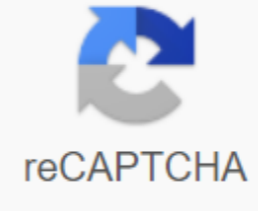




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Old School RuneScape Wiki default British convention for floor numbering: Ground floor, first floor, etc. This can be changed by clicking on the Moon icon in the upper right corner of the page. For the main article, see Treasure Trails. Preparing [edit | edit source] Simple trace scrolls can be between 2 and 4 steps long with few or no search requests. Requirements[edit | edit source] Some tracks will require items that need a certain skill requirement in order to wear or control. The table below shows the highest skill requirement in order to complete any simple guide. Mysterious clues [edit | edit source] Mysterious clues are common puzzle clues that can be found in all levels of Treasure Trails. These tracks require a fairly wide range of tasks. Tasks range from speaking to npc, searching designated crates, or directing a player to dig in some rather obscure place. For higher treasure trails difficulty, players may need to complete additional sub-tasks in order to complete the track. These side task challenges can include finding a key or completing a puzzle box. When you make medium treasure trails, the tracks occasionally lead to a locked chest or socket that requires a key to open. An attempt to open the chest or socket will provide a clue to which specific, usually local, monster to kill. Monsters that drop treasure trail keys drop is only when a player is holding that track. It is worth noting that for a trail of steps involving keys, it is possible to obtain a key before reading the help that could save the player some time. During hard track scrolls, players can get shown a fairy tale ring code followed by some numbers. To solve these, the player must travel to the corresponding fairy tale ring and then take the number of steps displayed by the numbers, in order of compass direction (north, east, south, west), and then dig at this point. During hard or masterful tracks, players can get a puzzle box challenge from the NPC. Players must uncover the image in order to get another track or reward. During masterful indications, players are given three mysterious clues in one step. Players must go to the finish line each mysterious provides and dig in the right place, or talk to the right NPC, to get the torn parts of the next step. When all three are recovered, they can be combined into either a new track step or a reward coffin. Clue Notes Task Picture Trailblazer region crayb found in the church tower is your next location. Climb the ladder and look for crates on the first floor [UK] 2. Kandarin Belladonna, my dear. If I only had gloves, I could finally hold you. Talk to the leprechaun tool on the Belladonna Farming patch at Draynor Manor. Misthalin∕ Dig among some sinister stones in Three standing in the walled area. East of the northern falador gate. Asgarnia∕ Dig in the center of the great kingdom 5 cities. Digging in front of a large statue in the center of The Great Kourend. N/A Dig near some giant mushrooms behind the Grand Tree. Dig near the red mushrooms northwest of the Grand Tree. Kandarin∕ Dig under the thtoi Navigator cabin. Players had to start a Corsair Curse quest to get to Corsair Cove. Kandarin∕ Dig, where only skilled, rich, or brave can decide not to visit again. Dig at Lumbridge Spawn (teleport area). Misthalin∕ I'd like to hear some music. Follow me on the bridge in Falador Park, and play: & Thanks, Cecilia Speak to Cecilia, located on the bridge in Falador Park. Asgarnia∕ Impossible to be angry. Talk to Abbot Langley. I wonder how many bronze swords he gave away. Talk to Anna. It can be found in edgeville dungeon. I wouldn't make a chemistry joke, but I'm afraid I wouldn't get a reaction. Talk to a chemist in Rimmington. I would wear this jeans on my feet. Talk to Father Jean at Hosidius mine. N/A One of the sailors in Port Sarim is your next target. Talk to Captain Tobias at Port Sari. Asgarnia∕ Salty Peter. Talk to Konoo, who is digging saltpetre in Hosidius. N/A Search library in the Lumbridge swamp. It's located in Father Urhney's house. Misthalin∕ Search library in the Tower wizards. The library is located on the ground floor[UK]1. Misthalin∕ Search closet in Draynor. Go to Aggie's house and search the closet