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Mod Ash also said in a Q&A that Krystilia was initially going to be named Kyrstilia, but due to the fact of kys ("kill yourself") being the first three letters they decided to relocate the R. Tasks from Krystilia have a separate task completion counter to standard tasks. For a kill to count towards a Krystilia task, the player must be physically located inside the Wilderness when the monster's death occurs. Although Wilderness Slayer tasks are counted separately, players cannot have a regular and Wilderness slayer task at the same time. Monster Amount Combat Level Slayer Exp Location Wilderness Level Task weight Abyssal demons[n 1][n 2] 75-125 200-250 124 150 Wilderness Slayer Cave 35-39 5 Ankou 75-125 91-150 86, 98 70, 100 The Forgotten Cemetery, Wilderness Slayer Cave 27-31, 34-36 6 Aviansie[n 1] 80-150 69-137 70-139 Wilderness God Wars Dungeon 26-29 7 Bandit 75-125 22, 34, 130 27, 37, 159 Bandit Camp 17-24 4 Bear[2] 50-100 21 25, 27 West of the Graveyard of Shadows, south of Western Ruins 18-22 6 Black demon[3] 100-150 172, 188 157 Edgeville Dungeon, Revenant Caves 5-6, 28-31 7 Black dragon[4] 5-20 227, 247 199.4 Lava Maze Dungeon, Revenant Caves 44-45; 35-38 4 Chaos druid 50-85 13, 129 20, 150 Edgeville Dungeon, Chaos Temple (elder chaos druids) 3-5, 11-12 5 Dark warrior 70-125 8, 145 17, 181.4 Dark Warriors' Fortress 12-16 4 Earth warrior 75-130 51 54 Edgeville Dungeon 7-10 6 Ent 35-60 101 107.5 Forests north and east of the Chaos Temple 9-14, 20-24 5 Fire giant 100-150 86 111 Deep Wilderness Dungeon 53 7 Greater demon 100-150 92, 104 87, 120 Demonic Ruins, Lava Maze Dungeon, Revenant Caves 41-43, 45-48; 25-29 8 Green dragon 60-100 79, 88 75 West of Dark Warriors' Fortress, north of Graveyard of Shadows, south of Lava Maze, Revenant Caves 12-14, 24-26, 35-38; 18-24 4 Hellhound[5] 70-123 122, 136 116 North-east of Deserted Keep, Revenant Caves 49-54; 18-20 7 Ice giant 100-160 53, 67 70 Frozen Waste Plateau, Revenant Caves 46-55; 30-32 6 Ice warrior 100-150 57 59 Frozen Waste Plateau .anigjÅp atse ne jÅratse aigetartse y acinjÅcem erbos nÅAicamrofni al adoT .Åuqa aigetartse ed aAug anu eneit olucAtra etsE adueqsÅb a rathS nÅAcagevan a rathS aerat rugeS × ikW epacSenuR aleuce ajev al eD jairasecen nÅAicamrifnoc[.R al racibuere noreidiced ,sartel saremirp sert sal nare "syk" eugj a odibed orep ,allirtsyk etnemlaicmi odarbmon res a abi ailltsyrK ,TQ ojulf nu ne hsa dom nÅAgeS .tma addinexE dadiatnaC ourtsnoM ."hctiW" omoc adiconoc etnemelpmis are alle .etnemroiretnA .ogeuJ le ne "hctiW" abamall es etnemelpmis y .erbmon aÅmet on alle .serodazaC ed ortseam nu ne ailltsyrK ozih eug 7102 ed lirba ed 31 le nÅAicazilautca anu ed setna aivirt 63-43 draY enoB eht fo hitroN mol'teV 213 454 03-62 draY atinoB al ed etsE .sitaneveV 8.883 464 24 sacinomeD saniuR sal ed ruS .otsillaC 213 074 45-25 seugoR sol ed ollitsaC led etseo .!atnemelE soaC 052 503 45-25 tIP nÅAiprocse le ojaB :aÅprocseE 062 522 42-22 selatnedicco saniuR .occl ogo!