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Warning: This page is a copy of a 2007 backup and has not yet been verified. Images may be missing. Difficulty: EasySelene: AverageStart point: Talk to Ali Morrisane in North Al-Kharid.Only for Members: YesEisen: Needs 30 Thieving. You have to beat the level 70 guards and 75 things required: About 1300 gp, gloves, desert robes, water skinsAli Morrisane has a problem. Business is going so well it's going to run out quickly. Now he wants you to visit his nephew in Pollnivneach, so those people can arrange for him to stock his tent. Pollnivneach is located south of Shantay Pass. Go over there, buy a ticket and enter the desert. Now take the carpet to Pollnivneach or go for a walk. You can get there walking a little to the southeast. Do not take the bridge over the River EliidGa to the café and buy about three beers. Give it to Ali drunk, and he'll tell you about the nephew. Ali's nephew is told that he has left the city because the city is terrified by two groups: the menafitos and the bandits. Go talk to someone in both groups so you can try to solve the problem. The menafitos are in the south of the city, the bandits in the north. They tell you about the war for a camel. Head to Ali the Camel Man north of the Menaphites and buy two camels for 500 GP. You get a note saying you'll get a camel when the camels are inside. Give each course a note, now they still don't want peace. You came up with the idea of joining one of the groups, so you can try to make peace. You can only join the menafito corridor. Talk to a member of the Menafites, they tell you to talk to Ali the Operator at the store in the southwest of town. Ali the Operator tells you to take a test to become a member. First you have to roll the pockets of three villagers. You may be the first villager only normal pickpoc chain, but after that you know in the city that you are a thief and they pay attention. That's why you have to distract them. Talk to a street urchan and ask him to distract a villager by 10 GP. The pickpocket, the villager who's distracted. For the third villager, return to Ali the Operator. He'll give you an oak blackjack. Use that and take down a villager with the Knockout option. Carterist, the villager who knocked down and returned to Ali the Operator, in the second test, you have to steal jewelry from the mayor's wife. Buy a beard and a headdress in the general store and put it on top of each other. You have a fake beard that you can wear. Go to the mayor's house downtown and put your gloves on. Hide in the cactus. Now you can see that the coast and that you can come in. Open the door with the keys and come in. Go to the first floor. You'll find a painting with a landscape, but behind it is a safe. The order is 1,1,2,3,5,8 just like an old phone with such a turntable. The safe opens, you'll find the jewels. Take this to Ali, the operator. Ali's telling you to kill someone. His name is Ali the Traitor. Ask a gang member about the traitor and return to Ali the Operator. Then talk to the coffee waiter. He tells you that the beer on the traitor's table is that of the traitor. The traitor has gone to the bathroom. It also explains that this can take a long time, because there has never been a toilet in RuneScape. Go to the witch on the hill in the west of the city, in the nearby general store. Ask him for a potion, which you can use to poison Ali the Traitor's beer. You have to catch a snake for her. Give the snake charmer in the south of the café some coins. Ask him for a flute and a basket, you'll get it. Use the flute on a snake near the Menaphite store. The snake will come to you, you'll automatically put it in the basket. Take this basket to the witch now. This will tell you that you also need to pick up some camel poo for the potion. Now you have to have poop. You'll need a bucket for that, otherwise you'll have to carry it with your hands and that's not so cool. You can buy the cube in the General Store. Go to the kebab seller north of the camel salesman and ask about his hot sauce. That works like some kind of laxative. Put this sauce in the cribs (through the camels). The camels will defecate now, fill their bucket with poop and bring the ingredients back to the witch. If you get a potion, you put it in the traitor's beer using the potion on the coffee table. Go back to Ali, the operator. He tells you the little menafito leader wants to talk to you. Get ready for battle. Talk to the leader standing in front of the store. Kill the guard who sends you and talk to a villager. He's mad at you because all adventurers think that if you kill a bad person, that's good for RuneScape. You have to drive the bandits out of town. See the bandit leader in the north of town. You have to kill his friend here, too. If you drop an Adamant scimitar, you can pick it up if you want. After this, talk to a villager and then the mayor. Go back to Al-Kharid and talk to Ali Morrisane. He tells you the whole search was a sales trick so he could sell you a fake beard. You'll get a reward for your hard work. Reward: 15,000 XP thief. 