in the north wall. Misthalin∕ Look for a chest in fred farmer's bedroom. Search the chest of fred farmer's bed in his house northwest of Lumbridge Misthalin∕ Search chests found on the floor of shops in Port Sarim. Search your chest on the floor of Wydin's Food Store, on the east wall. Search for a crate in a building in Hemenster. A house north of the fishing competition quest area, west of Grandfather Jack. Kandarin∕ Search for a crate at Varrock Castle. Search the crate in the corner of the kitchen at Varrock Castle. Misthalin∕ Search a crate on the ground floor of a house in Seers' Village. A search inside Phantuwti Fanstuwi Farsight house, located south of the pub in Seers' Village. Kandarin∕ Search the library in the monastery. Search the Southeast Library at Edgeville Monastery. Misthalin∕ Search the Eastern Library at Father Urhney's house. Father Urhney's house is located at the western end of the Lumbridge Swamp. Misthalin∕ Search &some&;boxes in a store in Taverley. A box in Gaius' two-handed store. Search boxes in one of the tents in Al Kharid. Search the crates in a tent east of trader Silk. Desert Search boxes in the teaser house near Lumbridge. Goblin's house on the east side of the river. Misthalin∕ Search boxes in the house near the southern entrance to Varrock. The first house left at the entrance to the city from the southern entrance. Misthalin∕ Search boxes just outside the Armour store in East Ardougne. Outside Zenesha's Plate Mail Body Shop. Kandarin∕ Search boxes of Falador general store. Falador General Store Asgarnia∕ Search boxes next to the chest that needs a crystal key. Crystal Chest Asgarnia∕ Search for a bucket in Port Sarim prison. Players can enter a prison cell just by incriminating themselves on the Shantay Pass. Talk to Shantay and identify yourself as a criminal after asking what the place is. Once you are sent to prison, refuse to pay the 5gp fine twice and you will be sent to Port Sarim prison. Asgarnia∕ Desert∕ Search for bush in digsite center. Bush is on the east side of the western road toward digsite from the test center. Misthalin∕ Search chest in Barbarian Village. Chest is located in the house with . Misthalin∕ Scan your chest in the bedroom of the Duke of Lumbridge. The Duke's room is located on the 1st floor. Misthalin∕ Scan your chest in the left-hand tower of Camelot Castle. Located on the second floor of the [UK] 3rd floor of the [US] western tower of Camelot. Kandarin∕ Search the chests at the Dwarven mine. The chest is on the western wall where the Hura Crossbar Shop is, in the Dwarven mine. Asgarnia: Search for chests upstairs at Al Kharid Palace. The chest is located in the northeast corner on the 1st floor. Desert∕ Search for coffin in Edgeville. The search for the coffin is located next to the teleport lever of the wilderness. Misthalin∕ Search the crate in the left tower of Lumbridge Castle. It is located on the 1st floor. Misthalin∕ Search crate in toad and chicken pubs. A pub with toad and chicken is located in Burthorpe. Search for a crate near a trolley in Port Khazard. Search of the South Khazard General Store in Port Khazard. Kandarin∕ Search crates at a bank in Varrock. A search in the basement of the West Varrock bank. Misthalin∕ Looking for crates in a house in Yanilla that has a piano. The house is located northwest of the shore. Kandarin∕ Search crates in Canifis. Search inside the store, Rufus' Meat Emporium. Morytania∕ Search crates in Draynor Manor. Top floor of the mansion. Misthalin∕ Search crates in East Ardougne's general store. It is located south of the Ardougne Church. Kandarin∕ Search crates in General trade. Falador General Store is located at the northern entrance to the city. Asgarnia∕ Search crates in Horvik's armory. Horvik's in Varrock. Misthalin∕ Search crates in a barbaric village helmet shop. Peksa Helmet Shop in Barbarian Village. Misthalin∕ Search the crates at the Dwarven mine. Look east from the entrance to the ice mountain in the drug mining emporium. Asgarnia: Search crates at the watchhouse of east Ardougne's north gate. The guard house is located northeast of handelmort manor house. Kandahar∕ Search crates at the westernmedest house in Al Kharid. Search the crates in the house, marked with an icon, south-east of the jewel stand. Desert Search