

V.216 Celestial Festival Event Guide

UTC: August 26 (after maintenance) - September 22 at 11:59 PM

Requirement: Lv. 61 and above (Zero characters must have completed up to Chapter 2).

Accept the quest in star tab on 1 character per world and go through tutorials.

Do blue text prequests from each NPC inside the festival grounds, then you will be able to choose a weekly perk.

Ranks

C: Available immediately after maintenance

B: Available immediately but requires 600 earned points to unlock

A: Available 9/2/2020 and requires 1200 earned points

S: Available 9/9/2020 and requires 2200 earned points

When you rank up, your Celestial Rank skills will stack with the previous rank's skills.

Each time you rank up, you will receive a rank up reward or an additional perk.

Once a rank is available, you can rank up by talking to Muhammad found in the Festival Venue map. Ranking up **DOES NOT COST POINTS** but you must have **EARNED** the required amount.

- Celestial Rank C: Available August 26 (after maintenance)
 - Skills: STR/DEX/INT/LUK +10, Weapon ATT/Magic ATT +10
 - Special Effects:
 - Celestial Surge: 2% per EXP buff.
 - The Umbra: Time limit of 30 minutes, 110% extra EXP obtained.
 - Unending Night: 2x rewards upon completing Arcane River daily quests.
- Celestial Rank B: Available August 26 (after maintenance)
 - Rank Up Requirement: Have cumulative 600 Celestial Points.
 - Skills: STR/DEX/INT/LUK +10, Weapon ATT/Magic ATT +10

- Special Effects:
 - Celestial Surge: 3% per EXP buff.
 - The Umbra: Time limit of 35 minutes, 120% extra EXP obtained.
 - Unending Night: 2x rewards and Nodestone (x5) upon completing Arcane River daily quests.
- Celestial Rank A: Available September 2 at 12:00 AM UTC
 - Rank Up Requirement: Have cumulative 1,200 Celestial Points.
 - Skills: STR/DEX/INT/LUK +10, Weapon ATT/Magic ATT +10
 - Special Effects:
 - Celestial Surge: 4% per EXP buff.
 - The Umbra: Time limit of 40 minutes, 130% extra EXP obtained.
 - Unending Night: 2x rewards and Nodestone (x10) upon completing Arcane River daily quests.
- Celestial Rank S: Available September 9 at 12:00 AM UTC
 - Rank Up Requirement: Have cumulative 2,200 Celestial Points.
 - Skills: STR/DEX/INT/LUK +10, Weapon ATT/Magic ATT +10
 - Special Effects:
 - Celestial Surge: 5% per EXP buff.
 - The Umbra: Time limit of 45 minutes, 140% extra EXP obtained.
 - Unending Night: 3x rewards and Nodestone (x10) upon completing Arcane River daily quests.

B: Mega burninator - 14 day duration use item, applies burning to non-zero/adele for 30 days. Mega burning is extra level until 150.

A: Access to Sanctuary of Stars (No boom room up to 15 stars). Tyrant/superior items up to 8 stars.

S: Non-reboot: Equipment transfer - Fafnir/Abso weapon, lvl 100 secondaries, gold emblems. Once per world

Reboot: Unique potential scroll 100% - untradeable 14 day duration.

Extra: 3000 points earned: Mount transfer - once per world, some job specific mounts excluded.

Title: Expires after 10/22/2020. 30 All stat, 10 att/m.att and 1500 max HP/MP

Celestial Skills:

Buy skill points for 300 celestial points each.

12 max points through event

First column rank based passives are automatically given.

Small map decoration changes to festival map depending on how many skill points in each tree.

Reset skill tree points 1 time during event available after 9/9/2020 by talking to Muhammad.



- Sight
 - Festival's Intrigue: Rank C: Reduces Combo Kill Orb creation requirement to 45 kills.
 - Festival's Intrigue: Rank B: EXP Rune effect: +100%.
 - Festival's Intrigue: Rank A: Reduces Combo Kill Orb creation requirement to 40 kills.
 - Festival's Intrigue: Rank S: Combo Kill Orb EXP +100%.