500 GP, blackjack, Adamant scimitar. Mission Points: 1Quests for which you need this mission: The Great Adventure of My ArmBer this page Courtesy of Il Stevov Il for contributions to this page. Do you have a deze page? Stel een wijziging voor! RuneScape is een handelsmerk van Jagex Ltd uit Groot-Brittannië © Lunagang 2004 - 2020 Reward - 1 Quest Point. - 15,000 XP of theft. - Adamant Scimitar. - Willow and Oak Blackjack. Launch PointMarket in North Al-Kharid (next to Silk Store). Talk to Ali Morrisane.Members Only Difficulty:Length: Skill: 30 Thieving. Item: Desert Clothing (Robe, Shirt, Boots) or Graahk Armor, Desert Costume (obtained during the mission), Gloves (not Zombie, Mystic or Mime), 2-3 Waterskins(4), Bucket, 5,000GP. Other: Ability to defeat bandit champion (Level-70) and Hard Guy (Level-75). Recommendations Theme: Food. Ali Morrisane - RuneScape's self-proclaimed biggest trader is struggling. He's selling things at such a rate that he can't keep his market stall in stock. He is said to be on the search for someone to recruit him from some help from his hometown, Pollnivneach, a somewhat anarchic place south of the Shantay Pass. Part 1:Find the necessary Pollnivneach items: Bring everything. Talk to Ali Morrisane next to the silk shop in Al-Kharid. He'll ask you to travel to a village south called Pollnivneach to find his nephew Ali and bring him back. While you're here, buy yourself a fake beard and hats that combine to make a desert costume. Stock up on the desert march and buy a desert pass. When in the desert, head south to the Mining Field to find the city of Pollnivneach. Buy a magical carpet ride for 200gp to Pollnivneach, or if your home is in the desert, you can use it to get to Pollnivneach faster. Move to the southern part of town. Here, talk to the street hedgehog who will give you general information about the city and its people. Ask him about Ali's nephew before he stop by to talk to the rest of the villagers... You'll soon realize that the city is full of people named Ali, and after asking about Ali's nephew they'll tell you that if you want more information you should talk to Drunken Ali at the Asp and Snake Pub. Talk to him, and give him a beer every time he orders one. You'll find that there's a dispute between the Bandits and the Menafites (two rival bands), and that you should try to solve the problem so you can find your Ali. Behind the pub you will find Ali the Snake Charmer (Image). Put some money (about 3gp) in your money pot, and he will give you a basket and snake charm. Use the Snake Charm on one of the nearby Desert Snakes to capture it in the Basket. Find the Kebab icon on the map and go talk to Ali the Kebab seller. Ask for extra hot sauce and it'll give you some. This sauce is important later in the search. Head south to a round, purple tent - home Menaphite. Talk to Ali the Operator (Image) and ask him about the dispute. He'll tell you that the bandits stole a camel from the and that they can make peace if the camel is returned to the little menafitos. Then head to the Bandit section of Pollnivneach and find the Cowardly Bandit. Talk to him and he'll tell you that the Menafites also stole a camel from them and that they won't make peace unless their camels are returned too! That's right, you have to get the two camels for them. Ali the camel salesman (Image) is obviously the place to go looking for the camels you need. Ask him the price of the 2 camels outside, and he'll tell you they're not for sale, but he's willing to sell you 2 camels that have already been ordered. Ask him how much he wants for them and offer him 500gp. If you do not accept this offer, give it 1,000 gp. He'll give you two receipts (one for each camel). Guess what they're used for... Return to Ali the Operator and give him one of the receipts. He's not happy, and he says only 10 camels will be good enough. Take the other receipt to the Cowardly Bandit and he says the same thing. In order to get anywhere, you need to join a band and work from there. To join the Menafites, return to Ali the Operator and ask you to join him to take down the Bandits. Before I let you join them, however, you must complete a series of tests to prove yourself. The first task he is given is to pick up three villagers and return to him. Just come to a villager and post him. After this you will not be able to pick up a villager in the same way, so return to Ali the Operator for help. Ali tells you to create a distraction. To do this, talk to a stray hedgehog and offer 