

Intelligence Division • Case File

SLAYER MASTERY

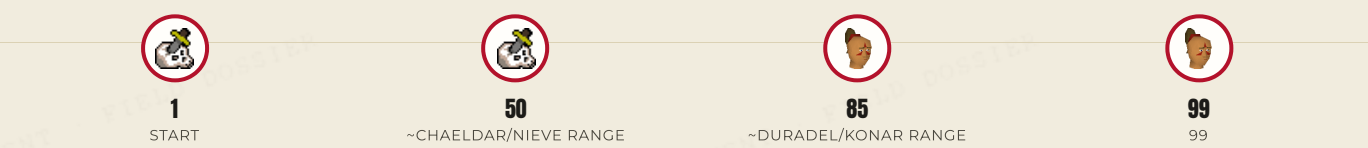
A Field Guide to Efficient 1-99 Training - Assignment Protocol



SUBJECT	Slayer (1-99) - fully members-only skill	SCOPE	No Free-to-Play training path exists. Live game version, 2026.
ENTRY POINT	Level 1 Slayer	TARGET	Level 99 Slayer

Briefing. Slayer xp is a byproduct of completing assigned tasks, not a single grindable spot - **"fastest" means picking the right master and extending the right tasks**, not finding a better monster to camp. Slayer is also **entirely members-locked**: both Turael and Spria, the two "easy" masters, are members-only NPCs, so no F2P Slayer training exists at any level. Master access is gated by **combat level**, not Slayer level - the two only line up loosely.

PROGRESSION LADDER



ICON	TIER	LEVEL RANGE	METHOD	KEY REQUIREMENT
	I	1-50	Turael/Spria → Mazchna → Vannaka	Members; Mazchna needs Priest in Peril
	II	50-85	Chaeldar → Nieve/Steve	70 Combat + Lost City (Chaeldar); 85 Combat (Nieve)
	III ★	85-99	Duradel/Konar (flagship)	75 Combat (Konar) or 100 Combat + 50 Slayer + Shilo Village (Duradel)

Reading The Access Tags

F2P Free-to-Play - no membership required for this method.

P2P Pay-to-Play - requires an active OSRS membership.

F2P & P2P Identical method works on either account type.



MEMBERS ROUTE - TURAEI TO DURADEL/KONAR

Free-to-Play Status

Slayer has **no Free-to-Play training path at any level**. It's easy to assume Turael and his apprentice Spria - famous for assigning easy, no-requirement tasks - are the game's "F2P player masters," but both are members-only NPCs; Slayer itself is flagged as a fully members-locked skill, the same way Herblore, Construction, and Hunter are. There is no partial F2P progress possible, not even at level 1-10.

How To Read This Page

Every master below is gated by **combat level**, not Slayer level - the level ranges shown are typical progression, not hard Slayer-level requirements. Several masters also require a specific quest to reach their location, noted per tier.

TIER I - TURAEI/SPRIA → MAZCHNA → VANNAKA

P2P

1 → 50



METHOD

Start at Turael or Spria (no requirements, but the weakest task pool and lowest bonus xp in the game), move to Mazchna once 20 Combat is reached, then Vannaka at 40 Combat



LOCATION

Burthorpe (Turael) / Draynor Village (Spria) / Canifis (Mazchna) / Edgeville (Vannaka)

EST. TIME (THIS TIER)

~3-6 hrs (level 1-50 Slayer needs only ~101,000 xp - a small fraction of the climb to 99)

REQUIREMENTS

Members access; Mazchna additionally requires the Priest in Peril quest to reach Canifis

RATE

~20,000-35,000 Slayer xp/hr (community-estimated - the OSRS Wiki does not tabulate an official figure for this bracket); substantial bonus combat-skill xp accrues on top from the same kills, varying by build

Move up masters **as soon as combat level allows** rather than over-staying at Turael/Spria or Mazchna - their task pools and per-task xp are noticeably weaker than Vannaka's.