crates in the outhouse of a long building in Taverley. It is located in a small building connected by a fence to the main building. Climb through the stile. Asgarnia∕ Search crates at Port Sarim Fishing Shop. Search crates, at the door, at Gerrant's Fishy Business in Port Sarim. Asgarnia∕ Search crates at rommiks craft shop in Rimmington. Crates in Rommik's cunning stock in Rimmington. Asgarnia∕ Search crates in a manhoo north of East Ardougne. Crates in a well north of the northern bank of Ardougne. Kandarin∕ Search crates near a trolley in Varrock. Southeast of Varrock Palace, south of the tree-breeding patch. Misthalin∕ Search for a single crate in the Horvik forge in Varrock. Horvikova blacksmithing is located northeast of Varrock Square. Misthalin∕ Search for butts over Varrock stores. Located upstairs in Thessalia's fine clothing shop in Varrock. Misthalin∕ Search the drawers found upstairs in East Ardougne's houses. On the pub floor north of Ardougne Castle. Kandarin∕ Search the drawers in the house in Draynor Village. The drawer is located in the northernmost house in draynor. Misthalin∕ Search drawers in Catherby's archery shop. Hickton's Archery Emporium in Catherby. Kandarin∕ Search the drawers in the Chain Falador mail shop. Wayne Chains – Chainmail Specialist store on the South Falador Wall. Search the drawers in one of Gertrude's bedrooms. Kanel's bedroom (south-east room), outside western Varrock. Misthalin∕ Search the drawers on the ground floor of the store in Yanilla. Search the drawers at the Yanille hunting shop. Kandarin∕ Search the drawers in the house next to the Port Sarim mage shop. A house east of Betty. Contains a sink for cooking. Asgarnia∕ Search the drawers on the floor of the house in Catherby. Perdu's house in Catherby. Kandarin∕ Search drawers home in Burthorpe. Hilda's house in the northeast corner of Burthorpe. Asgarnia∕ Search the drawers on the ground floor of the building overlooking Ardougne's market. Noella's house north of the market. Kandarin∕ Search the drawers at the top in the Falador Shield Cassie's Shield Shop at the northern entrance of Falador. Search the drawers, top of the bank east of Varrock. Eastern Varrock Bank. Search for drawers down houses in the eastern part of Falador. The house is located east of the east bank of Faladora and south of the fountain. The house is marked with an icon on the minimap. Asgarnia∕ Look for an open crate found in hosidius kitchens. Hosidius Kitchen is east of the mess in Hosidius. N/A Search tents at the Imperial Guard camp in Burthorpe for some boxes. Search in tents in the northwest corner of the camp. Asgarnia∕ Search wheel at rimmington mine. The Rimmington mining site is located north of Rimmington. Asgarnia∕ Search through chests found in upstairs houses in East Falador. The house is located southwest of the Falador Party Room. There are two chests in the room; look for the northern chest. Asgarnia∕ Search some drawers on the floor of the house in Rimmington. On the first floor [UK] 2. Asgarnia∕ Search some drawers found in Taverley's houses. Southeast Bridge House, south of Jatix's Herblore Shop. Asgarnia∕ Search upstairs in Seers' Village houses for some drawers. It is located in a house with a rotating wheel. South of the banks of Seers' Village. Kandarin∕ Someone watching matches at Duel Arena is your next target. Talk to Jeed, found on the upper floors, at the Duel Arena. Desert∕ Talk to Arhein in Catherby. Arhein is south of Catherby Bank. Kandarin∕ Talk to Doric, who lives north of Falabor. Doric is located north of Falabor and east of the Taverley Gate. Asgarnia: Talk to Ellis in Al Kharid. Ellis is a tanneries north of Al Kharid Bank. Desert∕ Talk to Gaius in Taverley. Gaius is located in the northwest corner of Taverley. Asgarnia∕ Talk to Hans to solve the trail. Hans is located in Lumbridge Castle. Talk to Jatix in Taverley. Jatix is located in the middle of Taverley. Asgarnia∕ Talk to Ned in Draynor Village. Ned is located to the north or the Draynor bank. Talk to Rusty north of Falador. Rusty can be found northeast of Falador on the way to the Altar of Mind. Asgarnia∕ Talk to Sarah at Falador Farm. Talk to Sarah at Falador Farm, north of Port Sarim. Talk to Sir Kay at Camelot Castle. Sir Kay is in the courtyard at Camelot Castle. Kandarin∕ Talk to the Bartender of the Blue Moon Inn in Varrock. Talk to the bartender at the Blue Moon Inn in Varrock. Misthalin∕ Talk to Lady of the Lake. Talk to Lady of the Lake in Taverley. Asgarnia∕ Talk to the staff of Sinclair Castle. Talk to Louisa, on the ground floor [UK] 1. Kandarin∕ Power potions with red spiders' He's quite a herbalist. Talk to Apothecary in southwestern Varrock. - (The) Apothecary is just northwest of Varrock Swordshop. Surrounded by white walls and gemstones. Talk to Herquin, the jewel shop owner in Falabor. Asgarnia∕ Talk to Ali flyer Dropper north of the Al Kharid mine. Ali flyer Dropper can be found roaming north of the Al Kharid mine. Desert∕ Talk to Ambassador Spanfipple at the White Knight's Castle. Ambassador Spanfipple is on the 1st floor. Talk to a party-goer in Falabor. Lucy is a barny for 1. Asgarnia∕ Talk to Cassie in Falabor. Cassie is located southeast of the northern Falador Gate. Asgarnia∕ Talk to Charles in Port Piscarilius. Charles was found by Veos' ship in Port Piscarilius. N/A Talk to the chef at the Blue Moon Inn in Varrock. Blue Moon Inn is located at the southern entrance to Varrock. Talk to Ermin. Ermin is located on the 1st floor. Kandarin∕ Talk to a barbershop in falador barbershop. The hairdresser is located in a barbershop, north of the west bank of The Faladora. Talk to bartender Rusty Anchor in Port Sarim. The bartender is located in the Rusty Anchor Inn, located in the northern part of Sarim Port. Asgarnia∕ Talk to Doomsayer. Hotel Doomsayer is located north of the entrance to Lumbridge Castle. Talk to Morgan at his home in Draynor Village. Morgan can be found in the house with a map icon. Talk to the mother of the basement dwelling son. Evil Dave's mother, Doris, is located in a house west of the banks of Edgeville. Talk to Squire at the White Knights' castle in Falabor. Hotel Squire is located in the courtyard of the White Knights Castle. Talk to Turael in Burthorpe. Turael is located in a small house east of the Toad and Chicken inn. Talk to Wayne at Wayne's chains in Falabor. Wayne's shop is just south of White Knights Castle. Talk to Zeke in Al Kharid. Zeke owns a scimitar shop in Al Kharid. Desert∕ Thanks, Grandma! Tynan is located in the northeast corner of Port Piscarilius. N/A Hand does not listen. Talk to your face located at the store front north of the Port Sarim fishing shop. Asgarnia∕ Emote tracks [edit | edit source] Emote tracks include equipping some items in a specific location and executing emotions. These types of guides are featured in all levels of treasure trails. Once the emote has been made, Uri will appear and give the player another clue (or reward, if the emote track was the last step of the Treasure Trail). If a player has been asked to do another before talking to Uri, and they forgot about it, he will say: I do not believe that we have any business ... but he's not leaving. The player can still perform a second emote and then talk to Uri to complete the track. Simple clues require the execution of one emote, medium tracks require the execution of two, and hard and above the tracks require the execution of one emote, then fight against the enemy, such as Double Agent. Elite clues don't include fighting a double agent. Note that wearing any version of the item you want other than the standard one won't work (for example, rune (t) won't work instead of rune plate). Main article: Treasure Trails/Guide/Emote Tracks/Items for Players Who Take Treasure Trails Frequently, it is not recommended that items for all emote tracks be banked, as hundreds of different items are used throughout the Treasure Trail level that take up significant banking space. Players with the appropriate level of construction can build stash units to store emote track items near where the emote leash is located, saving bank space. Clue Items Maps Map the Trailblazer region to blow raspberries at monkey cages at the Ardougne Zoo. Equip studded leather body, bronze plates and normal staff without orb. Kandarina Blow raspberries in front of the entrance to Keep Le Faye. Equip the koif, iron plate and leather gloves. Kandarin Luk at the Duel Arena box office. Equip the body of an iron chain, leather guys and a coif. Desert Bow in front of the entrance to the Legends' Guild. Equip iron