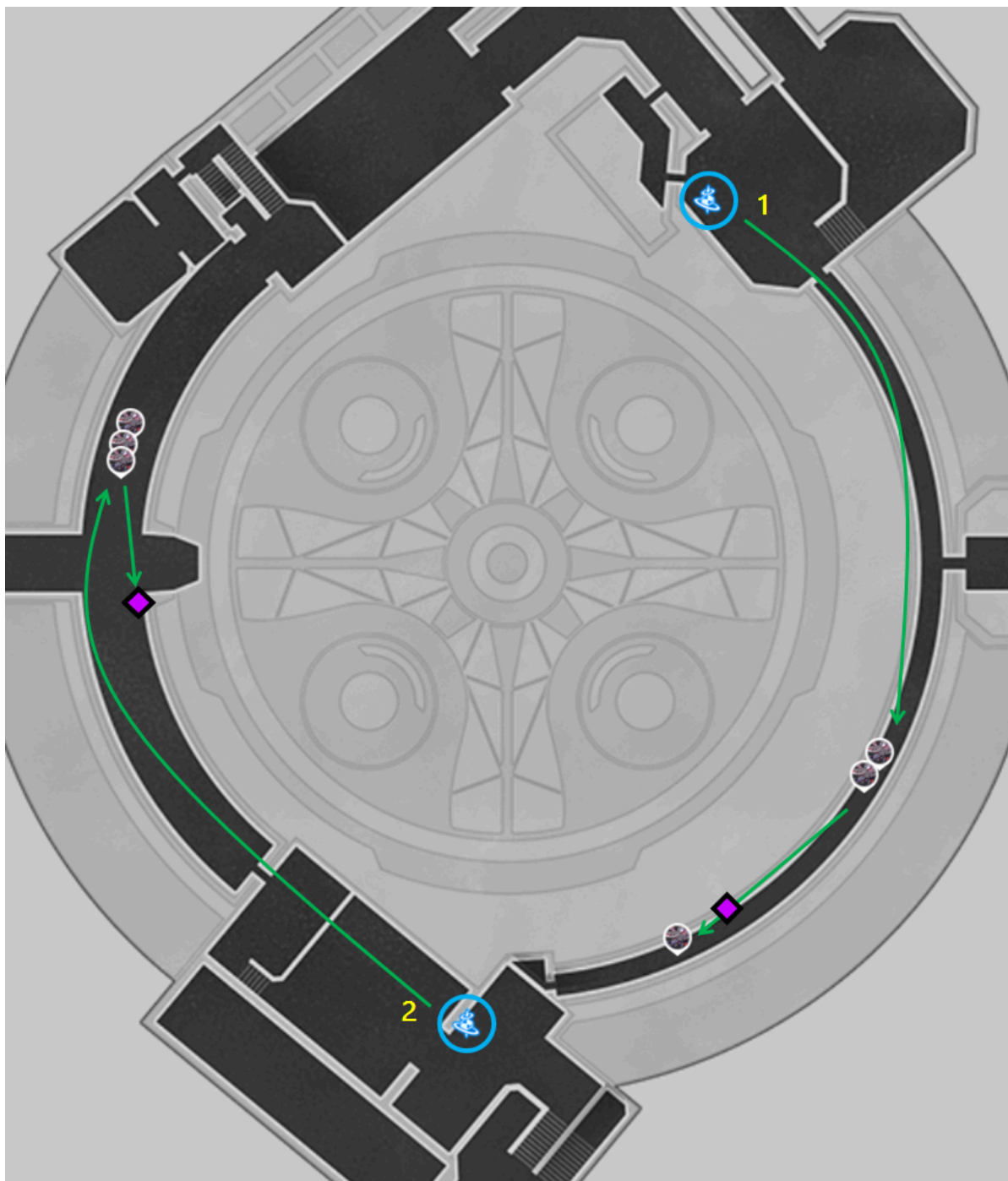
Legend

-  Teleport here
-  Destroy technique canister
-  Interact with
-  Eat a Trick Snack
-  Eat 2x Trick Snack

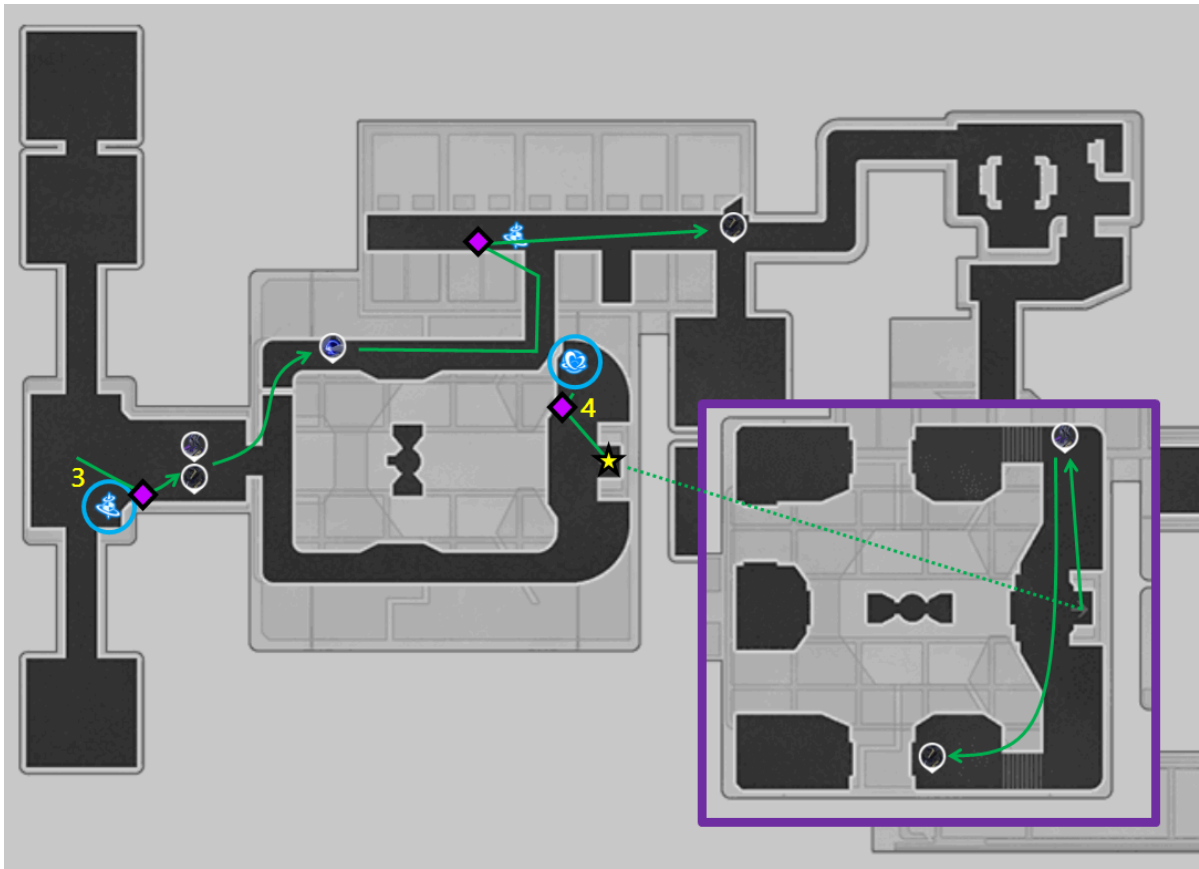
Herta Space Station

For Herta Space Station, we'll be doing maps **from the bottom and upward** (from the in-game map order), the reason is simply because you already have 5 technique points and the other maps have a technique canister next to the starting route (it would be a waste to skip those canisters).

