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Prince ali rescue

In: Free-to-play quests, Novice quests, Quests, Prince Ali Rescue Share This task is a quick guide to be found here. It provides a brief summary of the steps needed to complete the task. February 28, 2001 (Update) Prince Ali Rescue is a free-to-play mission, and one of the first to be released. It is notable for accessing through the Al-Kharid/Lumbridge Gate without a 10gp fee. Details Note: The amulet of glory can teleport you to Draynor Village and Al Kharid, which is why it turns out to be very useful. A duel ring can also speed things up as it can teleport you to the Duel Arena north of Al Kharside. In addition, by using the Minigame Group Finder, which is in your mission log, you can teleport to Pest Control and then take the boat back to Port Sarim to get to Draynor Village. Step-by-step Setting (getting the required items) Skip this section if you have all the necessary items. You'd rather start with Varrock, where you would buy or withdraw from your bank the few related items you need. You also need a pick-up, an axe for Woodcutting and a tinderbox, although you may find ash in someone else's fire. If you can't find the ash already, cut the tree, light the logs and then wait for it to burn out when you bank the axe and tinderbox you no longer need. Alternatively, you can kill the imp and take the ashes it drops. Bring the scissors if you already have them to save you time. You should also withdraw money to pay for the necessary items and toll gate crossing. Buy a pink skirt at the clothing store and then leave the south city exit. Buy 3 (or 4) beers at the Blue Moon Inn on your way out or take some of barbarian village's longhall for free. At the Southeast Varrock mine, you can mine one flax and one copper ore bronze bar to make, pick one bundle of red berries from nearby bushes and then go lamb cone and rattle three sheep. You can mine one clay at the Southwest Varrock mine. If you have not yet begun the mission, go south to the Al Kharside Desert, passing the Al Kharside mine, down to the palace and begin the search; Talk to Hassan and Osman. Here you can pick up a jug of water spawning in the palace's east room. Otherwise, take the road south towards Lumbridge. Cross the northern bridge for forging and stake the bronze bar there or use an Al Kharid forging if you're there. Go to Lumbridge Castle and run the wool. Take the jug from the kitchen and fill it with water if you didn't get a jug of water from the palace, then take the jug from the kitchen and bucket from the basement if you need them. Fill the bucket with water, wet the clay with it, and then fill it again. Follow the road north from Lumbridge and then go to Fred Farmer's house. Behind his house is a garden with 12 onions. Choose two onions, then back on the road to the grain field and mill manufactured. manufactured. At this point, you should now carry: Necessary products: 3 balls of wool, rope (unless purchased from Ned), 2 onions or yellow dyes, 1 red berries, flour, ash, bucket of water, soft clay, bronze bar, onion and 50 coins (unless teleportation). You will begin your mission at the Al Kharis Palace by speaking with (Chancellor) Hassan. He directs you to the giant of a changing-looking guy outside the northern edge of the palace, which goes by the name of Osman. Osman tells you to find and talk to his daughter Leela, who can be found walking east of the village of Draynor just south of the wheat field. Talk to Leela and she'll tell you what you need. If you look west from where you're standing, you should see the door to Ned's house. Ask Ned to make you a wig- make a rope and a wig of wool balls. Go to the house west of Ned and ask Aggie (the witch) to make you a yellow dye and skin tata. Dye the wig. Go to jail directly east of Draynor as quickly as possible or attack guards. However, this is a plural area, so unless you are level 26 or higher, you should not try to attack them. A good idea would be to bring food, even though they only hit 3 damages. If Lady Keli isn't in or around the building, wait a minute - she'll be back. Tell him he's famous for runescape and ask him about his latest plan, and that he must have been very skilled. Ask her if she's sure her husband isn't trying to save her. Ask him if you see the key and if you can hold it for a short time. If you've got the soft clay with you, you'll make a mark on the clay. Go to the bank, get a bronze bar and 20 coins and go back to Osman so he can make a bronze key. Saving the necessary princely items: 3 beers, rope, bronze wrench, pink skirt, wig and skin paste. Talk to Leela, she's happy about the plan and recommends you talk to the witch for paste if you have all the ingredients to talk to Leela once again and then go to jail. Talk to Joe and offer him a drink (note that only a regular beer works) and one and the other. Use the rope in Lady Kel, the key to the cell door, then talk to Prince Ali and he'll wear a disguise and run away. A message appears