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Chapter 1 : Move - Debbie Pruett - Boise & Treasure Valley Relocation Guide

Although Nevada was born of mineral discovery, to many American it is a wasteland. Surrounding that desert chain after chain of serrated grandeur, multi-colored mountains that rise over priceless deposits of metal and minerals.

Approach the base of the falls from the west, then swim across to the rocks on the south side of the falls. Head down onto the frozen lake and look for a tree bridging the ice-coated island and the rocky banks of the lagoon. This final map will take you close to Fort Wallace. Ride along the path leading east around the front of the fort, then veer off to ride up the hill on the backside of the large rock face. Follow it down to the cliffside below and turn left. Follow the ledge and then continue up the thin ramp that rises ahead of you, crouching to make your way around the corner. The Poisonous Trail[edit] The Poisonous Trail is a unique set of treasure maps in that you cannot buy the starter map anywhere, nor will anyone tell you about it. Instead, you will have to stumble upon it in the wilderness, and the following maps will take you all across the lands in Read Dead 2. Poisonous Trail Map 1[edit] To locate the first map, head up to the West Grizzlies where Chapter 1 of the game took place, and head southeast from the town of Colter you were holed up in to the small Cairn Lake. Enter the Cairn Lake Lodge, and look under the bed for a lockbox you can loot - which will contain the Poisonous Trail Map 1. The Map features an iconic looking rock face that looks like a head, with a path leading to the right winding past trees to the treasure. Consult the map and go right from the rock face past a tree and down a slope. Here you will see a withered tree trunk, and a fallen log behind it. Search behind the withered tree trunk to find a hole at the base you can inspect to find the next map piece. The map will feature a snake-like formation, and a mound with rocks where the treasure is located. Halfway along the road to the river past the train tracks, head south up the hill to find an abandoned tower you can climb. At the top, look down on the hillside to spot the geoglyph of the snake, which Arthur will draw in his journal. At the top of the hill is the circular end of the snake with a rocky mound in the middle. Climb down into the mound and inspect the hole to get the next treasure map. Poisonous Trail Map 3[edit] The final map you find at the Snake Geoglyph points to the location of treasure in a hidden cave. The map depicts a waterfall with a passage behind it, and a secret tunnel off to the right leading to treasure. At the north end of the pool where the river empties out you will find a large waterfall. Leave your horse behind and jump headfirst into the waterfall, only to find a secret passage into a large cave system on the other side. As you move deeper past the initial cave tunnel, ignore the rest of the cave on the map, and look down on the right in the first large corridor for a small slope down to a pit. At the bottom of the pit, check the wall on the right for a small hole to crawl through into a new area. You can also find an abandoned campsite here with a lockbox that holds some valuables. Look to the left with your lantern to find a pit below you, and a lower ledge on the left that you must run to tap the run button to build speed and then jump across to land safely. After landing on the lower ledge, look for a long slope on the other side to fall down to a dead end with some water, and a pile of rocks on the left. Was this guide helpful?

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Chapter 2 : TreasureNet - Active Topics

A Guide to Treasure in Nevada - Although Nevada was born of mineral discovery, to many American it is a wasteland. Surrounding that desert chain after chain of serrated grandeur, multi-colored.