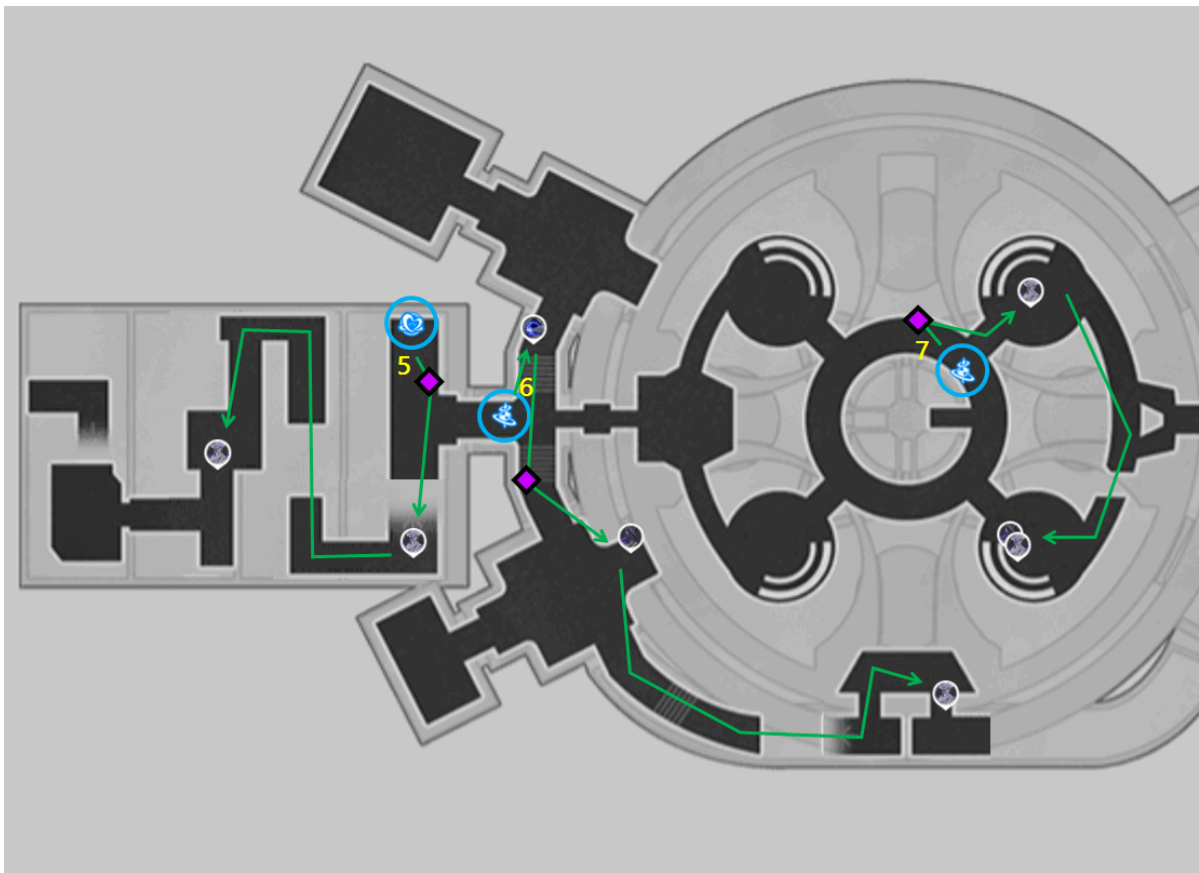
Seclusion Zone



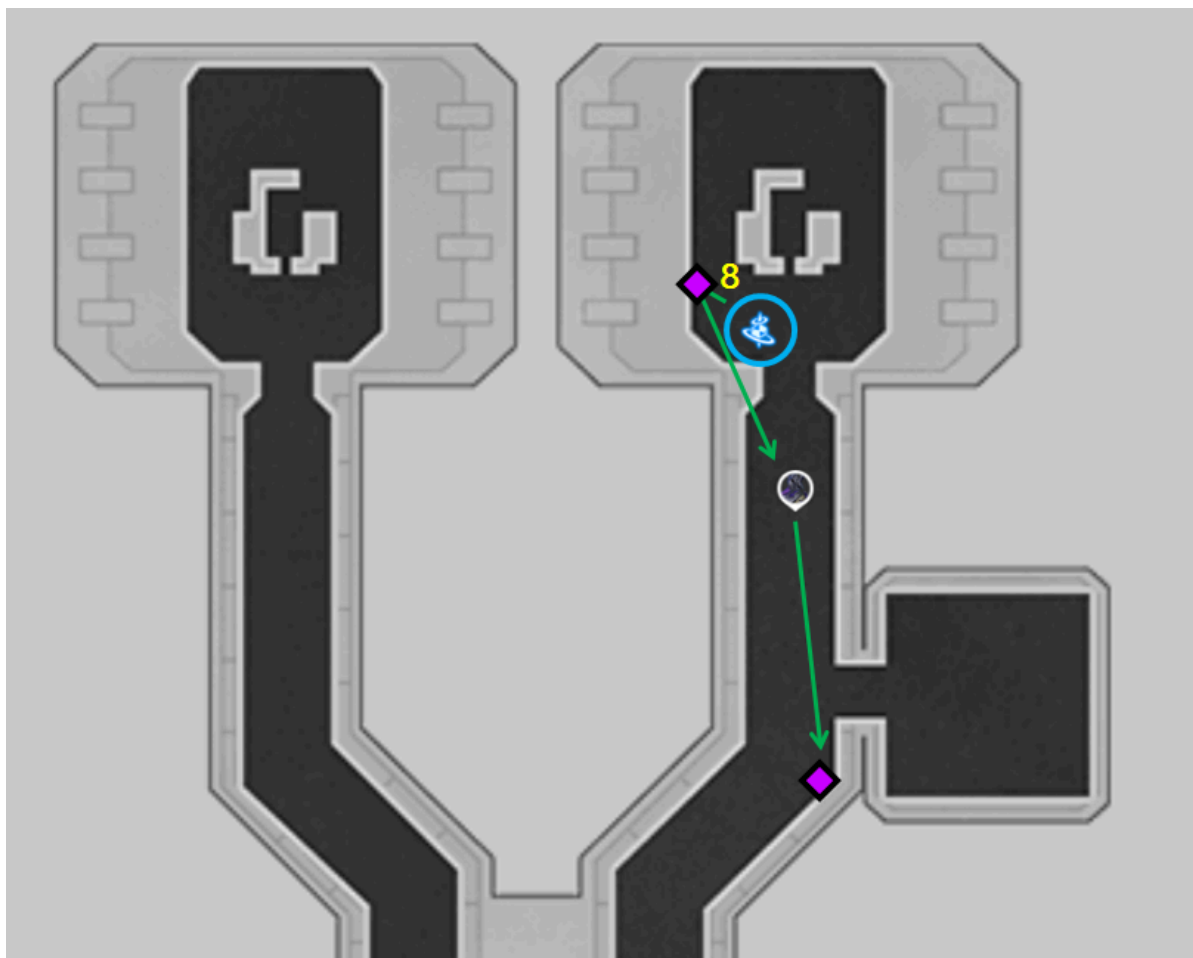
Supply Zone



Storage Zone

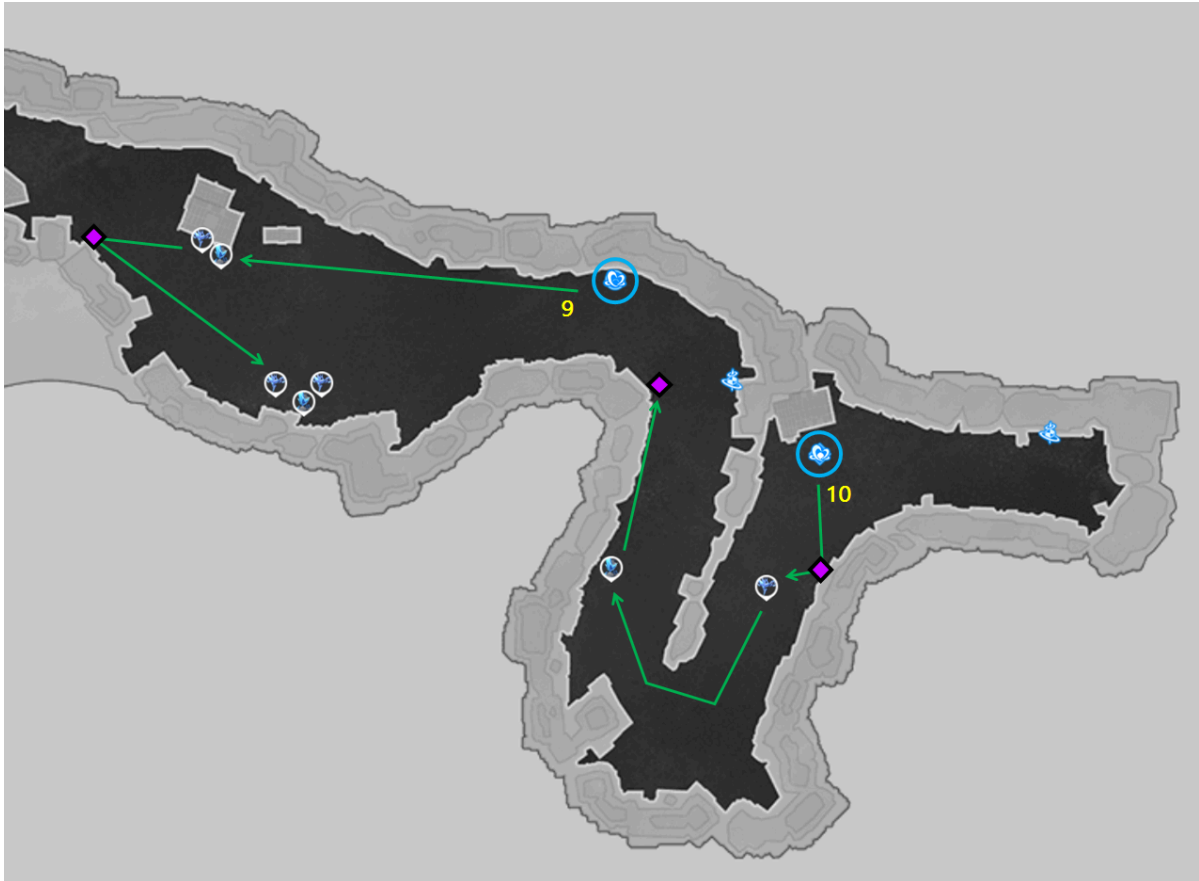


Base Zone

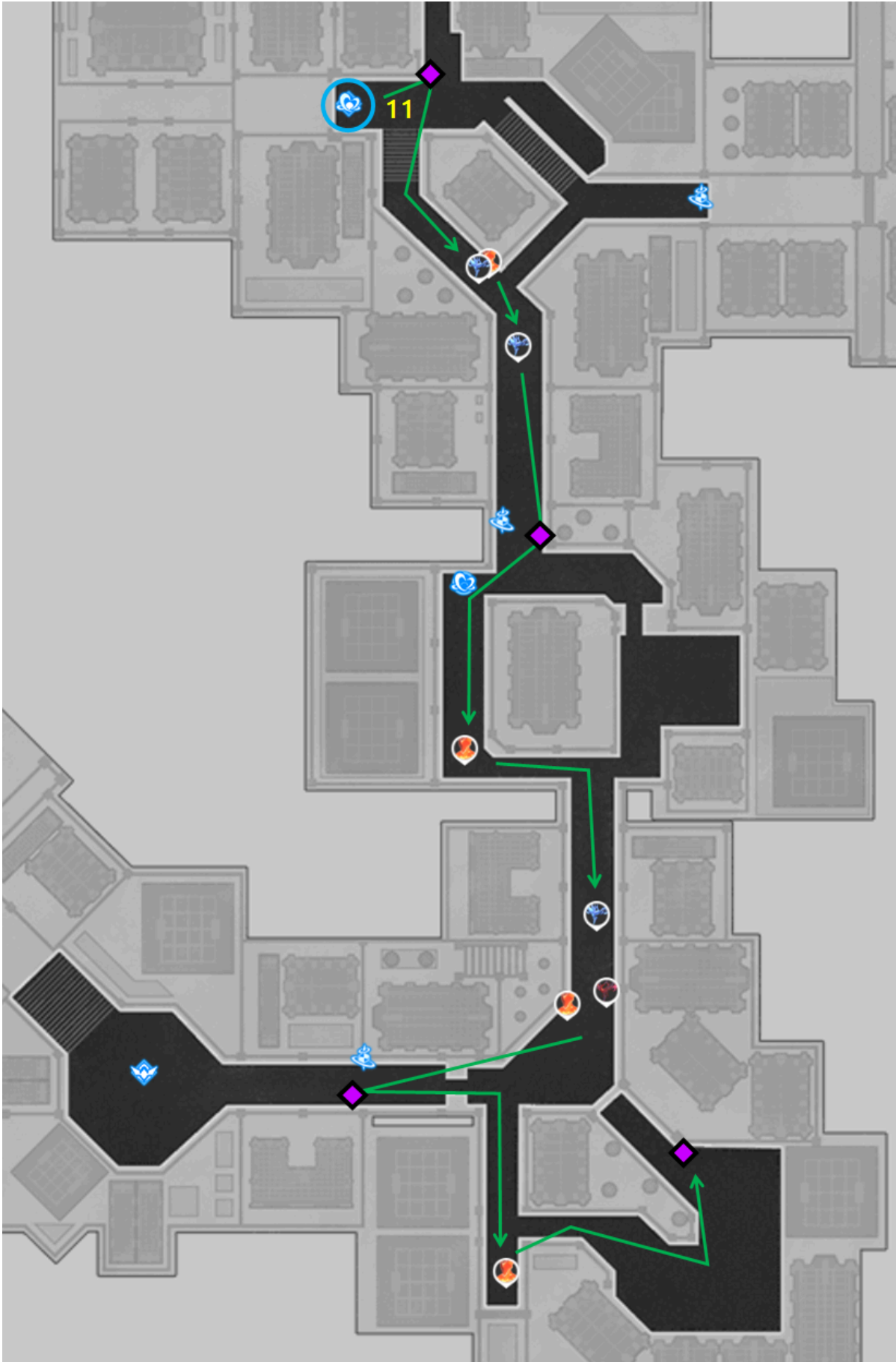


Jarilo-IV

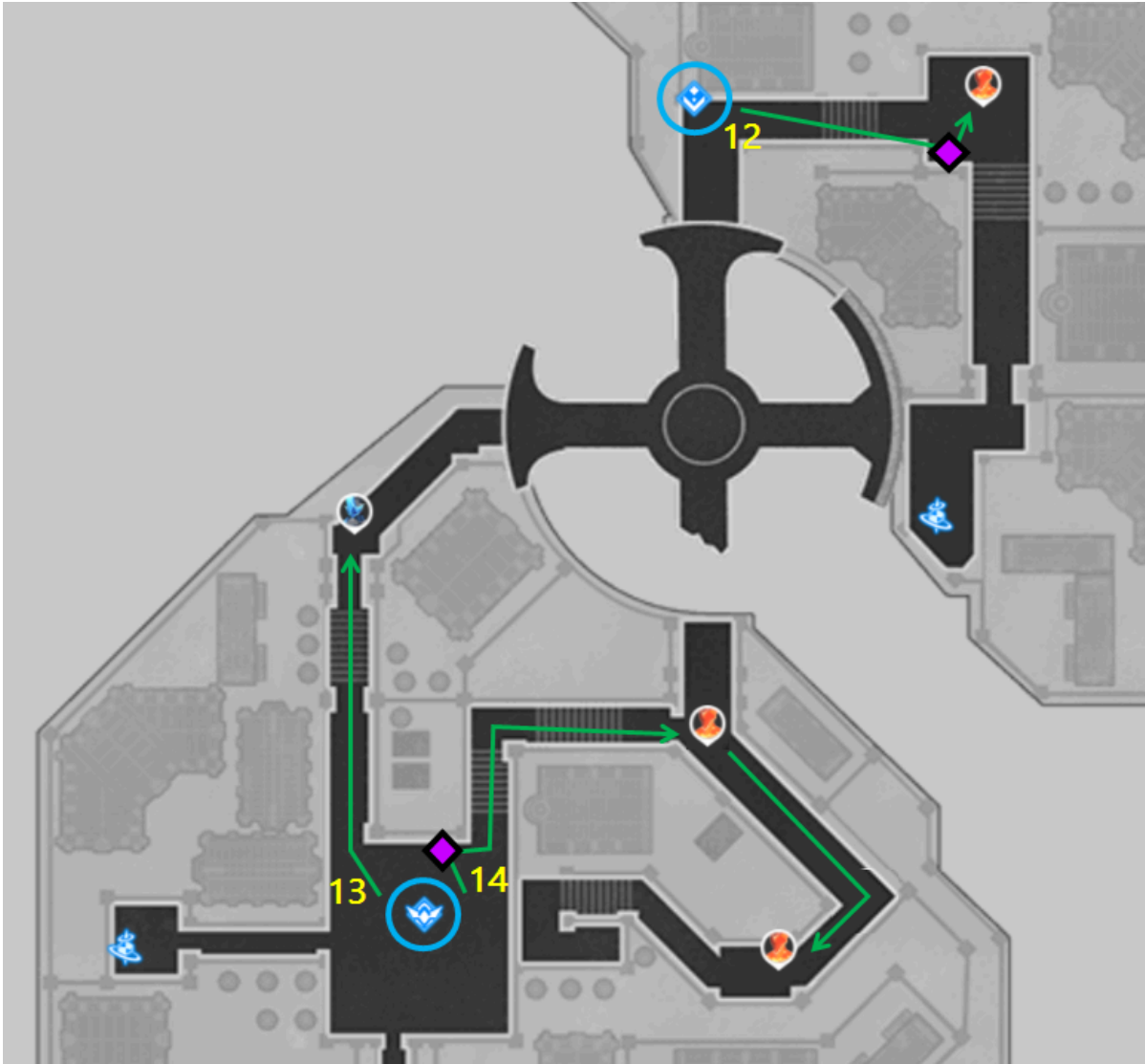
Outlying Snow Plains

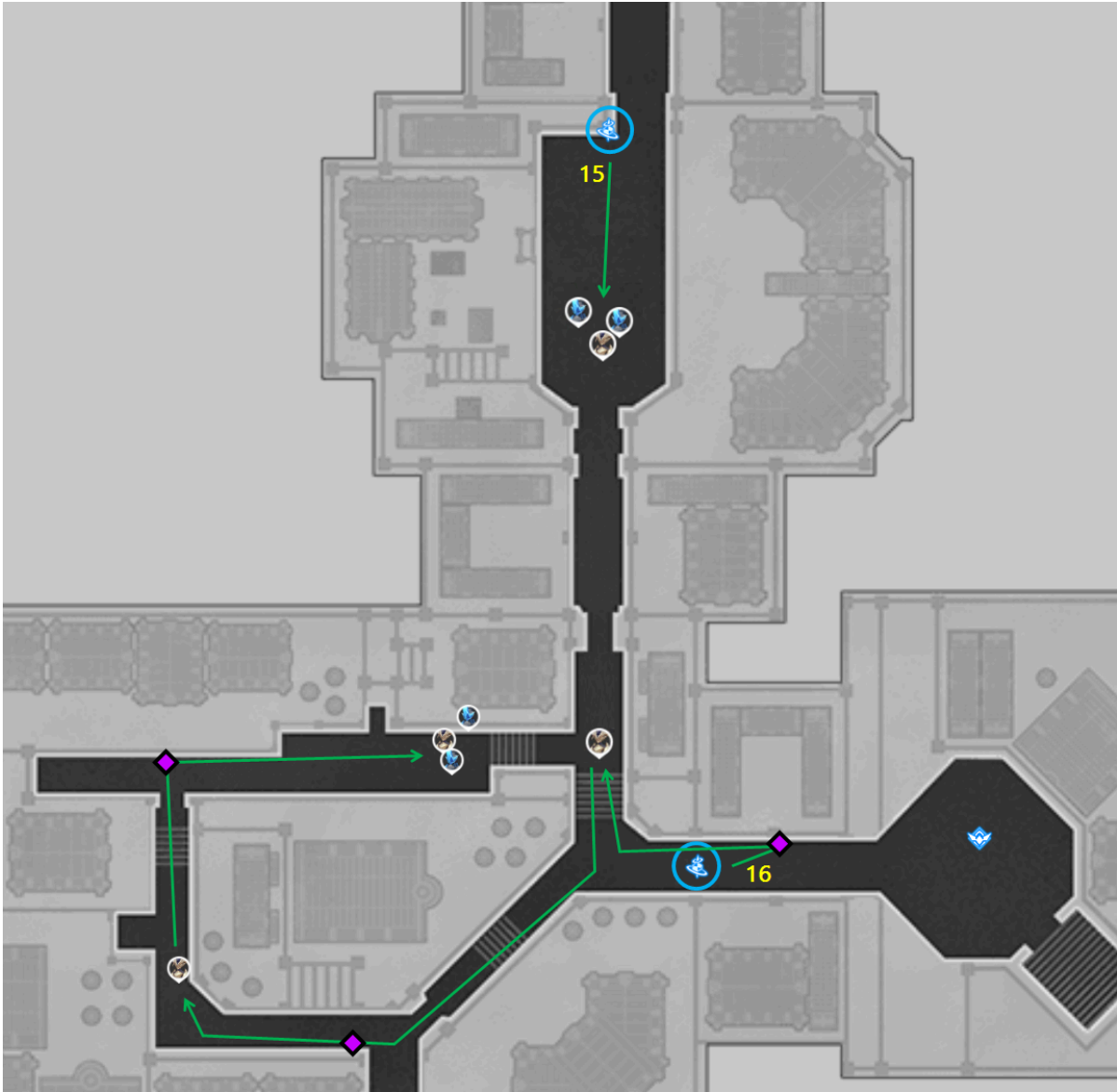


Backwater Pass

