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What's up, guys! My name is Theatrix, and welcome to my complete level 1 – 99 Slayer guide. Slayer is a skill that is trained by killing monsters that are assigned as tasks of various master hunters. Leveling unlocks monsters that normally can't deal damage, with some top-level Slayer monsters being some of the biggest money makers in the game. This guide will take you through all the basics and knowledge of Slayer, as well as tips, articles and mechanics that you will need to know in order to train effectively. I'm going to go over 5 main Slayer training styles. If something is lost, or you need to refresh your knowledge of something more specific, just scroll down and find the header you need. 1. How Slayer Works Training your Slayer level is a great skill for your account for a number of reasons. On your way to level 99 Slayer, you'll get or be very close to level 99 in many combat Stats. In addition, you can take advantage of the enormous damage and precision boost of the Slayer Mask, which gives higher XP rates than attacking normal monsters. Talking to one of the 8 Master Hunters will assign you a number of certain monster to kill. This is called The Hunter Task, and you can only have one Hunter Task at a time. When you get your first Slayer task, you'll receive an Enchanted Gem, which allows you to check your current Hunter Task, as well as how many you have to kill. Each Master Hunter in Old School Runescape assigns monsters from their own to-do list, and high-level Masters give more difficult and long tasks. Some hunting monsters require items and equipment in order to kill them. For example, Killerwatts: you need to wear isolated boots. All these items can be purchased from any Master Hunter. When you kill a monster in your Hunting Task, you'll receive Slayer XP equal to the total number of pf hit points the monster has. Therefore, this means you'll have to deal about 13,000,000 damage to your Hunter Task monsters to get a level 99 Slayer. By right-clicking on any Vampire Slayer master, you can see the available Slayer rewards, ranging from new tasks unlocked to object unlocks and Vampire Slayer perks. But, I'm going to talk a lot more about these more in the article. 2. Slayer Masters There are currently 8 Master Hunters. Two of them have no hunting level or combat requirements, while the rest gradually move in combat requirements. Each Master Hunter has its own benefits and reasons for choosing to get tasks from them. These are the most important things you need to know about teachers. Turael can be used to replace another, more difficult Vampire Slayer task at the expense of resetting the Vampire Slayer task streak. Krystilia Vampire Slayer tasks that can only be completed within the desert, and your tasks have a separate task streak from normal Slayer. Despite the fact that it has no requirements, it assigns very difficult tasks. So, even as a level 3, you could get something very difficult like Black It is a good choice for low-level players, as she will mostly assign Hunter Tasks in or near the Morytania Hunter Tower. The guy you first meet on Tutorial Island, Vannaka, fills the gap between 40 and 70 Combat. There's Chaedlar. With level 70 combat, this is the first master to give a good number of Slayer points per task. There's the newly introduced Konar, assigning Hunter Tasks at a specific location, with a spin to drop the keys to the Brimstone Chest that has a range of useful rewards for Ironmen. Snow, or Steve if you've done Monkey Madness 2, assigns high-level tasks, and is one of only 3 Master Hunters who can assign Boss tasks. This brings me to the last Master Hunter, who requires 100 Combat and 50 Hunt. Duradel. 3. Useful missions and Unlocks Slayer can be started at any combat level and you have no requirements to start, other than being a member. Leveling up skill is a great way to train at any combat level. But, to be effective and get Quick Vampire Slayer XP, I recommend having at least a combat level of 70, using Chamir. There are a variety of missions in Old School Runescape that will help speed up your Slayer XP, as well as unlock new tasks and teleports. On the screen right now are all missions that unlock new Slayer tasks. As you can see, there are 2 categories: recommended and optional. You should definitely do the recommended missions, as those monsters are vital to get the fastest XP rates possible. With optional ones, they are actually more likely to slow down their XP speed, with more tedious tasks. Therefore, these should be avoided unless you have already done the mission, or go through the Cape of Missions. There are also a number of missions that unlock things that are very useful for your Slayer training. First, completing the Dwarf Cannon mission allows you to use the dwarf multi-barrel, which greatly accelerates Slayer's efficiency. The Lost City, Priest in Danger, and Shilo Village quests unlock different Hunter Masters. The Fairy Ring Teleportation of Part 2 of the Fairy Tale is extremely useful in Hunter, and the Elemental Shield of the Elemental Workshop is necessary for Wyverns. Lunar diplomacy can allow you to use NPC contact, allowing