Edit Treasure Map I - 1 Cost: Sasau River Mill Who: Head into the building on the left and look for a ladder up to the rafters. Enter the door all the way at the end. Take the door north of the entrance, and then take the door to the west in the next room. You should find yourself in a master bedroom and on the bedside table is Treasure Map II. Fresco Master At some lodgings across the bridge in Sasau, you will find a trader by the name of Fresco Master. You can purchase Map III from him. If he does not appear, you may have to wait until the Main Quests take you to Sasau. Here you can purchase Map IV. Edit Treasure Map V - 5 Cost: Miller Woyzeck Miller Woyzeck can be found in Kohelnitz. His mill is along the river heading northeast of Rattay Mill. You interact with him during the quest The Good Thief. Wayfaring Treasure This map can be hard to obtain due to the random nature of the encounter. Engage with every wayfarer you see to find a trader willing to sell you this map. You can try and sneak in by entering the Monastery through the South entrance, and heading up the stairs and into the rooms on the South side moving East. Once you enter the library hall, dart along the left wall to find the map on the side. Head North from the town until you reach a fork in the road, and go left to find a large windmill. Return to Skalitz and ride Northwest over the bridge to the settlement with several ponds and waterways. Up on the North side of this village is a tiny hut by some sheds, and you can find Treasure Map IX inside the hut, often guarded by leftover Bandits or Cumans. Edit Treasure Map X - 10 Cost: Inn at the Glade Who: From the tavern, look in the Northeast corner of the grounds for a small white shack, and lockpick the easy locked trunk in the small room to get Treasure Map X. You can usually find him sitting on a bench close to the entrance of the fort. Wayfaring Trader There is a Wayfarer that can be found at a Random Encounter, sometimes at the x-crossroads area on the road to Uzhitz from Rattay. Herbalist Head to the woods located northwest in Samopesh to visit the Herbalist. You can purchase Map XVI from him. Huntsman Berthold While in Rattay, open your map and search for the marker labeled Huntsman. Nicholas Visit Talmberg after your escape from the castle to locate the Huntsman called Nicholas at the edge of town bordering the Talmberg Woods. Wayfaring Trader Another map that can only be found at a Random Event on the roadside. This wayfarer like the others can sell you Treasure map XIX. Charlatan Visit the Sasau main market square, and look near the markets stalls by the Armorer for a charlatan who will try to wheel n deal you with odd ingredients - he also sells the treasure map XX. Skalitz Hills Camp Who: Look for a campsite far to the Southwest that will create a map marker for you. From the main Campsite, look South for a small open double-door barn full of tools, and you can find Treasure Map XXI on top of a barrel in the back. Minimum 2 Lockpicks Location:

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Chapter 3 : Following the Legends: A GPS Guide to Utah's Lost Mines and Hidden Treasures (Pa | eBay

A Guide to Treasure in Nevada by Thomas Penfield Another Great book by Thomas Penfield renowned Treasure hunter and historian.

A Negro fisherman witnessed the treasure burial, but was afraid to tell anyone about the incident until many years later. It is believed that the chest was never recovered. He claimed that his father and a group of Spaniards had found a rich vein of silver and had melted the ore into bars, hiding them in a cave for later recovery. He left the area without finding the cave. One report has it that it is in a crevice of a large rock formation that is underwater at high tide. Some sources attribute this hoard to Captain Kidd who is said to have used Thimble Island as a hideout. During the French and Indian War, in , the residents of Windham had to flee for their lives and bury their money and valuables before leaving. The town was burned to the ground and many of the treasure caches were never recovered. Maloney died in It was well known that the miser possessed large sums of currency and gold and silver coins. After his death, numerous searches were made around and in his old house near Morris, but nothing was ever found. In the late s, the pirate Captain Kidd anchored off Oyster Bay on Long Island, then sailed to the mouth of the Connecticut River and continued upstream. He selected a hillside and buried 2 chests of gold, silver and jewels. According to Gillian, the cache is located between two trees bared by the wind and a large rock. The acre strip of land in the extreme northwest corner of the state was called The Wedge, claimed by both Delaware and Pennsylvania around It is located where the two boundaries come together with Maryland. All of them took advantage of the absence of law enforcement and there are numerous stories of money and jewelry being buried and hidden in The Wedge. She committed suicide to avoid capture after her deeds became known. One of her partners was killed and the other hanged. A cache of gold coins was buried, and never recovered, during the Revolutionary War. Reedy Island, on the Delaware River a few miles south of Delaware City, was the scene of numerous shipwrecks. After storms, coins can be found washed ashore at the location. According to legends, Madagascar pirates hid 2 large treasures near New Castle in The pirate Blackbeard is said to have buried a treasure on the banks of Blackbird Creek near the town of Blackbird. The pirates Captain Kid and Blackbeard are both said to have buried treasures at Woodland Beach, 7 miles from Smyrna, around The pirate Captain Kidd is believed to have cached a single chest near Lewes. On Kelly Island near a large boulder. A cache of treasure attributed to Louis Guillart is buried on Fenwick Island. To reach this location, start at the southern tip of Placida Island, then go due north through Cape Haze. At this point you turn right and go east one mile until you come to the lake. The reason why this chest remains unrecovered is that the lake is full of water moccasins. It is said that the old fort had two carefully concealed tunnels leading to a large hidden chamber. The treasure, secreted in the early s after Rogers discovered the tunnels, has never been recovered. George Island and never recovered. The money was from the British for their support against the American colonies. The Indians were being pursued by Andrew Jackson and lightened their load while trying to escape. The hoard has never been found. Hidden up a small river from Choctawatchee Bay is the 2-year accumulation of pirate treasure of gold and silver bars, plate, coins, and church vessels contained in 4 large brass-bound chests. Indians witnessed an old pirate craft fleeing from a Spanish patrol ship on Pensacola Bay, sailing up the flooded Escambia River in the vicinity of present-day Century. Following an old dry channel today, there is a mound nearly 30 feet high and feet long, presumably the covered vessel. There are numerous legends of Indian mounds, chests of gold and signs of pirate markings on trees on Pine Island. The pirate Baker is alleged to have buried a cache of treasure on Pine Island around The pirate Billy Bowlegs Rogers buried 3 chests of treasure under an old palm tree somewhere in the vicinity of Bald Point Escambia County. Additional pirate treasure is known to be hidden near Bald Point. Following raids in the Caribbean and Gulf regions, the pirates Gasparilla, LaFitte and Bowlegs all buried large quantities of treasure on the islands facing Choctawatchee Bay. Early pirates used St. There are several reports of buried pirate loot on this island. A cache of Indian gold, totaling 3 filled gallon