10gp to create a distraction. When I do this, look for the yellow arrow over your target villager and pick them up. Once again, return to Ali the Operator. You'll be given a Blackjack to help the last villager. Find a villager, right-click on them, and choose Attract Them. They'll follow you. Take them to an out-of-sight area. Equip Blackjack, right-click on the villager again and choose the option to knock them out. Pick them up while they are cold and return to Ali the Operator once again. Ali now wants you to steal jewelry from the Mayor's villa and make sure they don't see you checking that the villa is empty, wearing gloves (to avoid fingerprints) and your desert costume. It also gives you a key to get through the main doors. Enter - Hide behind the giant cactus (Image) in front of the villa and you will notice that no one is inside. Now put on your gloves and desert costume and use the key to get through the front doors (Image). Looking for clues - The Mayor has left some clues around the house (not necessarily necessary) that can be found to help you. Look at the study desk below for a note (picture) and the bed above la otra que tiene la palabra Fibonacci en él. Cracking the code - Upstairs next to the bed is a a Painting. Find it to find the safe where the jewelry is kept. Enter code 1, 1, 2, 3, 5, 8 to open the safe and take the jewelry. Take the jewels back to Ali the Operator, to receive your next task. Your last task is to find a traitor in the Menafites. Ask one of the little menafitos in town and they'll tell you about the traitor Ali, the guy you're looking for. Tell Ali the Operator what you've been told and he'll order you to kill the traitor, using the stealthiest method you can think of. The way to do the writing - Find Ali the Hag (she lives on a hill to the northwest of the city - (Image) and she will recommend poison as an easy method to kill the traitor. She tells you to bring her Snake Poison and Camel Manure to make a poison strong enough. Note: If you've caught a snake before, then you can give it to him now, but if you haven't, read step 2 of Part 1. Collect manure - Go to the camel valleys outside the camel salesman's house. Use your Red Hot Sauce (from the Kebab Seller) in the vaguada with food inside, and a camel will eat it and leave a large dumpster behind. Use a bucket (there are two spawns in the house) to pick it up, and take it back to Ali the Hag. Killing the Traitor - When Ali the Hag has received the manure and the snake, she will give you the Red Witch Poison that you must use to poison the traitor's drink. Back at the Asp and Snake Pub, use the poison on the table with a beer on and the task is complete. Now you have to go back to Ali the Operator one last time. Ali the Operator will congratulate you and tell you that the menafito leader wishes to speak with you and thank you. Head outside the store and you'll see the leader (looks like a normal Menafite but with a high cane) you need to talk to (Photo). Surprisingly it turns out that he is out to take control of the world, and the link to future desert missions becomes a little clearer. The Menafito leader will put one of his toughest fighters (Level-75) to kill you. Fight him (it's pretty easy to kill) until he dies and the menafito leader will disappear. With the begging defeated, talk to one of the villagers and once again another surprise awaits you, as the villagers want you to overthrow the bandits too! The villager will tell him to find the Bandit Leader and force him to leave the city so that there is no gang ruling on them. The Bandit Leader (Image) stands around the northwestern part of the city (look for a bandit in larger, more elegant-looking robes). You'll tell them to leave town, but unfortunately the order doesn't help, and you must kill another Bandit Champion warrior (Level-70) (Image). When the Champion is defeated, he drops a Cimitarra Adamant, and the Bandit Leader takes final cue as you warn him to leave town before you take action on him. Return to any villager and refuse to You. Instead, they tell you to talk to the mayor. Find Ali the Mayor in the city center and he'll assure you that Ali's Nephew is safe and well, as well as giving away some secrets about his link to the city, and the rest of the desert. Go back to Ali Morrisane and tell him the good news, and he'll reward you for your hard work. Q FAQs: I can't pick up the villagers! A: You can only pick up the villagers when Ali the Operator asks you to. Q: I've chosen a villager, but I can't make a pickpocket anymore. What should I do? A: Go back to Ali the Operator and he'll give you tips on how to pick up the other two. Q: What do blackjacks do? A: They act like a weapon that can also temporarily stun the bandits. Bandits.

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