you to contact your Master Hunters from anywhere, and I also recommend completing the threat mission to unlock the full set of proselyte armor. For new or low-level players, by completing the Varrock Museum Contest, you can earn 1000 Hunter XP, which takes about 5 minutes to do so. I really recommend doing this at a low level, as it takes you directly to level 9 Slayer. For starters, go up to the ground floor at the Museum Along with the quest, there are 3 non-combat skills that I recommend you train to accelerate your Hunter. First of all, having a high level of construction with a full player-owned home will actually increase your efficiency. On the screen, I have included the most important components of the house related to Slayer. The most noteworthy is the Hidden Altar to exchange between Ancient and Lunar by Burst and NPC Contact. With 54 Crafting, you can create the Slayer Helmet, and that also costs 400 Slayer Points on any Slayer master to learn how to make them. Having at least 71 Crafting allows you to increase with mushroom cakes up to level 75 in order to create hunter rings, which must first be unlocked from a master hunter as well. These rings provide super close teleports to a lot of Slayer locations, as well as one right next to Snow or Steve. The ultimate ability that can accelerate your Slayer XP is Agility, and by gaining 87 Agility or 82 if you used Summer Cakes, you would have unlocked all of Slayer's shortcuts in the game. Some of the top-level ones can save you a lot of time in the long run, such as Fremennik Slayer Cave shortcuts, Kalphite Queen shortcut or Baby Green Dragon shortcut. 4. Combat training TEAM I mentioned, you will do a lot of combat training through 99 Slayer. Most players choose to use melee when they are killing due to their high damage and usually 0 cost per attack. Ranged is also a great choice for those who can afford it. Although, just doing Magic for Slayer training will drain your money. If you cannot do many tasks as possible going from 1 – 99 Slayer, you would move between 90 – 95 Ranged. There are also a variety of tasks that can be burst or bombed for faster XP speeds, as they can be stacked and killed very, very quickly. 5. Hunter/Weapons Team Naming on the Vampire Slayer team and weapons. First of all, one of the most important objects for Slayer are expeditious bracelets and killing bracelets. Expedited wristbands will generally shorten the number of monsters in your task by 25%, with 30 charges per bracelet. On the other hand, Assassination Bracelets will increase the duration of your task. These are fantastic for a number of reasons. Being able to shorten your task allows you to do tasks that are not worth blocking or jumping, but are still decent XP. While, Assassination allows you to expand fast XP tasks like Burstable tasks. In terms of armor, first of all, you should be wearing a vampire-hunter helmet or slayer mask at all times. A Hunter Mask can be purchased from the Great Exchange, while the Hunter Helmet is an unlocked reward, as I explained earlier. The benefit of the Helmet is that it combines the Hunter Hat with the Slayer mask boost, allowing you to use it for things like Aberrant Spectres or Banshees. Using it gives 16.667% increased damage and melee accuracy on your Slayer task monster. The helmet or mask can be imbued in the Nightmare Zone with 1 250,000 points, giving the helmet an Additional damage and increased accuracy to magic and remote as well. When it comes to armor, there are 3 categories in which I like to place the equipment: melee and ranged defense, magic defense and prayer equipment. I'm not going to check all the object slots. But, I'll give you a good idea of you should be getting ready for Slayer. For melee, at least Runeite Armor is best for Ranged and Melee Defense, and you should focus on increasing your strength bonus, with items like the Torso or The Bandos Chest Plate. For Magic Defence, your best Dragonhide or Karil equipment works great. Although, avoid using Armadyl because it gives a negative melee bonus. For prayer, monk's robes are a good start. Then, Proselyte gives you the highest bonus in the slot. For ranged attack style, it's recommended to safely detect monsters that deal a lot of damage, and you can't be very melee or defensive from a distance when using from a distance. Therefore, for Magic Defense, most remote teams, including the Void, grant a great Magic Defense. For prayer, Blessed Dragonhide provides a small prayer bonus with a large remote bonus or some players choose to wear God's vest robes or monk robes for considerably higher prayer bonuses. For Magic, it's best to focus on magic damage by increasing equipment such as the hidden necklace, the tormented and ancestral bracelet. You don't really need a defensive setup for Magic. You should focus on a combination of the prayer bonus and magic bonuses, because for your tasks that may explode, you'll definitely use Protective Prayers. God Vestment Robes gives a bonus of magic and prayer, as well as lots of other magic equipment like Books of God, Layers of God and the Tormented Bracelet. You should also try to get your Imbued Rings. The top three are the Berserker