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X marks the spot location runescape

Today is a blog walkthrough of the latest quest on Old School Runescape, 2007Scape, X Marks the SpotThis is a new Novice Level Quest released 2/7/2019! This quest starts in Lumbridge, where you find out that there is a new pub that has opened opposite the General Shop in the city. Start with Veos, he's a man from Great Kourend, a great kingdom of five cities. He starts by telling you about a treasure hunt he's working on. You need a spade for this quest. Veos, dodgy dude from Great Kourend. He hands you a treasure roll with the words: A man named Bob lives in the town of Lumbridge. He walks out of his door and makes 1 step to the east, 7 steps to the north, 5 steps to the west and 1 step to the south. When he arrives, he digs a hole and burys his treasure. Bob is the guy who sells axes in the city. Go to his home. Step outside and go towards the puzzle, if you get lost, please look at the screenshot below for clarity. Staff the ground HERE Click on the spade to dig and you will get a map of what looks like Lumbridge Castle. Walk to the far west side of the castle through the chef's door. Dig over hereish. Here you will dig out some mysterious ball-orb thing, bring it back to Veos for the next part of the quest. He becomes like: Oh, a bullet... Thaaaanks. Go east with the ball and click excessively. It will tell you that it is warmer, warmer than before. Then it gets hot around these little goblin guys. Drive north in front of the prison so as not to be murdered by the Lvl. 26 prison guards, and before the wheat fields go east again. The bullet will say that it is suuuuper hot and that this must be the place. Click on the spade to dig. Here we go somewhere... Here you get a cipher and you need to decrypt it to find the next clue. This part stumbled me a little because I wasn't sure what to use to decrypt it because I never do ciphers. I'm not the zodiac killer, so it's not my specialty. The cipher reveals where to dig next: ESB20PS QJH QFO If you get confused, upside down to Veos and he'll tell you that sometimes you have to push things around to decrypt it. Move everything to the left character, and for the 2, well, there are 26 characters in the alphabet and DRABNOR makes no sense. Backward is the second character Y. DRAYNOR. In the end, draynor spells Pig Pen. UPDATE: I looked at the cipher again, and I realized that the 2 is actually a Z, which is somehow a goofy from my side, but it worked anyway. Here how to solve the cipher! Continue east towards Draynor, find the pigsty and dig somewhere in the pen. Here's the city's crime that mentions the bar/pub opening in Lumbridge. Kinda neat. You dig out an old coffin. When you do that, you hear a quiet whisper. But you can't figure out what it says... Pretty creepy, but you itself, that it was probably just the wind. At this point, dear reader, are you tempted to open the coffin and see what's in it? Why are you carrying a coffin around? Who is Veos? But to find out, you have to go south of Draynor market to meet him. Only you and your buddy, hanging on the docks. Shortly before, I tried to open the coffin. It told me not to do this and that I should bring it to Veos. There is also the possibility of destroying the coffin, but I did not shoot it. Full regret, should. Congratulations! X Marks the Spot is over! You will receive:1 Quest PointAn Antique Lamp200 Coins In addition to your Quest swag... You can now visit Great Kourend! ONLY IF YOU ARE A MEMBER © X Marks the Spot is an introductory quest in the Great Kourend Quest series that focuses on Veos' treasure hunt in Lumbridge. It is mainly low-level and is intended to serve as a small introduction to Great Kourend while providing more connections between Kourend and the mainland. In this quest, the player must embark on a short treasure hunt for Veos. Although not obvious at first, the events of this quest are important for the entire Kourend story. [1] It's not a prerequisite for finding Great Kourend, but it has some different dialogue if you've been there. [2] Details[edit | edit source] Map with locations visited during the quest: A: Quest Starting point B: Quest Endpoint 1: First Note Location 2: Second Note Location 3: Third Note Location 4: Final Clue Location Walkthrough[edit | edit source] Speak to Veos in The Sheared Ram pub in Lumbridge. He travelled to Lumbridge on a treasure hunt after finding a scroll in Great Kourend, a kingdom far west of the mainland. However, since he is not familiar with the area, he sticks to what to do next. Offer him to help, and he will give you a treasure roll. If players get stuck in a step of the Treasure Roll, players with Veos can speak for clues