saying that you are now a friend of Al Kharid and you don't have to pay to get to the gate connecting Lumbridge and Al Kharside ever again. Now get out, trying to avoid the remaining guards. Don't spend long, because Lady Keli will be back fast! Go through the gate connecting Lumbridge and Al Kharid for free and go talk to Hassan at Al Kharside Palace for your reward. Note: From now on, if you try to talk to Lady Kel, a message will appear over her head (in the same way that the message appears on the player's head when she speaks) saying you tricked her. Tells. Tells. To get to you, after which one of the guards says, Yes, lady and attack you; However, you can escape by running out of the prison grounds. Reward tips Prison guards are aggressive for players who are level 52 and lower. It's probably better to get into the area from the east side, and at lower combat levels try to find a time when other players attack guards, or go into a busy world where a lot of players train there. It is recommended that guards can stop fighting higher levels to attack other players. To get them out, let them come out and barely go inside so that you are inside and they are outside, and close the door. If you lose items, you can re-make them except for the key - Leela will replace it with a price. Road out of Al Kharid to Port Sarim: Go south to Shantay's passport and talk to Shantay. Click What is this place, and then I'm an outlaw. Refuse to pay the five-coin fine twice, and you will be transferred to a high-security prison south of Port Sarm, open the lock on the door and walk past the sleeping guard. It takes Trivia to complete When a player ties Lady Kel during a task, the chatbox states that she will be put in the locker. However, there are no cabinets in the building. Free-to-play quests Novice quests Prince Ali Rescue Community content is available under CC-BY-SA unless otherwise stated. Prince Ali Rescue is a free-to-play mission, and one of the first to be released. It is notable for accessing through the Al-Kharid/Lumbridge Gate without a 10gp fee. Information[edit | edit source] Note: The amulet of honor can teleport you to Draynor Village and Al Kharid, which is why it turns out to be very useful. A duel ring can also speed things up as it can teleport you to the Duel Arena north of Al Kharside. In addition, by using the Minigame Group Finder, which is in your mission log, you can teleport to Pest Control and then take the boat back to Port Sarim to get to Draynor Village. Walkthrough[edit | edit source] Configuration (obtaining the required items)[edit | edit source] Skip this section if you have all the necessary items. You'd rather start with Varrock, where you would buy or withdraw from your bank the few related items you need. You also need a pick-up, an axe for Woodcutting and a tinderbox, although you may find ash in someone else's fire. If you can't find the ash already, cut the tree, light the logs and then wait for it to burn out when you bank the axe and tinderbox you no longer need. Alternatively, you can kill the imp and take the ashes it drops. Bring the scissors if you already have them to save you time. You should also withdraw money to pay for the necessary items and toll gate crossing. Buy a pink skirt from a clothing store and leave south city exit. Buy 3 (or 4) beers from the Blue Moon Inn on the way out or have Longhall in the Barbarian Village for free. At the Southeast Varrock mine, you can mine one flax and one copper ore bronze bar to make, pick one bundle of red berries from nearby bushes and then go lamb cone and rattle three sheep. You can mine one clay at the Southwest Varrock mine. If you have not yet begun the mission, go south to the Al Kharside Desert, passing the Al Kharside mine, down to the palace and begin the search; Talk to Hassan and Osman. If you didn't bring a bucket of a jug of water, you can grab a jug of water from the table in the palace's east room. Otherwise, take the road south towards Lumbridge. Cross the northern bridge for forging and stake the bronze bar there or use an Al Kharid forging if you're there. Go to Lumbridge Castle and run the wool. Take the jug from the kitchen and fill it with water if you didn't get a jug of water from the palace, then take the jug from the kitchen and bucket from the basement if you need them. Fill the bucket with water, wet the clay with it, and then fill it again. Follow the road north from Lumbridge and then go to Fred Farmer's house. Behind his house is a garden with 12 onions. Choose two onions, then back on the road to the grain field and into the mill as a mixture of flour pot. At this point, you should now carry: Starf[edit | edit source] Necessary items: 3 balls of wool, rope (unless purchased from Ned), 2 onions or yellow dye, 1 redberry, flour pot, ash, bucket of water, soft clay, bronze bar and 50 coins (unless teleportation). You will begin your mission at the Al Kharis Palace by speaking with (Chancellor) Hassan. He directs you to the giant of a changing-looking guy