2i44Gladiator''s Arena

#####Last Level you can do this is LVL 96####

1. Pay the guard 2001 gold to get in.

2. Go 4en and enter quicksand, kill the quickling for The Emperor''s Diamond Ring.

3. Go u2wsd and give 300 repgold to Dwarven Trainer for a Graduation Certificate.

4. Go uwuse and give 20000 gold to troll for key, open east and find King of the Shadows.

5. Give him the Certificate for A Diamond Studded Crown.

6. Go all east and to the vender and buy Bread and Beer.

7. Say "the password" to get into a secret room. Buy A Potion Made From Diamond Extracts and Bottled Rage.

8. Go ws and find a Human Noble and give him the Bread for A Small Diamond.

9. Go north and along the west path way and give beer to the Lizardman Peasant until you get a message from one, then kill for A Tiny Diamond Chip.

10. Go to the west vendor and buy ale and give it to the Lizardwoman Peasant who reacts to you giving it and kill her for A Chipped Diamond.

11. Find A Werewolf and give him Bottled Rage and Kill him for A Diamond Necklace.

12. Go to Armorseller and move in and out until he echos a message about not being\n busy, you will know cause he will be selling 3 items, say leg and buy the\n Diamond Studded Leggings.

13. Go to the Guantlet Guard and Pay him 3000 gold to get in and to get A Diamond Encrusted Sword.

14. Kill the Human Gladiator Champion and go down.

15. Now kill the Giant Centaurs and go NORTH not down.

16. Kill all the Things for A Glowing Diamond randomly then go down.

17. Kill all the Flying Wyverns then go down.

18. Kill all the Ratlings and go down.

19. Kill all the Sidhe Gladiators and go east.

20. Kill all the Lions and go east.

21. Say yes to get a message and tip about the actual Quest.

22. Say i am sure to move on the mobs warning though, they are aggie

23. First up are two 20-Armed Men, this is a basic fight, keep hp up and kill then enter door.

24. Next up is An Enormous Centipede, hes pretty weak, but loads of HP, kill\n him and enter door.

25. Next is alot of Goblin Gladiators, keep your health up and just kill them as fast as ya can and enter hole.

26. Next up is an Ugly Monster and A 9-Headed Hydra, they hit harder than the 20-Armed Man so becareful. The Hydra is immune to flame to use shard.

27. A useful tip, use sense life or get someone who has it to tell ya, and enter the space 30 seconds before next repop as next room will be very tough to complete before next repop. When its safe, enter space.

28. This room can be difficult if you are not strong. In it is five Familiars when you kill one a Master Vampire comes and joins the fight. You must kill all the mobs in this room. Respell, Cast refresh, and make sure you are ready to quaff, then be vis and go east.

29. Now this part is dependant on what tier you are. Some of the fights can be extremely difficult and you may not survive. T0=Straight to Emperor T1=Tela T2=Tela T3=Vilgan T4=Vilgan T5=Filt T6=Xantcha T7=Lasher T8=Lasher T9=Lasher

30. Depending on who you fight they will have different mprogs. Xantcha dispels, Lasher has lots of resists and hits hard, Filt casts alot of negative spellups, Vilgan has his mprogs and so does Tela. The general importance here is to not spam too many spells. You have to quaff and quaff alot, like 100 plus potions and maybe even a fidoer if you''re a high tier and plan to backtrack to explore.\n+-----------------------------------------------------------------+\n| Names : crappy breastplate |\n| Desc : I kicked WhoYaKilled''s a\*\*, and all I got was this |\n| : crappy breastplate! |\n| Type : Armor Level : 81 |\n| Worth : 1,800 Weight : 8 |\n| Wearable : take body |\n| Flags : invis magic bless v3 |\n+-----------------------------------------------------------------+\n| Armor : Pierce : 20 Bash : 21 |\n| Slash : 20 Magic : 13 |\n+-----------------------------------------------------------------+\n| Stat Mods : Wisdom : +1 Damage roll : +8 |\n| Hit roll : +8 |\n+-----------------------------------------------------------------+

31. Once your big mob is dead you can go on to end or try to explore the\n tier rooms before you, One warning Filt is just as strong as Xantcha\n so do not expect an easy fight, make sure you are spelled and have\n potions.

