

Important Information All Should Know

- * Print Arena & Spawns for quick reference. Have this handy in front of you during your Colosseum runs
- * Each arena has 4 spawns. Each of the 4 spawns is made up of two spawns, an initial spawn of several of the monster type and then shortly after a main spawn will materialize with many more of that same monster type.
- * Work to kill the Initial Spawn and the main spawn will not materialize. If all of the initial spawn is killed before the main spawn appears, then the main spawn will not happen. This is a **BIG KEY** to beating the coliseum: the more initial spawns killed, the more time available for the later arenas. Sometimes the initial spawn cannot be killed, however, there are a handful of initial spawns can be killed!
- * Cut the arena down in size: South and Southwest Corner. The fellow stays in the designated area or portion of the arena. Most of the monster spawns will move toward fellow members it is not necessary to run to them. When the fellow is in South Formation, stay spread out in the South 1/3 of the arena. Sometimes there are 1 or 2 monsters that will stay at the opposite end of the arena: missile chars should target these first to draw them to the south end of the arena.
- * Some monsters are vulnerable to 2 or more attack types. An example would be the Viridini: Slash, Fire or Bludg can be successful. However, on VT, we will use fire exclusively on all Viridini spawns in the Colosseum. This will cause less confusion through out the fellow.
- * Mages cast ring spells before and in-between spawns. This tactic can make or break a fellow. Casting the spells before and in-between spawns gives you a chance of hitting some monsters and killing them as they spawn.
- * Melee/Archers stay out of the path of any ring or wall spells. This can disrupt the spell from hitting some of the monsters. In Ring Formation, missile toons are under the bell and melees are on the 4 walls. In East/West Formation where missiles and mages are in the center of the E/W walls, melees should kill from the outside - facing North or South so as to not block Tuskers Fists from hitting the monster.
- * When the spawn thins out, Mages switch to bolts. Mages need to be aware and **INSTINCTIVELY** switch from wall spells to bolts when only several left.
- * Only the leader can re-add someone to the fellow if they get dropped. Should, the leader be dropped from the fellow, everyone must check to see if they are now the leader. The new leader will now be the one to go back to the lobby to re-add dropped toons from that point on.

Arena Formations

- * Ring Around the Bell --- 4 Mages at compass points (NSEW) around the bell, with other mages and all archers standing under the bell creatures on the walls, melees on the walls (Note: Mages under the bell use wars)
- * Clock ---- From the Ring Formation, Mages move out to the Blue Ring in the arena, the other Mages/Melee/Archers fill in the gaps evenly on the Blue Ring
- * South 1/3 --- Everyone in fellow spread out east to west in the South 1/3 of the arena
- * East/West --- Mages split up evenly on the West/East wall (center section and take 1 step toward opposite wall) casting Tusker Fist walls while melee's and archers hug the walls
- * SW Corner --- Entire fellow is huddled tightly in the SW corner of the arena
- * Triangle --- 1/3 of fellow in SW corner, 1/3 of fellow in SE corner, 1/3 of fellow at the bell

Rares

Mages

Needed: War (2), MagicD, MeleeD, Life.

Optional: Mana Conversion, Willpower, Spirit Drinker

Missile

Needed: Skill (2), MagicD, MeleeD, Life

Optional: Coordination, Blood Drinker, Melee Jewel, Healing

Melee

Needed: Skill (2), MagicD, MeleeD, Life

Optional: Coordination, Blood Drinker, Melee Jewel, Healing

Weapons Needed

Mage (Wands) --- Fire Rend (Undead Slayer), Slash Rend, Elec Rend, Bludg Rend, Acid Rend, Shadow Slayer, Viridini Sing (War), Saulandoi, CS Bludg, CS Fire, CS Cold, Pierce Rend (Mukkir Slayer), Shadow Slayer, Soul Bound Casting Staff (Ghost Slayer)

Missile (Bows/X-Bows) --- Fire Rend (Undead Slayer), Slash Rend, Elec Rend, Bludg Rend, Pierce Rend (Mukkir Slayer), Shadow Slayer, Composite Bow (upgraded handle version), No Wield Wand (Brassed), Viridini Sing wand (Life), Spectral Frost arrows (from graveyard), Soul Bound Bow (Ghost Slayer) & Soul Bound Casting Staff

Melee --- Fire Rend (Undead Slayer), Slash Rend, Elec Rend, Bludg Rend, Acid Rend, Pierce Rend (Mukkir Slayer), Shadow Slayer, No Wield Wand (Brassed), Viridini Sing Wand (Life), AR Cold, AR Fire, Soul Bound Weapon (Ghost Slayer) & Soul Bound Casting Staff

