

A colosseum located in [Brecca's Landing](#) where many combat events are held. The winners of said events are honored and treated as celebrities. Each event is scored on both combat prowess and style. In order to get a high score the participants must be effective in combat and be a good showman. All events use magic that protects the participants from real harm. Any weapon used in the fight must first be enchanted to prevent any harm. A protective charm is also placed upon every participant as extra protection against injury.

A small collection of housing units in the back of the colosseum act as government buildings where all governmental business in the city is taken care of.

Solo Events

Solo Combat

Simple one-on-one combat consisting of 3 rounds or until one combatant is knocked unconscious.

Champion's Fight

A champion faces off against a number of opponents in a series of one-on-one fights. If anyone manages to defeat the champion, they become the new champion. Fights continue endlessly until no more challengers are available.

Team Events

Group Combat

2 teams of combatants face off against each other in an arena.

Vital Target

A random participant from each of 2 teams is chosen as the "Vital Target". In order to win, the opposing team's vital target must be defeated.

Other events

Escort

A one-vs-many event where a combatant must fight through waves of challengers while acting as an escort and protecting an unarmed participant. If the combatant safely gets the escortee to the safe zone then they win. If a challenger defeats the escortee then that challenger wins. If a challenger wins then they become the combatant during the next Escort event.

Protection and Rescue

A mass team event where everyone is on the same team vs paid fighters acting as monsters. The participants must rescue and protect “citizens” that are being attacked by the “monsters”. This event has a 3rd scoring parameter. In addition to combat prowess and style, participants are also scored based on how many “citizens” they successfully rescued.

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