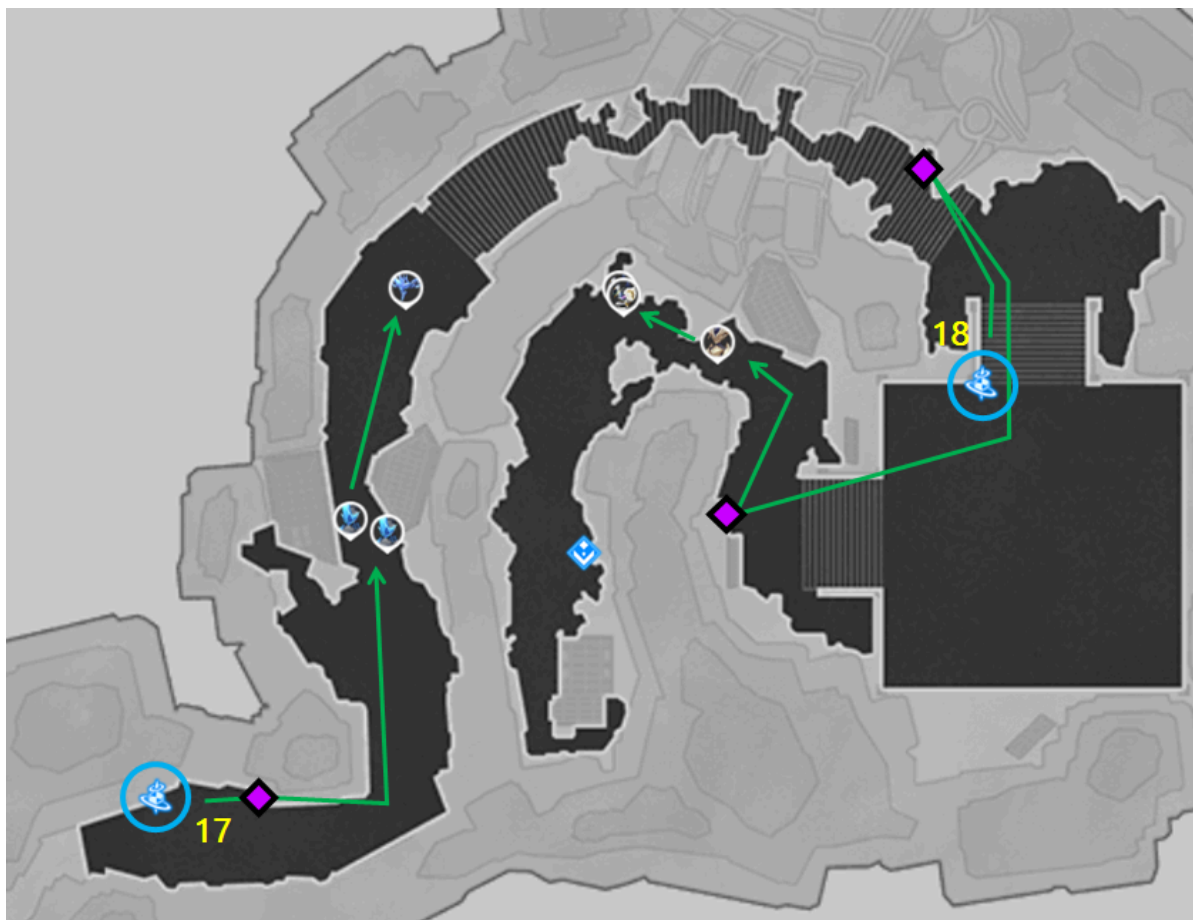


Corridor of Fading Echoes





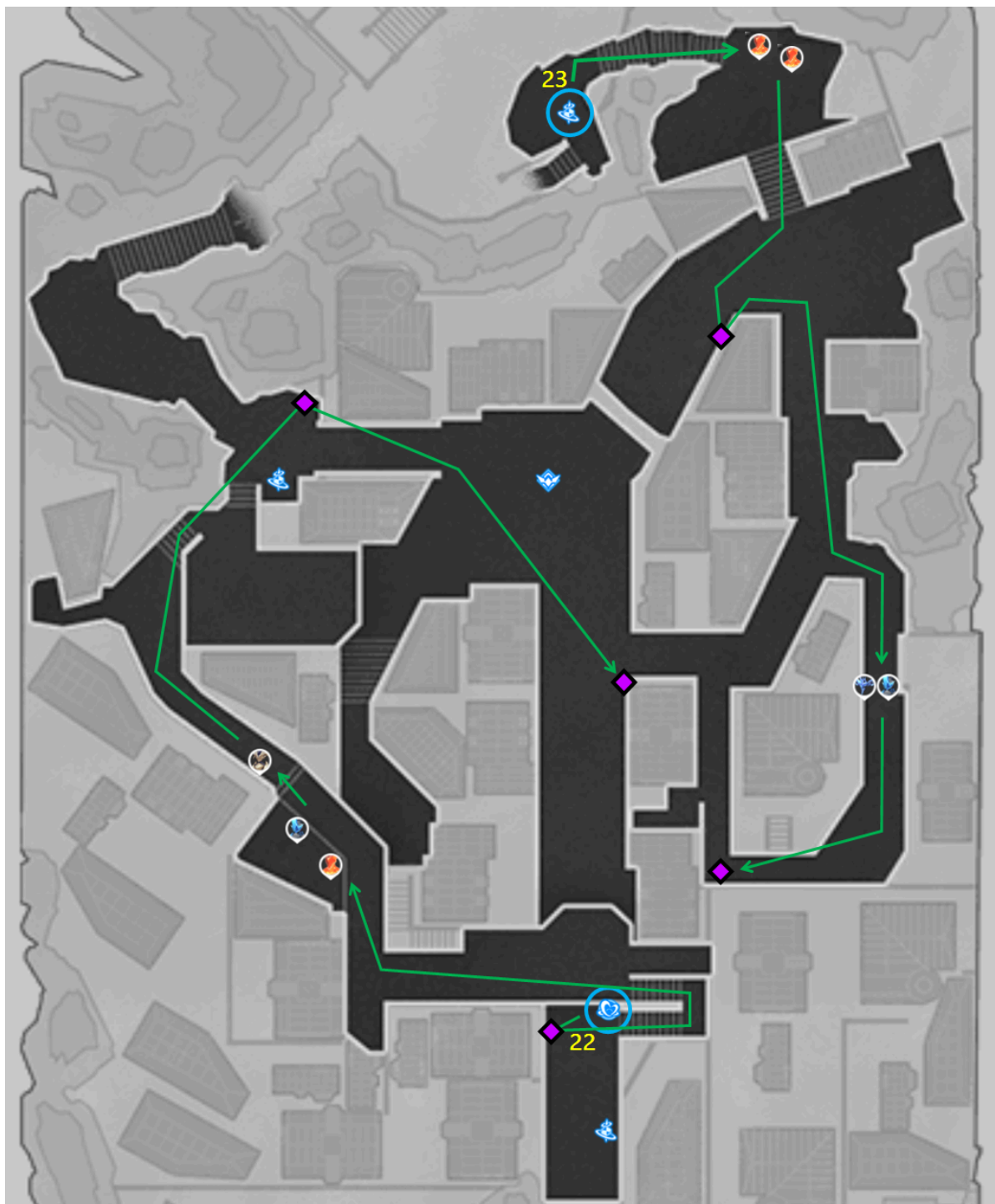
Everwinter Hill



Great Mine



Rivet Town



Robot Settlement

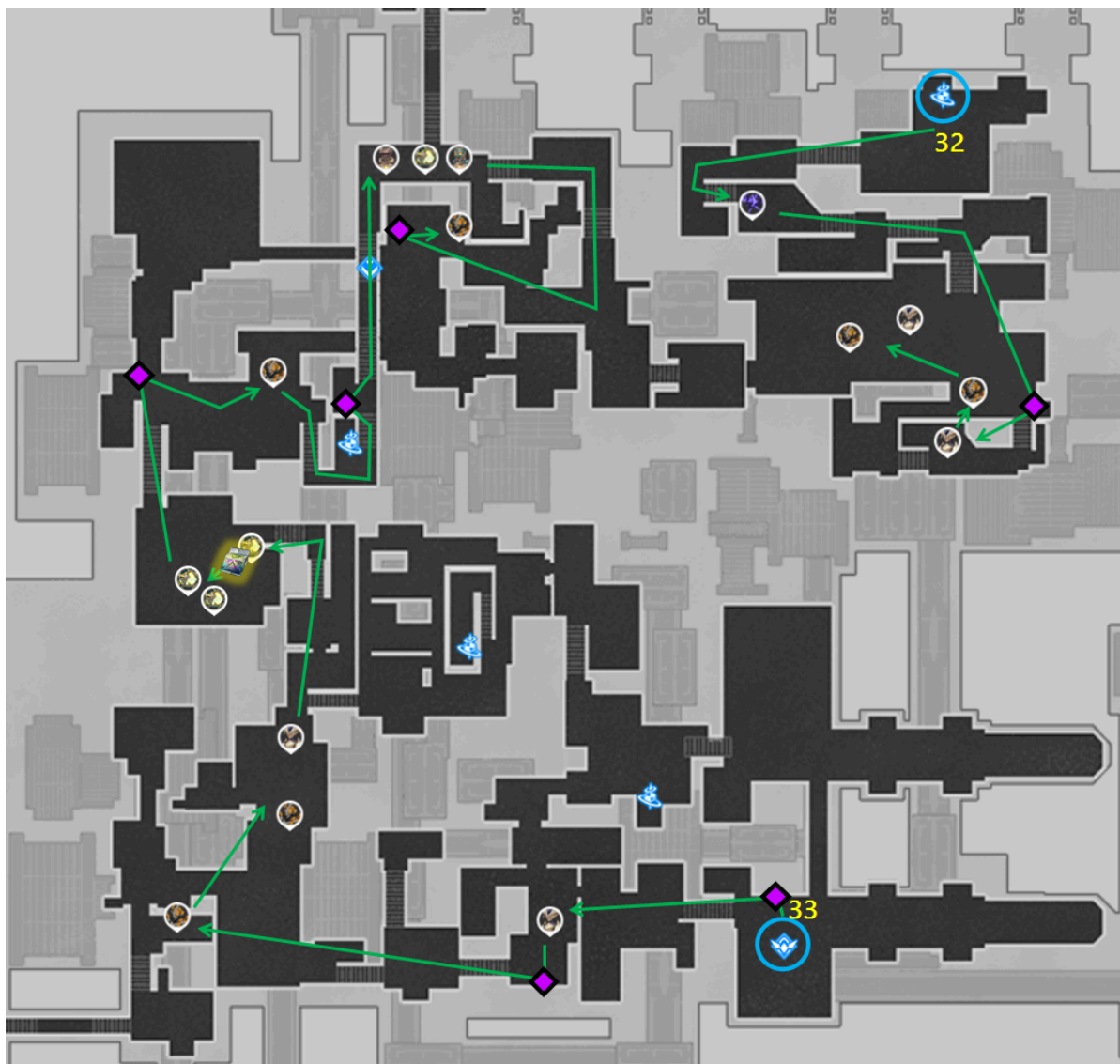


The Xianzhou Luofu

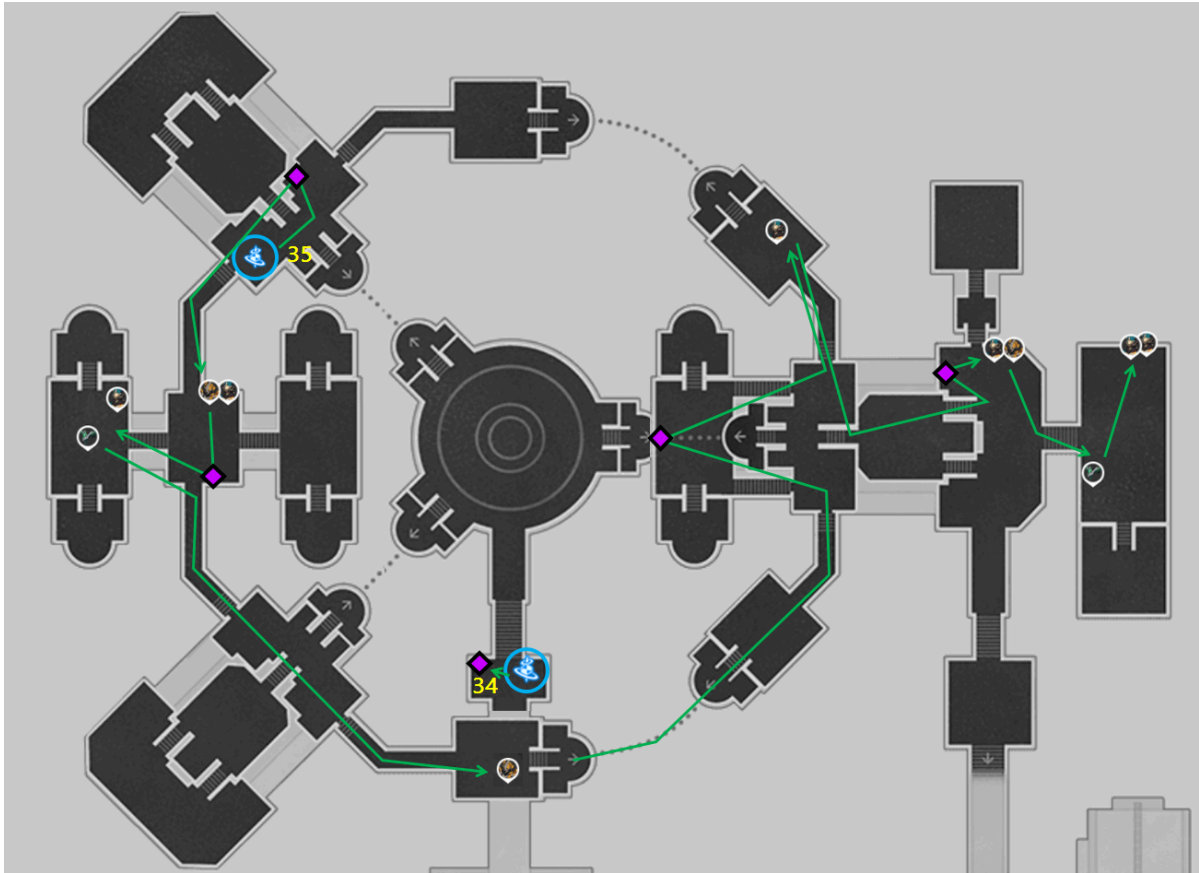
Cloudford

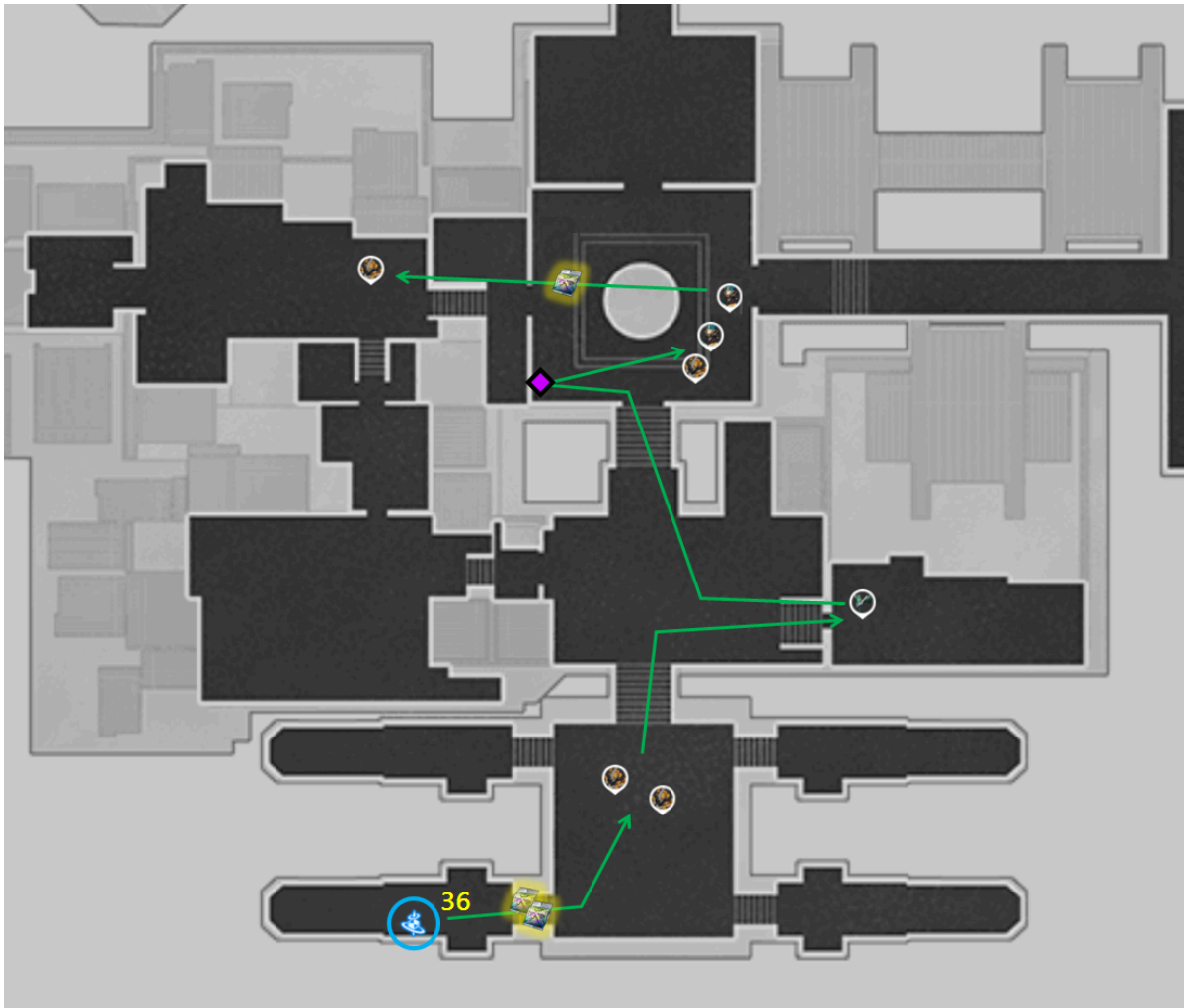


Stargazer Navalia



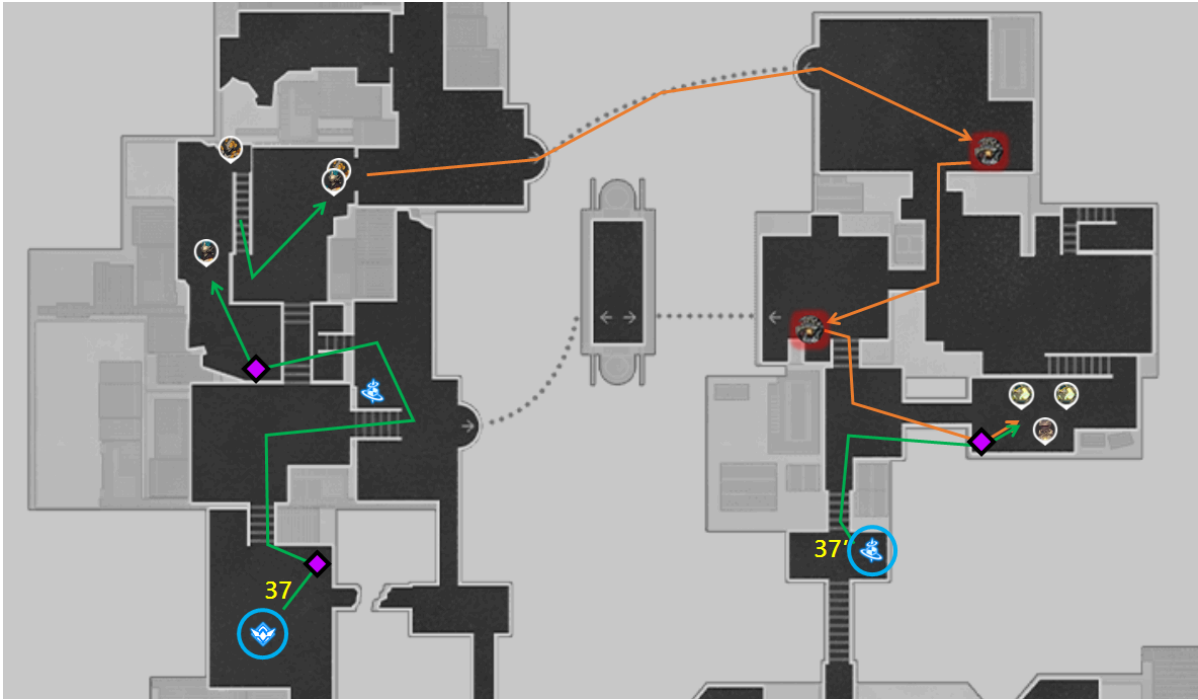