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crocks, was hidden in a hole in the rocks on the sharp bend of the Etowah River, just west of the mouth of Cona Creek. At the close of the Civil War, a chest of gold bullion and coins from the Confederate Treasury was buried along the banks of the Oconee River south of Athens. The site was marked with an iron chain tied to a tree. The cave reportedly holds a tremendous store of 1, gold bars, each 9 inches by 9 inches by 6 feet which was hidden and covered over by the Cherokees when they were forced to leave their lands. Several gold caches are believed to exist in the area around an old log inn once used as a stage stop between the Trace intersection of Hwy. The site, now torn down, is about 15 miles SE of Cohutta. It is conservatively estimated that several million dollars in gold coins, dust and nuggets were concealed in numerous iron pots and buried on the huge estate, somewhere near Chatsworth. Kauai was a treasure depository for hundreds of years. Legends say that an extinct tribe of people lived there, after their original home sank into the sea, and were the guardians of all the treasure that had been buried on the island. Legends say that the greater portion of the wealth of a successful businessman was hidden in a cave on Ford Island, possibly in the Cave of Kings. A huge hoard of treasure was buried inland, in the hills or caves, on the north side of Kealahou Bay on the island of Hawaii. The invading army of Kamehameha slaughtered most of the Maui warriors and dumped their bodies into this stream. It is probable that relics and artifacts from this battle can still be found in this area. Entombed with the corpse is a tremendous treasure of jewels, pearls, diamonds, and his elaborate warrior robes decorated with feathers from now-extinct birds. The feathers alone are priceless. Legend has it that the burial is in a cave in a rain forest. Captain Cook was killed by Island natives in . The treasure store is believed to remain somewhere on Kauai and never recovered. Alfred Devereaux was a notorious opium runner supplying merchants with goods which he smuggled out of China. His death was blamed on jealous smugglers who wanted his business. A hoard of treasure, known as the Peruvian Treasure, is cached somewhere in the area of Honolulu. IDAHO An eccentric miser living near Hope in the early s buried many caches of money on a hill behind his house on the outskirts of town. He died in poverty in . He never told his wife and two kids where the money was buried. The bandits hid the gold among the nearby rocks and started toward the rough Seven Devils area. A posse caught up with them in the mountains and all of the robbers were shot before anyone had time to ask them about the loot. The gold was never found. The outlaws never returned for the cache. A lone bandit robbed the Jarbridge-Idaho stage in near the present day Salmon Dam and was overtaken and killed by the posse. In , prospector Zak Stoneman buried 3 burro loads of gold when his mules died after eating poisoned weeds N of Priest River and miles below Priest Lake. When he returned later to recover the gold he was unable to find the right location. A superstitious miser-hermit lived in a shack near the present-day Bayview Highway outside of Athol in the early s. His hoard of money was never found and is believed to remain cached near one, or both, of his two cabins. During the night they buried the loot somewhere in a 4-mile stretch between Huettner and Post Falls. The next morning they were captured and presumably hanged since they never returned for their cache. The outlaw Butch Cassidy buried a cache of loot N of the old stage road between Spokane Falls, Washington and Wallace, Idaho, along a creek on the W edge of a beaver dam. Treasure is believed buried on the old Orville Lowery farm, about 2 miles S. Numerous carvings of Indian or Spanish origin were found in and can still be seen. A cache of treasure is supposedly located on the old Ferkle farm near what is now 34th Avenue and 14th Street in Rock Island. After high waters recede each spring, silver dollars dated in the late s are found along the west bank of the Ohio River near Golconda. The coins have been washed ashore for many years and local stories say that they come from a wrecked steamboat that was carrying millions in silver. A man named Shaffer owned an acre farm 4 miles from Carlinville in the late s and converted all of his profits into gold coins. After his death in the early s, searches were made for his buried coins but nothing was ever reported found. The cache went unrecovered when most of the gang was captured and sentenced to long prison terms. In Harvey J. Bailey and his gang robbed a Lincoln, Neb. He was sent to prison, for life, in and refused to tell where his main cache was. One of his hoards is buried on a farm near Richmond, just below the Wisconsin state line. In the early s, horsethieves operated in the area of Sabula, Iowa, and are believed to have buried money and loot across the river just S of

