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to the Hosidius House, Great Kourend Konoo stands in Saltpetre to spawn Hosidius, The Great Kourend. He offers a dialogue about what saltpetre is used for. He gives players a free shovel if they don't have one on their list. Konoo's name is likely to come from KNO3, a chemical abbreviation of salt petre or potassium nitrate. He is also the person to talk to with a simple clue to find Salty Peter. The connection content is available under CC-BY-SA unless otherwise stated. Contents 1 Preparation 2 Requirements 3 Cryptic tips 4 Emote tips 5 Maps Old School RuneScape Wiki default British Convention floor numbering: Ground floor, ground floor, etc. It can be changed by clicking on the moon icon in the upper right corner of the site. For more information about the main article, see Treasure tracks. Preparation[edit | edit source] Easy clue scrolls can be between 2 and 4 steps long with little or no quest requirements. Requirements[edit | edit source] Certain hints require items that require a certain skill requirement to wear or wield. The table below shows the highest skill requirement to meet any simple hint. Cryptic clues[edit | edit source] Cryptic clues are common mystery clues that can be found on all levels of Trails. These hints require quite different tasks. Tasks range from talking to npc, searching for a designated box, or directing a player to dig in some rather confusing locations. With major difficulties with Treasure Trails, players may have to perform additional party tasks in order to complete the clue. These side task challenges may include finding a key or filling a puzzle box. When doing medium Treasure Trails, tips occasionally lead to a locked chest or drawer that requires a key to unlock. Trying to open the chest or drawer gives a hint of which specific, usually local, monster kill. Monsters that drop treasure trail keys drop them only when the player is in possession of that clue. It is worth noting that the hint steps, which include keys, are possible to get the key before reading a hint that could save the player for a while. During hard clue scrolls, players may get to show fairy ring code, followed by some numbers. To solve them, the player must travel to the corresponding fairy circle and then take the number of steps shown by the numbers to the direction of the compass (North, East, South, West), and then dig in that place. During hard or master tips, players can get a puzzle box challenge from the NPC. Players need to unpack the picture to get the next hint or reward. During master tips, players are given three encrypted tips in one step. Players must go to the destination with each encrypted offer and dig in the right place, or talk to the right NPC to get torn part of the next step. Once all three have been received, they may be either a new hint step, or a reward for the coffin. Clue Notes Task Image Trailblazer area box found in tower church is your next location. Get on the ladder and find boxes 1. Kandarín / Belladonna, my dear. If I only had gloves, I could finally hold you. Talk to The Chair leprechaun at Belladonna agricultural patch at Draynor Manor. Misthalin / Dig between some ominous stones in Falador. Three standing rocks in a walled area. East of the North Falador Gate. Asgarnia / Dig in the center of the great kingdom of 5 cities. Dig in front of a large statue in the middle of the Great Kourendi. N/A Dig near some of the giant mushrooms behind the Grand Tree. Dig near the red mushrooms northwest of the Grand Tree. Kandarín / Dig it under the cab. Dig under the Navigator cab. Players must have embarked on a Corsair Curse quest to reach Corsair Cove. Kandarín / Dig where only qualified, wealthy, or brave can choose not to visit again. Dig at Lumbridge spawn (teleport area). Misthalin / I'd like to hear music. Come and see me on the Falador Park Bridge and play: &lt;some music=&gt; Thank you, Cecilia Tell Cecilia, who is on the Falador Park Bridge. Asgarnia / Impossible to get angry. Talk to Abbot Langley. Misthalin / I don't know how many bronze swords he's released. Talk to Vannaka. He can be found in the Edgeville Dungeon. Misthalin / I would make a chemical joke, but I'm afraid I won't get a reaction. Talk to the Rimmington chemist. Asgarnia / I wouldn't wear this jeans on my feet. Talk to Hosidius's vicar Jean. N/A Look at the first-floor boxes of the Falador houses. A