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All medium clue scroll maps

From Old School RuneScape WikiMap clues are an image of a location that the player needs to search to advance along their route. Maps are found in all hint scrolling difficulties. They are raw images of a very local area. If the map leads to an X, the player must take a spade to the place indicated on the map with X and dig there. If the map leads to a crate, it simply needs to be searched. Sometimes players can find a small bunch of crates, or a multitude of them. Search them all until the next clue or reward is found. Maps can include landmarks, such as buildings, fish to indicate fishing grounds, roads, rivers, bridges and so on. Digging into the location indicated by a map clue will not spawn any monsters. Maps are sorted by boxes and then by X, then left to right, depending on the brand location. Medium Maps Map Location Picture Trailblazer Region Search crate of Clock Tower, southwest of East Ardougne. Using a Spirit tree at Battlefield in Khazard is the fastest route. The Teleport Monastery of the Ardougne Mantle is also nearby. Kandarín, inside McGrubor's Wood, west of Seers Village. Fairy ring code ALS. If you approach from the outside, tighten the broken fence of the northern half of the hut in the center and look for the crate south of the house. Kandarín ✓ The road between Rellekka and the Lighthouse. Fremennik, at the entrance to Ourania Cave. Kandarín ✓ south of the path to Mort'ón; BIP fairy ring is nearby (50 Agility is required when using the fairy ring). Lorytania, south of East Ardougne (directly south of the city square), north of the Tower of Life, near the Tower of Necromant. Dig two spaces north of the smaller crate on which Bonafido rests. Fairy DJP code ring is very close, or use any Ardougne cloak at the Monastery. Kandarín ✓ On Miscellania, one of the Fremennik Islands, east of the castle. Fairy ring CIP code accessible only after completion of the Fremennik Processes. Fremennik west of the chemist's house in Rimmington. South of Falador, west of Port Sarim. Asgarnia ✓ West of The Crafting Guild. Dig north of the sand at the top of the peninsula. Asgarnia to the north of the village of Vâers, along the path to Rallekka. Kandarín south of the shore of The village of Draynor, at the fishing spot. Misthalin ✓ < Treasure Trails | Share Guide Map clues are a picture of a location the player needs to search to advance along their route. Maps are found in all hint scrolling difficulties. They are raw images of a very local area. If the map leads to an X, the player must take a spade to the place indicated on the

map with X and dig there. If the map leads to a crate, it simply needs to be searched. Sometimes players can a small pile of crates, or a multitude of them. Search them all until the next clue or reward is found. Maps may include landmarks, such as buildings, buildings, fishing grounds, roads, rivers, bridges, and so on. Digging into the location indicated by a map clue will not spawn any monsters. Maps are sorted by boxes and then by X, then left to right, depending on the brand location. Easy Maps Picture Location Map Locate the unique tree that is west of the Champions Guild, outside Varrock. Dig two squares east of it. North of Al-Kharid, in the center of the mine. Right behind the Wizards Tower, there is a fern that you can use as a reference; dig place is a tile directly north of the fern. Fairy DIS code ring is very close. A tile west of the north door of Galahad's house, west of McGrubor's Wood. Fairy ring code ALS is very close, squeeze through the northeast gate of the fairy ring (around the building.) East of Falador's north gate. Look for the (grapple) agility shortcut icon. Varrock mine in the southeast of the country. Dig a square west of the small fern. The statue is located at the intersection north of Falador. Medium Maps Map Location Image Search crate of Clock Tower, southwest of East Ardougne. Ardougne cloak is the fastest method of travel. The spirit tree at the Battlefield in Khazard is also close. Inside McGrubor's Wood, west of Seers Village. Fairy ring code ALS. If approaching from the outside, squeeze through the broken fence of the northern half of the hut in the center and search the south crate of the house. The road between Rallekka and Far. At the entrance to Ourania Cave. South of the path to Mort'ton; BIP fairy ring is nearby (50 Aglility is required when using the fairy ring). Just south of East Ardougne, (directly