plates, emerald amulet and oak longbow. Kandarin∕ Cheer on the Druids' circle. Equip blue wizard's hat, bronze double handed sword and HAM boots. Asgarnia∕ Cheer in the game room. They don't have anything at all equipped when you do. Nothing basement games room in Burthorpe. Asgarnia∕ Cheer monks in Port Sarim. Equip coif, steel plateskirt and sapphire necklace. Requires 20 in the range for coif equipment. Asgarnia∕ Clap in the main rehearsal room in the rehearsal center. Equip white apron, green dwarf shoes and leather gloves. The test centre is located east of Varrock, south of digsite. Misthalin∕ Kandarin∕ Clap on the way to the Wizards' Tower. Equip the iron honey rudder, emerald ring and white apron. Misthalin∕ Clap at the highest level of the mill, north of East Ardougne. Equip a blue gnome bathrobe top, HAM gown bottom and an unoccupied tiedm. Kandarin∕ Dance jig at the entrance to the Fishing Guild. Equip the emerald ring, sapphire amulet and the body of a bronze chain. Kandarin Dance at an intersection north of Draynor. Equip the body with an iron chain, sapphire ring and longbow. Misthalin∕ Dancing at the entrance to the Grand Exchange. Fitted pink skirt, pink robe top and body tiedm. Important note: Pink skirt from Varrock, pink robe top from Gnome Stronghold. Be aware of this! Misthalin∕ Dancing in the party room. Equip full helmet, steel body plates and iron plateskirt. Asgarnia: Dancing in a Shack in Lumbridge Swamp. Equip a bronze dadd, iron full helmet and gold ring. Misthalin∕ Do jig in Varrock's rune store. Equip the air tiacon and water personnel Misthalin Headbang at the mine north of Al Kharid. Equip the desert shirt, leather gloves and leather boots. Desert Jump for joy on the bee. Equip desert t-shirt, green gnome gown bottoms and steel axe. The beehives are located west of Catherby. Kandarin Desert, laughing at the intersection south of Sinclair Mansion. Equip the cover, blue guide bathrobe top and iron scimitar. Kandarin∕ Panic in limestone mine. Equip bronze plates, steel pickax and steel middle

helmet. It is located east of the lumberjack yard. Misthalin ✓ Panic on the pier where you catch a fishing trawler They have nothing at all equipped when you do so. No northwestern port in Port Khazard, east of Fight Arena. Kandarín shrugged at a mine near Rimmington. Equip a gold necklace, a gold ring and a bronze spear. Asgarnia Spin at an intersection north of Rimmington. Equip green gnome hat, cream dwarf top and leather guys. Asgarnia ✓ Kandarín ✓ Spin in Draynor Manor by the fountain. Equip the iron plate, studded with leather men and a bronze helmet. Misthalin ✓ Spin in the courtyard of Varrock Castle. Equip the black axe, coif and ruby ring. Think in the middle of a wheat field at a lumbridge mill. Equip blue gnome robotop, turquoise gnome dress bottom and oak shortbow. Misthalin ✓ Kandarín ✓ Wave along the southern fence of the wood yard. Equip the hard leather body, leather guys and bronze axe. Misthalin ✓ Wool in the jewel store Falador. Equip Mithril pickaxe, black board body and iron kiteshield. Asgarnia ✓ Wave at Mudskipper Point. Equip black coat, leather guys and steel stick. Fairy ring code AIQ teleports you in the right place. Asgarnia ✓ Zivanie in Draynor Marketplace. Equip studded leather guys, iron kiteshield and steel long word. Misthalin ✓ Zivanie in the Varrock library. Equip green gnome bathrobe top, HAM gown bottom and iron warhammer. Misthalin ✓ Kandarín ✓ Maps [edit | edit source] Map tracks are an image of the place the player needs to look in advance along their route. Maps are in all problems with scrolling the legend. These are rough pictures of a very local area. If the map leads to X, the player must take the spad to the location shown on the map with X and dig there. If the map leads to a crate, it must simply be searched. Sometimes, players can find a small pile of crates, or a large number of them. Search for all of them until another track or reward is found. Maps may include landmarks such as buildings, fish indicating fishing spots, roads, rivers, bridges, etc. Digging in place pointed to a map trail never any monsters. Maps are sorted by fields, and then by X, and then from left to right based on the location of the tag. Mark.

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