Imbued Ring for Melee, Imbued Archers, and Imbued Ring of the Gods when you're using Prayer. Wise weapons for melee, there are two categories of training weapons: strength training weapons and attack or defense training weapons. For force, the Rapier is the best in the slot. For others, I've made some of them in red so that I can distinguish between those who degrade and cost money by attack. Personally, I think the abyssal dagger is a good medium-ground weapon in terms of price and damage. But it really depends on the best you can afford. For attack and defense, you have better options. The faithful abyssal whip can be used for attack or defense training. But, it can't be used just for strength. The Up is ideal for weak stabbed tasks, especially Dragons. Once again, the Saradomin Sword and Dragon Scimitar with the Dragon Defender are good cheap options. When it comes to Ranged, you're going to have to spend a little more money, as good ammo costs a lot. The Blowpipe costs approximately 120 coins per shot, and that's only on scales. Karil's crossbow is an amazing and cheaper alternative, while many Ironmen will choose the Rune crossbow with wide bolts or bone crossbow. As for Magic, you should aim for Staves and Wands, giving the best magic damage boost. Ahrim's cane is a great cheap option now, as it is one-handed and also has a 5% damage increase. For those who can afford it, the best in slot is the Kodai Wand. Along with their regular, regular armor and weapons, are some more useful items that you should bring with you. First, the Guthans can be used as a healing setup. With the 1 in 4 chance that your damage will heal you, it allows you to stay on your tasks longer, and also make them semi AFK. A better alternative, no matter how expensive, is the Saradomin Godsword special attack, which heals 50% of what you hit plus 25% of what you hit goes to your prayer points. As I mentioned, a dwarf multi-barrel will also

significantly speed up their deaths, and in their inventory, of course, you will have to bring cannonballs. I like to bring at least 1000 at the beginning of a task. In addition, when killing, for the best XP rates you should bring along super combats or rank potions, along with prayer potions, a one-click teleport, preferably home, and some high-level foods. My favorites are monkfish, potato and cheese and chocolate cakes, which heal 5 per slice.6. Slayer and InfoMoving tasks in Slayer Tasks, and in terms of where you should kill monsters, it depends on your training style, which I'll talk about sooner. There are a lot of Slayer tasks only areas in Runescape, as well as a lot of large Slayer locations that don't need you to be on task. I'm quickly going to go over the best areas now. First, it is the Slayer Tower, located west of Canifis, and has a wide variety of Slayer monsters that can be killed out of task. If you go down the stairs near the entrance, you can find the Slayer only part of the cave, with 4 different Slayer monsters. There is only the Kalphite Lair Hunter, located west of shantay Pass, and it does not require a rope upon entering. Fremennik Slayer's dungeon, located west of Rellekka or north of Camelot, has many monsters that can only be found in that dungeon, such as Kurasks, Turoths and Cockatrice. There is the abyss of fire, containing minor, major and black demons, with much in an area with cannon capacity. Stronghold Slayer Cave, located next to Snow or Steve used to contain almost all of Slayer's monsters until an update a couple of years ago, where it now contains 5 different Slayer monsters. Finally, kourednd catacombs, a multi-combat area not able to cannon ideal for blowing up your Vampire Slayer tasks. While these areas are the slayer places to do your Vampire Slayer tasks, there are many alternate monsters you can kill in your task that will still give you Hunter XP and count towards your total kill count. Things like demonic gorillas can be killed instead of black demons for a much greater profit. Larger demons count as Chief Zamorak, K'ril Tsutaroth, and Trolls can be made in Ice Trolls for great loot. Deciding if you want to kill an alternate monster depends on your Slayer training, if you want XP, money or AFK tasks, which I'll talk about sooner. In the Slayer Tasks theme, there are some monsters you may find yourself running or approaching that you should avoid at all costs. Aberrant Wraith, Banshees, Dust Devils and Smoke Devils drain your stats very quickly if you don't have your respective piece of Slayer equipment. So, if you're ever running past these for example the Wraith or Banshees in the Catacombs, always keep in mind that you'll be completely exhausted and could die if you don't have these pieces of equipment with you. 7. SlayerUpon Points by finishing 5 Vampire Slayer Tasks in a row, you start earning Vampire Slayer Points.The number of Slayer Points you earn varies greatly with each Master Hunter, with the most points coming from Duradel, Konar and the Master of Nature. You earn bonus points for every 10, 50, 100, with each a different multiplier than the base number of Hunter Points. With points, by right-clicking on any teacher, you can see the rewards, and there are a variety