Divination Commission

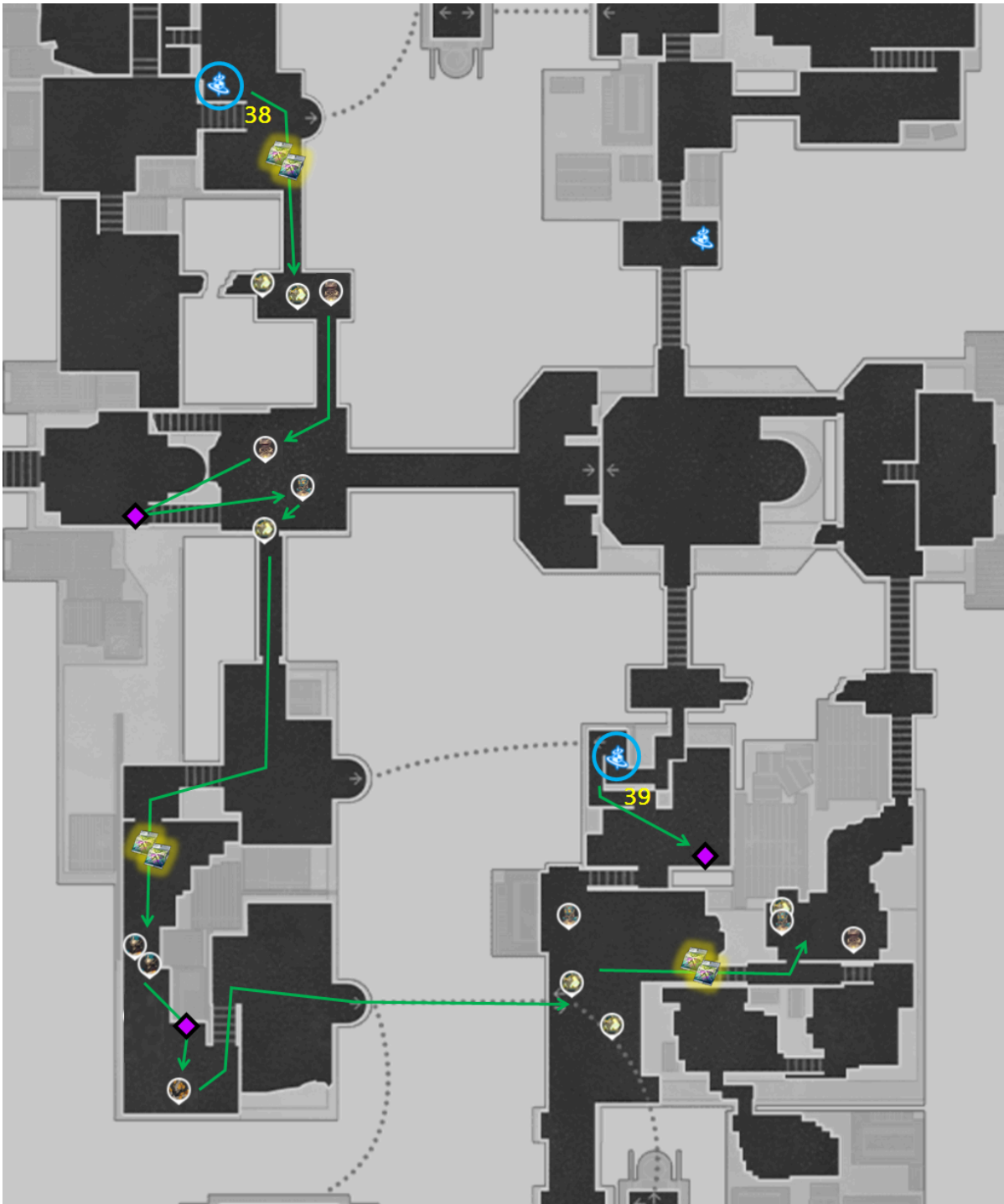




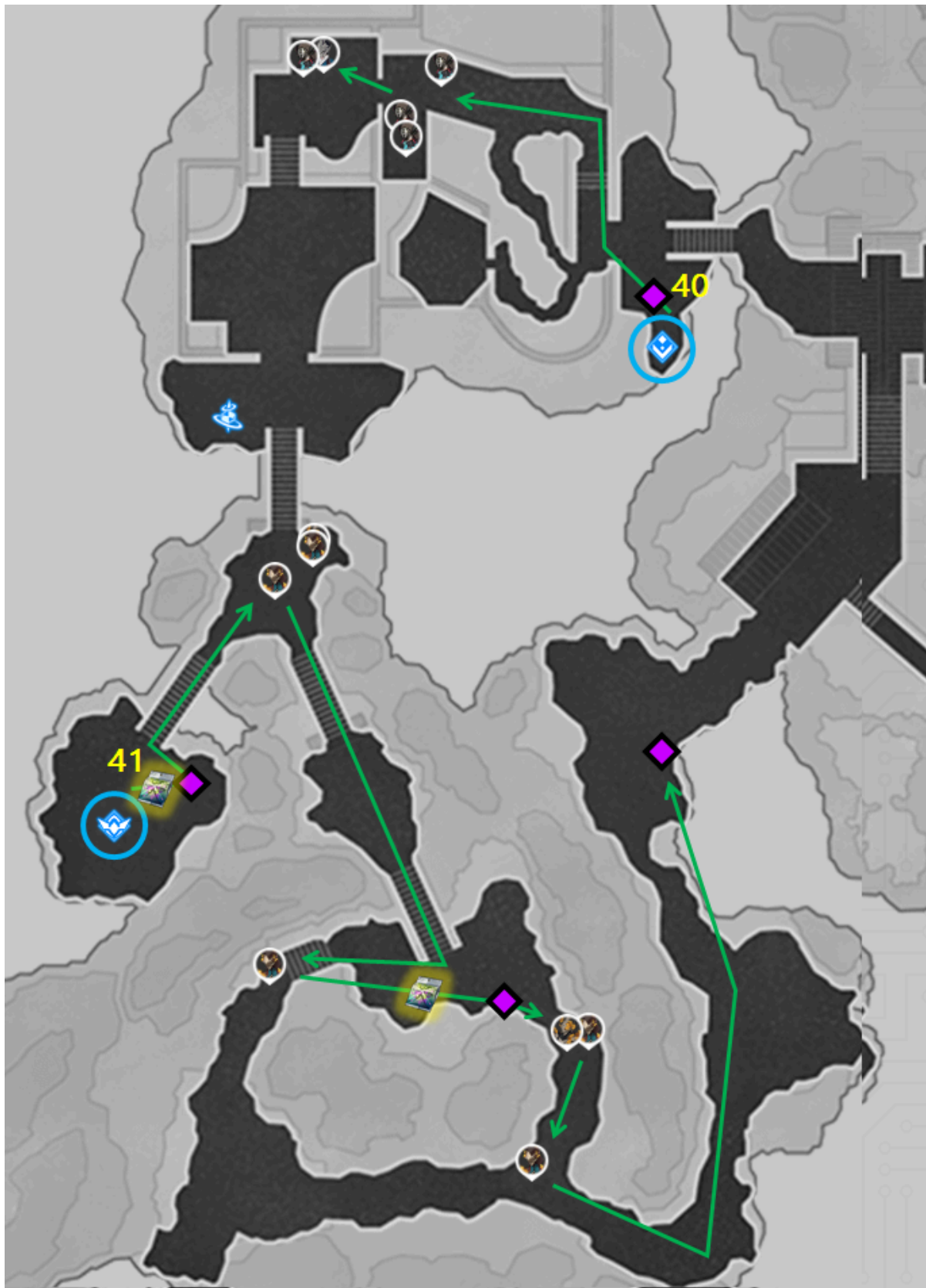
Artisanship Commission

Note : You can use the **orange path** if you're okay with killing the 2 Aurumaton Gatekeepers (these are considered Elite mob and Acheron technique won't insta-kill them; you will enter combat). If not, you can teleport to 37'