ÅAouqR 532 402 8 24-04 aval ed otnirebal led etseo IA .citanaf soahC riaval ed tsew-hitroN 46, 53, 23, 2 46, 43, 72 001-06 j8[redipS 5 seiraV azelarutan al ed osruC .noegnud ellivegdE .nÅAicacifnob ed draY .etseorus led azelarutan al ed aniM .etseo led rus led azelarutan al ed aniM 95, 71 .92 54 .52, 22 001-06 j7[oteleuqsE 6 45-35, 24-93, 9-5]snoiprocS gniKl aval ed otnirebaL .tiP noiprocS .ksilebO riA fo tseW 71 41 001-06 j6[noiprocS 5 45-05 eltsaC 'seugoR 521, 71 531, 51 521-57 eugoR 5 43-82 sevaC tnanever 041-01 531-7 001-04 tnanever 6 41-7 elpmeT soahC eht fo tseW 031 08 521-57 htommaM 7 65-45 !!arudarrec anu earTjÅ(tuH ahcaH acigjÅM 54 24 521-07 ahcah acigjÅM 6 62-42 ;44-24 rodagneV ed saveuC ,sacinÅmed saniur sal ed rus la .aluaj rial .nogarD kcalB gniK ,ohecp ydduM 011 ,97 49 ,28 021-08 oinomed soneM 3 24-63 elsi nogarD avaL 842 252 06-53 aval ed nÅagarD 7 task reduced from 90-140 to 70-110. Combat Level Slayer Exps Location Wilderness Level Task weight Abyssal demons[n 1][n 2] 75-125 200-250 124 150 Wilderness Slayer Cave 35-39 5 Ankou 75-125 91-150 86, 98 70, 100 The Forgotten Cemetery, Wilderness Slayer Cave 27-31, 34-36 6 Aviansies[n 3][n 4][n 5] 75-125 200-250 69-137 70-139 Wilderness God Wars Dungeon 26-29 7 Bandits 75-125 N/A 22, 34, 130 27, 37, 159 Bandit Camp 17-24 4 Bears[n 6] 65-100 N/A 21 17-21, 25, 27 North-west of the Ferox Enclave, west of the Graveyard of Shadows, south of the Western Ruins 18-22 6 Black demons[n 7] 100-150 200-250 172, 188 157, 200 Edgeville Dungeon, Wilderness Slayer Cave 5-6, 28-31 7 Black dragons[n 8] 8-16 N/A 227, 247 199.4 Lava Maze Dungeon, Wilderness Slayer Cave 44-45; 35-38 4 Black Knights 75-125 N/A 33 42 North of Venenatis, Lava Maze ~35, ~40 3 Bloodveld[n 3][n 9] 70-110 200-250 81 134 Wilderness God Wars Dungeon 26-29 4 Chaos druids 50-90 N/A 13, 129 20, 150 Edgeville Dungeon, Chaos Temple (Elder Chaos druids) 1-5, 11-12 5 Dark warriors 75-125 N/A 8, 145 17, 181.4 Dark Warriors' Fortress 12-16 4 Dust devils[n 2][n 10] 75-125 200-250 93 105 Wilderness Slayer Cave 18-24 5 Earth warriors 75-125 N/A 51 54 Edgeville Dungeon 7-10 6 Ents 35-60 N/A 101 107.5 Forests north and east of the Chaos Temple 9-14, 20-24 5 Fire giants 75-125 N/A 86 111 Deep Wilderness Dungeon 53 7 Greater demons 100-150 200-250 92, 104 87, 120 Demonic Ruins, Lava Maze Dungeon, Wilderness Slayer Cave 41-43, 45-48; 25-29 8 Green dragons 65-100 N/A 79, 88 75 West of the Dark Warriors' Fortress, north of the Graveyard of Shadows, south of the Lava Maze, south-west of the Bone Yard, Wilderness Slayer Cave 12-14, 24-26, 35-38; 18-24 4 Hellhounds[n 11] 75-125 N/A 122, 136 116, 150 North-east of the Deserted Keep, Wilderness Slayer Cave 49-54; 18-20 7 Hill Giants 75-125 N/A 28 35 Near the Boneyard Hunter area, Deep Wilderness Dungeon ~20, ~50 3 Ice giants 100-150 53, 67 70, 100 Frozen Waste Plateau, Wilderness Slayer Cave 46-55; 30-32 6 Ice warriors 100-150 N/A 57 59 Frozen Waste Plateau 44-55 7 Jellies[n 2][n 12] 100-150 N/A 78 75 Wilderness Slayer Cave 19-22 5 Lava dragons 35-60 N/A 252 248 Lava Dragon Isle 36-42 3 Lesser demons 80-120 N/A 82, 94 79, 110 Muddy chest, King Black Dragon Lair cage, south of the Demonic Ruins, Wilderness Slayer Cave 42-44; 24-26 6 Magic axes 75-125 N/A 42 45 Magic Axe Hut (Bring a lockpick!) 