Arena 6	* Spawn #1 Mosswarts	<ul style="list-style-type: none"> * Mages: Ring around the bell (fire) * Melees: On the arena walls - Fire Rending - Attack nearest creature Don't block rings * Archers: Under the Bell - Fire Rending - Half Attack Speed, Nearest creature to walls and corners
	* Spawn #2 Lugians, Mattekars	<ul style="list-style-type: none"> * Mages: Ring around the bell (Fire) * Melees: Lightning Rending - Attack Lugians first Don't block rings * Archers: Under the Bell - Lightning Rending Attack Lugians first

Arena 7	* Spawn #1 Eaters	<ul style="list-style-type: none"> * Mages: Ring around the bell (slash) * Melees: On the Arena Walls - Slash Rending - Attack nearest creature Don't block rings * Archers: Under the Bell - Slash Rending - Half Attack Speed, Nearest creature to walls and corners
	* Spawn #2 Viamontians	<ul style="list-style-type: none"> * Mages: Ring around the bell (Lightning) * Melees: Lightning Rending - Attack Mages when they spawn * Archers: Under the Bell - Lightning Rending - Attack Mages when they spawn

Arena 8	* Spawn #1 Armoredillos & Zefirs	<ul style="list-style-type: none"> * Mages: South... Imp Dillos 1st then Imp & Vul Zefs (slash) * Melees: South... Slash Rending - use hotkey to target impeded critters * Archers: South... Slash Rending - Half Attack Speed - use hotkey to target impeded critters
	* Spawn #2 Crystal Shards & Crystal Lord	<ul style="list-style-type: none"> * Mages: East/West - Bludge - Tuskers Fists - after Lord is dead Imp crystals for melees * Melees: Bludge Rending - Attack Lord when he spawns * Archers: Bludge Rending - Attack Lord when he spawns

Arena 9	* Spawn #1 Olthoi	<ul style="list-style-type: none"> * Mages: East/West... Bludge... Tuskers Fists * Melees: East/West... Bludge or Paradox Weapon... Be careful not to block Tuskers Fists * Archers: East/West... Bludge - Half Attack Speed
	* Spawn #2 Shadows	<ul style="list-style-type: none"> * Mages: South... Fire Rending or Shadowfire * Melees: South... Fire Rending or Shadowfire * Archers: South... Fire Rending or Shadowfire - Fire Arrows

Arena 10	* Spawn #1 Sleech	<ul style="list-style-type: none"> * Mages: Clock... Bludge War... Not Tuskers Fists * Melees: Clock... Soul Bound Casting Staff * Archers: Clock... Soul Bound Casting Staff
	* Spawn #2 Nanjou Shou-jen	<ul style="list-style-type: none"> * Mages: South... Fire or Acid * Melees: South... Fire or Acid * Archers: South... Fire or Acid

Arena 11	* Spawn #1 Virindi & Tuskers	<ul style="list-style-type: none"> * Mages: South... Fire... Imp and fire vuln Virindi then use fire bolts on Virindi, once the Virindi are all dead, use fire bolts on the Tuskers * Melees: South... Fire AR... Kill Virindi 1st then move to the Tuskers * Archers: South... Fire or Soul Bound with fire arrows
	* Spawn #2 Ghosts	<ul style="list-style-type: none"> * Mages: South... Fire or Soul Bound with fire bolts * Melees: South... Fire or Soul Bound * Archers: South... Fire or Soul Bound with fire arrows

Arena 12	* Spawn #1 Ruschk	<ul style="list-style-type: none"> * Mages: Clock... Bludge War... No Tuskers Fists * Melees: Clock... Use Royal Runed Wand to cast Futility then switch to Soul Bound Casting Staff * Archers: Clock... Use Royal Runed Wand to cast Futility then switch to Soul Bound Casting Staff
	* Spawn #2 Mukkir	<ul style="list-style-type: none"> * Mages: Southwest Corner... Pierce Mukkir Slayer * Melees: Southwest Corner... Pierce Mukkir Slayer * Archers: Southwest Corner... Pierce Mukkir Slayer

Arena 13	* Spawn #1 Virindi & Carezni followed by Lugians	<ul style="list-style-type: none"> * Mages: South... Fire... Imp and fire vuln Virindi then use fire bolts on Virindi, once the Virindi are all dead... move to Carezni... Cold... Imp & Vuln all... then help kill... Lugians... Imp only * Melees: South... Fire AR... Kill Virindi 1st, use hot keys to target impeded/vulned, once all Virindi dead then move to Carezni... Cold AR... Use Hot Keys to target Imped/Vulned... For Lugians... Lighting... use Hot Keys to target Imped * Archers: South... Fire or Soul Bound with fire arrows... Kill Virindi 1st using Hot Keys to target Imped/Vulned... For Carezni... Cold or Soul Bound with cold arrows... Use Hot Keys to target Imped/Vulned... For Lugians... Light Bow with Light Arrows... Use Hot Keys to target Imped
	* Spawn #2 Ursuin	<ul style="list-style-type: none"> * Mages: South... Imp only * Melees: South... Fire * Archers: South... Fire