south of the city square) north of the Tower of Life, near the Necromancer Tower. Dig two spaces north of the smaller crate on which Bonafido rests. Fairy Ring Code DJP is very close, or use any Ardougne Cloak at the Monastery. On Miscellania, one of the Fremennik Islands, east of the castle. Fairy ring CIP code accessible only after completion of Fremennik Trials. West of the chemist's house in Rimmington. South of Falador, west of Port Sarim. West of Ghilda Crafting. Dig north of the sand at the top of the peninsula. North of the village of Vâers, along the path to Rellekka. South of the shore of The Village of Draynor, near the fishing grounds. Hard Maps Elite Maps Pages with broken file links Treasure Trails community content is available under CC-BY-SA unless otherwise stated. More Old School RuneScape Wiki Treasure Trails: Treasure MapsOne of the simplest and cheapest types of Clue Scrolls is Treasure Map. These maps will show you a location in Runescape where you can continue the Route. You will need to use a spade to dig if the X is marked, unless it shows a crate on in these cases, you will look for the crate. Some of the maps will have dotted lines and instructions to help you get to the exact place to dig. Below you will find a list of known treasure known and what location it looks like. Map Location Location West of Rimmington Hobgoblin covered Peninsula west of Crafting Guild Near Clocktower south east Ardougne Goblin controlledsat directly to the northeast of Observatory level 50 wilderness, south of Agility Training Arena and Pirates' Hideout west of Sinclair Mansion and south of Ralleka, the line is the route and there a musician to the northwest. Between the two bridges crossing the river. On Miscellania, directly east of the castle. On the west side of West Ardougne. North of the Tower of Life, west of the nearby Fairy Ring. South of Draynor Bank. The mine near the southeast corner of varrock. West of the Champions Hilds, under varrock Galahad's house, west of McGrubor Forest. Outside the northern wall of the Falador, near the party hall. The intersection from the North Entrance to The Falador. South of the Wizard Tower under Draynor. Inside the McGrubor Forests (Fairy Ring: ALS). Southeast corner of Southeast Yanille of the lighthouse. Chaos Shrine west of Khazard Battlefield near the mines south of the Legends Guild. Dark Warriors Fortress in Level 14 Wilderness. North of the abandoned mine in Modytania. The lumber yard northeast of Varrock. English · Deutsch Powered by Pyco Productions Map Clues are included in scrolling hints of all difficulties. Maps with an x require the player to dig while the maps that lead to a crate require a player to search. This is part of our OSRS Treasure Trails Guide Possible rewards for map four. Near the entrance to ourania Cave. Possible rewards for map five. South of the road to Mort'ton. Possible rewards for map six. Near the Necromancer Tower. South of the east of Ardougne and north of the Tower of Life. Dig two plates north of the small crate on which Bonafido rests. in: Treasure Trails Guides, Treasure Trails & Treasure Trails | Guide Share Crate • X and no buildings • X and buildings • X and spot fishing map clues are an image of the location that the player needs to search to advance along their route. Maps are found on all levels of hint scroll. They are rough images of a very local area, normally about the size of Lumbridge Castle. If the map leads to an X, the player must take a spade to the place indicated on the map with X and dig there. Spades on a belt tool will work, contrary to popular belief, as right click on the parchment gives you a pier option. Spade is available on the tool belt by default for newly created accounts. If the map leads to a crate, it simply needs to be searched. Sometimes players can find a small bunch of crates, or a multitude of them. Search them all until the next clue or reward is found. Maps may include landmarks, such as fish to indicate fishing grounds, roads, rivers, bridges and other things. Map clues are not easy to do without without Players will often find that they simply have no idea where the map is pointing at. A player can try to compare the maps with the world map, and they fit very well, but the area to compare is vast. It's easier to use the list below. Digging in the location indicated by a map clue will never produce a Saradomin or Zamorak Mage, even on level 3. Map clues that take a player to Wilderness (only on hard hint scrolls) have a much