

# Slayer

4Ancient Content Suggestion

What is  
Slayer?

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- Your task is to slay wild and dangerous monsters around the world
  - Special Slayer Masters will assign you tasks of monsters to hunt
  - You level up your Slayer Skill and unlock more content and bonuses

# Step 1: Visit a Slayer Master for a task



Krystilia

You're still meant to be slaying Morays in Lonbaley you have 67 to go. Come back when you've finished your task.

[Click here to continue](#)

## Step 2: Slay the Monster

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# Step 3: Deliver for Slayer Points



The image features three overlapping circles in a medium blue color, arranged horizontally. They are set against a dark gray background. A white horizontal band cuts across the middle of the circles. The text 'Plain, Simple, Genius' is centered within this white band.

Plain, Simple, Genius

## Further Information

- Every player starts with a Slayer lvl of 1
- Killing assigned monsters rewards you with experience. Higher lvl monster and more dangerous monsters provide more experience
- The maximum Slayer lvl is 90
- Slayer Lvl unlocks new areas, better drops and PvE upgrades

# A first glance

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# Why bother to slay monsters?

- Lore: There are a lot of aggressive monsters, they have to be kept in check. The lands of Iberia are unsafe
- Slayer Points: Every finished task rewards you with slayer points. You can exchange points for rewards
- Slayer LvL: You can lvl up your slayer proficiency. Allowing you to access new areas, new slayer masters and other perks.



# Slayer Masters



# Slayer Masters

Darius – no requirements:  
Darius is the first Slayer Master. Everyone can accept his tasks. He will usually assign monsters between lvl 15-45.

Arslan – lvl 70+ and a slayer lvl of 15+: Arslan will assign monsters from 45+.

Sherv – lvl 90 and a slayer lvl of 50+: Strongest slayer master. Will only assign monsters in Mirhur or Narwashi

# Slayer Masters



## Darius

Mobs: 10-45

Reward per Task: 5 Points.

Every 10th Task: 25 Points



## Arslan

Mobs: 45+

Reward per Task: 20 Points

Every 10th Task: 100 Points



## Sherv

Mobs: Custom; 80+

Reward per Task: 40 Points

Every 10th task: 200 Points

# Slayer Level Overview



LVL 20: IMBUED  
CLOAK



LVL 50: SLAYER  
RINGS



LVL 75: FREE  
MAP ENTRANCE



LVL 90: SLAYER  
CLOAK

# Slayer Level Explained

Two slayer instances will be released. There will be monsters that can only be killed with a specific slayer lvl.

Lvl 20 Slayer allows you to imbue your cloak. An imbuing scroll can be bought in the Slayer Reward Shop and will increase all your PvE Damage by 10%.

Lvl 50 Slayer allows you to equip Slayer Rings. Each ring increases the gold dropped by 15% respectively.