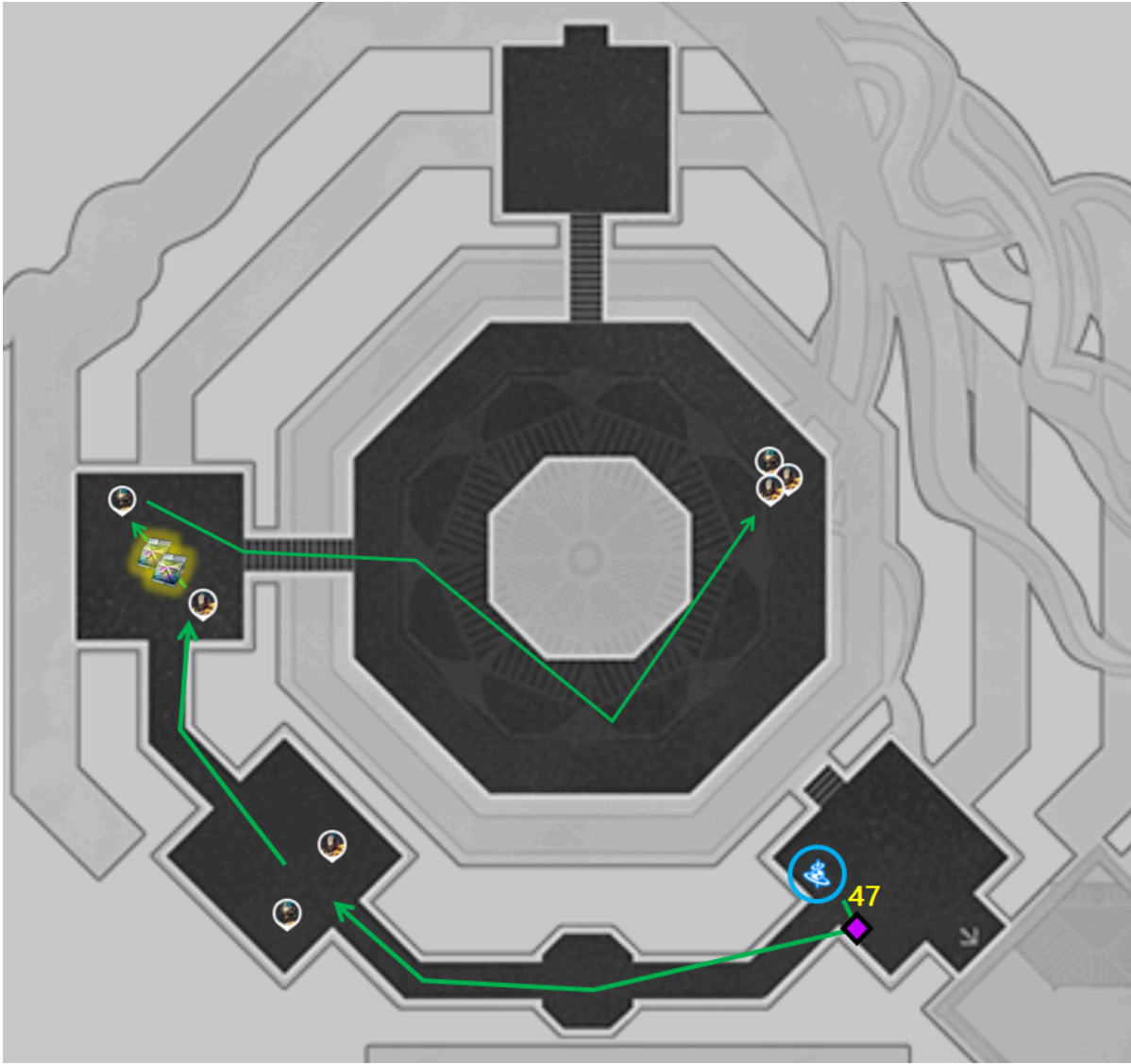


Fyxestroll Garden

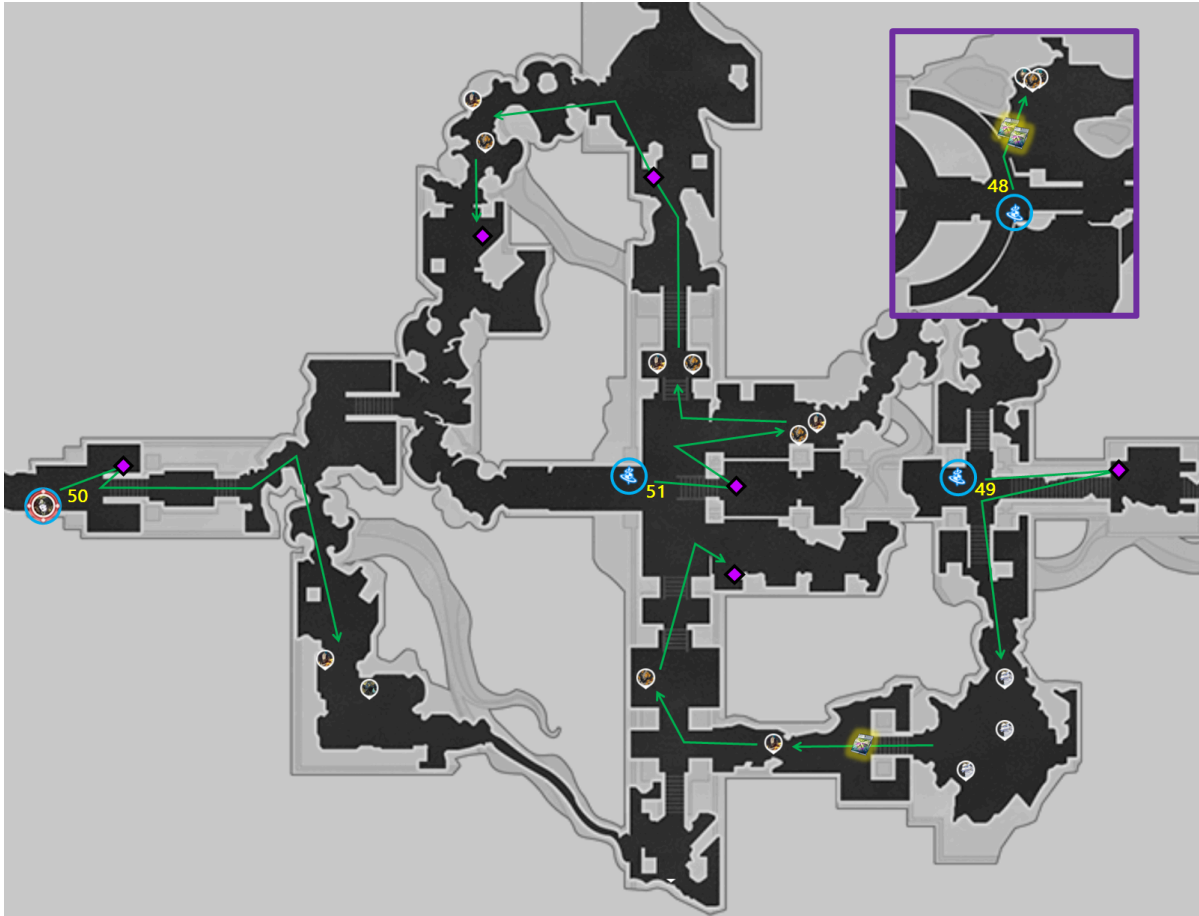


Alchemy Commission



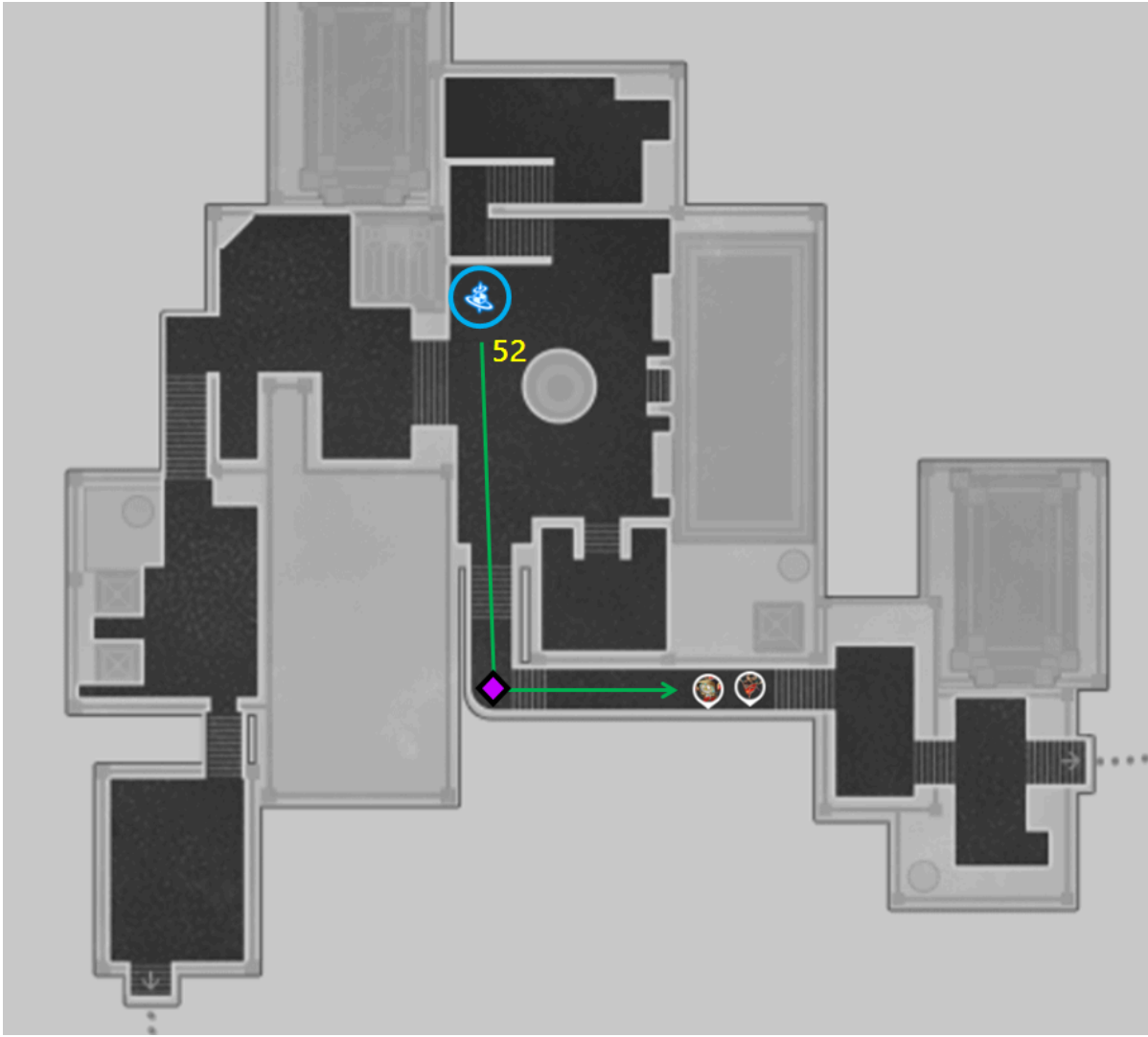


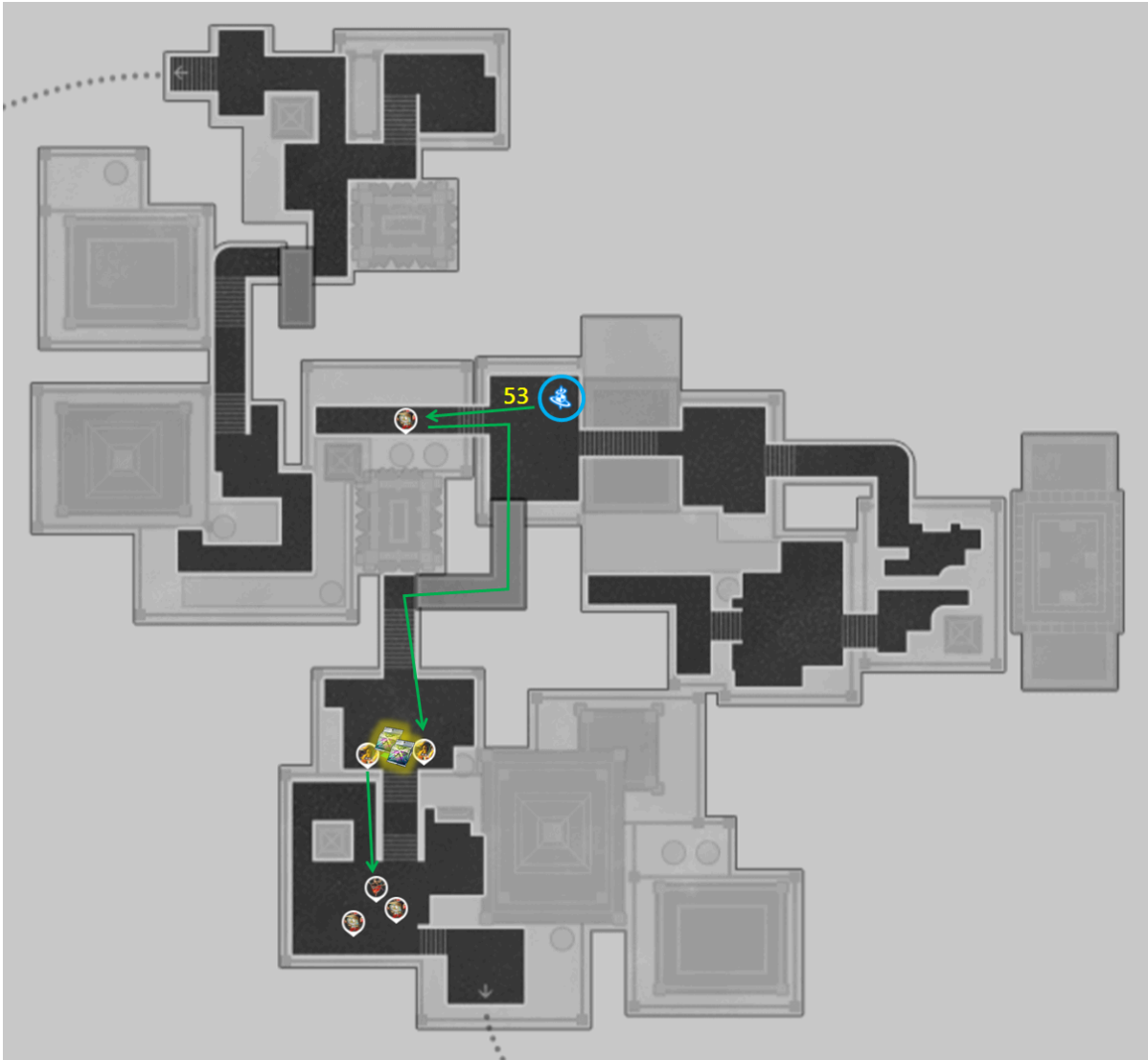
Scalegorge Waterscape

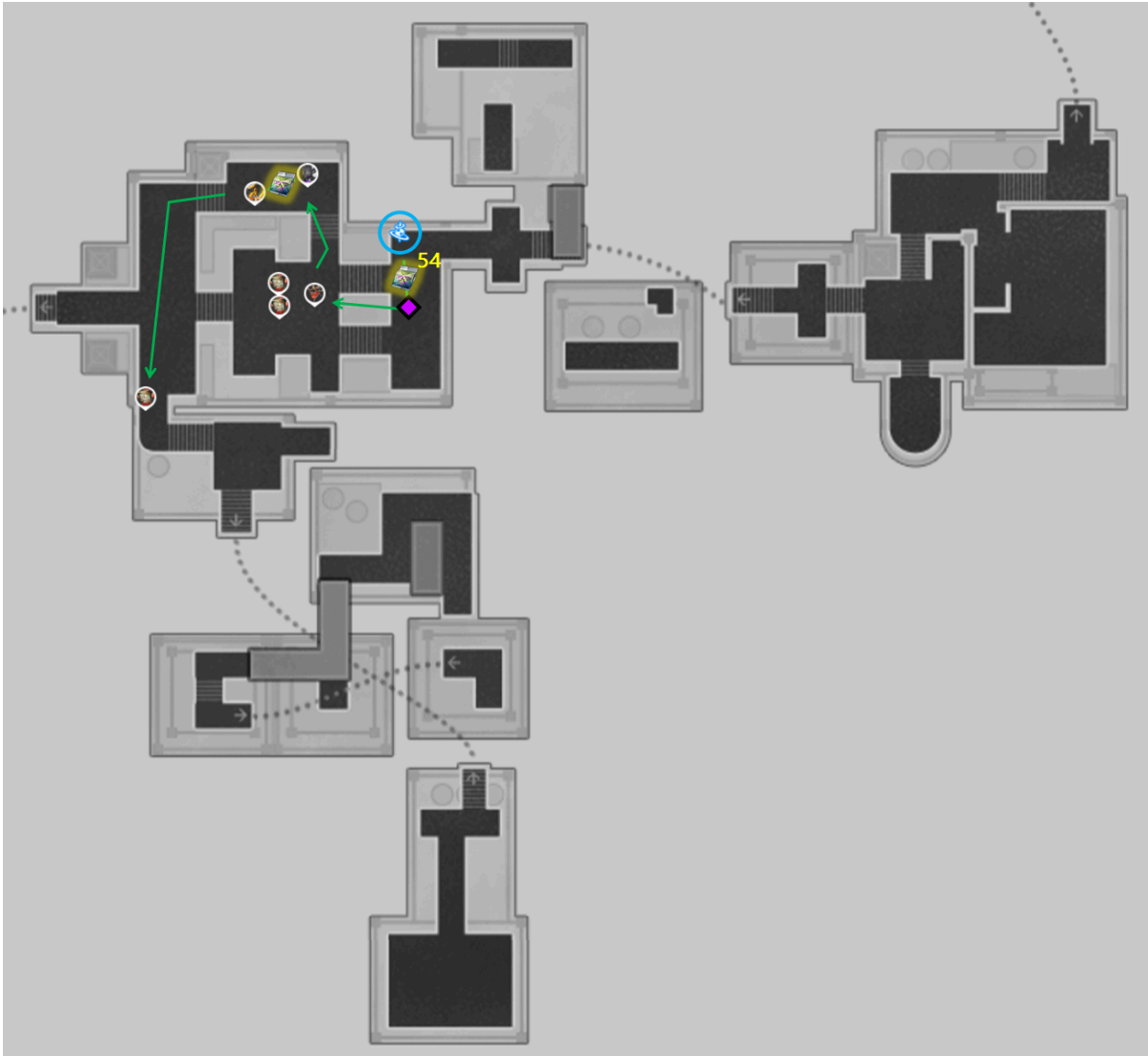


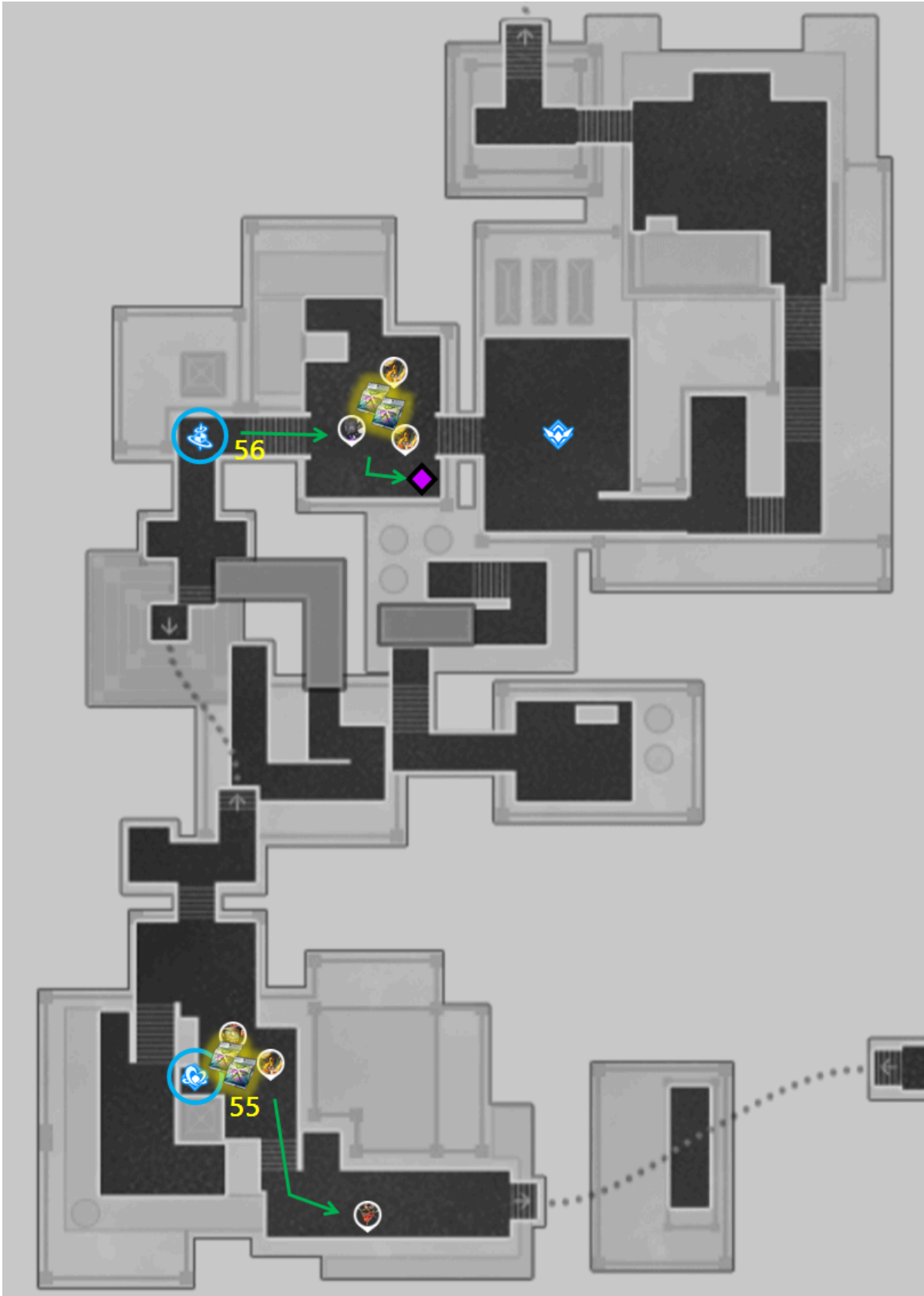