lower chance of appearing. This is due to wilderness and free trade vote. The following list of clues is a list of all known map clues with the exact locations it leads to. To make it easier to find the necessary clue, it was divided into categories. Maps with a crate Map Location Picture stacked behind the tower tower building clock south of Ardougne Castle. Use the Ardougne camouflage teleport to the Ardougne Monastery then run northwest. Inside McGrubor's Wood, west of Seers Village. Fairy ring code ALS. If you approach from the outside, tighten the broken fence of the northern half of the hut in the center and look for the crate south of the house. Watch out for the guard dogs. Seers Village Home Teleport is also fast. In Level 14 Wilderness, at the Dark Warriors Fortress, search for the pile of crates in the southwest corner of the central courtyard. This area is a hotspot for player killers. If you are able to reroll, be sure to kill or close the doors on additional guards so as not to close the reward interface. Northeast of the Observatory, north of Castle Wars, south of Ourania Runecrafting Shrine looking for a crate in the westernmost building of goblin overcoming houses. This house keeps the entrance stairs to the dungeon below. Northeast of Varrock, at the lumber yard, look in the crate indicated. It is located in the storage area behind the operator of the NPC sawmill. Maps with an X and Buildings Map Location Picture Shrine of Chaos north of the Observatory, the entrance to the Shrine Runecrafting Ourania. Stand and dig left next to the standards (flags) behind the altar. South of the Wizard's Tower, south of Draynor Village. Dig east of the big rock. Brother Galahad's house. Across the river by coal trucks, west of Seers Village. Follow the coal truck tracks all the way up to the bridge. West of the chemist's house in Rimmington. South of Falador, west of Port Sarim. On Miscellania, one of the Fremennik Islands, east of the castle. Miscellania Teleport Scroll is the closest teleportation method that takes you to the entrance to the castle. You could also use the fairy ring code CIP, which takes you just north of the castle. In West Ardougne, dig inside one of the destroyed buildings. It's in the northwest corner of the easternmost the three residential buildings destroyed in the southwest area of West Ardougne. Head west from the main gate and you'll reach the buildings. South of Yanille Bank. Behind the house with a It's right next to Timbo Tree Mode. You can dig inside the building next to the tree. South of east Ardougne, north of the Tower of Life, near the Tower of Necromant. Dig 2 spaces north of the smaller crate on which bonafido rests. Fairy DJP code ring is very close. Look for construction worker, usually counting in the middle of thousands. Start on the eastern side of the most magical eastern tree of the Varing Guild and follow the coordinates on the map. Maps with an X, but no buildings Map Location Picture north of the Falador walls near the Cave gamer inside the enclosure with oddly marked stones, with no known purpose. Dig between one of the large stones and the tree on the east side. Southwest of Varrock, west of the Champions Guild, near the clay mining site. North of Falador, at the intersection where a statue is located. South of Varrock, near the eastern mining site. On the road between Seers Village and Rellekka. Seers lodestone and run north or fairy ring code CJR. The two trees shown on the map are oak trees, south of the Musician. Dig in the right place, just west of the fern. (Or on the fern if this doesn't work) Hobgoblin Peninsula, west of The Crafting guild. Watch out for level 30 Hobgoblins south of Legends' Guild, northeast of ardougne east. Fairy ring code BLR is the fastest route, taking just east of the guild. Located in level 50 Wilderness, near wilderness Agility Course; southwest of the Deep Wilderness Dungeon entrance and west of the Mage Arena; dig between the three small volcanoes. This area is a hotspot known for the killer of players. If you receive a coffin here, turn on the item protect and wait until you reach a safe area to open it. If you haven't established the bridge in Horror since the Deep Search, then you'll have to approach the Lighthouse, crossing rocks north of the barbarian outpost. Maps with an X and a Fishing Place Treasure Trails Guides Treasure Trails Community Content is available under CC-BY-SA, unless otherwise stated. Noted.

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