

# 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