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## Runescape clue scroll guide

Hi everyone, was wanting to make a video guide on this but I'm lazy and not very proficient with editing software. IntroductionSo the reason why I want to do this guide is to help those get on difficult tracks, or to help those become a little better at completing tracks. The guide will cover the bank's default, getting-started items, missions, and other tools to help you. SkillsHard's recommended tracks are by no means the game's final content, however, these skills can dramatically help you speed up track completion times. Recommended MissionsDecomended Inventory and armour SetupInventoryArmourI would highly recommend making a banking preset and using it. Bank setup I highly recommend creating a new bank tab and purchasing TWO of each item (for placeholder). Bench up to Iron ^Platebody ToolsadditionalWill not be a track scroll guide if you have not recommended Alt-1. The Alt-1 toolkit is an amazing program that can help massively on tracks. Clue Solver will read the open track scroll and pin the location to a map, or find the most efficient way to complete the puzzles. Link to Alt-1Getting and Completing CluesFirstly, use the dungeoneering cover to teleport to the taverley hellhound feature dungeon. You want to stay where you can aoe at least 3 for faster track fall times. Using revolution++ you can AFK completely until a track scroll falls, using the following skills in the first 4 abilities. Meteor attack &gt; Hurricane &gt; Earthquake &gt; CleaveOnce you have a track, walked through the door and check the track. Using the Alt-1, click unlock any, the app will then identify the digsite and inform you about any costumes and emotes you need to perform. I would recommend filtering the emotes for Treasure Tests make sure to use a sort of dwarves or any lucky ring as much as possible all the time, utilising all teleporters to get to the locations as soon as possible. The time required to complete a track scroll can be as small as 3 minutes, until the time it takes. There's no rush. Don't get annoyed because you haven't received a shadow dye on your 500th clue, they are EXTREMELY rare, and the way to actually get a dye can be just as profitable. And most importantly, have fun! Page 2Posted for 2 years ago reviews This minigame has been rated as Standard Risk. See the minigames page for a high and low risk setting. Keep in mind, some cases of combat while hunting tracks can be high risk. Treasure trails are one of the things in RuneScape that will give you hours of fun. You have no idea what kind of treasure you will get, or when you will get it. If you like adventures, be sure to make some of treasure. Treasure trails are members only, but some of the rewards can be used by both F2P'ers and P2P'ers. Due to the huge amount of content involved with Treasure Trails, the information was grouped by the type of scrolling of tracks. Choose the relevant guide to the type of track scroll you'd like to learn more about. If you don't know what kind of track scroll you have, we provide a one definition of each type of parchment below. If you want to view all text clues on one page for easy searching, visit this Full List of Text Clues. If you don't know what kind of clue you have, we provide a brief definition of each type of track parchment available: Anagram: Anagram clues seem silly, but sometimes it can seem like a strange phrase as well. These clues are actually the names of different non-player characters you see around RuneScape who have had their lyrics mixed. Challenges: These clues are often simple mathematical equations or a task telling you to count certain objects in RuneScape. Coordinates: When you have a coordinate track, it will say something like 4 degrees, 13 minutes north, 12 degrees, 45 minutes east. These clues require you to have a clock, sextant, and chart in your inventory. Elite: Track scrolls (elite) have three unique track types that will only appear on this level scroll. You have an elite track scroll if: nothing but a compass appears as the track (Magic Compass) a sphere is attached to your track (Orb Scan) a puzzle with runes on three different tracks is on the scroll (Celtic Knot). See the Puzzle page for assistance with this. Uri's Emotes: You know you have this clue when you have a scroll that asks you to wear a variety of strange clothes, go to a specific area and perform an emote. Maps: Map clues are easy to identify. Are maps really drawn with an X mark where you should dig. There can also be a number of steps to be marked on the map. NPC Locations: NPCs, or Non-Player Characters, are people who appear