

Slayer Task Locations

In this section, you can find the locations of the monsters assigned as slayer task. It is a copy/paste of the information posted to discord. It is suggested to CTRL+F to find your task.

- [Slayer Task Locations](#)

Slayer Task Locations

TIP: It is suggested to CTRL+F to find your task.

Easy tasks:

Al-kharid Warriors - *Training teleports* -> Al-kharid Warriors

Cows - *Training teleports* -> Cows

Bear - *City teleports* -> Ardougne (Walk to Ardougne east mine towards Legends guild for grizzly bears)

Rock crab - *Training teleports* -> Rock crabs

Sand crab - *Training teleports* -> Sand crabs

Yak - *Training teleports* -> Yaks

Banshee - *Training teleports* -> Slayer tower

Crawling hand - *Training teleports* -> Slayer tower

Hill giants - *Training teleports* -> Hill giants or Catacombs (and walk south or east and then south)

Hobgoblins - *Training teleports* -> Hill giants and walk north

Zombies - *Training teleports* -> Hill giants and walk north, follow the path all the way past mining area and through the gates, past skeletons

Skeletons - *Training teleports* -> Catacombs (and walk west) or Taverly dungeon or Hill giants and follow path north towards the mining area, past hobgoblins

Ghost - *Training teleports* -> Catacombs (and walk south or east or walk north then west past abby demons) or Taverly dungeon (in corridor south of Giant bats area)

Giant bats - *Training teleports* -> Taverly dungeon

Chaos druids - *Training teleports* -> Taverly dungeon

Black knights - *Training teleports* -> Taverly dungeon

Magic axes - *Training teleports* -> Taverly dungeon

Poison scorpion - *Training teleports* -> Taverly dungeon (all the way towards Chaos dwarves lava area)

Cave Crawlers - *Training teleports* -> Rellekka Slayer dungeon

Cockatrice - *Training teleports* -> Rellekka Slayer dungeon

Rock Slugs - *Training teleports* -> Rellekka Slayer dungeon

Chaos dwarf - *Training teleports* -> Taverley dungeon, walk north, then east through the gate, then towards the end of this room, then to the right and follow the path, you will walk into them. They're on the route to lesser demons/blue dragons.

Medium tasks:

Cave horrors - *Training teleports* -> Cave horrors

Ghouls - *Training teleports* -> Slayer tower, then head outside the door and walk south/west

Moss giants - *Training teleports* -> Catacombs and walk directly east

Lesser demons - *Training teleports* -> Catacombs and walk north then west past abby demons and ghosts or Taverly dungeon, through the obstacle pipe and walk past the blue dragons (or take the detour if you don't have the agility requirement, then its after the chaos dwarves area)

Greater demons - *Training teleports* -> Catacombs and walk all the way North then North/East

Fire giants - *Training teleports* -> Nieves cave and walk South/west or Catacombs and walk west

Baby dragons - *Training teleports* -> Taverly dungeon, through the obstacle pipe (Baby blue dragons) OR Brimhaven dungeon, navigate north through the dungeon until you reach Red dragons area (for baby red dragons)

Green dragons - *Training teleports* -> Taverly dungeon, follow the path all the way towards poison scorpions and chaos dwarves, then head south (normally used as a Hill giants spot, this is a Green dragon location outside of the wilderness), otherwise there are also Green dragons in the wilderness by either using *Wilderness teleports* -> Dark warriors fortress (lvl 13) (and walk west) or East dragons (lvl 19)

Blue dragons - *Training teleports* -> Taverly dungeon, through the obstacle pipe (or take the detour if you don't have the agility requirement)

Red dragons - *Training teleports* -> Brimhaven dungeon, head north deeper into the dungeon

Zamorak mages - *Training teleports* -> Taverly dungeon, all the way near the end (right before Black dragon area, after Black demons and poison spiders) (edited)

Pyrefiends - *Training teleports* -> Rellekka Slayer dungeon or at the Catacombs of Kourend, south-west corner

Jellies - *Training teleports* -> Rellekka Slayer dungeon or at the Canifis slayer tower, 2nd floor

Basilisk - *Training teleports* -> Rellekka Slayer dungeon

Trolls - *City teleports* -> Burthorpe, at the Death Plateau, north of Burthorpe

Werewolves - *City teleports* -> Canifis

Hard tasks:

TzHaar - *Minigame teleports* -> Fight caves

Skeletal Wyverns - *Training teleports* -> Wyverns

Bronze dragons - *Training teleports* -> Brimhaven dungeon and walk North then immediately east or Metal dragon lair and in North west corner, or Catacombs (this is a multi area though, so not advised for this monsters)

Iron dragons - *Training teleports* -> Brimhaven dungeon and in area south of you or Metal dragon lair and in North east corner

Steel dragons - *Training teleports* -> Brimhaven dungeon and in area south of you or Metal dragon lair and in South west corner

Black dragons - *Training teleports* -> Taverly dungeon (all the way near the end, with the Fire orb obelisk and ladder to Water obelisk). alternatively the King Black Dragon can be killed at Boss Teleport -> King Black Dragon, walk east into the Lesser Demon pen and climb down the ladder