of things you can buy. They fall into 5 categories: task extensions, task unlocks, item unlocks, item purchase, and task management. The extent of the task is quite self-explanatory. You can make some tasks longer in exchange for Slayer points. Task unlocks allow Slayer Masters to assign tasks that they typically could not assign. You can unlock items like the Huntress Ring, Hunter's Helmet and its recolors as well. Task management includes blocking and skipping your Slayer tasks without penalty to your overall number of tasks. In terms of unlocking these Slayer rewards, I advise some specific ones to unlock first. The most important at first are the Superior Slayer monsters, known as Bigger and Badder in the rewards store. This unlocks a small chance that the monster you kill in your Slayer task will become a Superior Hunter Monster, which has some very valuable drops. But, more importantly, it gives thousands of XP to death, 10 times its Hitpoints. These enemies can be a little more difficult, and since they have more hitpoints than their normal version, each kill is almost 30 kills in XP Slayer, which is a lot. Then, in the unlock order, you need to block Slayer Tasks, which I'll talk about in the training section further. But basically, you should choose tasks that have a high task waiting, depending on your Slayer training style. You should then unlock the Vampire Slayer rings or the Hunter's Helmet below, depending on your crafting level. Then, extending the best tasks for your training style and if you're an Ironman, you may consider unlocking the Herbal Bag or Wide Bolt by doing something early as they will help you along the way. 8. Training stylesMoving in probably the most important part of this guide - Slayer training styles. There are 5 styles that I am reviewed – first of all, for beginners Slayer training, for FAST Slayer XP, for the best benefit, for the AFK Slayer and finally to the Slayer Points farm. The main thing that changes within each style is the recommended hunter master, weapon and combat style, where the task is done, and which tasks are chosen to block and jump. Beginner SlayerFor beginners, Slayer is a great way to get a sample of how the skill works, as well as get your Slayer task account so that you can start earning more and more points at a higher level. Before you start killing as a beginner, you should have at least 40 Combat in my opinion. A black mask and cannon will really speed up your Slayer tasks. You'll just want to use Turael and Mazchna at a low level. The fastest way to get to Turael is a game necklace, and Mazchna can be reached with only Endangered Priest and by using a Fenkenstrain Castle Teleport Tablet. Although you unlock Vannaka at level 40, assign much more difficult and longer tasks like Blue Dragons and Bronze Dragons. If you're around the level 60 mark, he's a good choice, and the fastest ways there's a Glory to Edgeville or use a Paddewwa Teleport if you've made Desert Treasure, which takes you directly to the Edgeville dungeon. The Master of Nature is also available on level 3 without requirements. But, I recommend just doing that for Slayer Point agriculture, which I'll talk about soon. To get to your Vampire Slayer Tasks, these are all teleports you need to buy or get to reach monsters faster. The card rings are great for low-level Slayer if you've unlocked them, and some game necklaces will help you too. XpNow faster, to get the fastest possible Hunter XP when training, and this can be done through Burst and extend these burst Slayer tasks by using a assassination bracelet to make the best XP tasks extremely long. Combining that with an expedited wristband and cannon in tasks that don't have high XP rates, and then skipping the absolute slowest tasks, no less cost-effective, is the best way to get XP Slayer. In addition, since Duradel gives Slayer's longest tasks in the game, he is the best master to use for a good XP Slayer. To do all this, I recommend at least 70 in Combat Statistics. You'll need Ancient Magic, which requires Desert Treasure, and you'll have to do Lunar Diplomacy for the Lunar SpellBook. The ancients allow you to burst multiple enemies at once, while the lunar spell book allows you to use contact with the NPC, causing you to contact Duradel almost instantly. A house owned by almost the top player is extremely useful here, as you can use a hidden altar to easily swap spell books as well as place teleports to Kourend's catacombs and a broom ring. At the lowest levels, the Master Hunter of Zanaris and Snow or Steve are still great for a quick experience, and will give Duradel-like tasks with some variation. It is not recommended at all that you make Konar for Slayer XP fast, simply because it allocates a lot in a restrictive area, where you can not explode or cannon your tasks. Areas in the you want to perform your tasks are in multiple combat areas or cannon-capacity areas. The best multi-combat place to explode are the Kourend Catacombs, which has 2 Vampire Slayer tasks that I really suggest extending: Dust Devils and Nechryaels. You can also burst the Smoke Demons, Abyssal Demons, and Ankous and Hellhounds if you get creative in the Catacombs. Any