house east of Faladoreast Bank. Asgarnia / Monk lives in the far west. See the skin storage device. Search the drawers in the lunch room of the monk's camp, which was found west of the Hosidius mine. One of port sarim sailors is your next destination. Talk to Captain Tobias at Port Sarim. Asgarnia / Salty Peter. Talk to Konoo, who's digging a hosidius salt digger. N/A Search the bookshelf in the Lumbridge Swamp. Located in Father Urhney's house. Misthalin / Search the bookshelf wizards tower. The bookshelf is located on the ground floor[UK]1. Misthalin / Search the wardrobe draynor. Go to Aggie's house and search the kitchen wall. Misthalin / Search the chest of Fred Farmer's bedroom. Search the coffin of Fred Farmer's bed at his house northwest of Lumbridge Misthalin / Search chests found upstairs in shops in Port Sarim. Search the east wall of Wydin's grocery store upstairs. Asgarnia / Search the box building in Hemenster. The house north of the fishing competition, west of Grandpa Jack. Kandarín / Search the box at Varrock Castle. Search &lt;some&gt;In the corner of Varrock Castle's kitchen. Misthalin / Search the box on the ground floor of the house in Seers' Village. Search inside the Phantuwti Fanstuwii Farsight house, located south of the pub In The Village. Kandarín / Search the bookshelf in the monastery. Search the southeast bookshelf at Edgeville Monastery. Misthalin / Search the east bookshelf of Father Urhney's house. Father Urhney's house is located in the west of the Lumbridge swamp. Misthalin / Search boxes in the store in Taverley. A box of Gaius' two-handed shop. Asgarnia / Search boxes in one of the tents in Al Kharid. Look for boxes in a tent east of the Silk trader. Desert / Search boxes for goblin house near Lumbridge. Goblin house on the east side of the river. Misthalin / Search boxes of houses near the south entrance of Varrock. First house on the left as it enters the city's south entrance. Misthalin / Search boxes just outside the Armour store in East Ardougne. Zenasha's plate mail shop. Kandarín / Search the boxes of falador's store. Falador General Store Asgarnia / Search boxes next to the chest that needs a crystal key. Crystal chest Asgarnia / Search the bucket at Port Sarim prison. Players can only enter the jail cell, blaming themselves for shantay pass. Talk to Shantay and identify yourself as a prohibitive after asking what the place is. If you have been sent to prison, refuse to pay the 5gp fine twice and you will be sent to Port Sarim Prison. Asgarnia / Search the bush for the digs center. The bush is located on the east side of the west trail towards Digsite from the Exam Centre. Misthalin / Search the chest of Barbarian Village. The chest is in the house together. Misthalin / Search the chest of the Duke of Lumbridge's bedroom. The Duke's room is located on the second floor of Lumbridge Castle. Misthalin / Search the chest of your left hand in the tower of Camelot Castle. Located on the third floor of the West Tower of Camelot. Kandarín / Find chests of drawers in the dwarf mine. The chest is on the west wall where Hura's Bowbow Shop is, in the Dwarf mine. Asgarnia / Search the chests above Al Kharid Palace. The front is located in the northeast corner of 1. Desert / Look for a coffin in Edgeville. Search the coffin by the desert tv lever. Misthalin / Search the box in the left tower of Lumbridge Castle. Located on the first floor of the south tower at the entrance to Lumbridge Castle. Misthalin / Search box rooms and chicken pub. Hotel Rooms and Chicken is located in Burthorpe. Asgarnia / Search the box near the cart in Port Khazard. Search the South Khazard General Store in Port Khazard. Kandarín / Search varrock bank. Search the basement of West Varrock Bank. Misthalin / Search boxes for the house Yanille, which is a piano. The house is located northwest of the shore. Kandarín / Search canifis boxes. Search the store, Rufus Meat Mall. Morytania / Search boxes at Draynor Manor. On the top floor of the mansion. Misthalin / Search boxes at East Ardougne's general store. Located south of Ardougne Church. Kandarín / Search boxes at Falador General store. Falador's main store is located at the northern entrance to the city. Asgarnia / Search the boxes for Horvik's ceasefire. Horvik is in Varrock. Misthalin / Search boxes for barbarian village helmet shop. Beat the helmet shop in Barbarian Village. Misthalin / Search boxes