


## Beginner clue scroll guide osrs

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This article has a strategy guide here. All information about mechanics and strategy will be on this page. Clue Scroll (beginner) is a casual drop of various lower level monsters for free play. They can also be sourced from baby implings, young implings, clue bottles, clue geodes, and key nests. Clue scrolls are the beginning of a treasure trail – a treasure hunt that sends players hunting around Gielinor after clues that lead to a trail of rare and unique treasures. For a guide on how to complete a clue scrolling, see treasure trails guide. Beginner clues can be between 1-3 steps long. Unlike all other types of hints that can also have each number of steps, beginner clues have a 10% chance of completing step 1 and a 45% chance of completing steps 2 or 3[1]. Beginner key scrolls are easiest to get and complete, and offer little rewards in return. One is given as a veos reward after completing the X Marks Spot should players not have one already available. Completing the beginner clue steps will give another clue or reward the coffin, which contains the final reward for the trail. After completing 600 starter clues, the player will unlock the Explore Emote. Beginner key scrolls don't have to be given to Watson in exchange for master clue scrolling. Also, beginner key scrolls will not give the master key scrolls as a reward. Types of evidence[edit | edit source] Please note that the same clue can be obtained more than once. Requirements[edit | edit source] Certain clues will require items that require a certain skill requirement to wear or operate. The following table shows the highest skill requirement to complete each beginner's cue. Ironman will need specific crafting level gold jewelry for some emote clues. Possible awards[edit | edit source] Main article: Reward coffin (beginner) Average loot roll worth 3431. On average, beginner clues are worth 6.862. In addition to the unique Treasure Trails awards, players can also get a variety of items. A more detailed overview of all possible rewards can be found in the remuneration coffin (beginner). Item sources[edit | edit source] For a complete list of all known sources for this item, see here (including RDT). ^ Jagex. Mod Ash's Twitter account. 16 March 2020 (Archived from original 26 May 2020) Mod Ash: While the next tier has the same options each length is selected, beginners have a 10% chance of being 1 step, and 45% odds of 2 and 3 steps. Old School RuneScape Wiki by default British convention floor numbering: ground floor, ground floor, etc. It can be changed by clicking on the moon icon at the top right of the site. In the main article, see Treasure Trails. Preparing Source] Beginner Key Scrolls can be between one and three steps long with multiple or no quest quests Requirements[edit | edit source] Certain clues will require items that require a certain skill requirement to wear or operate. The following table shows the highest skill requirement to complete each beginner's cue. Anagram clues [edit | edit source] Mysterious clues are common riddle clues that can be found in all tiers of treasure paths. These clues require quite different tasks. Tasks range from speaking with the NPC, finding assigned boxes, or directing a player to digging in some rather obscure place. Due to the greater difficulty of treasure trails, players may need to perform additional additional tasks in order to complete the clue. These side tasks can be found in the key or complete the puzzle box. When doing medium treasure trails, clues will sometimes lead to a locked chest or drawer that requires the key to open. Trying to open a chest or drawer will give a clue to which specific, usually local, monsters kill. Monsters that drop treasure trail keys drop them only when the player has that key. It is worth noting that clue actions related to keys, it is possible to get the key before reading a hint, which could save the player some time. Through hard key scrolls, players can get shown a fairy ring code after some numbers. To solve these, the player must travel to the corresponding fairy ring and then take the number of steps shown by the numbers, in order of the compass direction (North, East, South, West), and then dig at that spot. Too hard or master the clues, players can get a puzzle box challenge from the NPC. Players need to unzip the image in order to get another clue or reward. Through master clues, players have three mysterious clues in one step. Players must go to the destination each secret gives and dig into the right spot, or talk to the right NPC, to get torn up part of the next step. Once all three are getting in, they can be combined into either a new clue step or a reward coffin. Mysterious clues [edit | edit source] Mysterious clues are common riddle clues that can be found in all stages of the treasure paths. These clues require quite different tasks. Tasks range from speaking with the NPC, finding assigned boxes, or directing a player to digging in some rather obscure place. Due to the greater difficulty of treasure trails, players may need to perform additional additional tasks in order to complete the clue. These side tasks can be found in the key or complete the puzzle box. When doing medium treasure trails, clues will sometimes lead to a locked chest or drawer that requires the key to open. Trying to open a chest or drawer will give a clue to which specific, usually local, monsters kill. 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Emote clues [edit | edit source] Emote clues include installation of a certain location and perform emote. These types of clues are displayed in all treasure trail levels. Once the emote has been performed, Uri will appear and give the player another clue (or reward if the emote key was the final step in the Treasure Trail). If a player was asked to do another emote before talking to Uri, and they forgot to do it, he will say I don't believe we have any business... but it won't work out. The player can still perform a second emote and then talk to Uri to complete the clue. Easy clues require you to perform one emote, medium clues need to be done two, and hard and above the clues need to perform one emote, then fight the enemy, such as a double agent. Elite clues do not need to fight a double agent. Note that any version of the required item that differs from the standard will not work (e.g. Rune platebody (t) will not work instead of Rune platebody). Main article: Treasure Trails/Guide/Emote clues/Elements for players who treasure trails often, it is not recommended to keep items for all the emote clues banked, as hundreds of different items are used across treasure trail levels and can occupy bank space. Players with the appropriate construction level can create STASH units to store the emote clue items near where the emote clue is, saving the bank space. Hot Cold[edit source] Hot Cold clues are clues in which a strange device will tell the player in the chatbox whether the player is hot (close) or cold (far from) provided by the location of the dig. This is based on the game of older children. To find your location, click on the strange device and it will tell you how close you are to the treasure. Its temperature is based on the treasure distance from the player, measured by the number of actions it would take to reach the treasure, ignoring all obstacles there is chebyshev distance between player and treasure). Then, teleporter or walk to another place, and check if the strange device has gotten hotter. Repeat to pinpoint the location. You can also use a list or map to help you find your location. The chart is easy to set hot cold space maps [edit | edit source] Map clues are the local image the player must search in advance along your trail. Maps are found in all scrolling difficulties of the hint. They are rough pictures of the very local area. If the map leads to the X, the player must take the shovel to the location indicated on the map with the X and dig there. If the map leads to the box, you just need to search for it. Sometimes players can find a small pile of boxes, or their crowds. Search them all until another clue or reward is found. Maps can include such sights as buildings, fish indicating fishing grounds, roads, rivers, bridges, etc. Dig into the place indicated map key never spawn any monsters. Maps are sorted by cells, and then by X, and then left-to-right, depending on the location of the mark. Charlie Tramp [edit | edit source] Beginner clue scroll sometimes tell the player to talk to Charlie tramp. Once there, Charlie will assign the player short skill assignments to be completed, and the key is your inventory. After completing the task, the player can return to Charlie in order to continue the Treasure Trail. When you first got Charlie Tramp's clues you'll say: Talk to Charlie in Varrock Tramp. Charlie assigns the task to a player in a similar form of assignment, assigned to sherlock captain and elite clues. In order for the task to be considered complete, the player must keep a clue scrolling during the action, otherwise it will not be counted. When the task is finished, a message is sent in the conversation field and the scroll text of the hint changes. Challenge Skill requirements 1 need to cook Charlie Trout. 15 I need to prepare Charlie's pike. 20 I need to fish for Charlie's herring. 10 I need to fish for Charlie trout. 20 I need to have a piece of Charrl iron ore from an iron vein. 15 I need to resotch Charlie one iron dagger. 15 I need to craft Charlie's leather body. 14 I need to craft Charlie for some leather chaps. 18 18

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