as yellow dots in your minimap. Some clues tell you to talk to one of the many NPCs in RuneScape. Puzzles: There are two types of puzzles. One is a sliding puzzle that requires you to slide different squares around one at a time in order to uncolor an image. Another type of puzzle is the Celtic knot, where you must align runes to unlock your next task. Puzzles: The clues of the puzzle require you to discover the true meaning of a strange phrase. They often require you to have a decent knowledge of RuneScape and the people inside. Search: Search clues are simple clues that say, for example, Box, Burthorpe. They only claim a searchable thing like a bag, a chest or even drawers and then a vacant location within runeScape. English Share TT redirects here. For other uses, see TT (deambiguation). This article has a strategy guide. All information about mechanics, settings and strategy is on the sub-page. Because of an update, this article may be out of date. Why: Include changes to the update of the main treasure trails, You can help improve this page by editing it. Treasure Trails is a member-only distraction and fun, in which players follow a series of clues leading to the buried treasure. A Treasure Trail is started by finding a sealed track scroll, which can be left by various monsters, stolen from H.A.M. Members and Clan Elven Elven received from a treasure chest decoration in an aquarium, purchased with thaler, or training Divination, Fishing, Mining or Wooding. The chances of receiving a track scroll increase with the appropriate level luck enhancer. As of the treasure trails update on February 26, 2018, players can collect up to 25 sealed track scrolls for each type of difficulty. Previously, they were restricted to just a new track scroll of each difficulty if they no longer had one in their inventory or bank. Still, only one of each type of sealed track parchment can be opened at a time. Attempting to open a sealed track scroll if a player already has an open one will result in the following text in the chat window: You already have an easy/medium/hard/elite active treasure trail. You will need to complete or destroy this before you start another one. Most unique rewards (with a few notable exceptions) can be placed in the treasure chest in the fantasy room of a house owned by the player. After completing a Treasure Trail, a message appears in the chat box indicating how many Treasure Trails have been completed from this difficulty: Congratulations! You have already completed [quantity] [difficulty] treasure trails. The following line tells you how many Treasure Trails points have been earned: You earn [quantity] points from treasure trails. Now you have [quantity] of points. Southwest of the south gate of the Great Exchange, a treasure trail expert named Zaida set up a shop with her yaque. Nigel. In addition to providing assistance and information to other treasure seekers, it maintains a picture of information about treasure trails. There is also a stack of Treasure Trail collection log books behind it for players to use. Difficulty The level of a track scroll is related to its difficulty. There are 5 levels of track scrolls: easy, medium, hard, elite and master. An easy track is a low difficulty treasure trail with low reward yield. An average track scroll is an average difficulty treasure track with a more substantial reward yield. A hard track scroll is a dangerous treasure trail that can be very rewarding. An elite track scroll is a very dangerous track scroll (both to receive and to complete). Master track scrolls have the greatest difficulties in obtaining and completing, while having the greatest rewards. Track scrolls are primarily generated by monster drops, but can also be generated through steals and as certain activity rewards. Each track level has a very different set of possible rewards and items, and dangers, so it's worth knowing what the player is in. From the skill, the level of the track scroll is determined by the skill action and skill level requirement. Cut Crystal tree, requiring 94 Woodcutting, has the chance to produce a sealed (hard) track parchment or a sealed (elite) track parchment. Cutting an older tree, requiring 90 Woodcutting, has the chance to produce a sealed (hard) track parchment or a sealed (elite) track scroll. Fishing big crystal crystal Requiring 97 Fishing, you have the chance to produce a sealed (hard) track parchment or a sealed (elite) track scroll. The magnetic fishing minnows, which require 68 fishing, have the chance to produce a sealed (medium) track parchment. Raw gamefish, which requires 97 fishing, has the chance to produce a sealed (hard) track