outside the northern edge of the palace, which goes by the name of Osman. Osman tells you to find and talk to his daughter Leela, who can be found walking east of the village of Draynor just south of the wheat field. Talk to Leela and she'll tell you what you need. If you look west from where you're standing, you should see the door to Ned's house. Ask Ned to make you a wig- make a wig out of woolballs. If you don't already have a rope at this point, you can get Ned to make you one of 15 coins or four wool balls. When you have a rope and a wig, go to the house just west of Ned and ask Aggie (the witch) to make the skin paste. If you don't already have dye, you can ask him to do it for you, which requires two onions and five coins. Dye the wig yellow. Go to jail directly east of Draynor as quickly as possible or attack aggressive Level 26 prison guards. However, this is a multicom area, so unless you have a similar or higher combat level and at least mithril devices, you should try not to attack them. Their maximum hit is only 3 damages and can be transmitted quite easily with mithril or adamant devices, but has decent accuracy even against armor, so food is essential if you are going to kill them, especially if more than one attack. Another option is to get a friend to go with you and get them to either attack prison guards to distract them or help you kill them. They will ignore you if your fighting level is 53 or higher. Once inside the prison building, if you don't see Lady Kel inside or around it, wait a little - she'll eventually come back. Tell him he's famous in Gielinor and ask him about his latest plan, and that he must have been very skilled. Ask her if she's sure her husband isn't trying to save her. Ask him if you see the key and if you can touch the key for a short time. If you've got the soft clay with you, you'll make a mark on the clay. Go to the bank, get a bronze bar and 20 coins and go back to Osman so he can make a bronze key. Saving the Prince[edit | edit the source] Necessary items: 3 beers, rope, bronze wrench (in Leela), pink skirt, wig (dyed yellow) and paste. Talk to Leela, she's happy about the plan and recommends you talk to the witch for paste if you have all the ingredients to talk to Leela once again and then go to jail. Talk to Joe and offer him a drink (note that only a regular beer works) and one and the other. Use the rope in Lady Kel, the key to the cell door, then talk to Prince Ali and he'll wear a disguise and run away. Go through the gate connecting Lumbridge and Al Kharid for free and go talk to Hassan at Al Kharside Palace for your reward. Note: From now on, if you try to talk to Lady Kel, a message will appear over her head (in the same way that the message appears on the player's head when they speak) saying you tricked her. He commands the guards to pick you up, after which one of the guards says, Yes, lady, and attack you; However, you can escape by running out of the prison grounds. Rewards[edit | edit source] Tips[edit | edit source] There are four prison guards in the area, three of whom are aggressive to players level 52 and lower. Knowing spawning and scouting routes is very useful for players with low combat levels. Three aggressive guards spawn and patrol the north, south and west of the prison area, while a non-aggressive guard (with blond hair) tends to stand by the door on the north side. It is probably better to get to the area at the northeast entrance, as it only leaves an aggressive guard on the north side (bald) to process. Try to get into the area when a bald guard goes into the woods northwest of the prison. Alternatively, you can try to find a time when other players attack the guards, or go into a busy world where the players would train there. It is recommended that if players train, there is a level of 53 or higher, higher, guards can turn their attention to other passing players. If a bald guard gets into jail, lure him out and stand in the doorway so that you are inside and they are outside, and close the door. It is useful to bring a few food if this happens, since you will probably end up taking damage in the process. If all else fails, bring a friend to harass or kill the guards. Keep in touch that if your friend is on level 53 or higher, guards can shift their attention to you when your friend kills them. If you lose items, you can re-make them except for the key - Leela will replace it with a price. Road out of Al Kharid to Port Sarim: Go south to Shantay's passport and talk to Shantay. Click What is this place, and then I'm an outlaw. Refuse to pay the five-coin fine twice, and you will be transferred to a high-security prison south of Port Sarm, open the lock on the door and walk past the sleeping guard. Required[edit | edit source] Transcript[edit | edit source] Trivia[edit | edit source] When a player ties Lady Kel during a task, the chatbox states that they put her in the locker. However, there are no cabinets in the building. Building.

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