



| PART I |

Core skill priority

CHAIN SKILLS:     

STARTER SKILLS:       

CHAIN SKILL PRIORITY: [ > ] >  >  >  >  ()

[ ] : Only use these skills before   IF AND ONLY IF you can **REVERSE CHAIN** (explained in **PART III**) them and/or immediately SS after them to finish your   chain.

VERY IMPORTANT, INTERNALIZE THIS BIT OF INFORMATION. This is where most people struggle.

() = This is a special skill and has no definitive spot in your skill priority. Has multipurpose, one of which is allowing you to smoothly finish your combo with the proper priority without using another **STARTER SKILL**.

STARTER SKILLS PRIORITY:  >=  >  >  >  [ and 

[ ] : These are special chain starters.  ignores unit collision and can be used to phase through bosses and other players as well as repositioning mid combo; this is a very valuable skill for maintaining dps uptime.

---  Is used for gap closing and also for large distance repositioning.

 VS  :

 is your main chain starter and is your go to skill but there are times where you to use  over 

WHEN TO USE WW:

1. Use when  is on cooldown always.
2. If you have the chain skills      ALL AVAILABLE; You are free to start this chain with  and it is optimal to do so

WHEN TO USE HT:

1. Use when  is on cooldown
2. When  is available for use and you do not have  and  off cd.

The reasoning behind this is because it takes **at least 1**  , **1**  **and + 1** **additional CHAIN SKILL to fill time to reset**  **after use.** Therefore, if

you have both of those up you can use  without having to worry about it's propulsion effect "reduce  cool down for 1.5sec per crit" going to waste.

In hindsight, if you do NOT have both of those up, you need to use  to fill the time so you do not waste  's passive.

This is why I am able to get high  hpm with "low"  hpm. It's all about the timing

During battle, what should be going through your mind before you press

 **or**  **is:**

Following my upcoming chain, will  **reset? If not press**  . **If so? Press**



| PART II |

Fillers and their use

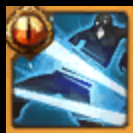
FILLERS:

- when people hear the words filler skill, they assume that these skills are not important. I disagree. For slayer fillers are very important. In fact if you think about it,  is basically a filler so with that said I will explain how our fillers play a role and how to use them.

FILLER SKILLS IN ORDER OF IMPACT FOR SLAYER:

 **the king, our best skill** >  >  >  >  >  > 

So I've basically broken down  in **PART III** of the guide below but I'll add a bit more information to attest to the power of this skill as an introduction to .

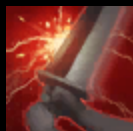


1. Completely "unclunks" Slayer. It allows us to finish our chains that we would otherwise have to stop because of boss attacks or unlucky cooldowns

----For boss attacks, You can cancel your roll into  and instantly go into a chain skill. I do this technique a TON. This is an amazing way to jump right back into dishing out damage and basically taking next to none of a DPS loss during dodging

Ex.   **-boss attack-**        ()   etc..
() = if available

2. You can use this skill to fill time for when you're waiting for   or  to come off of cooldown.



- Explained above and further explained in  **VS**  section of the guide.



1. Gives +56 crit factor for 4 seconds after use.
2. Increases  damage by 20% once per  cast.

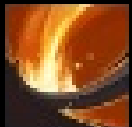
3. Gives 50% damage reduction for the duration of the skill.
4. Gives 25% skill damage to .
5. Very good base damage and takes advantage of the  passive.
Seems pretty stacked and is probably our best skill, right? **WRONG**. The crit chance on this skill is abysmal and is explained more in the **PART IV:  VS ** section of the guide.



- Very underrated skill
- 1. Used to ignore collision
- 2. Used to reposition when off center for backhits, when dodging boss attacks, or trying to avoid desync**
- 3. Very fast chain starter framewise.



- Can be used to speed by **25%**  although i do not take this glyph.
- 1. Fast chain starter
- 2. Very valuable during ICB bug
- 3. Fantastic short distance gap close [if you're playing Human (F), Elin, or Castanic (M/F)]**
- 4. Can be used as a short distance dodge



1. Slow chain starter, DO NOT USE THIS IN NORMAL ROTATION
2. Fantastic long distance gap close
3. Can be used to dodge and as repositioning purposes



- This skill is not used very often. If you cast very very quickly when you get EXTREMELY comfortable with slayer you will find the odd times that you use this skill. It's mostly only used by me when i make a minor mistake in my rotation
Can be omitted

ABNORMAL SKILLS:



- Our always on toggled passive.