TIER II - CHAELDAR → NIEVE/STEVE

P2P

50 → 85



METHOD

Chaeldar (70 Combat) then Nieve/Steve (85 Combat) unlock stronger task pools: Nechryael, Gargoyles, Aberrant Spectres, Dust Devils

LOCATION

Zanaris (Chaeldar) / Tree Gnome Stronghold (Nieve)

EST. TIME (THIS TIER)

~45-80 hrs (level 50-85 alone needs roughly 3.16M of the 13.03M total xp to 99)

REQUIREMENTS

70 Combat + Lost City quest for Chaeldar (Zanaris access); 85 Combat for Nieve, no quest

RATE

~40,000-70,000 Slayer xp/hr with reasonable gear (community-estimated); this bracket carries the bulk of the grind's total xp

Extend the highest-value tasks when offered (Nechryael, Gargoyles, Aberrant Spectres, Dust Devils) rather than accepting every assignment as-is - task selection matters more than the master itself at this bracket.

FLAGSHIP ROUTE

TIER III - DURADEL/KONAR (FLAGSHIP)

P2P

85 → 99



METHOD

Konar quo Maten (75 Combat) or Duradel (100 Combat + 50 Slayer, or 99 Slayer with cape shown at any combat level) - extend Nechryael, Abyssal Demons, Gargoyles and Dust Devils whenever offered



LOCATION

Various Kourend regions (Konar) / Shilo Village (Duradel)

REQUIREMENTS

75 Combat for Konar (no quest); 100 Combat + 50 Slayer and the Shilo Village quest for Duradel

RATE

~80,000-120,000 Slayer xp/hr with a Tier 80+ weapon and Piety (community-estimated, not an official wiki figure) - substantial bonus combat xp on top

EST. TIME (THIS TIER)

~80-120 hrs (level 85-99 alone needs roughly 9.78M of the 13.03M total xp to 99 - about 75% of the entire grind)

Duradel and Konar gate **the very best task pool in the game**, including a superior slayer monster chance on qualifying tasks - the clear top-tier destination once the combat requirement is reached. **This single bracket accounts for the large majority of total 1-99 Slayer playtime**, since OSRS's xp curve is exponential and levels 85-99 require far more xp than everything before them combined.



QUICK-REFERENCE RECAP

Combined Estimate

Roughly **130-200 hours** end to end across all three tiers - materially longer than an earlier, unverified 60-90 hour figure. The gap comes from the real OSRS xp curve: level 85-99 alone requires about 9.78 million of the 13.03 million total xp needed for 99 Slayer (roughly 75%), so even a strong endgame Slayer xp/hr (80,000-120,000/hr at Duradel/Konar with good gear) still takes 80-120 hours by itself. Slayer has **no Free-to-Play training path at any level** - Turael and Spria are both members-only.

A Note On "xp/hr" For This Skill

Unlike a single-spot grinding skill, the OSRS Wiki's own Slayer training guide does not publish a tabulated Slayer xp/hr figure per bracket - rates depend heavily on task variety, gear, and whether tasks are extended or skipped. The ranges above are drawn from community efficiency guides, not an official per-bracket table, and should be treated as rougher estimates than most other skills in this dossier series. Kills also grant substantial bonus combat-skill xp (Attack/Strength/Defence/Ranged/Magic/Hitpoints, depending on build) on top of the Slayer xp shown - that bonus is real but too build-dependent to state as a single number.

ICON	TIER	LEVEL RANGE	REQUIREMENT	LOCATION	RATE (XP/HR)	EST. TIME
	I - Turael/Spria → Mazchna → Vannaka	1-50	Members; Priest in Peril (Mazchna)	Burthorpe / Canifis / Edgeville	~20k-35k	~3-6 hrs
	II - Chaeldar → Nieve/Steve	50-85	70 Combat + Lost City; 85 Combat	Zanaris / Tree Gnome Stronghold	~40k-70k	~45-80 hrs
	III - Duradel/Konar ★	85-99	75 Combat (Konar) / 100 Combat + 50 Slayer + Shilo Village (Duradel)	Kourend / Shilo Village	~80k-120k	~80-120 hrs

All figures approximate. In-game xp rates, minigame rewards, and item prices fluctuate and were sourced from the OSRS Wiki and community efficiency guides current as of early September 2026. Slayer xp/hr figures in particular are community estimates rather than an official wiki table - always confirm current mechanics in-game before committing to a specific method. Slayer has no Free-to-Play training path at any level.

- OSRS Wiki - Slayer
- OSRS Wiki - Slayer training
- OSRS Wiki - Slayer master
- OSRS Wiki - Turael
- OSRS Wiki - Mazchna
- OSRS Wiki - Vannaka
- OSRS Wiki - Chaeldar
- OSRS Wiki - Nieve
- OSRS Wiki - Konar quo Maten
- OSRS Wiki - Duradel

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