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Savanna. Lawmen chased the gang out of the area and they never had time to recover their caches. In the s, Benjamin Boyd and Dr. Briggs were successful counterfeiters, passing bogus cash all over the state of Illinois.

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Chapter 4 : State Treasures

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The mirrors, made by Eblis. Eblis will disappear, reappearing a little to the southeast on top of a hill, shown as a grey circle on the minimap, surrounded by six mirrors. Two of the mirrors show other locations, the Bedabin Camp, and the Pyramid itself, which you need to acquire the diamonds from the other locations first in order to enter. You may attempt these diamonds in any order. From this point forward, the Stranger can sometimes appear next to you and attack you even after the quest is complete, without any diamonds in your inventory. It is unknown how long after the quest is completed that this bug will occur. Blood diamond Items needed for this section: Save gearing up until after you get the Silver pot. Garlic powder created by using your pestle and mortar with garlic, silver bar, spice, pestle and mortar, good food e. Swordfish, Monkfish, Sharks, prayer potions. Reaching Dessous in the Morytania Graveyard. Take your silver bar, and go down the trapdoor just east of the bank by the jailhouse to enter Draynor Sewers. Once you arrive, head to the church, and use the silver pot on the High Priest to get it blessed. If you forgot to bless your pots, the High Priest will still bless it when it is full of blood - although he will be slightly shocked! Go back to Canifis, and talk to Malak again. This will damage you for 5 Hitpoints. Add the garlic powder to the pot along with some spice to prepare for the battle. The examine for the pot should read: A blessed silver pot filled with blood, garlic and spices. If the examine does not say this and you attempt to kill Dessous, he will regenerate to full Hitpoints, and you will need to refill the pot. Once you arrive at the Graveyard, pour the blood on the tomb and Dessous will appear. Dessous comes out of the grave. Dessous teleports to you if you use prayer, making it difficult to safespot him. Safespotting with prayers allows you to avoid his strong melee for the majority of the time, and use Protect from Magic instead; keeping protection prayers disabled should prevent him from teleporting entirely, although he will still occasionally teleport randomly. He uses all three attack styles, so be prepared. For those using melee, utilize a stabbing weapon to take advantage of his low stab defence. It would be wise to bring a combat potion. Dessous is weak to air spells. Note for low HP pures: A Dwarf multicannon can be used to kill Dessous, but is fairly inaccurate against him. High healing food is recommended. Tick eating can be used to survive with low HP, but the double 5s make this difficult to do, seeping HP above 10 is a must, due to his double attack. Be sure to set up the cannon before opening the coffin, and bring at least 50 cannonballs. Turn OFF auto retaliate, and then use the fence safespotting method. Be wary of his teleports, as his melee attacks can kill you in one hit. However, if Dessous disappears before his health has been depleted, or you die or exit the fight early, you will have to make another pot of blood with the spices and garlic and fight him again.