either in the dock south of The Rusty Anchor in Port Sarim or at The Sheared Ram in Lumbridge. The first clue[edit | edit source] The place to dig after the first clue. The first clue to the treasure roll will say: A man named Bob lives within the town of Lumbridge. He walks out of his door and makes 1 step to the east, 7 steps to the north, 5 steps to the west and 1 step to the south. When he arrives, he digs a hole and burys his treasure. From Bob's brilliant axes (indicated by the icon), follow the instructions in the Treasure Roll and then dig with a spade. The right place is the tile north of the north-west window of the connected to Bob's Brilliant Axes, just west of the plant. You will receive the next Treasure Scroll step. The place to dig for the second clue. The second clue on the Treasure Roll is a map. This leads to the door behind Lumbridge Castle through the kitchen of cook. Digging on the tile southwest of the big box and you get a mysterious ball. The third clue[edit | edit source] The place to search for the third clue. The mysterious sphere is used to find the next clue. Based on an older child's play, you will feel the mysterious ball and it will tell you how close you are to the treasure. Its temperature is based on the distance of the treasure from the player, measured in the number of steps it takes to reach the treasure, and ignores all obstacles (this is the Chebyshev distance between player and treasure). Teleport or walk to another place, feel the mysterious ball and see if it has become warmer. The ball works similarly to the Hot Cold Treasure Trails or the Enchanted Key Miniquest. The trench site is located east of Draynor Village, northwest of the prison and south of the wheat field, near Leela. Dig four steps north of the bush there. An amulet of fame will teleport the player near the final location, which requires only a short walk to the northeast. If you are a lower level, pay attention to the aggressive prison guards nearby. You will receive another treasure roll. The place to dig for the last clue. The fourth clue is a Caesar shift that encrypts a location. To decrypt a moved Caesar message, you must first count how often a letter appears inside the cipher. See how to solve a Caesar shift here. The cipher ESBZOPS QJH QFO, when it is decoded, is DRAYNOR PIG PEN. Dig in the middle of the pigsty, where Martin is the master gardener, and you'll get an old coffin that leaves a faint whisper, although you can't figure out what it says. Finishing Up[edit | edit source] After receiving the coffin, go to the northernmost dock in Port Sarim, just outside the Rusty Anchor Pub, and give Veos the treasure. When asked what was in it, he will say that it was nothing important, just something that could be useful to him in Great Kourend. Quest completed! Rewards[edit | Edit Source] 1 Quest Point 200 Coins Antique Lamp offers 300 experience in a skill of player choice (can be reclaimed if lost or destroyed). A beginner hint scroll (only if the player does not already own one; can be claimed later if the players already owned one) Transcript[edit | edit source] Trivia[edit | edit source] After its release on February 7, 2019, this quest caused some controversy because a house in Lumbridge (which had been unchanged since 2007) was redesigned as a pub and a dock was added to Draynor Village. Some players Changes to free spins areas (not mentioned in the X Marks the Spot survey) are inappropriate without prior consultation of the player base. Due to the controversy from the player base, they moved Veos to the dock just south of the pub in Port Sarim just a week after its release.[Players who X Marks the Spot, before beginner hints were added to the game, can hold their own by talking to Veos again in Port Sarim. Note that you do not receive it by talking to him in Port Piscanlius. References[edit | edit source] Mod Eds Twitter account. 18 January 2019. (Archived from the original on 29 May 2020.) Mod Ed: It also has a different dialogue, depending on whether you've been to Kourend before, so any advertising dialog should only appear to those who have never been. Its original ship was located in the southernmost dock of the Port Sarim shipyard. From Old School RuneScape Wiki < X Marks the Spot This quick guide has a detailed guide here. It contains a more detailed description of dialogue, sequences and action. Fourth and last digsite. Quest completed! Rewards[edit | Edit Source] 1 Quest Point 200 Coins Antique Lamp offers 300 experience in a skill of player choice (can be reclaimed if lost or destroyed). A beginner hint roll (only if the player does not already have one in his possession, can be claimed later if players already had one in their possession) already