Penacony

Dream's Edge

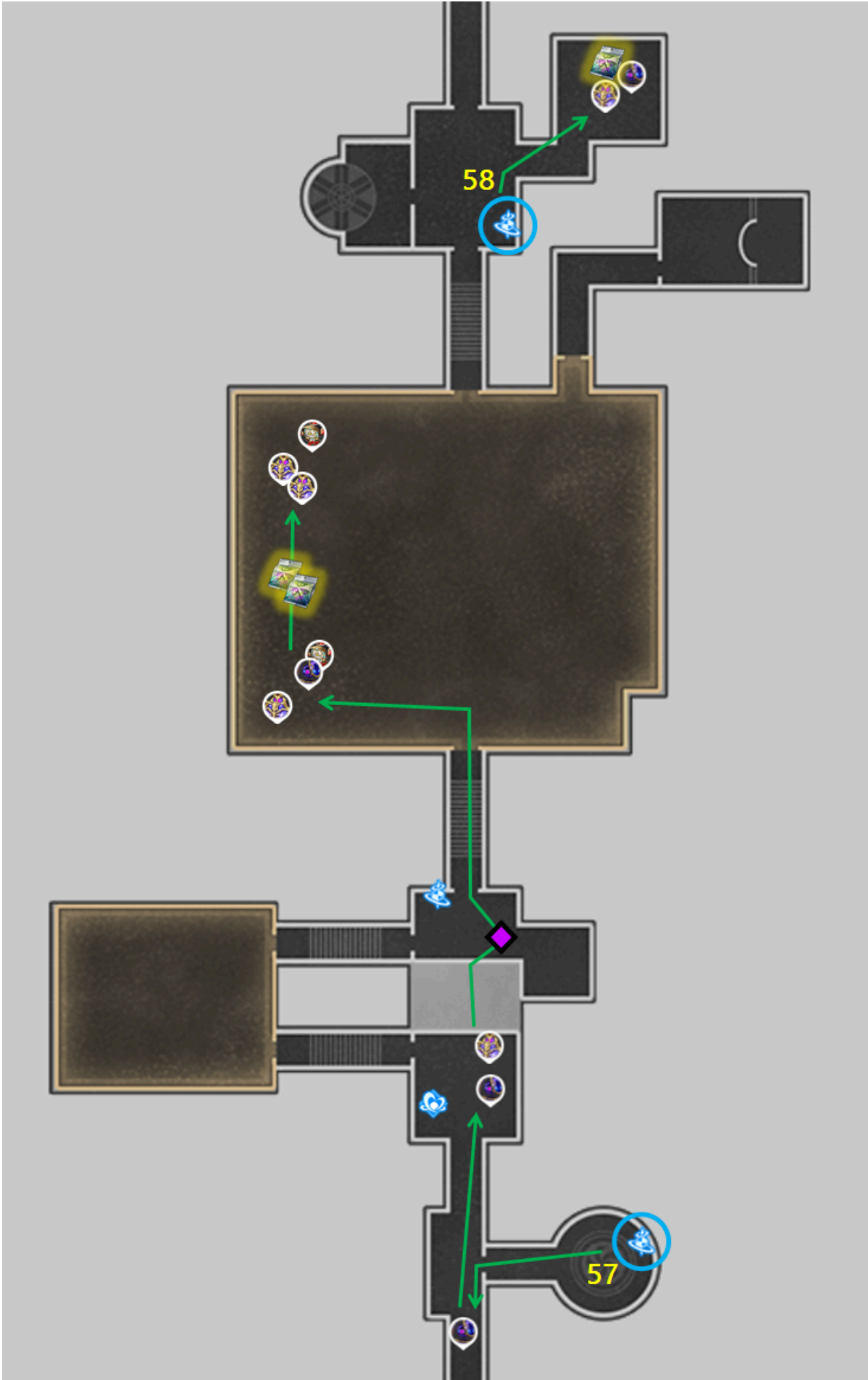




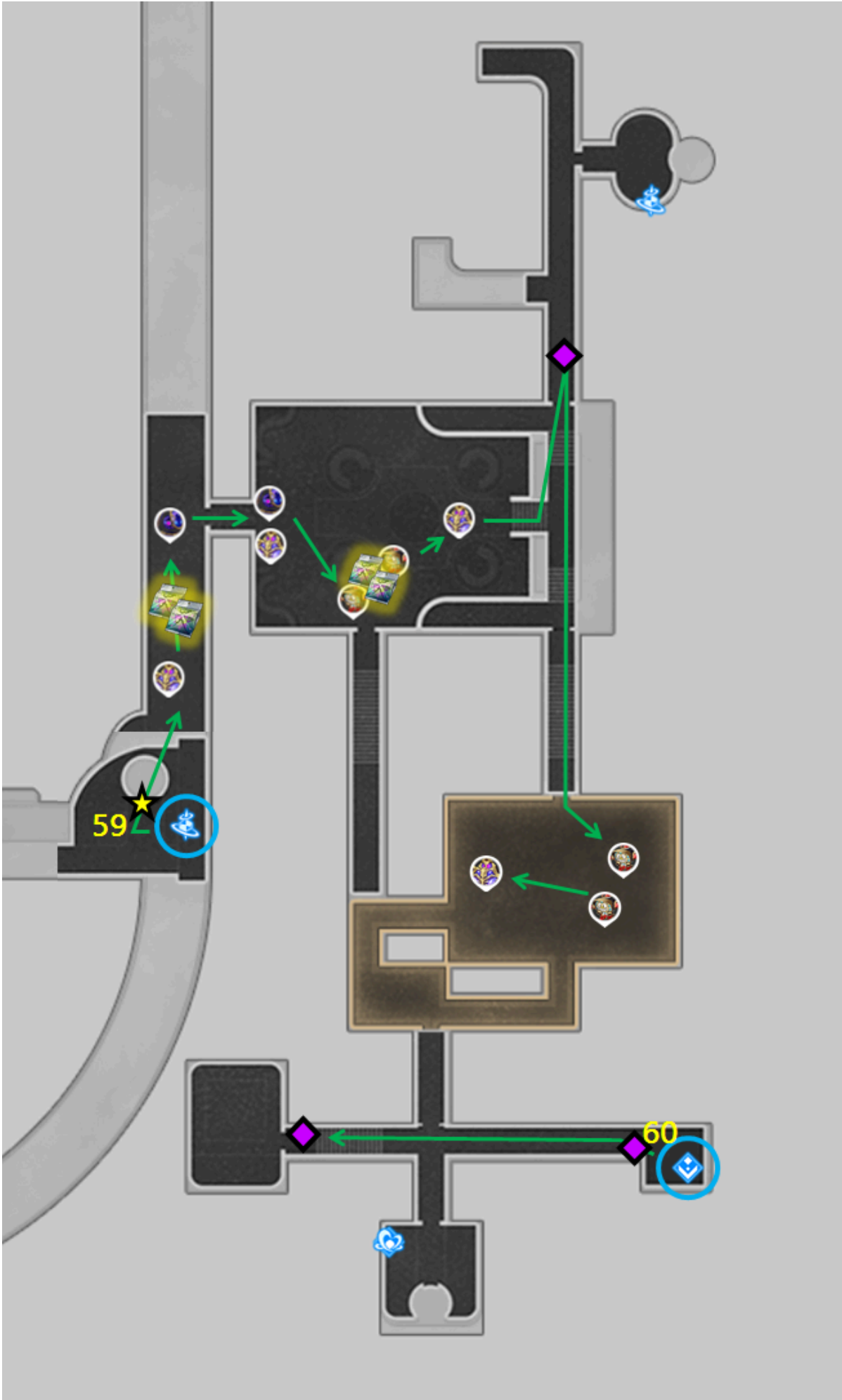


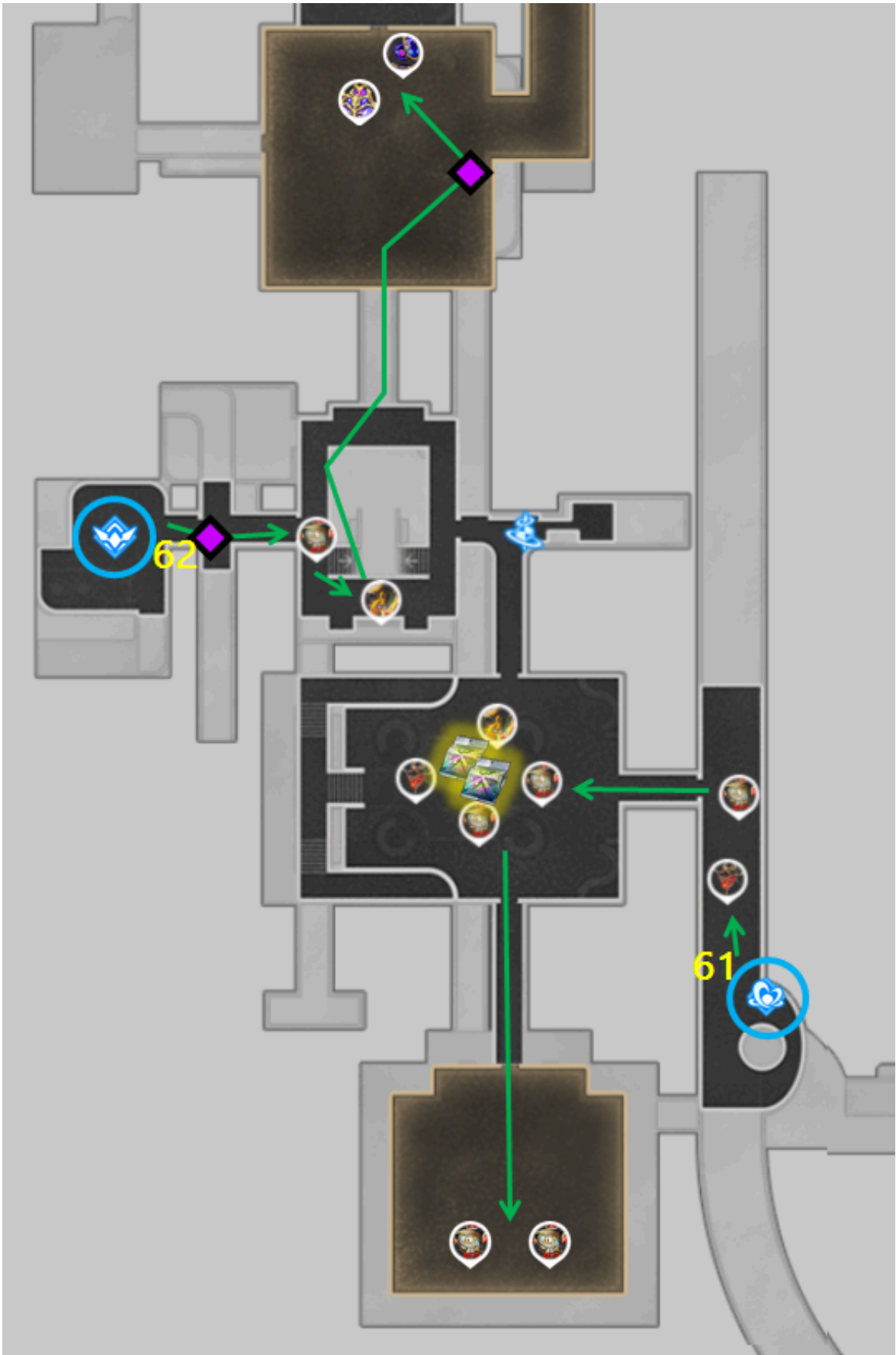


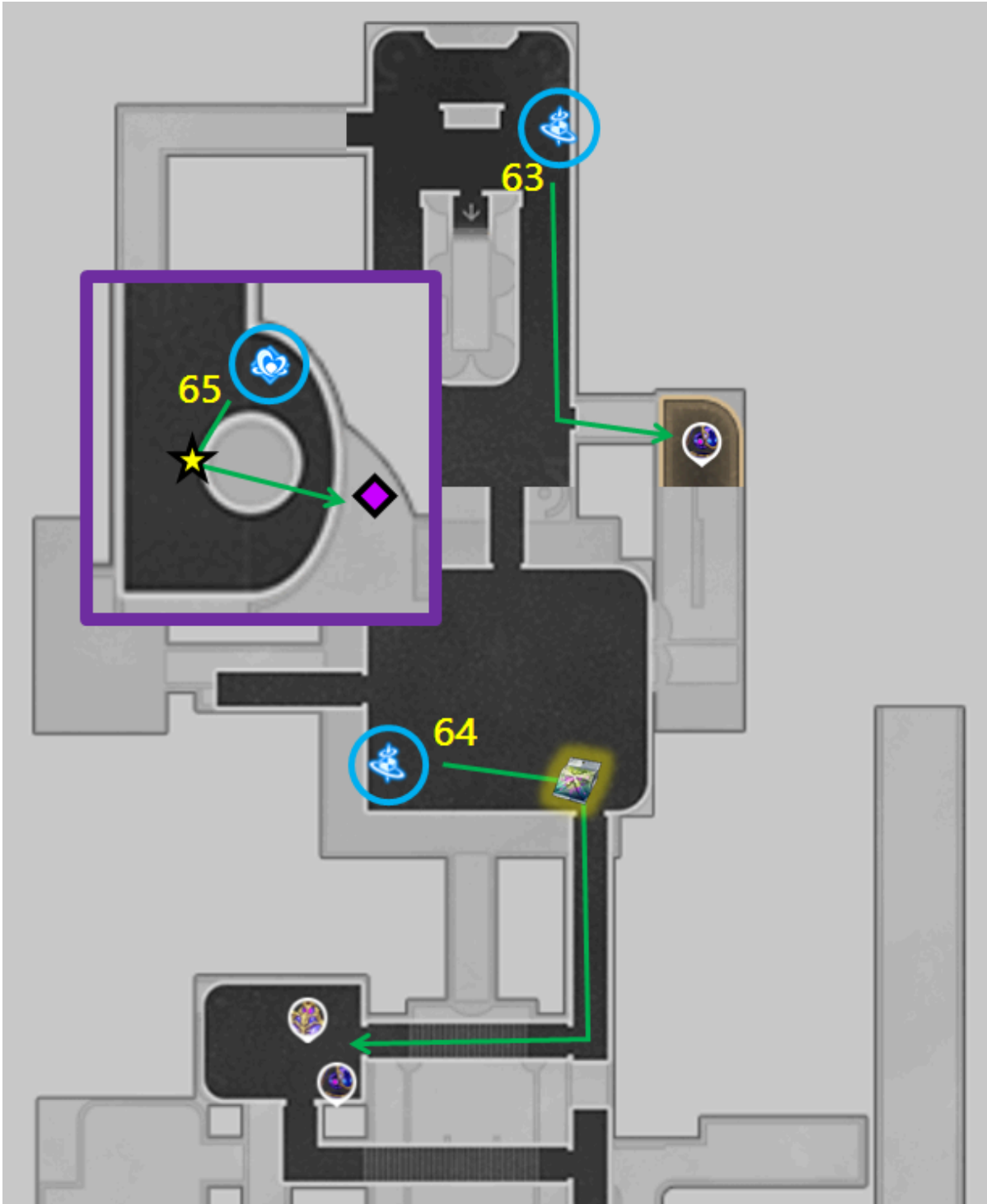
A Child's Dream



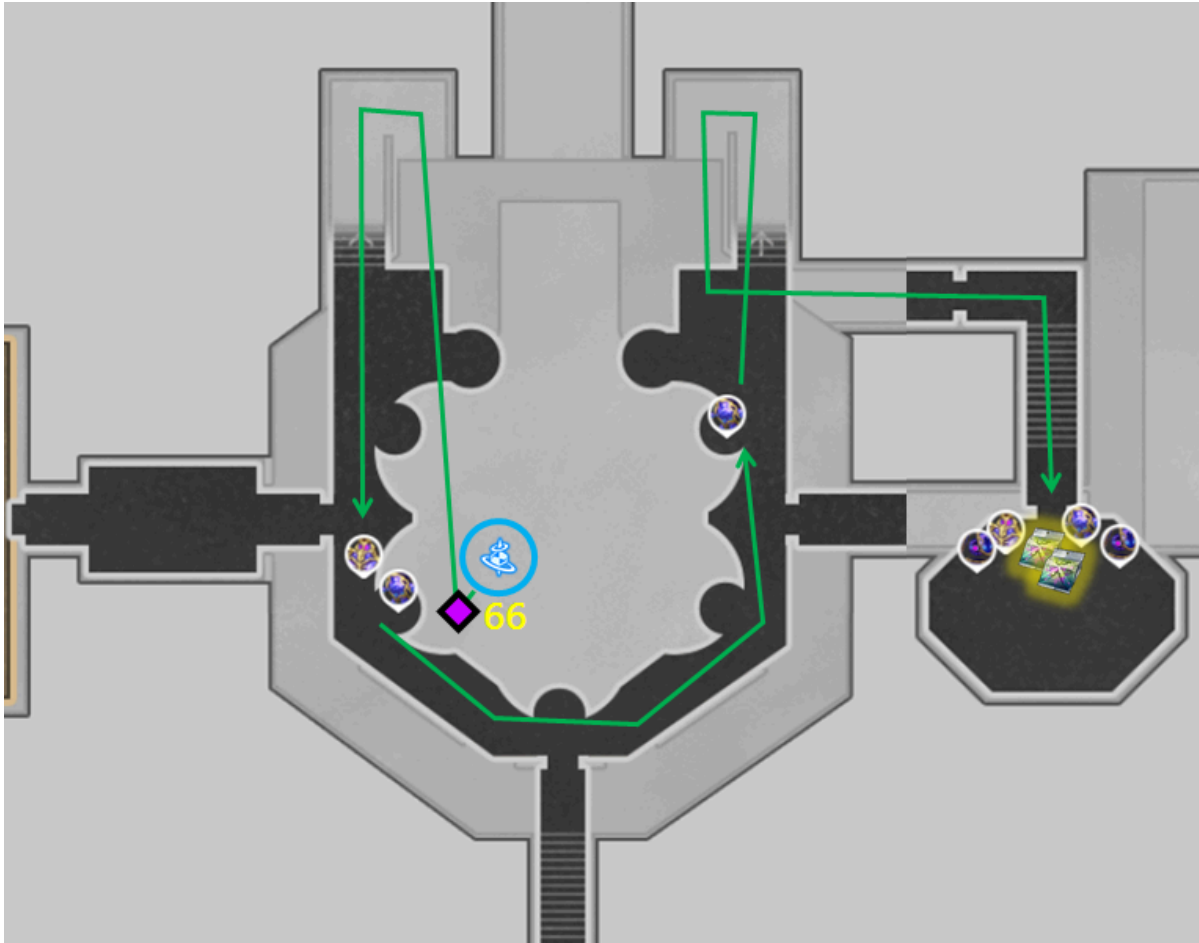
The Reverie (Dreamscape)