parchment or a sealed (elite) track parchment. Fishing for raw tropical trout at the Summer Beach Party, without the need for fishing, has the chance to produce a sealed (easy) track parchment or a sealed (medium) track parchment. Harvesting a luminous spring, requiring 90 Divination, has the chance to produce a sealed (hard) track parchment or a sealed (elite) track parchment. Harvesting an incandescent spring, requiring 95 Divination, has the chance to produce a sealed (hard) track parchment or a sealed (elite) track parchment. Mining a salted crablet, which requires 90 mining, has the chance to produce a sealed (hard) track parchment. Mining a Seren stone, which requires 89 Mining, has the chance to produce a sealed (hard) track parchment or a sealed (elite) track parchment. Harvesting an incandescent spring, requiring 95 Divination, has the chance to produce a sealed (hard) track parchment (elite). Length Clue scrolls can involve following maps, solving puzzles, finding coordinates, chatting with various non-player characters, and fighting monsters. The difficulty of a Treasure Trail determines how many steps (track scrolls) are required for completion. Easy are between 3 and 5 steps long, with few or no mission requirements. The medium is between 4 and 6 steps long, with some mission requirements. Hard is between 5 and 7 steps long, with multiple enemies to defeat and some high-level mission requirements. Elite is between 5 and 7 steps long, with multiple fights, puzzles at almost every stage (if there is no fight), and has high-level mission requirements. The master is between 6 and 8 steps long, with mission requirements and high-level skills. Treasure trails that have more steps and require a longer period of time to complete do not necessarily guarantee the chances of a more valuable prize. The prize obtained is determined when the coffin is obtained at the end of the trail, and is not affected by the number of steps. The treasure totem decreases the number of steps required to complete a Treasure Trail by 1. Types of slopes There are 15 different types of slopes that can be found during treasure trails. Click the buttons below for guides on how to resolve them, or continue reading for a brief description of each type. Anagrams Main article: Treasure Trails/Guide/Anagrams An anagram is a series of letters that were purposely shuffled. For example: od olpe is, undestroyed, poodle. Anagrams can appear on medium, hard, and master tracks. The solution of an anagram is always the name of an NPC. When the player talks to the NPC on a difficult track, he a challenge role or a puzzle box. Solve the puzzle box and talk to the NPC again, or tell NPC the answer to the challenge roller to receive the next clue. Celtic Knot Main Article: Treasure Trails/Guide/Celtic knots Celtic knot puzzles are only found in Trails. This puzzle consists of three knots; a red, a gray, and a blue. On each node there are a number of multiple runes. The goal of this puzzle is to combine the again on each node with the underlying one below. An interactive celtic knot puzzle online can be found here. Scrolling challenges Main article: Treasure Trails/Guide/Challenge scrolls The scrolls of the challenge are logical problems posed to the player by an NPC. Challenge scrolls appear on medium and difficult tracks. The challenge scrolls are the second step of a clue: first the player has to find the right NPC to talk about (when they get an enigmatic clue or anagram), and then they have to solve the puzzle, to advance along their track. So the challenge scrolls don't count as a regular clue. To complete the scroll, view the question on the scroll and talk to the NPC that gave you to provide the answer. When the correct answer is provided, the challenge is complete, and the player will receive the next clue or reward. Chest Keys Main article: Key (Treasure Tracks) Chest keys are 'step two' of a clue. Sometimes a clue leads the player to a locked chest or drawer. A key will be required to open it, which will be discarded by a specific, usually local monster. A clue about the object you took will tell which monster to kill. Chest key lanes are found almost exclusively on easy and medium level trails. The key will disappear when used to open the chest or drawer. Monsters that release treasure trail keys only drop them when the player is in possession of that track. Notably, these keys are enabled on the fall tables of the various monsters as soon as the player acquires the related track step. This allows players to actually get the key without having to receive the second half of the blocked object track, effectively bypassing half the