54-56 7 Mammoths 75-125 N/A 80 130 West of the Chaos Temple 7-14 6 Moss giants 100-150 N/A 42 60 South-east of the Lava Maze ~35 4 Nechryael[n 2][n 13] 75-125 200-250 115 105 Wilderness Slayer Cave 19-22 5 Pirates 62-75 N/A 26 23 Pirates' Hideout (Bring a lockpick!) ~54 3 Revenants 40-100 N/A 7-135 10-140 Revenant Caves 28-34 5 Rogues 75-125 N/A 15, 135 17, 125 Rogues' Castle, east of the Mage Arena 50-54 5 Scorpions[n 14] 65-100 N/A 14 17 West of the Air Obelisk, Scorpion Pit, Lava Maze (King Scorpions) 5-9, 39-42, 53-54 6 Skeletons[n 15] 65-100 N/A 22, 25, 45 29, 17, 59 Southern Wilderness mine, South-west Wilderness mine, Bone Yard, Edgeville Dungeon, Wilderness Agility Course Varies 5 Spiders[n 16] 65-100 N/A 2, 27, 34, 61, 64, 464 2, 32, 35, 64 North-west of Lava Dragon Isle, south of Callisto, Eastern Ruins, Edgeville Dungeon, Lava Maze Dungeon (also by the King Black Dragon Lair lever) Varies 6 Spiritual creatures[n 3][n 17] 100-150 181-250 120-123 75, 85, 106 Wilderness God Wars Dungeon 24-29 6 Zombies 75-125 N/A 18, 24 24, 30 Graveyard of Shadows, Eastern Ruins 18-21, 25-28 3 Wilderness bosses / demi-bosses[n 18] 3-35 N/A 470 312 Callisto, south of the Demonic Ruins 42 8 305 250 Chaos Elemental: West of the Rogues' Castle 52-54 202 225 Chaos Fanatic: West of the Lava Maze 40-42 204 235 Crazy archaeologist: Western Ruins 22-24 225 260 Scorpia: Underneath the Scorpion Pit 52-54 464 388.8 Venenatis: East of the Bone Yard 26-30 454 454 Vet'ion: North the total weight of the bone yard task 34-36 196 this article on a npc has an associated dialog page. click here for a transcript of possible conversations with this npc. before being assigned a wild task, she will warn you that she will assign any monster regardless of their level of combat. 23 November 2017(updated) chaos druids were added to your task list, as previously indicated in the news where you became a slayer teacher. In addition to this, killing monsters in so tasks can give the key of larran, which can be used to open the small or large chest of larran, also found in nature. if the players don't want to do one of those tasks, they can talk to turael on burthorpe to give them another task; however, doing so will rejoin the task of the wild player (but not his normal task slayer.) began assigning minor demons after an November 23, 2017 and chaos was drained after an update on January 25, 2018. assignments of all possible tasks, only spiritual creatures require a level of hunters. Thus, a player who uses the pool of refreshment to resupply will not receive credit for the murder if they are inside the enclave. krystilia assignments have a separate task termination counter to standard assignments. players can talk to her to change their point of re-appearing to edgeville for a single quota of 5 million coins. of all possible tasks, only velvets, jellies, demons of dust, nechryael, abyssal demons and spiritual creatures require a level of hunters. hill giant task reduced from 100-150 to 75-125. 13 april 2017(current) krystilia was made into a slayer master and she was given a name. from the old school runescape wiki this article has a guidehere. All information about mechanics and strategy will be in this pagina. February 2, 2022 (Update) Krystilia now assigns abyssal demons (75-125), Diablos of dust (75-125), Jellies (100-150), and Nechryael (75-125) Reduced giant pump of 100 to 150 150 150 222 22

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