- Festival's Intrigue: Pollo & Fritto: 2x EXP from Pollo and Fritto Bounty Hunting.
- Festival's Intrigue: Inferno Wolf: 2x EXP from participating in the Inferno Wolf hunt.
- Festival's Intrigue: Elite Bosses: 2x Elite Boss treasure chest reward.
- Spectators
 - Festival's Exhilaration: Rank C: 5% EXP for defeating enemies.
 - Festival's Exhilaration: Rank B: 5% EXP for defeating enemies. (Stacks with previous rank.)
 - Festival's Exhilaration: Rank A: 5% EXP for defeating enemies. (Stacks with previous ranks.)
 - Festival's Exhilaration: Rank S: 10% EXP for defeating enemies. (Stacks with previous ranks.)
 - Festival's Exhilaration: Elite Monsters: Additional Elite Monster will be summoned while hunting.
 - Festival's Exhilaration: Monster Slayer: Damage against normal monsters: +30%.
 - Festival's Exhilaration: Buff Duration: Duration of all Buffs: +15%.
- Setting
 - Festival's Splendor: Rank C: Receive an additional Arcane Symbol for completing any of Arcane River daily quests.
 - Festival's Splendor: Rank B: Receive an additional Arcane Symbol for completing any of Arcane River daily quests. (Stacks with previous rank.)
 - Festival's Splendor: Rank A: Receive an additional Arcane Symbol for completing any of Arcane River daily quests. (Stacks with previous ranks.)
 - Festival's Splendor: Rank S: Receive the following items once per character every Wednesday at 12:00 AM UTC by talking to Muhammad at the Festival Venue map:
 - Empress Reset Ticket: Untradeable.
 - Hard Magnus Reset Ticket: Untradeable.
 - Chaos Von Bon Reset Ticket: Untradeable.
 - Chaos Pierre Reset Ticket: Untradeable.
 - Chaos Crimson Queen Reset Ticket: Untradeable.
 - Chaos Vellum Reset Ticket: Untradeable.
 - Festival's Splendor: Boss Attack Power: Attack Power when attacking Boss Monsters: +30%.
 - Festival's Splendor: Monster Park: 2x Monster Park Clear EXP.

Main Events

Surging With Power

Enter the Umbra

Unending Night



Pick 1 perk per week, cannot change until next week.

New week begins Tuesday->Wednesday in game reset.

Celestial Surge:

Beginner tab skill that deals AOE damage and gives 5 points per use. Requires 100 surge points to use skill. Surge bar will be middle top of screen.

Generate surge points by killing monsters near character level. Each time you use the surge skill, full screen attack + 5 celestial points + 5 minute exp buff occurs.

EXP buff stacks up to 50 times, but skill may only be used 50 times total each day across the world.

EXP is 2/3/4/5% per stack based on C/B/A/S rank.

Buff is kept if you DC or relog. If you enter flag race or die, the buff will disappear but will reappear after relogging! If you right click cancel it, it is lost for the day.

If you lose the buff somehow, you are still under the 50 stack per day limit. Example: If you lose the buff at 10 stacks, you can only build up to 40 stacks maximum again. If you lose the 50 stack buff, you cannot get any more stacks until reset.

Each time the surge skill is used, it increases the stack number of the buff up to 50 and increases the duration of the buff by 5 minutes. The maximum time the buff can be up if you stack all 50 in 1 sitting = $50 \times 5 \text{ minutes} = 250 \text{ minutes}$ or 4 hours and 10 minutes.

Note that if you cannot play for 4 hours at 1 time, you may not want to stack all 50 at once if you plan to train the next day. If you half stack to 25 and stop, you will have 2 hour duration of 50% buff and you could do the same the next day (within same reset).

You can use stacks on any character, but still 50 stacks per day total and each character starts from 0.

Keep in mind that it takes time to stack the buff and summons do not give you surge points. It took me 30 mins-50 minutes to full stack depending on character.

Once you have used the skill 50 times it cannot be used for the rest of the day across the world.

The Umbra:

This is a hunting ground similar to Utah's Farm during the adventure patch.

Enter this map by pressing up on the golden building on the left side of the map or talk to Sibyl.



10 players will be visible and share buffs with each other.

Spawn boosters do not work (totems/kishin)

30/35/40/45 minute limit and 110/120/130/140% EXP buff depending on C/B/A/S rank.

You can enter on as many characters as you want. The 30 min base limit is per character.