track step and saving some time. Compass Main Article: Treasure/Guide/Compass Trails The tracks are only found on elite and master trails. The inventory is replaced by an arrow that points to the place where you need to dig. There are no clues that tell you where the arrow will lead, so you'll have to cross Gielinor following the arrow. If you are on top of where you need to dig, the arrow is replaced by an X. Sometimes, if you are in an area that is not considered in the RuneScape plane, the arrow will rotate uncontrollably. Coordinates A coordinate track scroll Main article: Treasure Trails/Guide/Coordinates A coordinated track is a track scroll that contains a set of coordinates. Just like the real-world longitude &amp; latitude geographic coordinate system, coordinates in RuneScape indicate a precise point somewhere on the surface where the next runaway scroll, or potentially the treasure coffin, is buried. The clues will only appear in Treasure Trails of medium or higher difficulty. A track mage attack must be anticipated. Main article: Treasure/Guide/Cryptic Clues are encountered in all difficulties, especially especially top-level lanes. These clues require a fairly large variety of tasks, anything from getting the player to talk to an NPC, looking for a designated box or directing the player to dig in some rather obscure location. More difficult clues that guide the player to talk to an NPC will almost always result in a puzzle box, effectively making them two clues aside. For less difficulty cryptic, the player may be required to get a key from a nearby monster to proceed. Clues emoteS Main article: Treasure/Guide/Emotes Trails The emotes tracks involve equipping certain items in a given location and performing an emote. They were first introduced to Treasure Trails in August 2008. These types of clues are found at all levels of track scrolls, and most (but not all) items needed for emote tracks can be obtained in stores, even so, using Grand Exchange is the highly preferred method. Once the emote has been performed, an NPC named Uri will appear and usually give the player a coffin. Easy tracks require making 1 emote, medium tracks require making 2, and difficult tracks require making 1 emote and fighting the double agent. For hard and mastery tracks, making the emote will not summon Uri, but rather an aggressive NPC. Doppelganger known as the double agent, who must later be killed in order to make Uri appear again. The strength of the double agent varies depending on the difficulty of the track, and where the track occurs. It uses only melee attacks and can be easily killed with any combat style, although magic is more effective. The player can switch equipment to kill the agent, but they will have to return to the original track items to complete it. Lockbox Main article: Treasure Trails/Guide/Lockboxes Maps Main article: Treasure Trails/Guide/Maps The map tracks are an image of the location the player needs to look for to advance along their trail. Maps are found on all levels of track parchment. They are rough pictures of a very local area, usually the size of Lumbridge Castle. If the map leads to an X, the player needs to take a shovel to the location indicated on the map with the X and dig there. If the map leads to a box, it should simply be searched. Sometimes players can find a small stack of boxes, or a crowd of them. Search all of them until the next clue or reward is found. Maps may include sights such as buildings, fish to indicate fishing spots, roads, rivers, bridges, and other things. Puzzle boxes Main article: Treasure Trails/Guide/Puzzle boxes When talking to an NPC on a hard or elite trail, the player can receive a puzzle box. The puzzle boxes are the 'step two' of a clue: first the player has to find the right NPC to talk to (when they receive a enigmatic or anagram), and then they have to solve the puzzle, to advance along their track. The puzzle boxes contain a scrambled image that players must work to undo by clicking tiles to move them to an empty space. Once the puzzle box is completed, completed, will need to speak to the NPC who gave the puzzle to receive the next clue or reward. Main Article Scans: Treasure Trails/Guide/Scans The sweep tracks are found on elite and master tracks. This clue scroll checks an area of a specified amount of squares (or steps). The track will tell a place, for example, 'Inside the walls of Varrock and will have some kind of range for sweep, like a range of 16 squares. Once you have scand over the target location to dig, an X will appear and this is where you will dig. The best method if you have no idea how to find it, is to walk in a spiral. You'd