Brutal dragons - *Training teleports* -> Catacombs and all the way west then north west section

Lava dragons - *Wilderness teleports* -> Lava dragons (lava dragon isle, this is pretty deep wilderness so be cautious)

Red Dragons - *Training teleports* -> Brimhaven Dungeon, walk north and go through a pipe

Ankou - *Training teleports* -> Catacombs and most south area

Hellhounds - *Training teleports* -> Catacombs and walk west, Nieves cave and walk south west or Taverly dungeon and near the final area (after poison spiders)

Aberrant spectres - *Training teleports* -> Slayer tower middle floor before final staircase up

Dust devil - *Training teleports* -> Catacombs and walk east and follow the route past moss giants then east again

Greater demons - *Training teleports* -> Catacombs and walk all the way North then North/East

Fire giants - *Training teleports* -> Nieves cave and walk South/west or Catacombs and walk west

Black demons - *Training teleports* -> Catacombs and all the way east or Taverly dungeon (after blue dragons area, before Poison spiders/Hellhounds/Black dragons area) (edited)

Gargoyles - *Training teleports* -> Slayer tower basement south east section or top floor south east section

Nechryael - *Training teleports* -> Slayer tower basement (north west) or Slayer tower top floor (north east section) or Catacombs and walk east and follow the route south past moss giants

Cave kraken - *Training teleports* -> Cave krakens or Donator zone slayer area

Abyssal demons - *Training teleports* -> Catacombs and walk north or Slayer tower (top floor northwest section) or Donator zone slayer area

Dark beasts - *Training teleports* -> Catacombs and all the way west, before brutal dragons or Donator zone slayer area

Bloodveld - *Training teleports* -> Slayer Tower 2nd floor or basement

Smoke Devil - *Training teleports* -> Catacombs of Kourend, south-west corner

Turoth - *Training teleports* -> Rellekka Slayer dungeon

Kurask - *Training teleports* -> Rellekka Slayer dungeon

Wilderness tasks:

Ankou - *Boss teleport* -> Crazy Archeologist then walk north or Revenant Caves teleport, enter the cave, go west then south over the pillar, there are a few along with some Crystal monsters

Black demon - *Wilderness teleport* -> Edgeville dungeon > Walk north, then east, then north again through the gates in the wilderness. In the north east corner of this area you'll find a few Black demons. They can also be found in the revenant caves

Black dragon - *Wilderness teleport* -> Revenant caves enter the cave, walk south and enter the first room on the west you come across

Chaos druid - *Wilderness teleport* -> Edgeville dungeon enter the west room or, Chaos Temple teleport for stronger variants, the Walking Chaos boss can be killed as an alternative at the same place

Crystal monster - *Wilderness teleport* -> Revenant caves and walk west, you will come across a few crystal aviansies, walk more west and then south over the pillar for a room full

Dark warrior - *Wilderness teleport* -> Dark Warrior fortress and walk east over the bridge into the fortress

Earth warrior - *Wilderness teleport* -> Edgeville dungeon walk north and cross the monkeybars

Greater demon - *Wilderness teleport* -> Demonic Ruins or Revenant Caves teleport, enter the cave, walk south, past the Revenants and then west over the pillar

Green dragon - *Wilderness teleport* -> Dark warrior fortress and walk a little southwest, East Dragons teleport or revenant caves teleport, enter the cave, walk south past the Revenants, then west over the pillar and then south past the Greater Demons, there are 2 rooms

Hellhound - *Wilderness teleport* -> Revenant cave enter the cave, walk south to the revenants, then west over the pillar, then go south, and enter the room on the southwest of the Green Dragons

Ice giant - *Boss teleport* -> King Black Dragon and walk northwest

Ice warrior - *Boss teleport* -> King Black Dragon and walk northwest

Lava dragon - *Wilderness teleport* -> Lava Dragon teleport

Lesser demon - *Wilderness teleport* -> Revenant caves enter the cave, walk west, then go south over the pillar, past the Ankous and Crystal monsters and past the Black demons or BOSS teleport -> King Black Dragon and walk east into the pen

Revenant - *Wilderness teleport* -> Revenant cave enter the cave and walk south

Skeleton - *Wilderness teleport* -> Edgeville dungeon walk northwest

Spider - *Wilderness teleport* -> Demonic Ruins teleport and walk west or, *Wilderness teleport* -> Edgeville Dungeon and walk north or kill Venenatis as an alternative, *Boss teleport* -> Venenatis

Thug - *Wilderness teleport* -> Edgeville dungeon

Mammoth - *Wilderness teleport* -> Edgeville Wildy, walk north-east, they are in level 11 wilderness, south of the teleport obelisk, between Dark Warrior Fortress and the Chaos Altar

Ent - *Wilderness teleport* -> East Dragons (level 19 wilderness) walk a bit south-west, you'll find some ents east from the Chaos altar in lvl 15 wilderness and on the end of the path between all the trees, in level 8 wilderness