When the time limit is up you can remain inside but will not get EXP. (Good for buff mules like bishop for HS).

Monsters inside scale to the level of your character, but there may be a bug which sets the sand rat mobs to the average level of the map.

Celestial flowers can spawn and provide 30 M.att/Att buff for 30 seconds

The sand rats spawn periodically and give **celestial points** when you kill them. On my level 71 to 119 aran they did around 5.5-7k magic attack damage.

May be difficult to cap points if you don't do enough characters/kill enough sand rats. Advised to AFK overnight in the right side yeti balloon to finish capping points.

To survive on squishy/low level characters it is advised to get as much HP as possible.

- Extreme Red Potion (monster park potion): +2000 HP
- Legion block HP: +3750 HP
- Mihile/Dawn warrior blocks: +250/500/1000/2000/2500 HP each depending on legion rank
- Bishop Advanced Blessing: +1750 HP (1000 extra from hyper passive)

With all these buffs, your character should be able to tank at least 1-2 hits from the dark sand rat spawn wave. Make sure to potion quickly and bring buff freezers just in case until you get used to it.

Also recommended is buying some gear before you go in. The Ariant weapon vendor sells up to level 70 weapons.

You can exit/enter the map as much as you want and the timer only goes down when you are inside.

Try to get MVP buff and/or runes if possible from outside.

Job advancing may be worth it for some classes for extra damage.

Below level 100, the monsters are pretty weak and die to 1 hit mostly.

After that the scaling starts to climb and new skills/gear may be needed.

Unending Night

Extra symbols for daily arcane quests.

Celestial point capping with this perk is just doing dailies. Reported to fully cap 100 points just finishing VJ quests alone.

This includes all of the symbol dailies and PQs across VJ/Chu chu/Lach/Arcana/Morass/Esfera.

Bonus symbols will NOT be given if you use arcane express (Maple point auto clear)

You CAN use the auto-complete skip for unlocking later areas of the arcane river and still get max symbols.

Gives 2x Symbols/2x Symbols + 5 nodes/2x Symbols + 10 nodes/3x Symbols + 10 nodes depending on C/B/A/S rank.

Not fully confirmed yet if the nodestones are per quest reward or for completing all dailies. (5 vs 5x6 or 10 vs 10x6).

Side Events:

The Fire Thief:

Level 61 and complete prequest required

2 minute timer

Kill fireworks and sand giant boss

Can retry if you are not happy with points earned

Max 1200 score inside divided by 30=40 Celestial points per day

Points from this game EXCEED 100 point cap for 140 total daily

Once per day per world

Princess Parade:

Accept quest

30 minute mark of each hour parade will spawn in event map.

Attack parade float to spawn Celestial orbs and EXP orbs.

30 celestial orb = 15 points max per day

Points from this are part of the 100 daily cap.

Celestial Jackpot

Spinner game on right side of map.

Land on black= win, white= lose

Does not cost points to play

30 minute cooldown

If you win the first time, you get 20 points into a point bank

Each win after that will double the points up to 3 times e.g. 20/40/80

If you land on white you lose ALL banked points

Withdraw banked points once per day

May trigger security check if you win or lose 3 times in a row and try to get points or play again.

These points are part of the daily 100 point cap

Hot air balloons

Left side= Pink bean level 105+ required for afk EXP. 20% of the Rise EXP amount. No time limit but the amount is very low.

Right side= Yeti balloon and gives .5 points per 10 seconds or 30 points per 100 minutes. This means you will cap 100 points in 5.56 hours if you do nothing else.

TLDR:

100 coin cap + up to 40 coins from fireworks game = 140 max per day

3 perk:

Surge: Beginner skill - 50 stack buff 4 hour duration 100/150/200/250% exp buff

Log off/DC=OK, Die with no freezer, or enter ursus/flag race=LOSE buff

50 stacks per world per day only. Cap points by using skill 20 times (5x20=100)

Umbra: Level 61 min to enter map, shared buffs, get HP buffs to not die to sand rat spawn. Kill rats to get points. Play other games if you don't cap from this.

Ending Night: 2x symbols before S rank. At S rank = 3x symbols.

Nodestones per area at B/A/S rank for 5/10 nodes per quest(?)

Do Fireworks event for max 40 points above 100

Perk lasts for 1 week until Tuesday->Wednesday reset