Lvl 75 Slayer – free entrance into the Slayer Maps

Lvl 90 Slayer – Slayer Cape

# Slayer Rewards

- Consumable Rewards
- Permanent Rewards



## Consumable Rewards

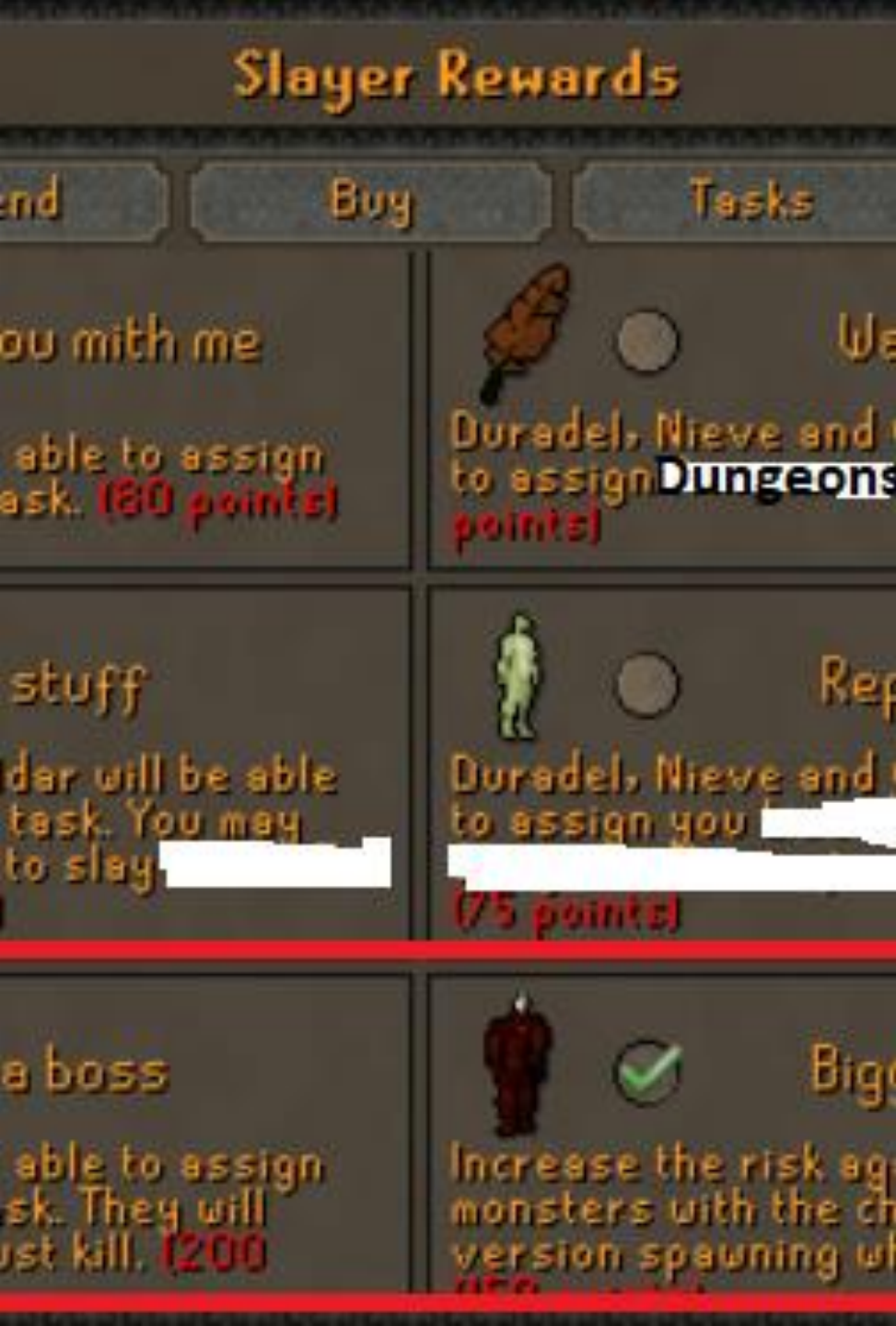




# Slayer Cape

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- Lvl 90 Slayer awards this unique cape.
- It has a +20% PvE damage effect
- It has equivalent stats to a +24 cape for PvP
- This cape can only be repaired for Slayer Points



# Permanent Rewards

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- Permanent Rewards are a work in progress, current ideas:
- Bigger and Badder: When on a slayer task, there is a 10% chance that mobs respawn as „Giants“. These are mutations of their normal forms with 500% increased health and 50% increased stats. Killing one of these grants 25x the normal slayer experience and a lot of loot
- Narwashi: You will also be assigned Narwashi monsters from now on.
- Dungeons: You will also be assigned Dungeon 69 and 79 tasks
- Like a Boss: Kill a dungeon boss for extreme rewards

# Slayer Map






- The Slayer map can only be assessed through a map scroll.
- This map is similar to Narwashi. The only difference is you needing a specific slayer lvl to kill monsters.
- Cerbos – Slayer Lvl 35 to kill
- Lord Fish – Slayer lvl 50 to kill
- Gieve – Slayer lvl 60 to kill
- Farangis – Slayer lvl 75 to kill
- Daryun – Slayer lvl 80 to kill



# Purpose of Slayer?

- Finally real content that no server has ever dreamt of
  - Revitalizing PvE in a new and astonishing form
  - Slayer as the main source for Gold Farming – monsters in the Slayer Map will be heavy droppers! Incentive to spend hours upon hours to lvl up your slayer.
  - More Gold -> More fun -> More rewards for active players -> Less Real World Trading and more Play2Win!
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# Important Note to how Slayer works!

Whenever you talk to a slayer master, they will assign you a PERMANENT TASK!

This task cannot be canceled, it has to be COMPLETED!

The selected task is completely random! However, buying permanent upgrades in the slayer shop will increase the likelihood of certain tasks

# Cash Shop Possibilities

1

Slayer Task Skipping Scroll – this scroll allows you to cancel the task. You can now look for a task that you prefer! Bye Bye low experience Morays. 200 Moonstones per scroll.

2

Slayer Map 2 Scroll – this scroll teleports you to a Slayer Map that is slightly worse than Slayer Map 1. There's only Cerbos and Lord Fish on this map. 500 Moonstones per scroll.

3

Slayer Master Scroll – allows you to take 1 task from any slayer master. Even if you do not have the requirements. 100 Moonstones per scroll.

# Final Remarks


Thanks for reading through this presentation.

Shoutout to everyone in the team – you guys are the best <3


Lvling up slayer is going to be the same as the true old school experience. When I was a kid I was lvl 60 and really looked up to those max lvls. They were superstars to me. Loyal players will stand out with their slayer lvl – they will be 4Ancients superstars.

# Additional Slide (optional): Open World PvP


As this update is encouraging people to slay monsters in the open world, PvP will be naturally rewarded



In addition, Slayer Monsters could drop a unique „Gold Sack“. This item can be exchanged at the Slayer Master for a random amount of gold



However, if you die to a PvPer when holding this Gold Sack, you will lose it and it will appear in his inventory.



Rewards for PvPing; more risk for PvE but also more reward