start on a corner and this will be known as corner 1. You would walk along the scan area, as along the walls of Varrock. As you walk, anything within the range of 16 squares will be captured while you keep clicking 'scan'. Track combat can be avoided. Simple Clues Main Article: Treasure Trails/Guide/Simple Clues Simple Clues are exactly what it says on the tin. They are almost invariably found on easy trails. These clues tell you precisely what to do; or the player has to talk to someone or look for a specified location. Skill tracks Main article: Treasure Trails/Guide/Skill riddle challenges Players will be asked to complete a random task, which usually requires performing a high-level activity. They only appear on master tracks. Tower Main Article: Treasure/Guide/Towers Trails Players must complete towers. See the page for more details. They only appear on master tracks. Main Article Rewards: Treasure Trails/Rewards An example of a treasure trails reward Players receive multiple rewards when completing a clue. Rewards are chosen randomly, and usually three or more different rewards are given in return. Players automatically receive rewards when they talk to someone (for example, by completing a puzzle box). Otherwise, they will receive a coffin instead, which contains their rewards. Players can roll up their rewards if they are unsatisfactory, but they must complete three of the same track difficulties to reroll their rewards. Using the appropriate level of a luck enhancer gives a +1% chance for a specific drawer rarer tracks. The Treasure Trail rewards also feature a bad luck mitigation mechanic. The race count is unique for each track layer, so completing any Hard Treasure Trails without a very rare item increases your chance of getting one from another Hard, but it doesn't affect Elites. Any main article level: Treasure Trails/Rewards/Any level The items listed below are rewards that are possible to receive from all levels of Treasure Trails. These items are not rewards only possibilities. From easy track roll Main article: Treasure Trails/Rewards/Easy The items listed below are the rewards you can get from easy treasure trails. 2 to 4 items are awarded from each (easy) open reward coffin. Common Rewards 150 Air, Fire, Earth, Runes of Water, or Pure Essence Black Beast 2h, Beast or Beast off-hand Air Team, Fire, Earth, Earth, water 50 arrows Mithril or 33 black screws Air, Fire, Earth or Water Talismans Mithril longsword or 2h sword Mithril full rudder, plate body, plate legs, or kiteshield 20 (annotated) Oak Planks 20 Law or Nature runes 10 (annotated) Rare hard leather reward willow, yew, or magic compound bows A piece of black set (lg) or (sk) a piece of black gold armor (lg) or (sk) Black, blue or white Highwayman beret Wizard hat mask (l), magic robe top (l), or mage robe skirt (l) mage hat (g), mage robe top (g), or magic robe skirt (g) Studded body (l) or studded chaps (l) , Elegant green or red costume A shirt Bob Burned pants , sleeping cap, a powdered wig, or Pantaloons Saradomin, Guthix, or Zamorak robe top or magic amulet legs (l) Black Stick Helmet Spiked Suitcase or Prismatic off-hand suitcase small star fallen From medium track scrolls Main article: Treasure Trails/Rewards/Medium The items listed below are the rewards you can get from average Treasure trails. 3 to 5 items are awarded from each open (medium) reward coffin. Rare Rewards Willow, yew, or magical compound bows A piece of unyielding armor paired A piece of inflexible armor paired with gold Boots Ranger Boots Wizard boots (l) Black bands, red or brown Red, orange, blue, green or black Bandanas A piece of green dragonfly armor ceded a piece of green armor cut with gold A piece of inflexible heraldary armor (h1-h5) A piece of black, black, black Elegant white, or purple Saradomin costumes, Guthix, or Zamorak mitre Saradomin, Guthix, or Zamorak cloak Armadyl, Flocks, or Top or old legs Penguin, Sheep, Bat, Cat or Animal Wolf masks. Force Charm (l) Unyielding cane helmet folder, off-hand folder Medium prismatic star fallen From hard track scrolls Main article: Treasure Trails/Rewards/Hard The items listed below are the rewards you can get from hard treasure trails. 