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The Old School RuneScape Wiki by default is the UK convention for floor numbering: ground floor, first floor, etc. This can be changed by clicking the moon icon at the top right of the site. King's Ransom is the last mission in the Camelot mission series, released on July 24, 2007. The player must foil a plot by the Sinclair family and Morgan le Faye to destroy Camelot and the Knights of the Round Table. King's Ransom is the game's last vanilla mission before the Creation of the RuneScape Archive in August 2007. All subsequent missions were developed exclusively for Old School RuneScape after the 2013 server launch. Details[edit | edit source] Walkthrough[edit | edit source] Start[edit | edit source] Note: You'll need to be on the standard spell book to complete this quest (unless you have 96 Magic for exchanging spell books and lunar spells). Go back to standard magic if you're not already there. To start the search, talk to Gossip outside the Sinclair Mansion, just northwest of Camelot Castle. He'll explain that the Sinclairs packed up and left after indicted Anna as Lord Sinclair's killer. This, however, may not be the same person you proved guilty of in Murder Mystery. Gossip will explain that one of the family members has provided new evidence to prove Anna's guilt. He will then explain that King Arthur and his knights disappeared at the same time as the family's departure. Agree to investigate and you will begin the mission. Now, talk to the guard who suspects the Sinclairs have something to do with the mysterious disappearance of the king of Camelot and his knights. He suspects that since Lord Sinclair gave King Arthur the castle, the disappearances could be part of a larger plan to reclaim Camelot. The guard will explain that the Council of Visionaries has banned anyone from entering the Sinclair Mansion or Camelot from investigating and will then forward the investigation to you. Investigating[edit | edit source] Break the window on the east side of the villa, and you must be inside. Now get the following evidence from their respective locations: Evidence Location Scrap paper Dining room on the ground floor. The document contains incomplete doodles on Camelot. Address form 1st floor [UK]2nd floor [US] library and take an address form that was never filled out, proving that the Sinclairs left forever, and they never plan to tell anyone where they were moving. Helmet black knight 1st floor [UK]2nd floor [US] library, western library. Return to the guard by right-clicking the window and clicking 'break' to pass, and all three tests. The guard will agree that there is sufficient evidence to prove malicious towards King Arthur. He says that, since he has to follow an appropriate procedure, he will have to wait a month before submitting the evidence. You will offer Offer avoid bureaucracy. He will then suggest you learn more about the history of the Sinclair family, suggesting that the city's gossip knows a lot about the history. Talk to Gossip. There are three options to ask for. Ask all three to learn Sinclair's story. The first two conversations are about family history. Gossip explains that Lord Sinclair was a good friend of King Ulthas and did many good things for Kandarin. His children, however, were spoiled and horrible, but Gossip admits that he did not think they would commit murder. The second concerns the villa. He will explain that the Sinclair originally lived in Camelot (then, under a different name). Lord Sinclair eventually sold the castle to King Arthur and his men. They packed and built the Sinclair Mansion. His children were furious. The third option concerns Anna. Gossip will tell you he's in seers' village courthouse, giving authorities a really hard time. Gossip is positive Anna will receive a guilty verdict. Head to the courthouse in the village of Seers (the building directly south of the villa and southeast of the bank) and talk to Anna. He'll say the original killer you suspected housed him. She will continue to explain that no one will believe her. She says the new evidence against her has been falsified. Then you'll ask her where her family went; she'll say she hasn't known since she was locked up. As you leave, he makes a deal to help you get into Camelot in exchange for help in receiving a not guilty verdict. He will then give you the thread of the villain you found on the window in Murder Mystery. Anna will suggest that the servants may be able to testify in her defense. Note: You can skip the following section and get a not guilty verdict. Just go down the stairs of the courthouse, and the trial will begin. Asking questions to servants does not advance research and is intentional only for those who want it or want to (re)solve the case themselves. Return to the villa to find out what the various minions will say during the process. There are six in total, two of which are located outside the villa and the other four are inside (again, enter through the broken window to enter). Ask them every possible question. The first question will gather information about what happened on the night of the murder. The second question will gather information about where they last saw Anna on that fateful night. The third question will gather information about who they've ever seen handle the dagger. The fourth question will collect information that the thread can belong to. The fifth question will collect information about the poison. After talking to each servant (you're in total), head to the lower level of the Seers Village courthouse start the process. Try[edit | edit source] During the trial, it will call talking to the judge, and questioning the witness by talking to the witness. The questions you could ask match those asked while you're in the villa. To get a not guilty verdict, you must refute the evidence provided: Anna's fingerprints on the dagger Anna who bought poison and did not use it A thread from Anna's clothing found at the crime scene Anna at the scene of the crime To successfully clear Anna of the charges, you must refute this evidence without accidentally providing more incriminating evidence against Anna (e.g. , bringing out a testimony that puts Anne near Lord Sinclair's meal before she dies). To do this, call the following witnesses with the following questions: call the butler as a witness and ask him about the dagger. Call the dog trainer and ask him for poison. Call the waitress and ask her what she saw on the night of the murder. Call anyone and ask about the thread to complete the defense case. The judge will conclude the trial and ask for a verdict. The jury will provide a not guilty verdict against Anna. Go back to business[edit | edit source] Leave the classroom by clicking the gate; then, talk to Anne in her cell. He'll be rude again, but he'll tell you how to get into Camelot. Head to the east side of Camelot Castle and search the statue near the temple. Comparison with Anna and Morgan.Now you will see a video of Anna talking to David. The brothers were both responsible for Lord Sinclair's death, and