Tasks that can be found in Fortress Hunter Cave, Fire Abyss, Kalphite Hive and things like Dagannoths, Suqahs and Trolls can be cannoned, and the goal is to finish those tasks as quickly as possible, as they don't give as good XP as the tasks that can explode. So you should bring the expedited bracelet. In terms of tasks you want to jump and block, they are monsters that are slow regardless of loot. This includes things like Wyverns, Black Demons, Fire Giants, Greater Demons and Ankous, all kinds of dragons and Kurasks and Turoths. These are tasks that you must skip, and you can block some of the high-weight tasks like Black Demons, Fire Giants or Steel Dragons. When you're busted with Vampire Slayer tasks, you want to bring a quick-attack ranged weapon like darts with you to gather all the monsters around you. Then, you can use a wall to run back and forth, and stack all the monsters to easily burst each one. Kill MoneyNow for the training style of making money for Slayer, and the basis of this is that you should not be bursting or using a cannon, and you will be skipping the tasks that give no drop, no matter how fast they are. You'll also try to do Clues and Bossing wherever you can. The best Master Hunters for money are Konar, Snow and Duradel, and the most skilled players can make a lot of money with the Master Nature Hunter. Konar's Slayer tasks have the ability to drop Sulfur Keys, which are used to open the chest near Konar. Inside the chest, you can get over 500,000 loot. There are some additional missions that I recommend trying to do, which unlock some tasks to make very big money. Cabin fever for Jungle Horrors, Monkey Madness 2 or Demonic Gorillas, Dragon Slayer 2 for Rune Dragons and I also recommend Lizards to kill shamans. Bank-making tasks are things like Brutal Black Dragons instead of Black Dragons, making Kurasks, Green Dragons, Ice Trolls, Aberrant Wraith, Wyverns, Gargoyles and all high-level Slayer monsters. You should do boss tasks, which are unlockers in Slayer Masters, and you should try to do your best to make variants more difficult. There are a lot of bosses that can be done in a standard Slayer task. The monsters you'll want to block are things like Suqahs, Hellhounds, if you don't like Clues, Waterfiends or minor demons, monsters that have little or no drop. As I mentioned, you can make the master savage hunter, Krystilia, to get a decent profit if you're good at avoiding PKers. In any Wilderness task, the monster you're killing has the ability to drop a mysterious Level 1 emblem, which currently lasts 165,000 in the Great Exchange. In addition, some of your tasks are really profitable - up to 100 greens, 60 lava dragons - as well as tasks for Demi bosses of nature. AFK SlayerThe next training style I'd like to talk about is the AFK killing, which involves fighting aggressive, aggressive monsters, you can stack in multiple battles, or using a cannon. Aggressive monsters remain aggressive for 10 – 20 minutes, depending on the area and monster. Some notable tasks that you can aggressively AFK are Hellhounds, Trolls or Kalphite Soldiers. The monsters you can stack are anywhere in a multi-combat area, such as Kourend's catacombs. Using a cannon, you can AFK up to about 5 minutes at a time, as long as the task is capable of cannonballs, which more than half of Slayer's Tasks are. Wise defense, some players choose to use their prayer settings, where they have full proselyte and protect themselves from melee, which lasts about 10 minutes for 70 prayer points. In addition, some players choose to use high-defense gear or Guthans for the passive healing effect. In terms of blocking and skipping tasks, you want to skip things like Basilisks, Gargoyles or Kraken - things that require a lot of click and focus. Kill PointsNow I would like to explain how to grow Slayer points, and you can do it with 2 different methods. First of all, the Master Wild Hunter. As I mentioned, your tasks are in a separate task count. But once you do 5 tasks in the wild and start earning points, you get ridiculous amounts of points, especially in milestones. Most of the tasks they give you are relatively fast too if you're willing to use a cannon. When you bring a cannon, I suggest you take 500 cannonballs. I suggest preparing with 2 different types of configurations - one for over 20 Wilderness, and one for less than 20 Wilderness. This is because above 20 Wilderness, any non-exchangeable ones you lose when you die will disappear completely and you won't be able to recover them. This includes things like The Void, the Hunting Torso, or Fire or Hell Cape. Therefore, you need a configuration for below Level 20 Wilderness with these inegotiable, and one up without. It is recommended to block or jump spiritual creatures or any task you would like to avoid – things like bears or ants, as they are quite slow tasks. A slightly slower way to get to farm points is by driving with Turael, and by this I mean you do regular Vampire Slayer tasks in Turael until you reach one of the milestones, and I would suggest every tenth task. So, in that 10th task, you should do it at the highest point you can, which is very likely to konar. Since Turael tasks take