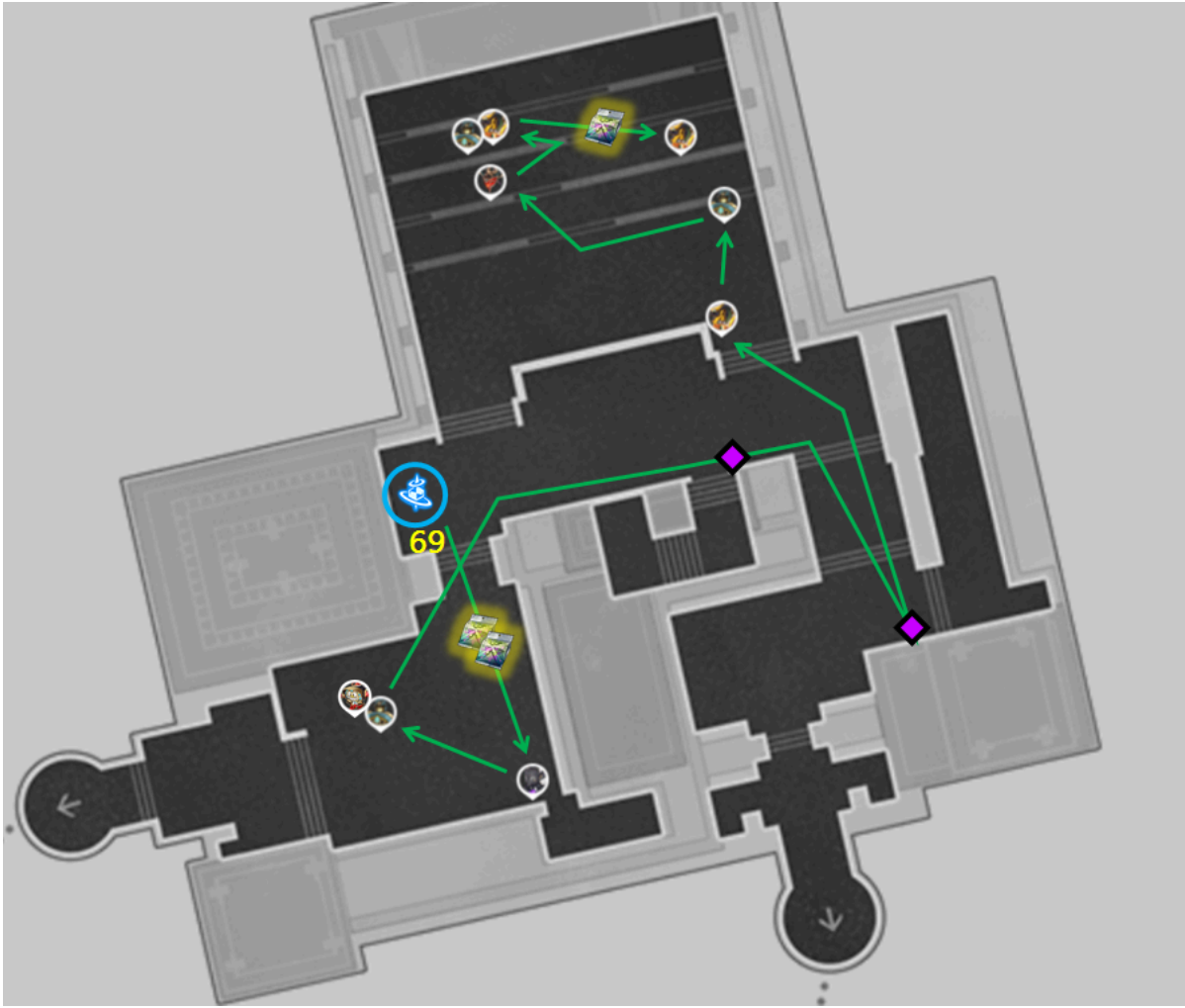
Dewlight Pavilion

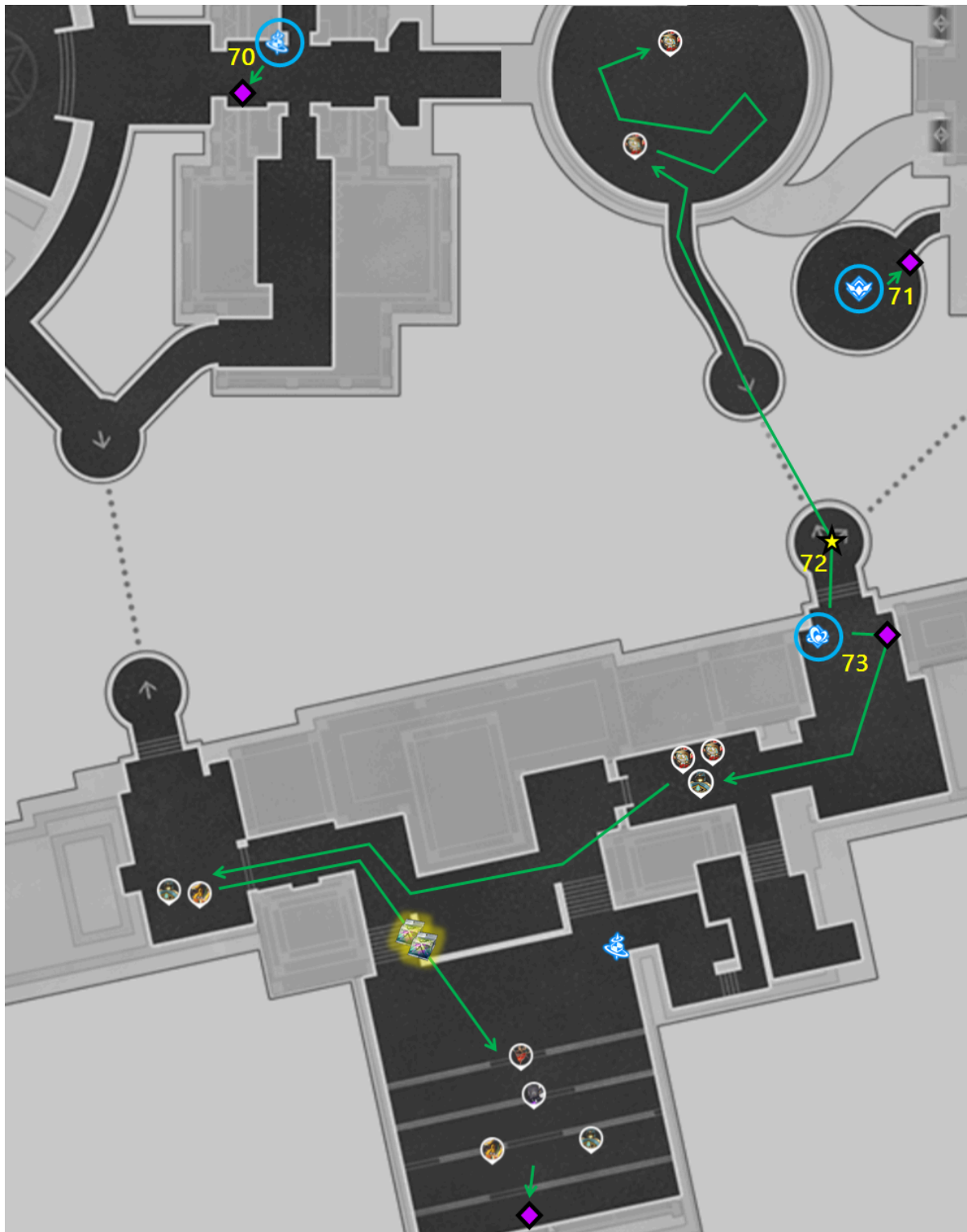


City Sandpit



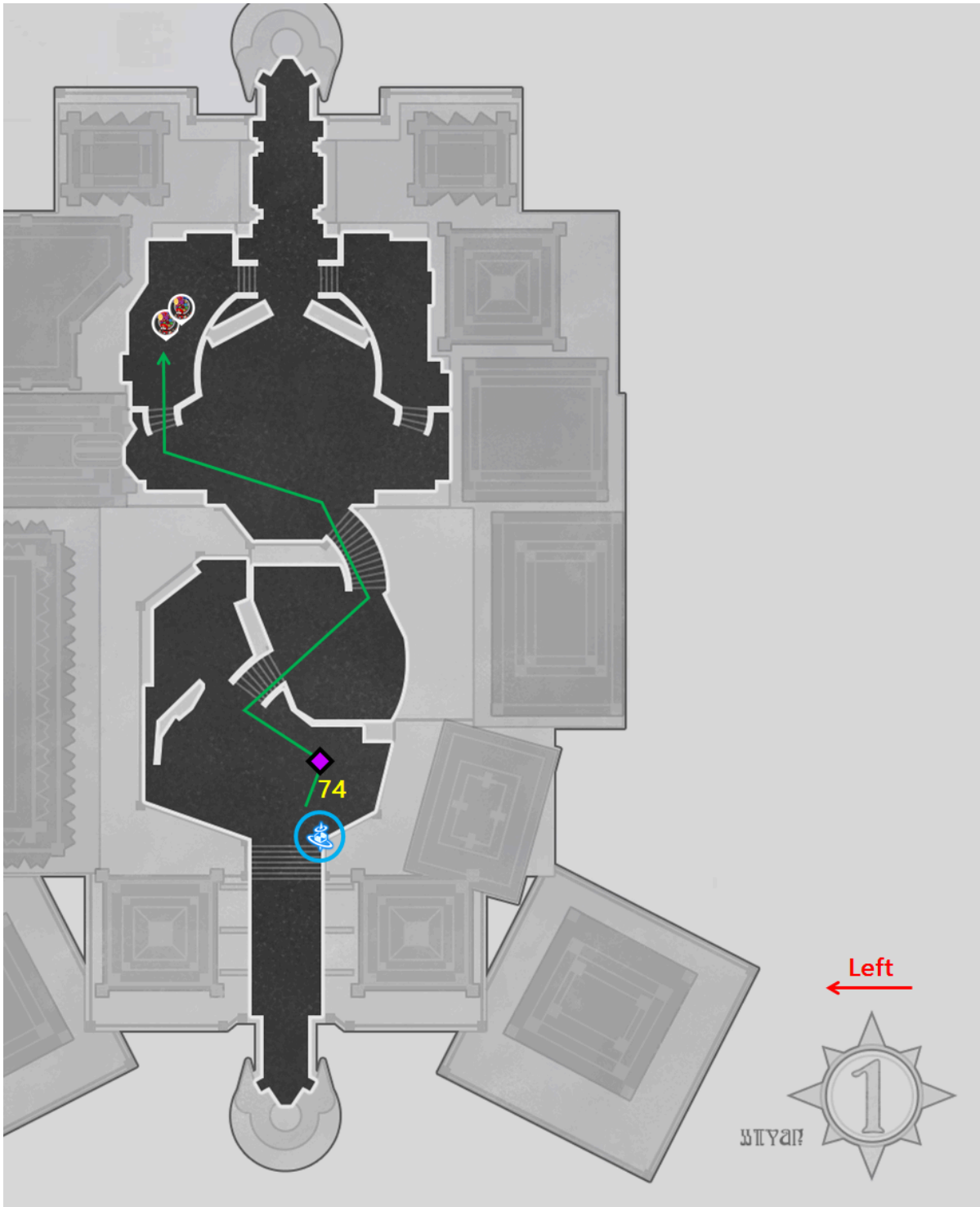
Clock Studios Theme Park

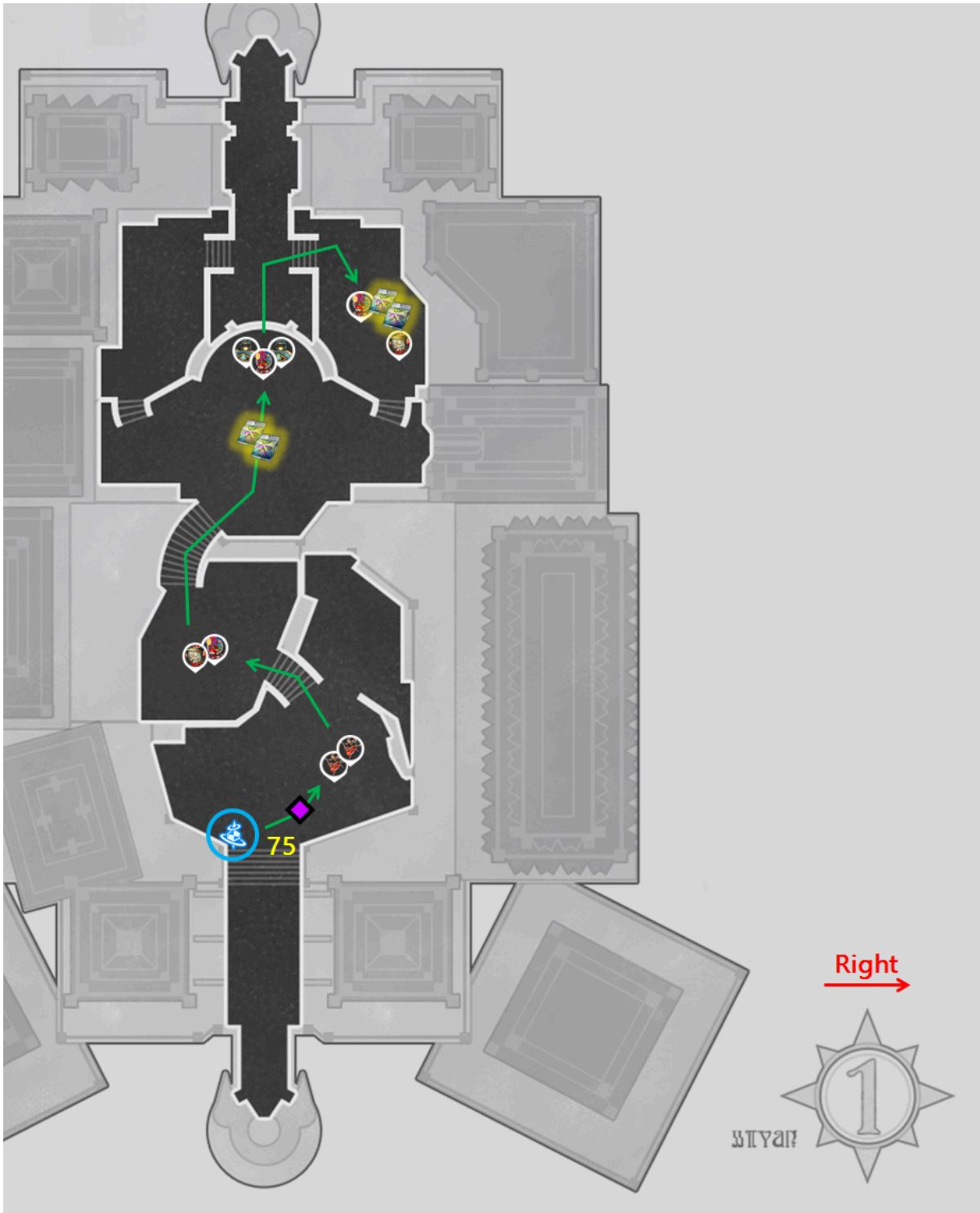


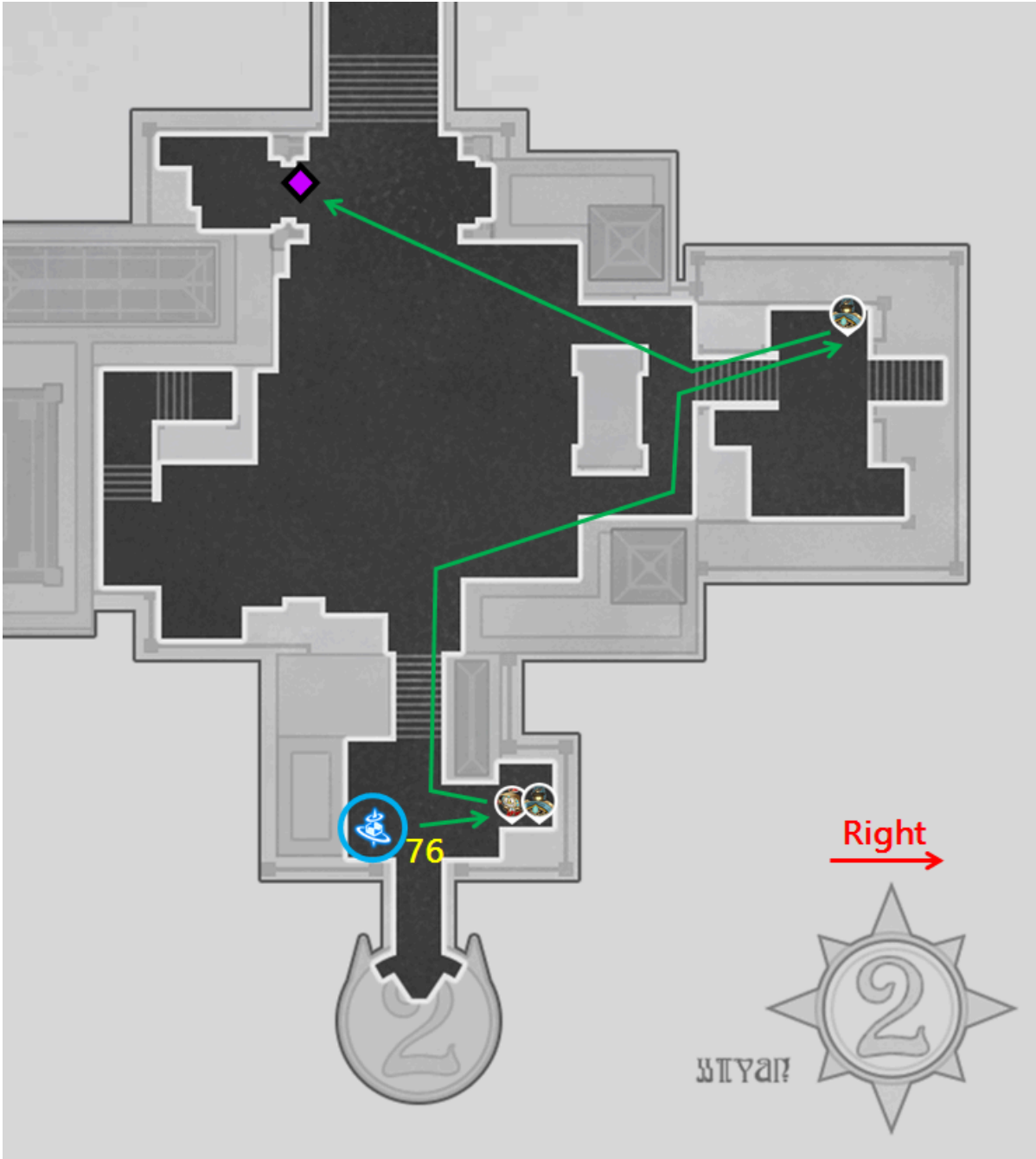


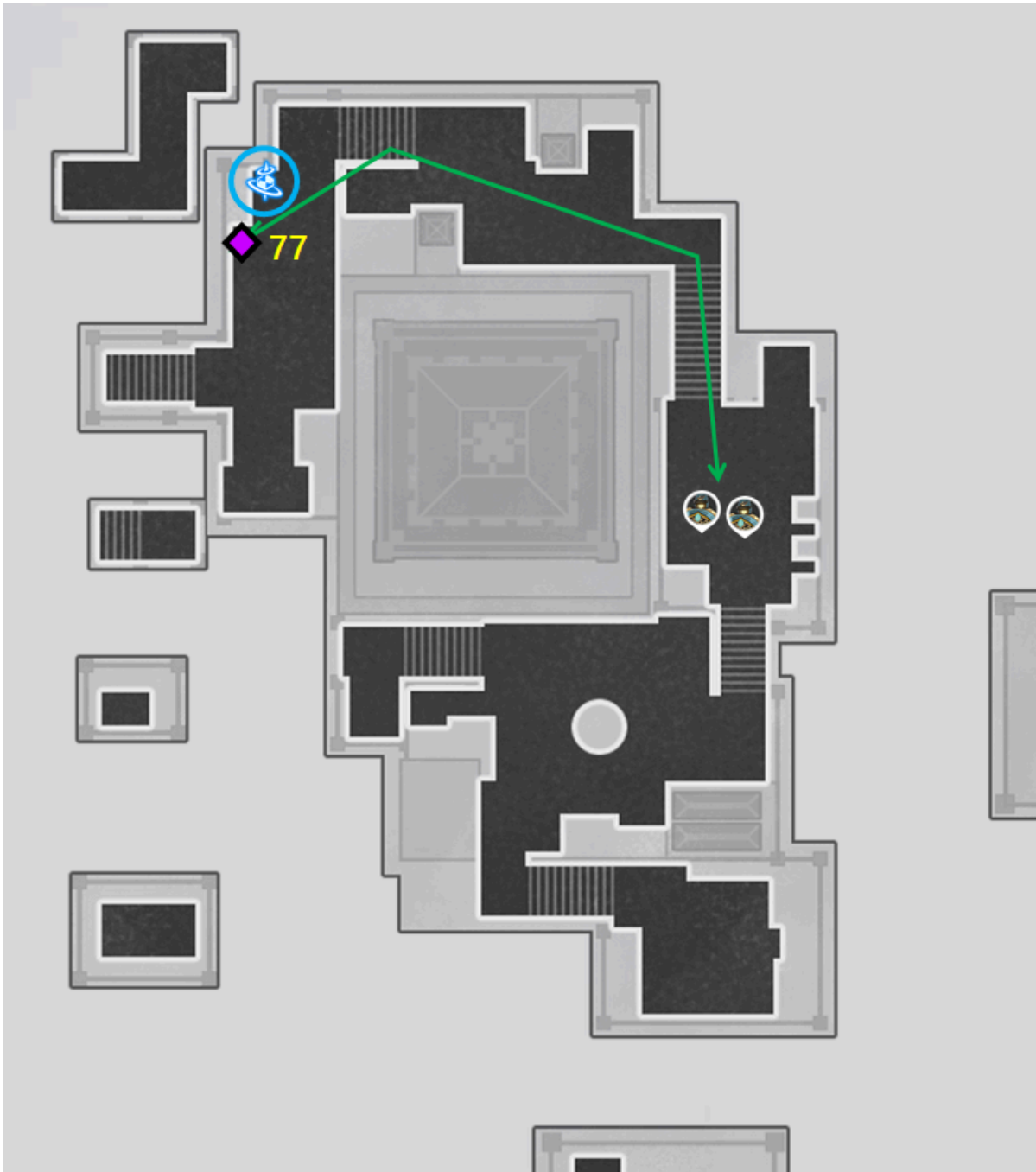
SoulGlad™ Scorchsand Audition Venue

Note : The map on the first challenge area is very similar (just mirrored). To help you avoid teleporting at the wrong place, I've put the **location in red** (Left 1 = First challenge area - left one; etc).



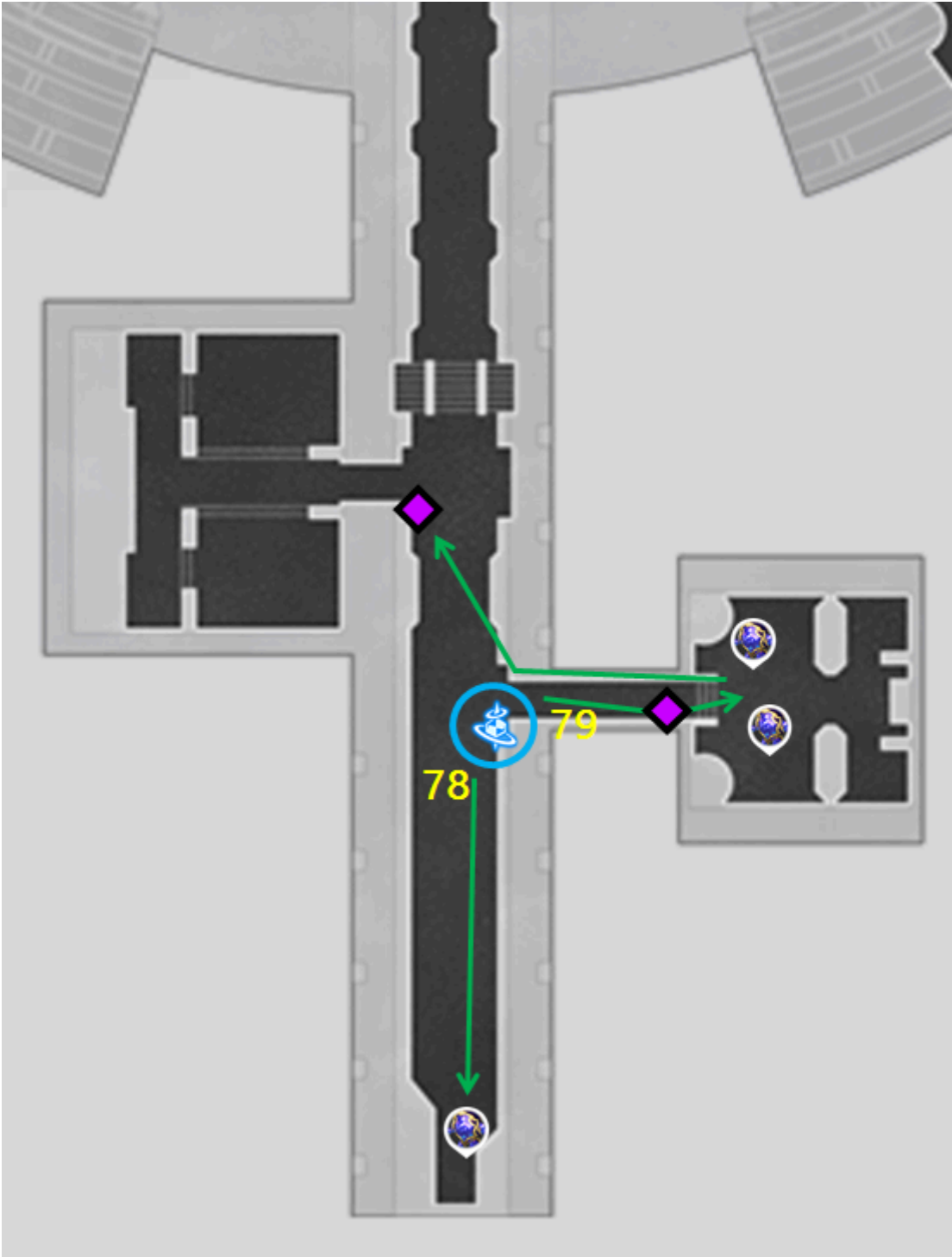


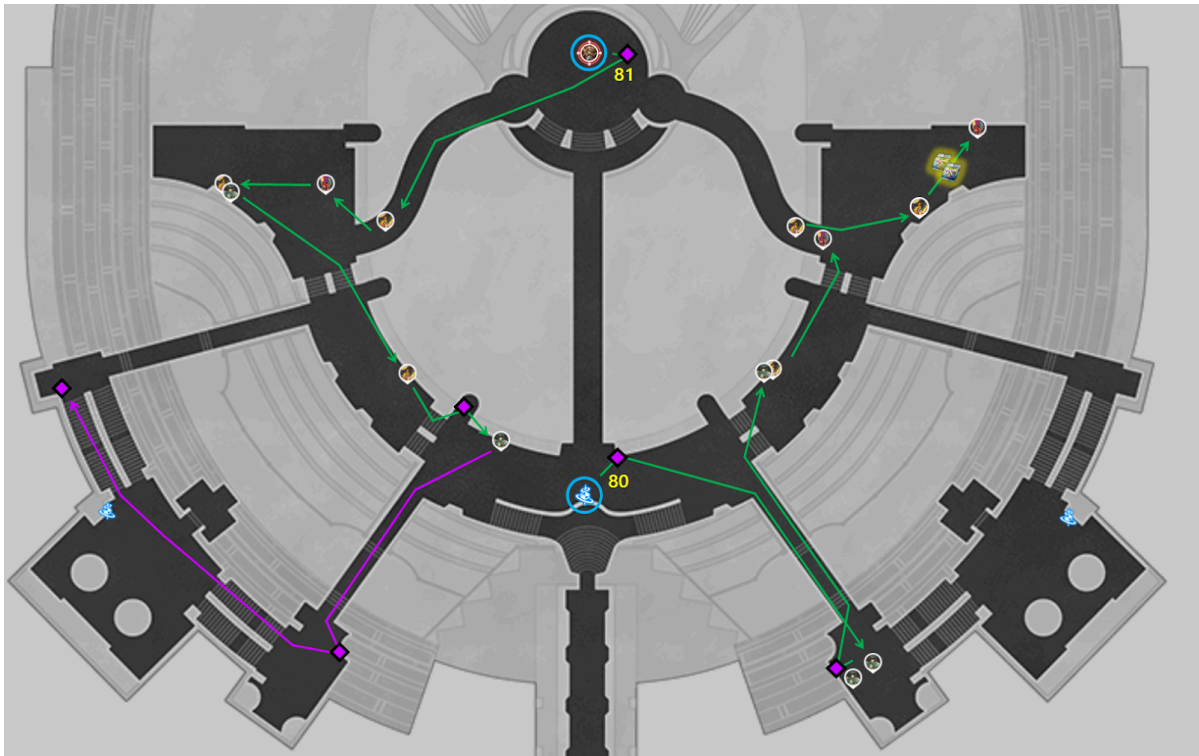




Penacony Grand Theater

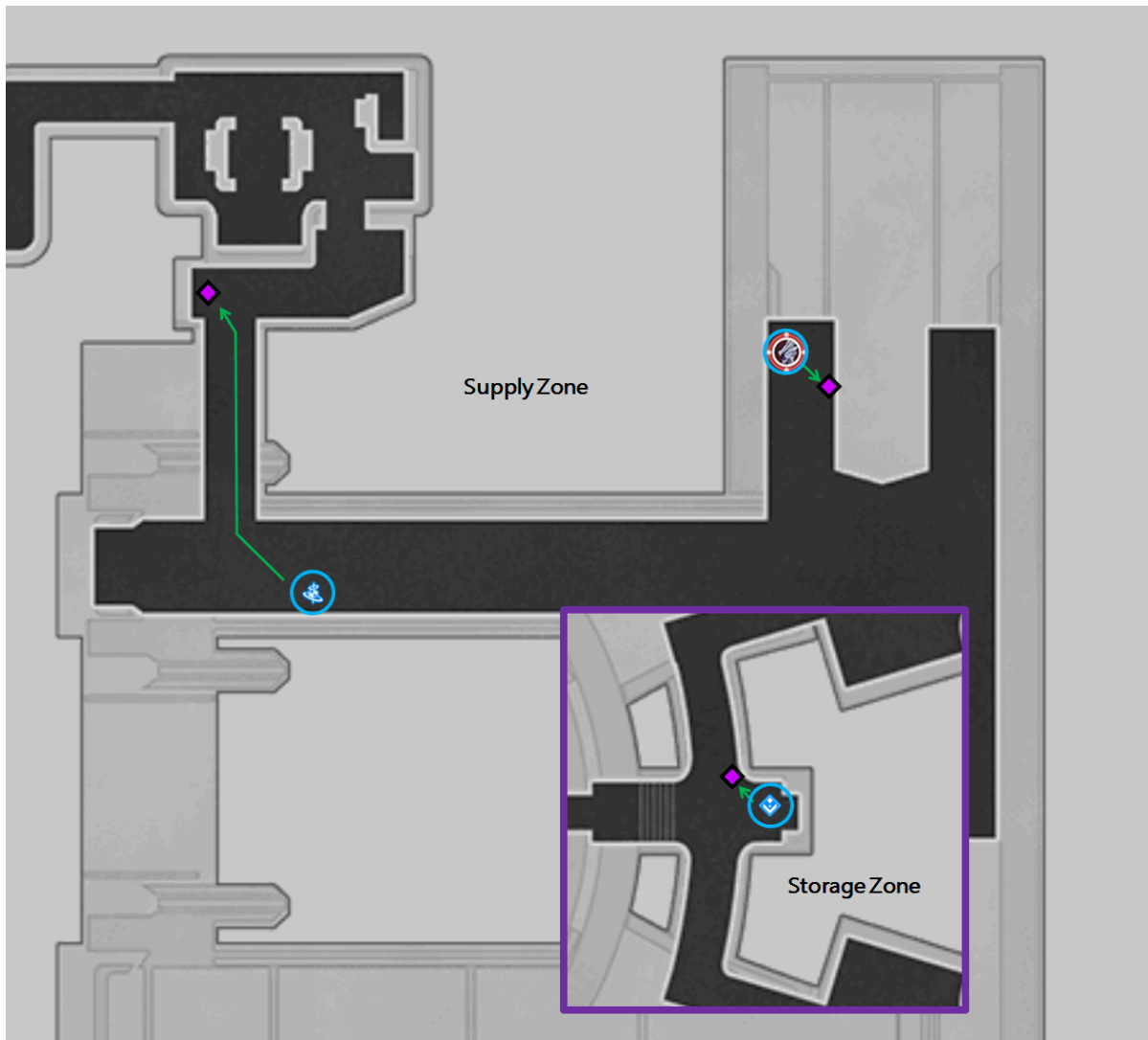
Note : If you are interested, you can refill your 5 technique points by continuing the **pink path**.





Other informations

- If you decide to kill everything on the maps as of v2.2 (even the hard-to-reach mobs that aren't in this route), you should be able to get :
 - ~~120 356~~ (v2.1) → **141 200 EXP**;
 - ~~~72k~~ (v2.1) → **~81-92k credits**;
 - With Acheron, time should increase to ~~~55~~ (v2.1) → **~64 minutes** for a full clear;
 - Depending on your route, it should take around ~~67~~ (v2.1) → **~73 Tricks Snacks**.
- You can refill your 5 technique points for the next day with these (or any left over) techniques canisters. For example, from Herta Space Station (Storage Zone and Supply Zone)