at falwarven mine. Search the entrance to the East mine mall at the Drogo mine. Asgarnia / Search boxes at the guard house north gate in East Ardougne. The guard house is located northeast of Handelmort Manor. Kandarín / Search boxes for the most tidal section of Al Kharid. Search boxes in the house, marked with an icon, in the southeast of the jewel. Desert / Search boxes in the outhouse of a long building in Taverley. Located in a small building connected to the fence of the main building. Climb over the hedgehog. Asgarnia / Search boxes in port sarim fishing shop. Search the boxes, at the door, at Gerrant's Fishy Business port sarim. Asgarnia / Search the box of Diamond craft shop in Rimmington. Rommik's Crafty Supplies boxes in Rimmington. Asgarnia / Search the boxes in the shed just north of East Ardougne. Boxes north of Ardougne Bank. Kandarín / Search boxes near the shopping cart in Varrock. Southeast of Varrock Palace, south of the wood-growing patch. Misthalin / Search for one box of Horvik's forges inVarrock. Horvik Smithy is northeast of Varrock Square. Misthalin / Search the drawers above Varrock stores. Located upstairs at Thessalia's Fine Clothes store in Varrock. Misthalin / Search drawers found upstairs in the East Ardougne house. Upstairs the pub north of Ardougne Castle. Kandarín / Search drawers for a house in Draynor Village. The drawer is located in the northernmost house in Draynor Village. Misthalin / Search drawers at Catherby's Archery store. Hickton Archery emporium in Catherby. Kandarín / Search drawers falador chain mail shop. Wayne's Chains - Chainmail Specialist shop on south Falador walls. Asgarnia / Search drawers in one of Gertrude's bedrooms. Kanel's bedroom (south-east room) outside the western varrock. Misthalin / Search drawers on the ground floor of the shop Yanille. Search yanille's hunting drawers. Kandarín / Search drawers Next to port sarim's mad store. The house east of Betty. There's a sink in the room. Asgarnia / Search drawers upstairs in the house in Catherby. Perdu's house in Catherby. Kandarín / Search drawers for a house in Burthorpe. Inside Hild's house in the north-east corner of Burthorpe. Asgarnia / Search drawers on the ground floor of the building in front of Ardougne's Market. Noella's house north of the market. Kandarín / Look for drawers from above the Falador shield shop. Cassie Shield Shop in northern Falador. Asgarnia / Search the drawers, up at the bank in Ida Varrock. East Varrock Bank. Misthalin / Search the drawers downstairs for a house in the eastern part of Falador. The house is located east of the East Falador coast and south of the fountain. The house is marked with a mini-card icon. Asgarnia / Search the open box found in Hosidius kitchens. Hosidius's kitchen is east of hosidius mess. Search the tents of the Imperial Map Camp in Burthorpe. Look for tents in the northwest corner of the camp. Asgarnia / Find a trolley at the Rimmington mine. The Rimmington mine site is located north of Rimmington. Asgarnia / Search through chests found upstairs in a house east of Falador. The house is located southwest of Falador's party room. There are two breasts in the room; Search the north coffin. Asgarnia / Search some drawers at the top of the house in Rimmington. On the 1st floor[UK] 2. Asgarnia / Search through some drawers found in Taverley's house. In the southeast of everything, south of Jatix's Herblore store. Asgarnia / Search the upstairs house in Seers Village with some drawers. Located in the house with a rotating wheel. South of the bank of the village of Seers. Kandarín / Anyone watching fights at the Duel Arena is your next destination. Talk to Jeed, which was found on the upper floors of the Duel Arena. Desert / Talk in Arheintherby. Arhein is south of Catherby Bank. Kandarín / Speak to Doric, who lives north of Falador. Doric was found north of Falador and east of Taverley Gate. Asgarnia / Talk to Ellis Al Kharid. Ellis is north of Tanner Al Kharid Bank. Desert / Talk to Gaius in Taverley. Gaius is found in the northwest corner of Taverley. Asgarnia / Talk to Hans to solve the clue. Hans is located at Lumbridge Castle. Misthalin / Talk to Jatix in Taverley. Jatix east in the middle of Taverley. Asgarnia / Talk to Ned in Draynor Village. Ned will be found at the bottom or in the Bank of Draynor. Misthalin / Talk to Rusty north of Falador. Rusty can be found in northeast Falador en route to