they you off to trap you. They're going to explain that they're not going to help you. Suddenly, Morgan Le Faye will appear and take you out with her staff. Spying on Sinclair The music he plays while spying on the Sinclairs. In prison after being knocked out by Morgan Le Faye, you'll wake up in a prison with Arthur's Knights and Merlin. Talk to Merlin. He will explain that: King Arthur has been transformed into a granite statue and taken away by the Black Knights. Both the Sinclairs and Morgan Le Faye have joined forces to destroy Arthur and reclaim Camelot Castle. The black knights also agreed to help Morgan Le Faye and the Sinclairs. Morgan Le Faye stole the Holy Grail. Free Merlin[edit | edit source] Ask Merlin what to do. Follow all available conversation options. Click on the vent at the top of the wall in front of the prison gate. A fun animation will show Merlin fleeing with the help of all the knights who make a pyramid allowing him to reach the vent. Note: If you need to leave during this part of the mission, click the vent again and the riders will lift you out of the cell. To continue the mission later, return to Camelot and click the gates to be teleported back to the cell by Morgan Le Faye. Freeing the | edit source] Using Telekinetic Grab to get the hair clip. Talk to all the riders and ask them if they have anything to help them escape. You will get many items such as an air rune, a legal rune, an empty vial, a cooked shark, a normal trunk, a bottle of vodka, etc. If you have received a lockpick, use it on the metal door; otherwise, use Telekinetic Grab on the protection by fixing your hair out of the cell to get a hair clip. Use the hair clip on the metal door. You will have to solve a puzzle to unlock the prison block. The puzzle looks a lot like the popular game Mastermind. To complete this puzzle, you need to set each of the four glasses to the correct height. The most foolproof way to do this (not necessarily the fastest) is to set all the glasses to the lowest height of 0/5 and try the lock. If a glass shows a green circle, don't change that glass anymore. For all other glasses, increase the height by one and try again. If you see a red circle, do not try that height on other glasses. Continue until the lock unlocks. This method will take a maximum of six attempts. You will emerge on the ground floor of Keep Le Faye. Arthur's knights will be engaged in battle with the Renegade Knights. Finding the Holy Grail[edit | edit source] Go to the top floor and search the table to the north. Now you will have to solve a riddle (click Show Riddle) and choose the correct container that holds the Holy Grail. The correct box is the purple round box on the right, second last box if you count from left to right. Note: Some of the boxes contain a trap that will teleport you outside Keep Le Faye to South-west Ardougne. To continue the mission, you'll need to return to Keep Le Faye. When you try to open the door, Morgan Le Faye will appear and teleport you back to prison. There, there is no need to solve the door puzzle again : you just have to open the door and go back to the top floor. By freeing King Arthur[edit | edit source] You must now free King Arthur from his stone prison. Head to the Wizard Cromperty in Eastern Ardougne. Cromperty will explain to you that you have to free King Arthur as you did with Petra Fiyed during One Small Favor, although this time you also have to reveal Morgan's spell. It will give you an animated rock scroll: you will have to use it on King Arthur once you have both the Holy Grail and granite in your inventory. Note: Even if you already have the Soul scroll, you'll still need to go talk to Wizard Cromperty, or your player won't be willing to cast the spell on King Arthur. MAKE SURE YOU FINISH THE DIALOGUE COMPLETELY AFTER RECEIVING THE SCROLL, OR YOU'LL HAVE TO COME BACK AND TALK TO HIM AGAIN. To actually get to King Arthur, you'll need to have a bronze medicine helmet, an iron shoulder strap, a black flat body, black platelets/skirt, and a full helmet Tip: Get the bronze medicine helmet and iron shoulder strap in draynor manor and wayne's chains in Falador respectively if you still need it. Head to the Black Knights Fortress west of Edgeville/north of Mountain. (Amulet of glory or combat bracelet provide convenient teleports.) Equip the rudder and chain and enter the Black Knights Fortress through the guards' door. Then, put on your black gear and push the wall right behind the guards' door. You can't push the wall if you're not wearing full black armor. King Arthur turned into a stone statue. Get off the ladder and you'll see the statue of King Arthur. Use the free option. Talk to King Arthur and give him the guard uniform (bronze medicine helmet and iron chain body). Return to Camelot and talk to King Arthur in his castle to end the mission and receive your reward. Nightmare Lore and Order When the mission was introduced in RuneScape 2, the Party Hall was moved from the Village of the Visionaries to Falador to make room for the courthouse. When Anna is found not guilty, the party balloons fall. This is due to the fact that the Party Room has been here before, as the judge said when he spoke to him after the acquittal. If you talk to Merlin after the search, he will give you a hair clip as a souvenir of the adventure. When in prison, one of the knights plays with a baseball: is a reference to the film The Great Escape with Steve McQueen. When the Knights of the Round Table die in battle at Keep Le Faye, they simply relax where they were killed. When discussing with Merlin how to escape, your character asks if he will turn everyone into fish and swim outside. This is a reference to the 1963 Disney animated film The Sword in the Stone. Although defense requirement 65 is not upgradeable, if the mission has not been started and the player increases to 65 Defense, the Quest Log will show the requirement as fulfilled. The recovery section of the Holy Grail appears to be a reference to Indiana Jones and the Scene of the Last Crusade of a similar nature. In Murder Mystery, the player observes that the guard dog Sinclair barks loudly at any intruder. Of course, after the player breaks the window and enters the house, the dog begins to bark. To enter the Sinclair Mansion at the beginning of the mission, you have to break a destroyed window, which already doesn't make much sense. After that, you have to break the already broken destroyed window to get in or out of the villa. Villa.

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