1. Gives 33% damage boost to , , and  after awakening patch.



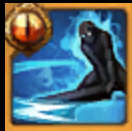
Very important buffing skill. Gives **60% attack speed** to the next skill used.

- Only use this skill for 2 purposes

1. **Speedcast your** 

2. To gap close

UNSHEATHE:



- Our ultimate ability granted during our awakening. Highest damage single hit burst skill in our arsenal

- Used during ICB in normal speed fights; can potentially be used off CD in extremely long fights but this needs a bit more testing from me. I currently only use it with ICB

1. Always use this skill with  **10% damage** buff up and other party buffs like **Adrenaline Rush** from the Lancer and other Healer buffs.

2. *Try to make sure dragon proc is up but don't wait too long. If dragon doesn't appear within **10 seconds** of your burn just use it; unless you are waiting for it on your **LAST BURN**.*

3. **Until Awakening 2.0 patch do not charge this skill. Simply tap the button.**



the oops i forgot about you filler

- Used for extremely short gap close

- Also used as a **0.5~1.5second buffer**

Not extremely useful, can more or less be omitted. I still have it bound for the very rare times where it is useful.

| PART III |

Savage Strike and it's use



- Can be used to reduce  by 1 sec per strike (works on multiple targets), this is entry level usage
- Allows instant animation cancelling of any skill, aka super cancel
- Is a large distance travel skill that has guaranteed crit and can chain into any **CHAIN SKILL**.
- Gives Special properties that allows "**REVERSE CHAINING**" and **guaranteed back crit for 5 seconds per strike**.

THIS ABILITY IS NOT AN IFRAME

USAGE:

's foremost and most obvious use is reducing the cooldown of , but there's a lot more to this skill that gives it high value to Slayer and it's gameplay. In my opinion this is the best thing we got out of Apex patch and here's some of the things I personally noticed while practicing the new Slayer.

1. This skill can be used to guaranteed backcrit during burns. Nothing kills your DPS more than having to constantly chase the back of the boss if it spins due to aggro loss or during some sort of mechanic that causes the boss to move. This is extremely important for guaranteeing that  is backcrit.
2.  can also be used to save your chains that you have to break or couldn't complete, For example: You may encounter situations where you would do    . but then you notice that either your  or  is on cooldown. Assuming that those skills are on a 1~2 seconds cooldown by the time you get to them, you can use  as a buffer to buy time so that by time you finish casting your  you can chain into either of those skills. This buffering is similar to my usage of .

3. FOR   is extremely crucial in  because it allows us to use  more often (our strongest ability during ). You can have fun with this to be honest, I personally always space out my  casts during . An example would be  -  (cancel)-       x1 (to the side of the boss)       (to the back of the boss)  ..etc. Also try to place each cast of  between your  during  for high hits per minute on Ultimate .

4. I use this to dodge and continue my chains a lot; you can have fun with this and something you will get more creative with as you continue to grind out Slayer.

5. Reverse chaining:



REVERSE CHAINING:

- This can only be done after casting  due to the hidden/unlisted properties added to the skill

What does this do?

Reverse chaining allows you to use **CHAIN SKILLS** in its reverse order.
Ex.

1.     
2.    
3.        [icb only, requires lots of attack speed]

Why is this useful?

- This allows you to put high priority skills on cooldown first, without having to wait for a full chain. This also allows you to get all back damage on bosses that constantly move like the bosses in Ruinous Manor and Shandra Manaya in Dreadspire Floor 10; whom would otherwise force you to break your

rotation and potentially lose your chain. This skill essentially allows slayer to not suffer a DPS loss against bosses who spin.

Tips about SS:

* You can use double tap  if you know you're only travelling in 1 direction, this is useful because you can reduce the cooldown of  by 2 seconds and already be at the back of the boss while only travelling the distance of 1 .

*Recognizing when to space out  and weave other skills in between or instantly cast it for the  CDR depends on you and your boss knowledge, every situation is different so me explaining each one is not practical.

Generally though, you want to space out  when you know the boss will turn, when you know your chain will not complete and SS is needed to an extra second or so of time, and when you're in .