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Chapter 5 : Treasure Map Locations - The Official Kingdom Come: Deliverance Wiki Guide - IGN

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Use this to protect yourself and deal damage in combat. Quests Having a high amount of quest points is beneficial when doing treasure trails. Many higher-level trails will lead a player into areas which are locked by quests. If this is the case, the player must do the quest, up to where access to the area is granted, if they wish to complete their trail. Anagrams can appear in level 2 and level 3 clues. The solution of an anagram is always the name of an NPC. Once the solution is found, the player can get their next clue by talking to that NPC. Solve the puzzle box and talk to the NPC again, or tell the NPC the answer to the challenge scroll, to receive the next clue. Challenge scrolls Main article: Challenge scrolls appear in medium, hard, and elite clues. To complete the scroll, view the question on the scroll, then speak to the NPC which gave it to provide the answer. When the correct answer is provided the challenge is complete, and the player will receive either the next clue, or the reward. Cipher clues Main article: However, each cipher can be different - some require more shifts than one. The solution will be the name of an NPC, who you need to speak to in order to receive a challenge. These challenges include challenge scrolls and puzzle boxes. Coordinate clues Main article: Coordinate clues will only appear in Treasure Trails of medium difficulty or above. For Hard or Elite Coordinate clues, expect combat. Simple clues are clues containing a straightforward message such as "Search the boxes in a house in Lumbridge". Cryptic clues are similar to simple clues, but with increased difficulty. They are found essentially in medium and higher level clues. These clues demand a fairly wide variety of tasks, anything from leading the player to speak with an NPC, searching a designated crate, or directing the player to dig in some fairly obscure location. However, these tasks usually require an additional task in order to complete the clue. Emote clues Main article: These types of clues are found in all levels of clue scrolls, and most but not all items required for the emote clues can be obtained in shops or other players. The player can then complete the second emote and finish the clue. Level 1 clues require doing 1 emote, level 2 clues require doing 2, and level 3 clues require doing 1 emote and combat. Light boxes Main article: Light boxes contain a 5x5 grid of lights and 8 switches to turn them on and off. The goal of the puzzle is to light all the lights. Once the light box is completed, players will need to talk to the NPC who gave the light box to receive the next clue or the reward. Map clues Main article: Maps are found across all levels of clue scroll. They are rough pictures of a very local area. If the map leads to a crate, it must simply be searched. Sometimes players may find a small pile of crates, or a multitude of them. Search all of them until the next clue or the reward is found. Maps can include landmarks such as buildings, fish to indicate fishing spots, roads, rivers, bridges, and other things. Puzzle boxes Main article: Puzzle boxes contain a scrambled image that players must work to unscramble by clicking on tiles to move them to an empty space. Once the puzzle box is completed, players will need to talk to the NPC who gave the puzzle to receive the next clue or the reward. Fairy ring clues Several clue scrolls are in the format of three letters and then four numbers. The meaning of these scrolls is to go to a fairy ring with the code of the ring as the first three letters and the four numbers indicating the amount of steps to move north, east, south and then west. For example, the following text on a clue scroll:

Chapter 6 : Guide to Treasure in Nevada

A Guide to Treasure in Nevada. Although Nevada was born of mineral discovery, to many American it is a wasteland. Surrounding that desert chain after chain of serrated grandeur, multi-colored mountains that rise over priceless deposits of metal and minerals.

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Chapter 7 : Treasure Hunting in Nevada “ Legends of America

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Each account is filled with facts for the professional and want-to-be treasure hunter. Also included is a guide to Nevada metal detecting sites. Great for plain reading, or planning your next outing.

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