

LoCQ001 - Djinned Up - a Bounty Hunt

Load up Hezars exclamation point icon

Conditions

On Game Level Load

Not Owns Token **LoCQ001 Got Quest**

Actions

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Kill the Djinn and get a token - ()

Kill Djinn and get a token

Conditions

Kill All Creatures From Proxy **hero_djinn_bloodsisters_safiya_storm**

Not Owns Token **LoCQ001 Killed Djinn**

Actions

Give Token **LoCQ001 Killed Djinn**

Kill the Effrit and get a token - ()

Kill Effrit and get a token

Conditions

Kill All Creatures From Proxy **hero_effrit_bloodsisters_sagira_fire**

Not Owns Token **LoCQ001 Killed Effrit**

Actions

Give Token **LoCQ001 Killed Effrit**

Kill the Marid and get a token - ()

Kill Marid and get a token

Conditions

Kill All Creatures From Proxy **hero_marid_bloodsisters_shaitan**

Not Owns Token **LoCQ001 Killed Marid**

Actions

Give Token **LoCQ001 Killed Marid**

Talk to Hezar to receive the quest - ()

First time talking to Hezar

Conditions

On Conversation with **babylonian_merchant_djinn_quest**

Not Owns Token **LoCQ001 Got Quest**

Actions

Add Journal Entry in Region #3

Give Token **LoCQ001 Got Quest**

Killed Only The Djinn - ()

Killed Djinn

Conditions

On Conversation with **babylonian_merchant_djinn_quest**

Owns Token **LoCQ001 Killed Djinn**

Not Owns Token **LoCQ001 Killed Effrit**

Not Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_b**

Add Journal Entry in Region #3

Killed Only The Marid - ()

Killed Marid

Conditions

On Conversation with **babylonian_merchant_djinn_quest**

Not Owns Token **LoCQ001 Killed Djinn**

Not Owns Token **LoCQ001 Killed Effrit**

Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_c**

Add Journal Entry in Region #3

Killed Only The Effrit - **()**

Killed Effrit

Conditions

On Conversation with **babylonian_merchant_djinn_quest**

Not Owns Token **LoCQ001 Killed Djinn**

Owns Token **LoCQ001 Killed Effrit**

Not Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_d**

Add Journal Entry in Region #3

Killed The Djinn and the Effrit - **()**

Killed Djinn and Effrit

Conditions

On Conversation with **babylonian_merchant_djinn_quest**

Owns Token **LoCQ001 Killed Djinn**

Owns Token **LoCQ001 Killed Effrit**

Not Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_e**

Add Journal Entry in Region #3

Killed The Djinn and the Marid - **()**

Killed Djinn and the Marid

Conditions

On Conversation with **babylonian_merchant_djinn_quest**

Owns Token **LoCQ001 Killed Djinn**

Not Owns Token **LoCQ001 Killed Effrit**

Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_f**

Add Journal Entry in Region #3

Killed the Marid and the Effrit - **()**

Killed Marid and Effrit

Conditions

On Conversation with **babylonian_merchant_djinn_quest**

Not Owns Token **LoCQ001 Killed Djinn**

Owns Token **LoCQ001 Killed Effrit**

Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_g**

Add Journal Entry in Region #3

Update dialog when getting quest and already killed Djinn - **()**

convo with kills

Conditions

Got Token **LoCQ001 Got Quest**

Owns Token **LoCQ001 Killed Djinn**

Not Owns Token **LoCQ001 Killed Effrit**

Not Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_b**

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Update dialog when getting quest and already killed Marid - **()**

convo with kills

Conditions

Got Token **LoCQ001 Got Quest**

Not Owns Token **LoCQ001 Killed Djinn**

Not Owns Token **LoCQ001 Killed Effrit**

Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_c**

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Update dialog when getting quest and already killed Effrit - **()**

convo with kills

Conditions

Got Token **LoCQ001 Got Quest**

Not Owns Token **LoCQ001 Killed Djinn**

Owns Token **LoCQ001 Killed Effrit**

Not Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_d**

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Update dialog when getting quest and already killed Djinn and Effrit - **()**

convo with kills

Conditions

Got Token **LoCQ001 Got Quest**

Owns Token **LoCQ001 Killed Djinn**

Owns Token **LoCQ001 Killed Effrit**

Not Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_e**

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Update dialog when getting quest and already killed Djinn and Marid - **()**

convo with kills

Conditions

Got Token **LoCQ001 Got Quest**

Owns Token **LoCQ001 Killed Djinn**

Not Owns Token **LoCQ001 Killed Effrit**

Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_f**

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Update dialog when getting quest and already killed Effrit and Marid - **()**

convo with kills

Conditions

Got Token **LoCQ001 Got Quest**

Not Owns Token **LoCQ001 Killed Djinn**

Owns Token **LoCQ001 Killed Effrit**

Owns Token **LoCQ001 Killed Marid**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_g**

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Illuminate Hezar when getting quest and already killed all of them - **()**

convo with kills

Conditions

Got Token **LoCQ001 Got Quest**

Owns Token **LoCQ001 Killed Marid**

Owns Token **LoCQ001 Killed Effrit**

Owns Token **LoCQ001 Killed Djinn**

Actions

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_h**

Kill the Djinn and get a journal entry - ()

Kill Djinn and get a journal entry

Conditions

Owns Token **LoCQ001 Got Quest**

Got Token **LoCQ001 Killed Djinn**

Actions

Add Journal Entry in Region #3

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Kill the Effrit and get a journal entry - ()

Kill Marid and get a journal entry

Conditions

Owns Token **LoCQ001 Got Quest**

Got Token **LoCQ001 Killed Effrit**

Actions

Add Journal Entry in Region #3

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Kill the Marid and get a journal entry - ()

Kill Marid and get a journal entry

Conditions

Owns Token **LoCQ001 Got Quest**

Got Token **LoCQ001 Killed Marid**

Actions

Add Journal Entry in Region #3

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Kill the Djinn and get a journal entry if not got quest - ()

Kill Djinn and get a journal entry

Conditions

Not Owns Token **LoCQ001 Got Quest**

Got Token **LoCQ001 Killed Djinn**

Actions

Add Journal Entry in Region #3

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Kill the Effrit and get a journal entry if not got quest - ()

Kill Marid and get a journal entry

Conditions

Not Owns Token **LoCQ001 Got Quest**

Got Token **LoCQ001 Killed Effrit**

Actions

Add Journal Entry in Region #3

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Kill the Marid and get a journal entry if not got quest - ()

Kill Marid and get a journal entry

Conditions

Not Owns Token **LoCQ001 Got Quest**

Got Token **LoCQ001 Killed Marid**

Actions

Add Journal Entry in Region #3

Illuminate **babylonian_merchant_djinn_quest** as **Primary**

Complete the Djinned Up Quest - ()

Last time talking to Hezar

Conditions

On Conversation with **babylonian_merchant_djinn_quest**

Owns Token **LoCQ001 Killed Marid**

Owns Token **LoCQ001 Killed Effrit**

Owns Token **LoCQ001 Killed Djinn**

Actions

Update **babylonian_merchant_djinn_quest**'s Dialog to **djinn_quest1_h**

Give Player Item [fucanglong_key\(x1\),fucanglong_key\(x1\),fucanglong_key\(x1\)](#)

Give Player [20,50,100](#) skill points to [loc_q001_djinn_bounty_reward](#)

Give Player [35000,80000,200000](#) Experience

[Complete](#) Journal Entry in Region #3

Complete Quest Now