Edits

- May 11 (v.2.2)
 - Updated the full route time, EXP, credits, trick snacks consumption value in “Other Informations”
- May 10 (v.2.2)
 - Added new maps for version 2.2 (SouldGlad™ Scorchsand Audition Venue, Pencony Grand Theater)
 - Updated Clock Studios Theme Park’s route as some mobs has changed location due to the new Stagnant Shadow
 - Updated time, snacks consumptions, EXP and credits value in “Informations”

- Updated Acheron section in “Information” so that I don’t have to update that section every new update
- Updated map references to add HoYoLAB’s
- Added a “Patch Update” section to give my thoughts on the new stuffs
- Updated full route time, EXP and credits value in “Other Informations”
- April 20 (v2.1)
 - Changed document link to show the outline on the left side
 - Added informations in “Others informations” about the timing of the farming route and Tricks Snacks consumption if you ignored almost all techniques canisters with Acheron
 - Optimized routes where you can use 2 Tricks Snacks at the same time instead of opening the Quick Recovery menu twice for the same amount (Great Mine and The Reverie (Dreamscape))
- April 08 (v2.1)
 - Changed a few stuffs + grammar stuffs in the “Information” section
 - Updated some maps for a more precise location of the technique canisters (Everwinter Hill and Clock Studios Theme Park)
 - Added an “Other informations” section