

Hello~! My name is Weissy, and I'm gonna tell you all about the Colossus dungeon! Back before the change, I ran it over 700 times a week (which is a ton of astrogems...). Now though, we're limited to ten times and it's much more difficult. You need powerful mons and to figure out the Colossus' quirk. Luckily, I've studied them as thoroughly as I did before!

First off, all of the Colossus have some terrifying abilities. They all have Greater Blessing, which increases their attack and defense every three turns, AND clears all debuffs. Defense Down, Attack Down, Weaken, you name it. If that's not bad enough, they're immune to any form of CC, though thirst and Seal DO work. Along with all of that, sap damage is significantly decreased against them. With all of this and their truly immense health, you'll be in for a rough fight.

Dark Colossus is basically an anti-active titan. He thirsts and seals, his guys thirst, fatigue, and buff him with dominance, which is an irresistible active drain. Your active is useless here, so healers are pretty much a no go. The good news is, aside from seal, you don't need to worry about all that much. His attack is significant but not terrifying, around 4000. He's got 1.68M health, but don't let that scare ya. As long as he doesn't kill you outright, it'll be fine. Self sustaining monsters are very useful for this fight. Mons like Fire Succubus are, thus, fantastic mons to have for it. Fire Wildfang can help too, but you're basically in a contest to see who can keep healed more without having an active healer. Any passive heals would be good but sustains are helpful because they also deal significant damage to outpace his Greater Blessing.

Fire Colossus is a powerhouse. With four times the attack of Dark Colossus, he also has 100% stalker on his active and passive. Thankfully, wet mons are typically tankier in general. His satellites aren't much to be concerned with except on the right. His heal will shield the titan based on level, and with a level way out of our league, you NEED a shield breaker to break through it. Here, Wet Cotteen is gonna be your best bet. A good active for this kind of attack, Cotteen will probably need to be 60 to make it through. Mine is 50, but I also have a Dark Birdie also healing. You probably need attack down for this guy, as his attack amps quickly. Keep in mind, SP siphon can also be used to circumvent his shield entirely, but that's a dedicated attacker on his satellite and a misclick without a shield breaker would be catastrophic. Wet Cotteen is just the better choice. Wet Mildeu will also be an ace for this, though Wet Cotteen has books so her heals are stronger. That said, you can only have one per type of monster, so both is also a good option.

Recently, it came to my attention that there is a farmable team for Fire Colossus. It requires fantastic gems, but [this](#) dude farmed most of his team. You can see his comp [here](#)!

Wet Colossus is a pain in the Miho if you know what I mean. At 630K health, he has the least amount of health of the group. That should make him easy, right? Pfft. Nope, he also has 33,600 defense. My strongest wood nuke with literally the best gems I own, along with him being debuffed, tickled this guy. You sap him, he saps you. It's a sap off, and you gotta win. Light Venus is good for her shield, as it prevents all debuffs. An exotic mon about to come out as I'm writing this sentence is Cherry. Wood Cherry has 10% team adrenaline and an hp shield. She is

going to be an amazing healer, even better than Light Venus. That said, Wood Cotteen and Wood Mildeu can also purify the sap right off of you. That said, you need an assortment of mons because you can only bring in one of each kind. His satellites also sap and defense up, which I don't believe affect sap damage. It's a very long and tedious process. Remember, switching teams clears all debuffs!

It should also be mentioned that, with amazing mons, it's possible to kill him the old fashioned way. Someone [has](#). Gosh darn [twice](#). But sap is generally the most accepted way of doing it. My typical strategy includes sapping his satellites, starting with his healer. They are not protected from sap like the Colossus is.

Another strategy is using a Fire Draka!

This entire set up is based around Draka's puncture. Wet Colossus has a base defense of 33600, which is why you do next to nothing to him. Draka's puncture makes him cut through that defense like it literally does not exist. He is the only mon who matters for attacking in this situation.

Wood Hana, Wood Cherry, Dark Venus, Fire Draka is good set up, assuming they're all level 60 evo 3. Evo 2 might be doable with good gems, but the top is the dream team. Two different attack downs, defense up, attack up, the strongest shield in the game, and Draka who can keep fueling their actives. It'd be better with a Variant Draka, but that's extremely rare. As long as you get good starting RNG, chances are you'll be fine fighting him with this strategy.

Probably keep the second team as sappers to push him over 50%. Just to be safe.

Wood Colossus is the easiest as long as you have the right mons. SP siphon is your saving grace, but you can technically use seal or thirst. You just run the resist risk. Monsters like Light Verde or Fire Onimyoji are your best friends. The colossus is paper. Your Succubus, Wildfang, and Gemini could probably eventually kill him. His attacks do next to nothing and his active defense downs, which isn't as threatening as it seems. His right satellite gives him attack up. Which is also not as threatening as it seems in the worst possible way. He gets probably around a 500% boost to his attack, and his predator passive exacerbates the issue. In other words, if the right satellite heals him once, it's 99% game over for that run. Siphon the right, and set your sustainers on him.

Light is... irritating. 2.24M health, 8000 attack, shock on active, this dude is a monster. His passive heals him for 5% of his health per monster hit, and you have four right there. Aside from that, his satellites give him recovery up, which I THINK helps him even though it doesn't help us when we use it. That said he has 73 defense. No, not 73K. Literally 73. Recovery down sees its only near required use in the game here, and you need to nuke him out of this cosmos. Gatito in particular is gonna hit this guy for more than a Courageous Strike would, provided he survives the onslaught. Dark Misha at evo 2.3 is also a potential powerhouse, with a single target active

and Vengeance. Again, they just need to be able to survive the Colossus. Someone did solo this Colossus with a Dark Misha on Leech as well, but that's a high ceiling to aim for.

Colossus is generally a late game content sorta dude. He takes specific mons and skill sets to beat, let alone to do so while being 100% stable. But he has some of the best gems in the game, drops Dark Siegfried soulstones, and rewards a 4\* book at eight kills. Recently, his rewards have been buffed to include 14 drops. That means you can get gold, eggs, Astrogems, a Colossus gem, and a Dark Siegfried stone. It's a massive cost of energy, but it's more than worth it in my opinion. Happy hunting!

### **FAQ**

**What's the airspeed velocity of an unladen swallow?**

African or European?

**How can you reverse entropy?**

INSUFFICIENT DATA FOR MEANINGFUL ANSWER.

**Are you single?**

No, usually I'm, like, a double. A triple if I've been eating brussel sprouts.

**Why aren't any of these questions about Colossus?**

Why aren't you ASKING any questions about the Colossus, fictional reader?

**Because you're the one writing these.**

Please use this section for questions only. Closing this thread.