Arena 14	<ul style="list-style-type: none"> * Spawn #1 Virindi (Paradox & Quids) 	<ul style="list-style-type: none"> * Mages: South... Fire or Singularity Wand... Imp and fire vuln a few Paradox then use fire bolts on Paradox, once the Paradox are all dead... move to Quids... Imp & Fire Vuln a few then Fire Bolts... repeat til all are dead... * Melees: South... Fire AR... Kill Paradox 1st, use hot keys to target imped/vulned, once all Paradox are dead then move to the Quids... Use Hot Keys to target Imped/Vulned... * Archers: South... Fire or Soul Bound with fire arrows... Kill Paradox 1st using Hot Keys to target Imped/Vulned, once all Paradox are dead, move to the Quids... Use Hot Keys to target Imped/Vulned...
	<ul style="list-style-type: none"> * Spawn #2 Olthoi 	<ul style="list-style-type: none"> * Mages: East/West... Bludge... Tuskers Fists * Melees: East/West... Bludge or Paradox Weapon... Attack from the sides being careful not to block Tuskers Fists * Archers: East/West... Bludge

Arena 15	<ul style="list-style-type: none"> * Spawn #1 Mosswarts 	<ul style="list-style-type: none"> * Mages: South... Fire... Imp all... Imp and Fire Vuln Gladiators... then help kill * Melees: South... Fire... Use hot keys to target imped/vulned * Archers: South... Fire... Use Hot Keys to target Imped/Vulned
	<ul style="list-style-type: none"> * Spawn #2 Falatacot 	<ul style="list-style-type: none"> * Mages: South... Fire Undead Slayer... Imp and Fire Vuln then help kill * Melees: South... Fire Undead Slayer... Use Hot Keys to target Imped/Vulned * Archers: South... Fire Undead Slayer... Use Hot Keys to target Imped/Vulned

Arena 16	* Spawn #1 Viamontians	<ul style="list-style-type: none"> * Mages: South... Light... Light Bolts * Melees: South... Light * Archers: South... Light
	* Spawn #2 Olthoi Deamons	<ul style="list-style-type: none"> * Mages: Southwest Corner... Saulandoi or Bludge... One Mage Bludge Vuln one then help kill... Other mages use Hot Keys to target Vulned * Melees: Southwest Corner... Brassed No Wield Wand... Heal and Revitalize Mages * Archers: Southwest Corner... Brassed No Wield Wand... Heal and Revitalize Mages Note: when only 2 or 3 Deamons are left in the spawn, several of the Melee/Archers may assist in killing... however 1 or 2 must continue to heal the fellow
	!Rare- formation * Spawn #2 Olthoi Deamons	

Arena 17	* Spawn #1 Virindi & Tuskers	<ul style="list-style-type: none"> * Mages: South... Singularity Wand or Fire... Fire Vuln and kill Virindi 1st, then Tuskers if any are left... Life Mages Imp & Fire Vuln all Tuskers as fast as possible * Melees: South... Fire AR... Kill tuskers... Use Hot Key to target Imped * Archers: South... Fire or New Composite Bow with Fire Arrows... Kill Tuskers using Hot Keys to target Imped
	* Spawn #2 Penguins	<ul style="list-style-type: none"> * Mages: Loose Southwest Corner... CS Fire... Life Mage Imp and fire Vuln all targets... Other mages use Hot Keys to target Vulned * Melees: Loose Southwest Corner... Fire AR... Use Hot Keys to target Imped/Vulned * Archers: Loose Southwest Corner... Fire or New Composite Bow with Fire Arrows... Use Hot Keys to target Imped/Vulned

<p>Arena 18</p>	<p>* Spawn #1 Monougas (2 spawns 3&3)</p>	<p>* Mages: Triangle... CS Bludge... Cast Tusker Fists at TM not on top of you (pivot to cast TF at other TMs... Life Mages Blug Vuln, Cold Vuln, Imp & Fester all TMs * Melees: Triangle... No Wield Brassed Wand... Regen Stam & Mana on Mages * Archers: Triangle... New Composite Bow with Spectral Cold Arrows... Kill targets</p>
	<p>* Spawn #2 Elite Guardians (3 spawns 1,3,5)</p>	<p>* Mages: Southwest Corner... CS Cold... Life Mages Imp and Cold Vuln all targets... Other mages target left to right, all in fellow attacking the same target * Melees: Southwest Corner... AR Cold... Target left to right, all in fellow attacking the same target * Archers: Southwest Corner... New Composite Bow with Cold Spectral Arrows... Target left to right, all in fellow attacking the same target Note: Triangle Formation places 3 in SW Corner, 3 at The Bell and 3 in SE Corner... 1 mage in each of the corners and 2 mages at the bell.</p>