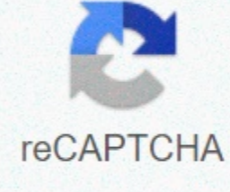




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The corsair curse doll location

Old School RuneScape Wiki < The Corsair Curse This quick guide here provides a thorough guide. It contains a more detailed description of the dialogue, cuts and story. Talk to Captain Tock south of the entrance to falador farm. (2•1) Talk to Captain Tock at the docks west of Rimmington. (1) Speak to Ithoi Navigator, which can be found on the upper floor of the building in the southernmost part of the beach, to the west and south of the pier. Talk to him first or else other conversations won't go right. (1) Dig here to find a demonic doll talking arse thief. (1) Talk to Cabin Boy Colin. (1) Talk to Gnocco Cook (on the upper floor of the building just to the northwest). (1) Grab a tinderbox next to him if you don't have one. Grab a shovel found directly south of his hut (right next to the tree near the water) if you don't have one. Talk to Captain Tock back on the boat (cross the southern gangplank) to get a giant object. (1) Step west into the hole and speak to Chief Tess; Give him an artifact. (1) Talk to Ithoi Navigator. Use the telescope on the Ithoi deck of the Navigator lodge. Dig a lump of sand next to the tree where Chef Gnocco fished in pieces. (see picture) Three steps east of the tropical tree found on the west side of the fishing spot. Go back to Chef Gnocco and talk to him. Talk to Arsen thief. Talk to Colin, the cottage boy. Talk to Captain Tock. (1•1) Talk to Chef Gnocco. (1) Speak arsen thief. (1•1) Talk to Colin, the cottage boy. (1) Talk to Ithoi Navigator. (1•1) Talk to the iters, the navigator. (1•1) Use a tinderbox in the driving tree under his hut. Talk to the iters, the navigator. (1) Talk to Captain Tock. (1•3) This fight is taking place in some area. After death, all unprotected objects are moved to the grave. All remaining items will be lost. Head west again and kill Ithoi Navigator (level 35). Use protection from magic so as not to harm. Talk to Captain Tock. (1) Congratulations, mission accomplished! Rewards[edit | edit source] 2 Quest points Access to Yusuf Bank at Corsair Cove. This task is a quick guide can be found here. It provides a brief summary of the steps needed to complete the task. The Curse of Corsair is a free-to-play mission announced on September 23, 2017 as part of the Dragon Slayer II survey. It was released on December 7, 2017 as part of a teaser update for Dragon Slayer II. Details Speak to Captain Tock north of Port Sarim at the intersection. A Corsairs captain has sailed to Port Sarim for help in the newly uncovered town of Corsair Cove, deep in the south of Feldip Hills. His crew is sick, and he suspects they've been cursed. If you can unravel the fearful and contradictory stories of giant remains, vengeful mermaids and demonic possession, maybe you can help The crew will defeat the Curse of Corsair. Short None Spade (reachable during mission) Tinderbox (available to acquire during mission) Recommended: Ithoi Navigator (level 35) The cursed crew speaks to Captain Tock at a junction just north of Port Sarim. He tells me his Corsairs crew is cursed and is asking for your help. After agreeing to help him, a brief cut scene shows where you can find the boat (the ship is located on a pier west of Rimmington). Talk to Captain Tock and sail to Corsair Cove. There are four crew members: Arsen the Thief, Cabin Boy Colin, Gnocco the Cook and Ithoi Navigator. Arsen and Colin are upstairs in a large cottage just west of the pier and Gnocco is in a smaller hut a little further west. Talk to any of them and they will tell you that they think they are cursed and that you should hear Ithoi, located in a large cottage southwest of Corsair Cove (see map for their exact locations). Map of all the important places visited during the mission. If you haven't already received a shovel and tinderbox, there's a tinderbox next to Gnocco Cook and a shovel found planted in the sand under a large tropical tree southeast of Gnocco Cook's cottage, near the rocks (not shown as a red hands on the mini-map). NOTE: The bank will not be available until this task is complete. Visit Ithoi in his hut. He also claims that it is a curse and that there are many things that can cause them. Explore what may have caused the curse by talking to Arsen, Colin and Gnocco in any order; Everyone says they have caused a curse with various events that happened to each of them respectfully. The requirement of each crew member shall be further investigated. Captain Tock asked Arsen's curse, Arsen the Thief, to explore the caves west of the cove. The giants spotted him as soon as he climbed down, and panicked grabbed the loot and quickly escaped. He believes he stole the sacred relic and the shamans have cursed his crew for stealing it. Talk to Captain Tock, who's on board, and ask him for a