4 to 6 items are awarded from each open reward (hard) coffin. Common Rewards Rune pickaxe, longsword, or 2h sword Rune full rudder, plate body, dish legs, or kiteshield Black dragonhide body or chaps 150 Rune arrows Mystic air, mystical fire, mystical earth, or mystical water teams 75 Law, Races of nature, astral or blood 24 (annotated) Mahogany tablets 5 (annotated) Black Dragonhide A Court summons rare rewards Yew compound or magic compound bow A piece of rune armor cut or cut gold One Piece of Saradomin, Guthix or Rune Zamorak armor A piece of blue armor cut or golden pirate dragonhide or hat Robin Hood Enchanted Hat, top, or robe Tan, dark, or black cavaliers A piece of heraldic armor Rune (h1-h5) Amulet of glory (l) or amulet of fury (l) A piece of Saradomin , Guthix, Zamorak, Armadyl, Bandos, or sets of antique A piece of Saradomin, Guthix, or Zamorak dragonhide Fox set, white unicorn, black unicorn, green dragon, blue dragon, or red dragon animal masks Top hat or or cane 1-4 Fantasy tickets, puzzle or jump knot Very rare rewards Barrows dye or dye shadow backstab cover, Bag of effigies, or explosive barrel Prismatic big fallen star A piece of gold armor 5 (remarkable) Super attack, Super defense, and super strength potions 15 (annotated) Super Energy, Super Restore, or Old Hungry Antifire Potions effigy A piece of senior warrior, senior mage or third age ranger armor from Elite Track Trails: Treasure Trails/Rewards/Elite The items listed below are the rewards you can get from elite Treasure Trails. 4 to 6 items are awarded from each open (elite) reward coffin. Rare Rewards A piece of Armadyl, Bandos, or ancient rune armor A piece of Armadyl, Bandos, or Ancient dragonhide blessed set Armadyl, Bandos, or Ancient steals Armadyl, Bandos, or Ancient Fury croziers or Dragon ornaments kits Bat, Wolf, Dragon, Cat, or Penguin Animal staffs Very rare rewards Prismatic large star fallen Dragon steel, dragon mithril, or masks of ice dragon animals Bag effigies Fragments of old age crystal triskelion, blood dye, or dye masks of Barrows Saradomin, Guthix or Zamorak bows A piece of old-age druid equipment Master track scrolls Main article: Treasure/Rewards/Master Trails The items listed below are the rewards you can get from master Treasure Trails. 4 to 6 items are awarded from each open (master) Reward coffin. Trivia Treasure Trail Achievements complete! The popup that appeared the week before the review. Pieces of flatpacked furniture were an old treasure trails bounty. Easy scrolls would give oak, medium teak, and hard would give golden furniture and opulent tables. These rewards have been removed at the request of players. If players are anywhere other than the surface of Gielinor, such as a house owned by the player, the arrow on the compass will turn counterclockwise. If players attempt to open a coffin from a track in a player-owned house or door owned by the player, the following message is displayed: You cannot open a coffin or resolve a track in this area. With the release of the Treasure Trails expansion on November 17, 2014, the following changes were made: There used to be a bug where when talking to an NPC to a track where the reward interface would not appear, causing players not to be able to see and roll their drops if it was unsatisfactory. Saradomin's mages were removed from the game, causing the Zamorak mages to appear instead. This was later revealed as an accidental change, and they were added on July 4, 2016. A Zamorak mage was added to the duel arena's coordinate track, where previously no he was on the move. On May 18, 2015, an update was made allowing players to secure one of each track scroll layer. Before, only a track scroll of any kind could be possessed at once. On February 26, 2018, Treasure Trails received a massive review: The Three Wizards (Saradomin, (Saradomin, and Guthix) received a graphical update, and instead of dying, they teleported to achieve 0 health. The mages' weaknesses were changed from Arrows to Nothing to allow players to use any fighting style against them. The saradomin mages were also changed to stop trying to melee players, using only melee if the player was next to them. A new difficulty of trails have been added: Master Treasure Trails. Many puzzle boxes have been changed to present higher quality images. Some clue donors still distribute old puzzle boxes. The tests have been reformulated. All finished Treasure Trails now produce a coffin of their respective category, to allow players to track reward coffins. Players are able to hold up to 25 sealed tracks, with the softcap being at 25. Methods that ensure a clue. Only 1 unsealed track can exit at any time per track layer. Players must still complete Treasure Trails one by one. See also RuneScape:Grand Exchange Market Watch/Treasure Trails References ^ Jagex. Mod Daze's Twitter account. February 2, 2018. Mod Daze: Yes! With each track that doesn't get a single fall you have a higher chance on the next track. This is unique for each level Community content is available in CC-BY-SA unless otherwise noted. Noted.

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