32. Go east and kill each mob using the tatics in step 30, until all are\n dead then you can proceed down to The Emperor.\n (If you go to Emperor without all 10 diamond pieces you will\n have to kill him, then you will be transported to prize\n room, where you will have to say ready to get out and to\n get the rewards.)\n+-----------------------------------------------------------------+\n| Names : fiery hook |\n| Desc : A Fiery Hook |\n| Type : Armor Level : 101 |\n| Worth : 5,050 Weight : 10 |\n| Wearable : take ears |\n| Flags : glow invis magic noremove burn-proof v3 |\n+-----------------------------------------------------------------+\n| Armor : Pierce : 32 Bash : 34 |\n| Slash : 33 Magic : 25 |\n+-----------------------------------------------------------------+\n| Stat Mods : Damage roll : +8 Hit roll : +8 |\n| Intelligence : +2 |\n+-----------------------------------------------------------------+\n| Resist Mods: Adds -3 resistance to cold |\n| Adds +3 resistance to fire |\n+-----------------------------------------------------------------+

33. If you have all 10 diamonds in inventory you will get a\n <-1-> One Day Pass to the Gladiators Arena <-1->.\n34. Head back to the the beer selling Vendor wear the pass.\n35. Say "the password" to get into the potion shop.\n36. Say "fee" to get the last room and area portal.\n+-----------------------------------------------------------------+\n| Names : lifetime pass gladiator''s arena |\n| Desc : <-L-> Lifetime Pass to the Gladiators Arena <-L->. |\n| Type : Portal Level : 80 |\n| Worth : 480 Weight : 1 |\n| Wearable : take hold portal |\n| Flags : invis magic no-locate burn-proof noreown v3 |\n| Owned By : AQer |\n+-----------------------------------------------------------------+\n| Stat Mods : Damage roll : +9 |\n+-----------------------------------------------------------------+\n\n\nOriginally Solved by Madrox\n\n--------------------------------------------------------------------------\n\n\nWell, I tried the AQ today. AND I finished the gauntlet. BUT for some reason after clearing the last room, having 10 diamonds and being visible, the king didn''t give me any pass.\n\nSo I just went and killed him and got 2 Fiery Hooks. I''m T0R4L96. Anyone got any idea?\n\nBut anyway, I used 90 jades and I think 40 mana pots to finish it. Also had a SH spellup. It wasn''t really that bad. All the way till the goblin gladiators, that one you have to quaff continuously, like every time your HP is a thousand below max, I quaffed a jade. They hit you really fast but not that hard, so as it goes along it gets better.\n\nThe fight after that was easy.\n\nThe last fight wasn''t that bad either.\n\nBasically I remember some mobs being immune to pierce, none of the mobs immune to cleave though. Divine power worked on those immune to pierce.\n\nWell if anyone wants to do it, about 120 jades and 50 mana pots should make it quite safe. It really isn''t all that hard especially if you''re T0 and you don''t have to fight the big bosses.\n\n------------------------------------------------------------------------\n\nEvidently Tinky''s a lot more buff than me, ''cuz I had a lot of trouble with this one :P If you don''t clear the goblin room out quick, it can get very nasty, as they keep coming back (not just on repop) over and over again. The first time I was there, I counted over 60 of them that I killed. If you''re a pmage, my suggestion for that room is frost breath, quaff a couple times, frost breath, repeat, since if you rely solely on your weapons, you just won''t kill them fast enough.\n\nI finally made it through the third time I tried, without any outside spellups that time. Stupid me lost the diamond extract potion somehow; probably got quaffed somewhere in the midst of all my other quaffing. So, I too didn''t get the portal :\\\n\nOne more note: Some of these fights can take quite a while, and most of them are in negative-regen rooms, so I found myself out of moves after one of them. So you might want to take a half-dozen refresh pots, just in case.\n\nPersonally, I''d probably recommend closer to 200 heal pots if you''re a T0, unless you think you''re as buff at Tinky (or just have better luck than me, I suppose) :P\n\n-------------------------------------------------------------------------\n\n\nLasher dispels like a madman heals himself, and has a ton of hps, not a huge deal though.\n\nXantcha is the tough one I found this time around, has a mobprog that forces you to remove all your aardeq, and does it a LOT. Biggest thing is you removing your aura then taking a ton of damage. I''d recommend casting sanc before this fight if you can, and never getting too low on hps.\n\nBoth of ''em were immune to pierce, I used air damtype and a shield.\n\n\n------------------------------------------------------------------------\n\nNONE of this is mine its just the area quest walkthrough pasted into this section, temp fix for sheni', 0, 1303109781, NULL, NULL, 469),

SLINKS: If you are t9, you can use Golden Harp of Calliope against Lasher with Pyromania as attack spell. The fight itself is not hard, but he does remove your eq and dispel you. Try to dispel and keep healed up, his spells hit HARD if you don’t have your gear on.