relist. Since he has no use for it, he'll give you a giant one. Head west of the cove and down the hole at Corsair Cove Dungeon. Talk to Chief Tess. He tells me that he just grabbed one of his many tooth deviations and that his shamans haven't cursed the crew. Go back to Arsen and explain what really happened. Arsen is convinced the curse wasn't his fault. Colin's curse Colin sees a mermaid through the Ithoi telescope. Cabin Boy Colin believes he insulted a mermaid after seeing one use Ithoi's telescope. She thinks the mermaid didn't like the fact that guests were screaming about her looks and blowing kisses at her, and she cursed the crew with it Use the telescope in Ithoi's cottage and note that the mermaid mermaid referred to giants called Bugs: If you've completed Big Chompy Bird Hunting, you'll recognize him as Rantz's son. Go back with Colin and explain what really happened. Colin's convinced the curse wasn't his fault. Gnocco's Curse Dig Here to Find a Demonic Doll Gnocco Cook tells you that while fishing for food, she found him, a doll possessed by a demon, and buried it next to the tree where he was fishing. He thinks the demon cursed the crew and asks you to kill it. Dig out of the sand on the west side of Ithoi's hut, where he buried the doll during the incision paper. You'll notice it's a clockwork toy doll. If you have at least a level 18 Handicraft, you also say you know how to make a doll just like that. Gnocco is convinced the curse wasn't his fault. A traitor in the middle, after exposing the curses of Arsen, Colin and Gnocco, returns to Captain Tock by boat. He explains to you that the curse began when he and Ithoi went to parlay and returned to find their crew sick after dinner, and Ithoikin soon fell ill. Since Ithoi was with Captain Tock at the time, he excludes food as the cause of the curse. Talk to Gnocco. You'll see he didn't cook dinner that night because he was still traumatized by a possessed doll. He tells me Ithoi cooked dinner that night before he left with Captain Tock. He also excludes food as the cause of the curse. Next, talk to Arsen. He reveals that his brother Francois told him that Ithoi could be separated from tock's crew because they have settled in the cove and no longer need a navigator. Talk to the Ithoi. Tell him you heard him cook a meal that made the crew sick. He thinks you're blaming him for poisoning his crew and asking why you think that. Tell him it's because the captain thought about firing him and he'll confess to the crime. When the crew believes they've been cursed, they'd like Ithoi to remain on the crew. Ithoi runs to put out your fire, proving that he's faking a curse. Talk to the iters again and tell them you know the curse is a fake. He tells you that he won't get up, so he can't prove that he's faking his illness. Leave the cottage and use the tinderbox in the drive tree under Ithoi's cottage. Ithoi runs outside to extinguish the flame with magic. The player faces Ithoi. Go back to Captain Tock and tell him Ithoi is behind the curse. Furious, he's asking you to kill him. If you return to Ithoi's hut, he will attack immediately. He's level 35 and uses elemental shock spells. He can also use the curse spell. Lower-level players should prepare for this match, although he splashes quite often. NOTE: This fight is a case and all items lost after death are permanently After you kill Ithoi, leave his hut and return to Captain Tock. Captain Tock wants to know what's going to happen now. Explain to him that Ithoi was killed for poisoning his crew. He thanks you and lets the crew members rest and heal. He also mentions talking to Yusuf, who is located in a bank north of the ship, giving access to the bank in the cove. Congratulations, mission accomplished! Rewards 2 Quest points Access to Yusuf Bank at Corsair Cove. During Trivia Gnocco The Cook's lobster-fishing cutters, she sings obby lobby Obby-lobby oh oh oi oi. This is a reference to Zicke Zacke Zicke Zacke, Oi, Oi, Oil, which is the end of a song called Ein Prost, a traditional German toast for health and well-being. This mass is also often used on The Man Show before the hosts roast and drink their beers. When you returned to Captain Tock after talking to the crew and disassessing their theories. Captain Tock says: Arr, all sufficiently advanced technology is distinguishable from demon possession that it is. This is a reference to Clarke's three laws, in which technology that is sufficiently advanced under the third law cannot be separated from magic. Captain Tock used to be red pretty on the mini-map when he was on board. This error has been corrected and he now appears as a yellow NPC. Once the mission is complete, Captain Tock will be replaced by Cabin Boy Colin, who has the option of travelling between Corsair Cove and Port Sarim. Sarim, what are you?

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