literally 2 to 5 minutes when using a cannon, you can do 9 tasks in no time. After that, you can do a bigger and longer task for more than 90 points. In the future, I plan to make an in-depth Slayer point booster guide. So keep your eyes peeled for that. 9. Tips and tricksSo, which is all different training styles. Now I have some tips and tricks they can be used throughout these training styles to improve your killing experience. When you're using a cannon in a single combat area, attack all monsters as if it were multi-combat if you're in a safe place. This works very well in fortress Cave if you use Ranged. Bones to Peaches tablets are not only useful for the boss. You can take tablets along Slayer tasks like Hellhounds in order to stay there forever. With the requirement to start Dragon Slayer to use shields and anti-dragon potions, you can now avoid any dragon task by not starting the quest. This can help you skip those very long Blue, Iron, and Steel Dragon tasks at lower levels. When you're on a Turros Hunt or Kurask's task, always use the blade-to-leaf battle axe, as it gives about 17.5% invisible damage and accuracy gain for both monsters. In addition, even though these monsters are only vulnerable to Leaf weaponry, you can still use a Saradomin God sword and you'll get hit points and prayer points based on what you would have hit. If you're assigned a JAD task, and you don't feel up to date with the challenge, you can enter and exit the Fighting Caves without completing any waves to skip your task instantly. This does not use any Slayer dots, and will not reset the task count. If you haven't imbued any rings or other items they can impregnate, and you get Black Demons or Trolls as a Hunter task, you can complete them in the Nightmare Zone, AFKing with some of the available bosses. Finally, if you're bursting or smiling, and need to get the attention of many monsters, Din's Stronghold special attack works great within Kourend's catacombs especially, and only uses 50% of your special attack. 10. Duo SlayerI would like to briefly review Duo Slayer, which is only available for regular accounts, so not Ironmen. Basically, a secondary feature of an enchanted gem or any object with an enchanted gem, such as a helmet or hunter ring, allows you to set up a companion. The partner with the highest level of Slayer must obtain the Slayer task, and if the lower level player has unlocked the task, both will get exactly the same number as that Hunter monster to kill. However, both do not share the same death count. They both need to kill their own, like a normal slayer task. But, it allows you to chat and play with a friend with the same Slayer task. You also don't share any XP with your friend. So, it's a bit but disappointing. But, it's pretty impressive if you get boss duties. 11. Ironman TipsNow, for the final information segment of this guide, Ironman Slayer Tips. So many Vampire Slayer tasks are exceptional for Iron Men in terms of collecting supplies, as well as unlocking new items and weapons such as the hidden collar and abyssal whip. Many Slayer tasks give large amounts of resources such as seeds, herbs, bones and Alchables. The use of a cannon is often not done by Ironmen, simply because of the amount of time it to spend making cannonballs. Top-level Ironmen can skip tasks that give little or no resources or bad XP rates. I mentioned earlier, from Slayer you can get the Herb Sack, one of the best essentials for an Ironman player on his journey to 99 Herblore. Much of the I mentioned in this guide is relevant to Ironmen as well. But, the main thing you need to get out of this is that you need to focus more on those tasks that give resources and skip the longest worthless tasks. 12. Guide SummaryThe final section of my Slayer Guide is a quick summary. Overall, Slayer is a member skill that I strongly recommend doing for a number of reasons like benefit, combat training and efficiency. If you missed any information, I really suggest you go back and have a better look. As a quick summary, there are five main types of ways you can train Slayer in my opinion. For beginners, for fast XP, for profit, for AFK training and finally for Slayer point farming. It really up to you which styles you'd like to choose. But realistically, you will exchange through these very commonly on the way to 99. Anyways, which is my complete level 1 – 99 Slayer Guide. Be sure to check out Slayer's new themed merchandise. The link will be at the end of this article. There are new designs and products that are added every month. I hope you learned something useful in this article or enjoyed it. If you did, be sure to leave a like and make sure you subscribe if you're new. I really appreciate the support in these longer types of guides, especially if you got here. If you have any suggestions, be sure to leave them in the comments. If you have any questions or just want to chat with me, you can join Theoatrix friends chat in the game. I'm there almost every day. Best of luck on your journey to level 99 Slayer. As always, thank you for reading this article, and having a good day! New Slayer Merchandise! Merchl

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