mind altar. Asgarnia / Talk to Sarah at Falador farm. Talk to Sarah at Falador Farm, north of Port Sari. Talk to Sir Kay at Camelot Castle. Sir Kay is located in the courtyard of Camelot Castle. Kandarín / Talk to bartender Blue Moon Inn Varrock. Talk to the bartender at the Blue Moon Inn in Varrock. Misthalin / Talk to the Lady of the Lake. Talk to the Queen of Lake Taverley. Asgarnia / Talk to the employees of the Sinclair mansion. Talk to Louisa on the ground floor, on the ground floor, from Sinclair's mansion. Kandarín / Strength potions of red spiders eggs? He's a vegetarian. Talk to Apothecary in Southwest Varrock. I can't believe you did this. Apothecary is a varrock northwest of the sword shop. Misthalin / Surrounded by white walls and gems. Talk to Herquin, the owner of falador's pearl shop. Asgarnia / Talk to Ali's newsletter dropper north of the Al Kharid mine. Ali's pamphlet dropper can be found roaming the north of the Al Kharid mine. Desert / Talk to Ambassador Spanfipple at the White Knights Castle. Ambassador Spanfipple can be found roaming 1. Asgarnia / Talk to the half-goer Falador. Lucy is a bartender on the second floor[UK]2. Asgarnia / Talk to Cassie in Falador. Cassie was found southeast of falador's north gate. Asgarnia / Talk to Charles at Port Piscarilius. Charles was found on veos' ship in Port Piscarilius. Don't talk about the chef at the Blue Moon Inn in Varrock. Blue Moon Inn is located at the southern entrance to Varrock. Misthalin / Talk to Ermin. Ermin is found in the 1st century. Kandarín / Talk to the hairdresser at falador barbershop. The hairdresser is located in a barbershop, north of the Banks of Falador. Asgarnia / Talk to the bartender rusty anchor of Port Sarim. The bartender is located in the north of Port Sacom. Asgarnia / Talk to Doomsayer. Doomsayeri is located north of the entrance to Lumbridge Castle. Misthalin / Talk to Morgan about his house in Draynor Village. Morgan can find the house card icon. Misthalin / Talk to the mother of the basement dwelling son. Evil Dave's mother, Doris, is located in a house west of Edgeville bank. Misthalin / Talk to the squire of the white knights' castleFalador. Squire is located in the courtyard of the White Knights' Castle. Asgarnia / Talk to Turael every Burthorpe. Turael is located in a small house east of the guest houses, a toad and chicken inn. Asgarnia / Talk about Wayne's Chains in Falador. Wayne's shop is just south of White Knights Castle. Asgarnia / Talk to Zeke Al Kharid. Zeke owns al Kharid's scimitar store. Desert / Thank you, Grandma! Tynan can be found in the north-eastern corner of Port Piscarilius. The hand won't listen. Tell The face is located near the well, north of the Portsarim fish shop. Asgarnia / Emote tips[edit | edit source] Emote tips involve equipping certain items in a specific location and performing emote. These types of tips are featured on all levels of Treasure Trails. Once the emote is out, Uri will appear and give the player the next clue (or reward if the emote clue was the last step on the Treasure Trail). If a player is asked to do another emote before talking about Uri, and they forgot to do so, he says, I don't think we have any business ... but do not leave. The player can still perform another emote and then talk to Uri to finish the clue. Simple tips require the execution of one of the emote, medium tips require filling two and hard and the above tips require performing one emote, then fighting an enemy like a Double Agent. Elite tips do not include fighting double agent. Note that carrying any version of the required item that is different from the standard one does not work (for example, Rune platebody (t) does not work instead of Rune platebody). For more information, see Treasure Trails/Guide/Emote tips/ Items for gamers who do Treasure Trails often, it is not recommended to keep items for all emote tips banked, such as hundreds of different items used throughout Treasure Trail levels and can be taken to the bank room. Players with a suitable construction level can build STDs to store emote clue points near where the emote clue is located, saving the bank space. Clue Items Notes Map Trailblazer Region Blow Raspberry at Monkey Cage at Ardougne Zoo. Equip the studded leather body, bronze plate legs and the usual worker without an orb. Kandarín / Blow raspberries outside the entrance to Keep Le Faye. Equip coif, iron plate body and