*My preferred direction of travel during  is sideways. This is because the first strike is guaranteed to hit the boss and it doesn't put me in any danger (generally speaking). Travelling forward runs the risk of getting clipped by a boss attack and travelling backward runs the risk of the strike not hitting the boss. However, on thinner bosses it's better to  forwards.

| PART IV |

HT vs KDS



According to moongourd comparing  crit chance vs  I see the following:
- Taken from my Antaroht's Abyss Hard Mode stats

Heart Thrust XI 	
Average Hits	36
Average Casts	1
Average Crit Rate	79%

Knockdown Strike XI 	
Average Hits	18
Average Casts	0
Average Crit Rate	51%

What do we see?

1.  has almost a 30% higher crit chance than 
 - Although not shown in the images above, they have similar damage with  doing slightly more damage per hit assuming they both will crit
- So we can conclude that  is a better skill to use when  is on cooldown.

WHAT ABOUT 's CRIT FACTOR GLYPH?

Ok then let's get to that. So assuming you rotate like I do... the bulk of your skills will be preceded by .

Which means.. the only time you would use  or  would be to start "short" chains which only comprises of   and sometimes  and .

3 of the 4 skills listed have 100% crit chance so the crit glyph essentially means nothing.

But the glyph lasts 4 seconds Saabi!!

Ok sure. If you do    you'll have maybe around 2 seconds left. In those 2 seconds you can only get a cast of  off assuming that it's up, and an . You can probably get off an  if you're in ICB as well, but if you've played Slayer enough you know that  has a funky crit chance and that chances are... both of the hits are not gonna crit anyways. So in the end, that glyph is not very reliable.

WHAT ABOUT 's POWERLINK GLYPH?

1.  only pumps **one**  by 20%... yes.. **ONE**.
2.  pumps  by 25% and this is great however...
 -  has a low crit chance of around 60%, with the glyph maybe 63%?
 -  is split into 2 parts, with unequal damage distribution. You'll see something like ~1m on the first hit and ~3m on the second, both of which significantly weaker than an  crit.

The only time it's comparable is if you use    and it all crits... with those low crit chances.. you tell me how likely that is...
Actually, fellow Slayer player **Walter** will do the honors (pulled from his AAHM runs).

"  **77% Crit average - 4,187,155 - Average 3235502.866 damage per cast**

 **47% Crit average - 3,986,562 - Average 2142154 damage per cast**

 **60% Crit average - 1,942,333 + 25% = 2427916.25 damage per powerlinked cast assuming 100% crit**

 **58% Crit average - 2,509,930 + 20% = 3011916 damage per powerlinked cast assuming 100% crit**

In theory, if  and  are ALWAYS 100% crit, you get an extra 500k~ on each skill cast for a total of 1m~ extra damage per  cast. This means that a  cast would be on par with a  cast with all powerlinks factored in. But  and  are far from 100% crit, so  just always comes out on top."
-WALTER

Thanks Walter.

Continuing on...

If you use  [in addition to the reset glyph] and you cast     
 and for some reason your MS didn't reset you can just use  again, assuming it resets, to start a new chain and you don't lose much damage because  has high base damage, high crit chance, and works with  passive.
 is your best fall back when  doesn't reset. You'll notice how strong  is when burning in 

Whenever you have to fall back on , there's a high chance (**50%**) you come out on a big loss because  is not gonna crit.

Thus  only uses are:

1. To cancel  animation lock to lead into the starting  combo.
2. When both  and  are on cooldown.
3. As a medium distance gap close when  is on cooldown.
4. To mitigate large damage, such as the black and white orb mechanic in Antaroht's Abyss

| My ICB Opener |

[ only at beginning of fight]             [
if 2.0 dragon is active]       more chains into [ if 2.0
activates this late into my burn] Then I follow my guide.
I ignore the initial powerlink from  for  for the additional hit. Every 
afterwards will be pumped.

| Best Races to play for PVE Slayer |

Human Male and Female, Castanic Male and Female, Elin.

-tbh this isn't very important and the overall differences are negligible but people keep asking me so I figured I'd plug it here. As long as you're not playing popori with it's extremely slow Evasive Roll, you are fine.

- I currently play Human Female, and have been for the most part since awakening patch.

Endnote: Many portions of this guide was written more up to date than what is currently uploaded on my youtube, which means that everything written here may or may not be reflected in my videos. Eventually I will post a vod showcasing everything I've written here because it's all natural to me now.

If you have any questions about this guide you can message me on **DISCORD: Cory#2983**.

Click the image below for..

My youtube:



My twitch:



My gear & glyphs:



Slayer Discord:

