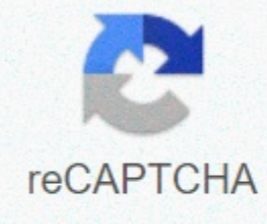




I'm not robot



Continue

01 degrees 24 minutes north 08 degrees 05 minutes west rs3

CoordinateD Indices This page is now 99% complete! Starting with this current game review, at least, all possible accessible coordinates are now listed here. However, most likely there will be future updates that allow access to other coordinates that will need to be filled in here, so that's why there are 1% missing from the total completion. Remember that *lv* / escape coordinate clues requires only a spade. Be warned that Level 3 coordinate clues will always spawn a hostile wizard when you dig! The mighty Mages of the Saradomin will spawn outside the wilderness, while the weakest Zamorak will appear during the clues inside the wilderness. Level 2 coordinate clues will not spawn a hostile wizard, and coordinated clues are not possible during level 1 treasure trails. You need to defeat the wizard before you can dig again to progress. Saradomin wizards are quite lethal and you can poison with their dragon dagger when not casting spells at you so sit back and range them if possible, while Zamorak wizards are helpless if you can use Magic Prayer Protect. Otherwise, just tank them up with enough food and hope for the best. For coordinated clues that won't be immediately on this page yet in possible future updates, you can use a coordinate locator (a warning you pull from the OSRS map instead of the *lv*/scape map, so it might be incorrect depending on the coordinates you have). If you find a hint of coordinates not on the wiki, you are encouraged to please take a photo of your minimap and the location of the ingame spot where you dig along with the coordinates so that someone can upload here to avoid the need to use the locator in the future. . To return to the treasure trails guide, click here. To return to the un coordinated hint page, click here. This page is outdated, use this page instead of Image Coordinates Note 00 degrees 05 minutes south 01 degrees 13 minutes East-West of Tree Gnome Village 00 degrees 13 minutes south 13 degrees 58 minutes east of general store in M point 00 degrees 18 minutes south 09 degrees 28 minutes east In front of the entrance of the dungeon Brimhaven 00 degrees 20 minutes south 23 degrees 15 minutes east On the south coast of Lumbarbridge Swamp 00 degrees 30 minutes north 24 degrees 16 minutes east northeast of the shed in The Lumbridge Swamp 00 degrees 31 minutes south 17 degrees 43 minutes east of Port Sarim near Mudskipper Point 0 1 degrees 18 minutes south 14 degrees 15 minutes east of the north mouth of the river passing through Karamja 01 degrees 35 minutes south 07 degrees 28 minutes east Located in the archipelago east denailY. Magus Saradomin will attack. 02 degrees 48 minutes north 22 degrees 30 minutes east Near H.A.M. 02 grade 50 minute north 06 grade 20 minute east east of East Ardougne, Lngion Ardougne Zoo 03 grade 35 minute south 13 grade 35 minute is north-east of north of Village 03 degrees 45 minutes south 22 degrees 45 minutes east the north side of the watering hole at The Betabin camp in the Kharidian desert Wizard Saradomin will attack. 04 degrees 00 minutes south 12 degrees 46 minutes east In the north mine of Shilo Village 04 degrees 05 minutes South 04 degrees 24 minutes east of Gu'Tanoth. Enter the Cave Entrance between a lava pool and ruined building on the map with search rocks from the entrance to Feldip Hills to reach the island. Magus Saradomin will attack. 04 degrees 13 minutes north 12 degrees 45 minutes east Located in northern Crandor, requires at least close completion of the Dragon Slayer to access. Go through the hidden wall in the Karamja Volcano to get back if you've already finished searching. 04 degrees 41 minutes north 03 degrees 09 minutes west In the northern section of Arandar requires completion of Underground Pass and at least partial completion of the Regicid to access. Magus Saradomin will attack. 05 degrees 20 minutes south 04 degrees 28 minutes east Near upper-middle mine in Feldip Hills 05 degrees 43 minutes north 23 degrees 05 minutes east of mill in Lumbridge 06 degrees 00 minutes south 21 degrees 48 minutes east west of Bandit Camp in the Kharidian Desert. Magus Saradomin will attack. 05 degrees 50 minutes south 10 degrees 05 minutes east On Cairn Island near Shilo Saradomin mage will attack 06 degrees 31 minutes north 01 degrees 47 minutes southwest of Tree Gnome Stronghold 07 degrees 05 minutes north 30 degrees 56 minutes east In Dead Myre Swamp, requiring either the completion of the priest in Peril or 64 Agility to access. Next lake south of the two most western fishing grounds. Dig south of a rotting tree 07 degrees 33 minutes north 15 degrees 00 minutes east Near Lady of the Lake in southern Taverly 07 degrees 43 minutes south 12 degrees 26 minutes east In the Kharazi Jungle, requires the ability to start at least Legends Quest. Expert Saradomin will attack 08 degrees 03 minutes north 31 degrees 16 minutes east south of the gate in The Dead Myre Swamp, requiring either completion of The Priest in Danger or 64 agility to access. The sorcerer Saradomin will attack. 08 degrees 05 minutes south 15 degrees 56 minutes east of the southeast area of the Kharazi Jungle of a pole totem near the beach, requires the ability to start at least Legends Quest. The sorcerer Saradomin will attack. 08 degrees 26 minutes south 10 degrees 28 minutes east In the southwest of the Kharazi Jungle, requires the ability to start at least Legends Quest. A Saradomin wizard will attack 08 degrees 33 minutes north 01 degrees 39 minutes east of the Gonese agility course 09 degrees 48 minutes north 17 degrees 39 minutes east On Ice Mountain 11 degrees 03 minutes north 31 degrees 20 minutes east Near the entrance to the Hunting Tower, requires either the completion of the priest in Peril or 64 Agility. 11 degrees minutes north 00 degrees 45 minutes west Swamp in the northwest corner of Tree Gnome Stronghold 11 degrees 41 minutes north 14 degrees 58 minutes east In the fenced by the bar area in Burthorpe. 12 degrees 48 minutes north 20 degrees 20 minutes east near the air obelisk, go through the Edgeville dungeon. The sorcerer Zamorak will attack. 13 degrees 46 minutes north 21 degrees 01 minutes east Wilderness north of Abyssal Mage near Edgeville. Zamorak mage will attack. 14 degrees 54 minutes north 09 degrees 13 minutes southeast of Rallekka, near the Swaying tree. 16 degrees 35 minutes north 27 degrees 01 minutes east level 22 Wilderness near Giants Hill. Zamorak mage will attack. 16 degrees 43 minutes north 19 degrees 13 minutes east Wall broken on the east side of Camp Bandit in Level 23 Wilderness. The sorcerer Zamorak will attack. 17 degrees 50 minutes north 08 degrees 30 minutes east northeast of Rallekka. The sorcerer Saradomin will attack. 18 degrees 22 minutes north 16 degrees 33 minutes east Cemetery Forgotten in level 29 wilderness, Expert Zamorak will attack 19 degrees 43 minutes north 25 degrees 07 minutes east southeast of Red Dragon Isle Zamorak expert will attack. 20 degrees 05 minutes north 21 degrees 52 minutes east near the desert pond, right next to the canoe location. The sorcerer Zamorak will attack. 20 degrees 07 minutes north 18 degrees 33 minutes east southwest of the Lava Labyrinth. The sorcerer Zamorak will attack. 20 degrees 33 minutes north 15 degrees 48 minutes east Behind the building with the Shrine of Chaos southwest of the Lava Labyrinth. Zamorak Mage will attack. 21 degrees 24 minutes north 17 degrees 54 minutes east In the area fenced west of the Lava Maze A Zamorak wizard will attack 22 degrees 30 minutes north 03 degrees 01 minutes east In Miscellania on the way to the mining site and anvil. Talk to the Sailor at the docks in Rallekka to get there, requires the completion of the Fremennik processes first. 22 degrees 35 minutes north 19 degrees 18 minutes east the north side of the Lava Maze of the two rune rocks. Wizard Zamorak will attack 22 degrees 45 minutes north 26 degrees 33 minutes east In the demonic ruins Expert Zamorak will attack. 24 degrees 24 minutes north 26 degrees 24 minutes east of the rogue Castle Wizard Zamorak will attack 24 degrees 56 minutes north 22 degrees 56 minutes east northeast of the Wilderness Keep. The sorcerer Zamorak will attack. 24 degrees 58 minutes north 18 degrees 43 minutes east north of the Pirate Hideout. The sorcerer Zamorak will attack. 25 degrees 03 minutes north 17 degrees 05 minutes east northwest of the wilderness Agility Training Area. The sorcerer Zamorak will attack. 25 degrees 03 minutes north 23 degrees 24 minutes east Near the animated axes northeast of the wizard Kid Keep Zamorak will attack during a Treasure Trail, a coordinated clue is a scroll clue containing a set of Like the system of geographical coordinates longitude and latitude in the real world, where the angular coordinates correspond to the north-south and east-west position, the coordinates in RuneScape indicate a precise point somewhere on the surface where the next clue is buried, or potentially the coffin of the treasure. The coordinates are presented in the following format: 03 degrees 00 minutes north/south02 degrees 00 minutes east/west In Old School RuneScape, a square of space is equivalent to 15/8 (1,875) minutes of arc. 0°00' degrees north and 0°00' degrees east is located in the middle of the Observatory. Although a chart, sextant and watch can be used to determine the present coordinates, players only need a spade in their inventory to dig up the clue. On the Hard Treasure Trails, digging in the right spot will cause a level 108 Saradomin wizard to appear, which must be defeated before the next clue of the scroll or the treasure coffin can be dug up. If the coordinates are located in the Wilderness, a lower level 65 Zamorak wizard will appear instead, which must also be defeated in order to dig up the next clue scroll or treasure coffin. Saradomin Wizards are poisonous and use both Melee, using a Dragon dagger (p++), and the Saradomin Strike Magic Spell. It is recommended to wear dragonhide armor and use Protect from Melee prayer when fighting Saradomin wizards. The Zamorak wizards only use the Flames of Zamorak spell. It is recommended that you use the Protect from Magic prayer when fighting the Wizard Zamorek in the wilderness and watch the killer players, as other players can interrupt your fight. On elite Treasure trails, digging in the right spot will cause either a level 97 Armadyian guard or a level 125 bandosian guard to appear, which must be defeated before the next clue scroll or the treasure coffin can be unearthed. The Armadyian Guards must be killed with either ranked attacks or with magical attacks, as they are in the form of an Aviansie. It is recommended that you use the Protect from Missiles prayer when fighting them and protect yourself from melee when fighting with the Bandosian guards. Due to the current threat of players-killers, if the coordinates for parchment is close to level 36 Wilderness, it is advisable to use canoe waka, which requires 57 Woodcutting. This can take you to level 36 Wilderness, so potential player-killers don't immediately spot you in Wilderness and kill yourself. In addition, potential player killers won't know if you've gone to the Wilderness or another area. As a result, you should go to one or more different locations, and then take waka to Wilderness. This is because if another player spots you in Wilderness, you might try to get Using a game necklace and teleporting to Corporeal Beast works similarly. On Master Treasure Trails, digging in the right place will cause either three Ancient Wizards 112, 98, 98) in the multi-fight to appear, or a level 140 Brassican Mage, which must be defeated before the next clue scroll or treasure coffin can be dug up. If the coordinates are located in a multi-battle area, three ancient wizards will appear, each attacking with a unique attack style. Melee experts are poisonous, the poison dealing 8 damage to a player. In single battle zones, a Mag Brassican will appear, and its attacks cannot be stopped by protection prayers. Following is a list of all known coordinated clues and their corresponding locations. The list is organized in ascending numeric value (for example, 00:00 north first, then 00:05 south, then 00:13 north, continuing accordingly). Short writing is used in conjunction with normal writing. An example: 09°34'N, 25°12'E = 09 degrees and 34 minutes north, 25 degrees and 12 minutes east. • Remember: You must have a spade with you to dig up coordinate clues. Note that some of the clues may require skill or search requirements before you can reach that location. These quests, which must be completed or partially completed, include: Bone Voyage, Regicids, Legends' Quest, Nature Spirit, The Grand Tree, Fairytale II - Cure a Queen, Troll Stronghold, Cabin Fever, The Fremennik Trials and Watchtower. Some coordinates will also require a certain skill level to complete the clue, although the required level is low. Medium coordinates[edit | source editing] Quick links: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 1 7 18 19 20 21 22 23 24 25 Coordinates stenography Requirements Fight Trailblazer region 00 degrees 13 minutes south, 13 degrees 58 minutes east 00.13S, 13.58E None. Karamja / Image Map Location Notes On Karamja, west of the general store in the free-to-play section of the island, in the middle of the two small lakes. Close to the amelet of glory teleport. Coordinates shorthand Requirements Fight Trailblazer region 00 degrees 18 minutes south, 09 degrees 28 minutes east 00.18S, 09.28E None. Karamja / Image Map Location notes southwest of Brimhaven at the gold mine near the entrance to the Brimhaven Dungeon. Dig a space south of the golden stone in front of the dungeon door. Coordinates Requirements shortography Fight Trailblazer region 00 degrees 20 minutes south, 23 degrees 15 minutes east 00.20S, 23.15E None. Misthalin / Image Map Location notes south of the ruins of the water altar. Coordinates Stenography Requirements Fight Trailblazer region 00 degrees 30 minutes north, 24 degrees 16 minutes east 00.30N, 24.16E None. Mistthalin / Image Map Location notes northeast of the entrance Zanaris shed located in The Lumbridge Swamp. Coordinates Stenography Requirements Fight Trailblazer region 01 degrees 26 minutes north, 08 degrees 01 minutes east 01.26N, 08.01E 10 Karamja / Picture Map Location Notes In the center of Moss Giant Island West Mr. Brimhaven. The island can be found by on the rope swings west of Brimhaven. Coordinates Stenography Requirements Fight Trailblazer region 01 degrees 35 minutes south, 07 degrees 28 minutes east 01.35S, 07.28E None. Kandarin / Picture Map Location Notes On the penis at Hazelmere's house, directly east of Yanille. Use the CLS fairy ring code and run north. Dig between a boulder, a leafy tree, and a creeping plant. Coordinates Stenography Requirements Fight Trailblazer region 02 degrees 16 minutes north, 12 degrees 07 minutes east 02.16N, 12.07E Partial completion of Dragon Slayer Karamja / Image Map Location notes south coast of Crandor. Coordinates Stenography Requirements Fight Trailblazer region 02 degrees 43 minutes south, 33 degrees 26 minutes east 02.43S, 33.26E None. Desert / Picture Map Location Notes Directly north of the tec tree southeast of Uzer. It can be reached relatively easily through the DHLQ fairy ring in Nardah by running north and then east following the map border. Coordinates shorthand Requirements Fight Trailblazer region 02 degrees 48 minutes north, 22 degrees 30 minutes east 02.48N, 22.30E None. Misthalin / Image Map Location Notes Just west of the hatch leading to H.A.M. Hideout, dig 2 spaces east and 1 south of the nearest tree to the building. Coordinates shorthand Requirements Fight Trailblazer region 02 degrees 50 minutes north, 06 degrees 20 minutes east 02.50N, 06.20E None. Kandarin / Image Map Location notes south of Ardougne Zoo, on a small cape. It can be easily reached by DJP near the Tower of Life. Coordinates Stenography Requirements Fight Trailblazer region 03 degrees 07 minutes south, 03 degrees 41 minutes west 03.07S, 03.41W None. Kandarin / Image Map Location Notes Just Southwest of Castle Wars, Fairy Ring Code BKP. Coordinates Requirements shortography Fight Trailblazer region 03 degrees 35 minutes south, 13 degrees 35 minutes east 03.35S, 13.35E None. Karamja / Picture Map Location Notes On Karamja, north of the altar of nature. Coordinates Requirements shortography Fight Trailblazer region 06 degrees 31 minutes north, 01 degrees 46 minutes west 06.31N, 01.46W None. Kandarin / Picture Map Location Notes Travel southwest of Tree Gnome Stronghold, and you will meet three ponds. Dig between the two eastern ponds. Easy to achieve by teleporting with the teleportation pass necklace to the Outpost. Coordinates Stenography Requirements Fight Trailblazer region 06 degrees 41 minutes north, 27 degrees 15 minutes east 06.41N, 27.15E None. Misthalin / Image Map Location Notes Dig on the northwest hill of the Exam Center. Coordinates Requirements shortography Fight Trailblazer region 06 degrees 58 minutes north, 21 degrees 16 minutes east 06.58N, 21.16E None. Misthalin / Image Map Location Notes Located at the northeast fence outside Draynor Manor, on the south side of the Lum River. Coordinates Requirements shortography Fight Trailblazer 07 degrees 05 minutes north, 30 degrees 56 minutes east 07.05N, 30.56E Priest in Danger (to enter Canifis) Morytania / Picture Location Notes In Mort Myre Swamp, north of The Nature Cave. Next pond south of the two most western fishing grounds. Dig west of a rotting swamp tree. Note that there are ghosts in the swamp, so be sure to bring some druid bags. You can use the BKR fairy ring and run southwest. Coordinates Requirements shortography Fight Trailblazer region 07 degrees 33 minutes north, 15 degrees 00 minutes east 07.33N, 15.00E None. Asgarnia / Picture Map Location notes southeast of Taverley, on the peninsula where the Lake Lady wanders around. Dig north of the non-examineable bush on the western side of the peninsula. Coordinates shorthand Requirements Fight Trailblazer region 08 degrees 33 minutes north, 01 degrees 39 minutes west 08.33N, 01.39W None. Kandarin / Picture Map Location Notes To Tree Gnome Stronghold, in the southwest section there is a bridge, and a pen containing terrorbirds. Open the gate on the east side of the pen and go to the river edge as far east as possible and dig there. Coordinates shorthand Requirements Fight Trailblazer region 09 degrees 33 minutes north, 02 degrees 15 minutes east 09.33N, 02.15E Start Waterfall Quest Rope Kandarin / Picture Location Notes Go to The Baxtorian Falls, log raft board, use a rope with stone to reach the second island with dead tree. Dig north of the dead tree. Coordinates shorthand Requirements Fight Trailblazer region 09 degrees 35 minutes north, 01 degrees 50 minutes west 09.35N, 01.50W None. Kandarin / Picture Map Location Notes This is on the west side of the river in the Gnome Fortress. Go north of the terrorbird pen and dig just above the rock. Coordinates Stenography Requirements Fight Trailblazer region 10 degrees 45 minutes north, 04 degrees 31 minutes east 10.45N, 04.31E Recommended: 20 Agility for shortcut Kandarin / Image Map Location notes by the shore line to the north of coal trucks. Coordinates shorthand Requirements Fight Trailblazer region 11 degrees 03 minutes north, 31 degrees 20 minutes east 11.03N, 31.20E Completion of Priest in Peril Lorytania / Picture Location Location notes south of large roots, which are found east of the path to the Hunting Tower. North of the CKS fairy ring code. Coordinates shorthand Requirements Fight Trailblazer region 11 degrees 05 minutes north, 00 degrees 45 minutes west 11.05N, 00.45W None.

Kandarin ✓ Image Map Location Notes In the swamp located in the northwest corner of the Gnome Tree Fortress, west of the Great Tree, directly south of the turtle pen. Coordinates shorthand Requirements Fight Trailblazer region 11 degrees 18 minutes north, 30 degrees 54 minutes east 11.18N, 30.54E Completion priest in Danger. Torytania ✓ Picture Map Location Notes On the Way to the Hunting Tower, just before Easy to achieve by teleporting with the CKS fairy ring code. Coordinates shorthand Requirements Fight Trailblazer region 11 degrees 33 minutes north, 02 degrees 24 minutes west 11.33N, 02.24W None. Kandarin ✓ Picture Map Location Notes Northeast of Eagles' Peak. Dig on the east side of the fence just slightly south of the conifers. Easy to achieve by teleporting with fairy rings with the code AKQ. Coordinates Requirements shortography Fight Trailblazer region 11 degrees 41 minutes north, 14 degrees 58 minutes east 11.41N, 14.58E None. Asgarnia ✓ Image Map Location notes Immediately north of a table in Burthorpe located east of the pub and west of Turael's house. Coordinates shorthand Requirements Fight Trailblazer region 14 degrees 20 minutes north, 30 degrees 45 minutes west 14.20N, 30.45W None. N/A Image Map Location Notes Dig in the cemetery just east of the hill giants west of the Shayzien shore. Easy to achieve by teleporting with fairy rings with the code DJR. Coordinates Requirements shortography Fight Trailblazer region 14 degrees 54 minutes north, 9 degrees 13 minutes east 14.54N, 9.13E None. Fremennik ✓ Image Map Location Notes Two steps west of Swaying tree, located east of Rallekka. Easy to achieve by using the AJR fairy ring code. Coordinates Stenography Requirements Fight Trailblazer region 15 degrees 22 minutes north, 07 degrees 31 minutes east 15.22N, 07.31E None. Fremennik ✓ Image Map Location Notes In Pontak's garden in southeastern Rellekka, between cabbage and potatoes. Easy to achieve by teleporting with high lyre or Fremennik boots. Coordinates Stenography Requirements Fight Trailblazer region 17 degrees 39 minutes north, 37 degrees 16 minutes west 17.39N, 37.16W 45 Agriculture N/A Image Map Location Notes Inside the Farming Guild, near the entrance. Dig near the western patch of marigolds. Coordinates Requirements shortography Fight Trailblazer region 23 degrees 01 minutes north, 41 degrees 33 minutes east 23.01N, 41.33E Completion of Bone Voyage Misthalin ✓ Image Map Location notes On the small island accessible by a small boat at the northeast end of the Mushroom Forest. Hard coordinates[edit | editing source] Quick links: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 1 7 18 19 20 21 22 23 24 25 Coordinates stenography Requirements Fight Trailblazer region 00 degrees 00 minutes north, 07 degrees 13 minutes west 00.00N, 07.13W Regicid Saradomin expert Tiranwn ✓ Image Map Locations notes in Tiranwn, dig the point of west spawn of the elves roving southeast of the catapult, near Tyras Camp. Watch out for the stick trap. Port Tyras is accessible via the charter network if the player wants to avoid long-distance walking. From Camp Tyras: go north past dense forest, walk a few steps east and go to the south past stick traps. You can also use the BJS fairy ring and run north of Tyras Camp (requires 76). From Exit the city, past the wire trip, south over the leaf trap, past the Elf Tracker, west through the dense forest, over a thread of the second trip, to the north through another dense forest, then to the west and to the south past the stick trap. Coordinates Stenography Requirements Fight Trailblazer region 01 degrees 24 minutes north, 08 degrees 05 minutes west 01.24N, 08.05W Regicid Sadomin expert Tiranwn ✓ Image Map Location Notes In the area of the hunter directly south of Camp Iorwerth, past a trap stick, dig the northeast edge of the pond. A teleportation of camp Iorwerth can greatly reduce the difficulty of reaching this position. From Lletya: Pass the tree, go west over the tripwire, continue west through dense forest. Turn north and up the path to Prifddinas. Before the bridge and water, head west through the dense forest. Then continue to go west past the leaf trap, then southwest past a stick trap. From Tyras Port: Go north through dense forest, then east; go south through dense forest; step over tripwire; go east through dense forest, then northwest for quite a while; Jump over the leaves. Finally, continue west until you reach an elf lamp near the mushrooms. Head south on the small path to the pond. Pass the stick trap and dig the northeast edge of the pond. This clue can be frustrating because of the frequency of activation of stick traps, which handles significant amounts of damage. There is a better rate of success to pass the trap by stopping the run and walking past the trap. It is recommended that you follow this map so that it is not lost. Coordinates Requirements shortography Fight Trailblazer region 02 degrees 39 minutes north, 29 degrees 58 minutes east 02.39N, 29.58E None. Desert ✓ Picture Map Location notes the east side of Duel Arena. Coordinates Requirements shortography Fight Trailblazer region 04 degrees 03 minutes south, 03 degrees 11 minutes east 04.03S, 03.11E Started Watchtower 20 coins where Watchtower was not completed, or if you used the bridge to pass back [1] (if you used the bridge to pass back but have 71 , you do not need coins) Wizard Saradomin Kandarin ✓ Image Map Location Notes In Gu'Tanoth. They must have begun the search for the Watchtower to gain access. After crossing the fourth bridge, stand by the tree there and dig. You need 20gp to pay the guard to cross the bridge if Watchtower has not been completed, or if you used the bridge to cross back. [1] (if you used the bridge to cross back, but have 71 , you do not need coins) Coordinates stenography Requirements Fight Trailblazer region 04 degrees 05 minutes south, 04 degrees 24 minutes east 04.05S, 04.24E None. Expert Saradomin Kandarin ✓ Picture Map Location Notes On the island where Gorad is located. From Castle go southwest around Jiggig then southeast along the coast. In the southwest part of Gu'Tanoth is a cave; enter this cave, and you I'm getting to the island. Note that you do not need a snavid map to enter this cave. Dig in the eastern part of the island, next to a spear wall. Alternatively, you can use Gnome Felder Feldip Hills glider or fairy ring AKS code and run northwest. Coordinates shorthand Requirements Fight Trailblazer region 05 degrees 50 minutes south, 10 degrees 05 minutes east 05.50S, 10.05E 15 Saradomin expert Karamja ✓ Picture Map Location notes on Cairn Isle, Karamja. Fairy ring code CLR is very close; the area is southwest of the fairy ring). Dig in the center of the hut with its walls broken. Coordinates shorthand Requirements Fight Trailblazer region 06 degrees 11 minutes south, 15 degrees 07 minutes east 06.11S, 15.07E None. Expert Saradomin Karamja ✓ Picture Map Location Notes On the south side of the east karamja, just north of some stepping stones over a waterfall. Dig into the brown patch of earth next to the jogres. A gnome glider destination is close to the area. Coordinates Requirements shortography Fight Trailblazer region 16 degrees 43 minutes north, 19 degrees 13 minutes east 16.43N, 19.13E None. Zamorak Wizard Wilderness ✓ Picture Map Location Notes In the North Section of The Bandit Camp in Level 23 Wilderness. The burning awe can beam you right out of there. Coordinates shorthand Requirements Fight Trailblazer region 18 degrees 22 minutes north, 16 degrees 33 minutes east 18.22N, 16.33E None. Zamorak Wizard Wilderness ✓ Picture Map Location Notes In the Southwest Section of the Forgotten Cemetery in Level 29 Wilderness. Dig immediately south of one of the tombs, located in the second column of the south. A teleport to the cemetery will transport a player here. Coordinates shorthand Requirements Fight Trailblazer region 19 degrees 24 minutes north, 30 degrees 37 minutes west 19.24N, 30.37W None. Expert Saradomin N/A Picture Location Map Notes In Lovakengj, dig south of the burning man located southeast of the Iovakite mine. Coordinates Requirements shortography Fight Trailblazer region 19 degrees 43 minutes north, 25 degrees 07 minutes east 19.43N, 25.07E None. Zamorak Wizard Wilderness ✓ Picture Map Location Notes In Level 35 Wilderness just a little southeast of Lava Dragon Isle by some Chaos Dwarfs, you will encounter four over over over four large cave stoos. They dig almost directly into their center. This area can be accessed via the canoe system (requires 57), only to keep heading east from the pond you reach. If you're using the canoe system, beware of Vet'ion as you're walking toward the clue location. Coordinates Requirements shortography Fight Trailblazer region 20 degrees 05 minutes north, 21 degrees 52 minutes east 20.05N, 21.52E None. Zamorak Wizard Wilderness ✓ Picture Map Location Notes In Level 36 Wilderness, just north of a pond by some muscle giants. This can be difficult due to the muscle giants in the and skeletons. The destination of Wilderness canoe is a way to get here. References[edit | edit source] Coordinates Elite[edit | editing source] Quick links: 00 01 02 03 04 05 06 07 07 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 Coordinates Stenography Requirements Fight Trailblazer region 00 degrees 35 minutes north, 35 degrees 50 minutes east 00.35N, 35.50E Partial completion of Darkness of Hollowvale. Armadylian Guard or Bandguard Guard Morytania ✓ Picture Note Location After arriving at Meieritch, walk on the wall until passing a section where the panels creek (you are informed in the chat panel). Kick the boards, and then climb down into the passage below. Dig west of the rubble of the wall. If you've already finished Darkness of Hollowvale, then right-click the panels for the option to descend. Coordinates Requirements shortography Fight Trailblazer region 10 degrees 05 minutes south, 24 degrees 31 minutes east 10.05S, 24.31E None. The Bandosian Guard or the Armadylian Desert Guard ✓ Picture Map Location Notes South of the Desert Treasure Pyramid. If you're having trouble finding the exact spot, increase the brightness to the maximum to help visualize the contrast in the color of the sand. 16 blocks south of the northern cactus. Coordinates shorthand Requirements Fight Trailblazer region 12 degrees 35 minutes north, 36 degrees 20 minutes east 12.35N, 36.20E 25 Bandosian guard or Garda Armadylian Lorytania ✓ Image Map Location Notes Dig on rocks, north of wrecked ship, outside Port Phasmatys. Climb the wrecked ship's ladder, cross gangplank, and jump on the rocks until the end is reached. Each jump requires 5% of the running energy. Master Coords[edit | edit source] Quick links: 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 Coordinates Short requirements Struggle Region Trailblazer zer 01 degrees 30 minutes north, 08 degrees 11 minutes west 01.30N,08.11W Regicide Brassical Mage Tiranwn ✓ Image Map Note location In the area of hunters directly south of Camp Iorwerth , past a stick trap, dig the northeast edge of the pond. A teleportation of camp Iorwerth can greatly reduce the difficulty of reaching this position. From Lletya: Pass the tree, go west over the tripwire, continue west through dense forest. Turn north and up the path to Prifddinas. Before the bridge and water, head west through the dense forest. Then continue to go west past the leaf trap, then southwest past a stick trap. From Tyras Port: Go north through dense forest, then east; go south through dense forest; step over tripwire; go east through dense forest, then northwest for quite a while; Jump over the leaves. Finally, continue west until you reach an elf lamp near the mushrooms. Head south on the small path to the pond. Pass the stick trap and dig the edge of of the pond. This clue can be frustrating because of the frequency of activation of stick traps, dealing Damage. There is a better rate of success to pass the trap by stopping the run and walking past the trap. It is recommended that you follow this map so that it is not lost. Coordinates shorthand Requirements Fight Trailblazer region 03 degrees 50 minutes north, 09 degrees 07 minutes east 03.50N, 09.07E None. Brassical Mage Kandarin ✓ Image Map Location Notes Witchhaven, east of the chapel. Coordinates Stenography Requirements Fight Trailblazer region 05 degrees 13 minutes north, 04 degrees 16 minutes west 05.13N, 04.16W Partial completion of the Regide Brassican Mage Tiranwn ✓ Image Map Location notes east of the east entrance to Prifddinas. Coordinates shorthand Requirements Fight Trailblazer region 12 degrees 35 minutes north, 36 degrees 22 minutes east 12.35N, 36.22E 25 Brassican Mage Mode Modytania ✓ Image Map Location notes Dig on rocks, north of wrecked ship, outside Port Phasmatys. Climb the wrecked ship's ladder, cross gangplank, and jump on the rocks until the end is reached. Each jump requires 5% of the running energy. Coordinates shorthand Requirements Fight Trailblazer region 13 degrees 33 minutes south, 15 degrees 26 minutes east 13.33S, 15.26E Partial completion of Monkey Madness Brassicama Kandarin ✓ Image Map Location notes east shore of Crash Island. Coordinates Requirements shortography Fight Trailblazer region 18 degrees 26 minutes north, 37 degrees 15 minutes west 18.26N, 37.15W 85 Brassican Mage N / A Image Map Location Notes In the North Wing of the Farming Guild. Coordinates Stenography Requirements Fight Trailblazer region 19 degrees 43 minutes north, 23 degrees 11 minutes west 19.43N, 23.11W None. Ancient Wizards N/A Image Location Map Notes Coordinates are located in the crypt of the Arceus church. To reach the crypt, head to the church and climb the stairs, and then climb the stairs that follow. Players can make the ancient wizards non-aggressive to climb the stairs and climb down immediately. Coordinates Requirements shortography Fight Trailblazer region 21 degrees 37 minutes north, 21 degrees 13 minutes west 21.37N, 21.13W None. Brassican Mage N / A Image Map Location Notes in the Arceus essence mine. Easy to achieve with the CSI fairy ring code, but requires paying Trossa 80,000 coins to unlock. Changes[edit | edit source] Date Changes October 2, 2014(update) A hard-level coordinate hint where a wrong type of wizard was generated has now been fixed. June 12, 2014(update) Coordinates no longer require a chart, watch or sextant in the player's inventory or bank to complete. Trivia Assuming that Gielinor is canonical on a planet the size of Earth, the width of the continent (from the western shore of the Lunar Island to the eastern shore of Mos Le'Inginiinil) is about 56° 10' 12 (6,234 km or 3,874 miles). The length of the continent from the northern tip of the Iceberg to the southern shore of The pest control island is approximately 47° 48' 00 (5,285 km or 3,284 miles). miles).

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