leather gloves. Kandarín / Bow box office at Duel Arena. Equip the body of the iron chain, leather cheeks and coif. Desert / Bow outside the entrance to the Legends Guild. Supply the iron plate legs, emerald charm and oak bow. Kandarín / Cheer at Druids Circle. Equip a blue wizard hat, bronze two-handed sword and HAM boots. Asgarnia / Cheer at the games room. Equip you do that, you won't have anything. Nothing in the basement of the Burthorpe Games room. Kandarín / Cheer for monks in Port Sarim. Equip coif, steel winter and sapphire necklace. Requires 20 strict supply coif. Asgarnia / Clap in the exam centre's main exam room. Equip white apron, green gnome boots and leather gloves. The exam centre is located east of Varrock, south of Digsite. Misthalin / Clap on the way to Wizards Tower. Supply an iron med helm, emerald ring and a white apron. Misthalin / Clap the top level of the mill, north of East Ardougne. Equip the blue gnome robe top, HAM robe bottom and unenchanted tiara. Kandarín / Dance jig entrance to the Fishing Guild. Equip the emerald ring, sapphire mule and bronze chain body. Kandarín / Dance at the crossroads north of Draynor. Equip the body of the iron chain, sapphire ring and longbow. Misthalin / Dance at the entrance to the Grand Exchange. Equip pink skirt, pink robe top and body tiara. Important note: Pink skirt varrock, pink robe top from Gnome Stronghold. Be aware of that! Misthalin / Dance at the party. Equip steel with a full helmet, steel plate body and iron plateskirt. Asgarnia / Dance in the hut in Lumbridge Swamp. Equip the bronze dagger, an iron-filled helmet and a gold ring. Misthalin / Make jig varrock's rune from the store. Supply the air tiara and water personnel at the Misthalin / Headbang mine north of Al Kharid. Equip the desert with a shirt, leather gloves and leather boots. Desert / Jump to the delight of the beehive. Equip the desert with a shirt, green gnome robe bottoms and a steel axe. The bees are located west of Catherby. Kandarín / Laugh at the crossroads south of Sinclair Manor. Equip the bonnet, blue wizard robe top and iron scimitar. Kandarín / Panic in the limestone mine. Equip bronze plate legs, steel pickaxe and steel medium helmet. Located east of the lumber fence. Misthalin / Panic on the pier where you catch a fishing trawler is something equipped at all when you do so. None of the most north-west docks in Port Khazard, east of Fight Arena. Kandarín / At the Shrug mine near Rimington. Equip a gold necklace, gold ring and bronze soda. Asgarnia / Spin at the crossroads north of Rimmington. Equip the green gnome hat, cream gnome top and leather chaps. Asgarnia / Spin Draynor manor by the fountain. Equip the iron plate, studded leather cheeks and a bronze-filled helmet. Misthalin / Spin Varrock Castle courtyard. Supply a black axe, coif and ruby ring. Misthalin / Think in the middle of a wheat field by a lumbridge mill. Equip the blue gnome robotop, turquoise gnome robe bottom and oak shortbow. Misthalin / Wave along the south fence of the Lumber Yard. Equip a hard leather body, leather cheeks and a bronze axe. Misthalin / Wave falador pearl stock. Equip Mithril with pickaxe, black plate body and Iron Kiteshield. Asgarnia / Wave on Mudskipper Point. Supply a black cape, leather cheeks and steel nutmeg. The code of the fairy ring AIQ will teleport you to the right place. Asgarnia / Gaping Draynor Marketplace. Equip studded leather cheeks, iron kiteshield and steel with a long sword. Misthalin / Gaping Varrock in the library. Equip the green gnome robe top, HAM robe underneath and iron war hammer. Misthalin / Maps[edit | edit source] Map tips are the image location of the player must look in advance along your path. Maps are found throughout the clue scroll difficulties. These are stark images from a very local area. If the card leads to X, the player must take a shovel to shown on the map with X and dig there. If the map leads to the box, you just have to search. Sometimes players can find a small bunch of boxes, or a lot of them. Search them all until the next hint or reward is found. Maps can include landmarks such as buildings, fish that show fishing grounds, roads, rivers, bridges, etc. Digging in a place to which a map tip refers never to monsters. The cards are sorted by fields and then by X, and then left to right according to the character position. Mark.

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