

Egypt Quests (Temple Dispute) Levels 100 ~ 110

Beginning of Temple Dispute		The player meets the Trader Union Representative at the Temple.				
	Starting NPC	Trader Union President Naunakt				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	None	Enabling Condition		Trader Profession	
	Rewards	EXP, Skill EXP, Gold				

Beginning of Temple Dispute		The player meets the Hunter Union Representative at the Temple.				
	Starting NPC	Hunter Union President Narmer				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	None	Enabling Condition		Hunter Profession	
	Rewards	EXP, Skill EXP, Gold				

Beginning of Temple Dispute		The player meets the Thief Union Representative at the Temple.				
	Starting NPC	Thief Union President Tausert				
	Starting Level	105	Recommended Level	105	Repeat Limit	1

Related Monster	<table><tr><td>None</td><td>Enabling Condition</td><td></td><td>Thief Profession</td></tr></table>				None	Enabling Condition		Thief Profession
	None	Enabling Condition		Thief Profession				
Rewards	EXP, Skill EXP, Gold							

Temple Dispute Hunt 1 (Trader)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Trader/Hunter Union Representative Kapado				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Chasus Berserker	Enabling Condition		Trader Profession	
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 2 (Trader)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Trader/Hunter Union Representative Kapado				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Priest of Terror	Enabling Condition		Trader Profession	
	Rewards	EXP, Skill EXP, Gold				

Proof of Strength 1 (Trader)		The player must hunt monsters and obtain the marks to increase the influence of the faction in the Temple.				
	Starting NPC	Trader/Hunter Union Representative Kapado				
	Starting Level	105	Recommended Level	105	Repeat Limit	1

Related Monster	<table><tr><td>Priest of Healing, Priest of Authority, etc.</td><td>Enabling Condition</td><td></td><td>Trader Profession</td></tr></table>	Priest of Healing, Priest of Authority, etc.	Enabling Condition		Trader Profession
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Rewards	EXP, Skill EXP, Gold				

Proof of Strength 2 (Trader)		The player must hunt monsters and obtain the marks to increase the influence of the faction in the Temple.				
	Starting NPC	Trader/Hunter Union Representative Kapado				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Priest of Healing, Priest of Authority, etc.	Enabling Condition			Trader Profession
	Rewards	EXP, Skill EXP, Gold				

Battle of Blood (Trader)		The player must eliminate Thieves.				
	Starting NPC	Trader/Hunter Union Representative Kapado				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	None	Enabling Condition		Trader Profession	
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 1 (Hunter)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Trader/Hunter Union Representative Kapado				
	Starting Level	105	Recommended Level	105	Repeat Limit	1

Related Monster	Chasus Berserker	Enabling Condition		Hunter Profession
Rewards	EXP, Skill EXP, Gold			

Temple Dispute Hunt 2 (Hunter)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Trader/Hunter Union Representative Kapado				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Priest of Terror	Enabling Condition			Hunter Profession
	Rewards	EXP, Skill EXP, Gold				

Proof of Strength 1 (Hunter)		The player must hunt monsters and obtain the marks to increase the influence of the faction in the Temple.				
	Starting NPC	Trader/Hunter Union Representative Kapado				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Priest of Healing, Priest of Authority, etc.	Enabling Condition			Hunter Profession
	Rewards	EXP, Skill EXP, Gold				

Proof of Strength 2 (Hunter)		The player must hunt monsters and obtain the marks to increase the influence of the faction in the Temple.				
	Starting NPC	Trader/Hunter Union Representative Kapado				
	Starting Level	105	Recommended Level	105	Repeat Limit	1

Related Monster	<table><tr><td>Priest of Healing, Priest of Authority, etc.</td><td>Enabling Condition</td><td></td><td>Hunter Profession</td></tr></table>				Priest of Healing, Priest of Authority, etc.	Enabling Condition		Hunter Profession
	Priest of Healing, Priest of Authority, etc.	Enabling Condition		Hunter Profession				
Rewards	EXP, Skill EXP, Gold							

Battle of Blood (Hunter)		The player must hunt members of thief union.			
	Starting NPC	Trader/Hunter Union Representative Kapado			
	Starting Level	105	Recommended Level105	Repeat Limit	1
	Related Monster	None	Enabling Condition		Hunter Profession
	Rewards	EXP, Skill EXP, Gold			

Temple Dispute Hunt 1 (Thief)		The player must hunt monsters to increase the influence of the faction in the Temple.			
	Starting NPC	Thief Union Representative Mohaira			
	Starting Level	105	Recommended Level105	Repeat Limit	1
	Related Monster	Chasus Berserker	Enabling Condition		Thief Profession
	Rewards	EXP, Skill EXP, Gold			

Temple Dispute Hunt 2 (Thief)		The player must hunt monsters to increase the influence of the faction in the Temple.			
	Starting NPC	Thief Union Representative Mohaira			
	Starting Level	105	Recommended Level105	Repeat Limit	1
	Related Monster	Priest of Terror	Enabling Condition		Thief Profession

Rewards	EXP, Skill EXP, Gold
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Proof of Strength 1 (Thief)		The player must hunt monsters and obtain the marks to increase the influence of the faction in the Temple.				
	Starting NPC	Thief Union Representative Mohaira				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Priest of Healing, Priest of Authority, etc.	Enabling Condition		Thief Profession	
	Rewards	EXP, Skill EXP, Gold				

Proof of Strength 2 (Thief)		The player must hunt monsters and obtain the marks to increase the influence of the faction in the Temple.				
	Starting NPC	Thief Union Representative Mohaira				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Priest of Healing, Priest of Authority, etc.	Enabling Condition		Thief Profession	
	Rewards	EXP, Skill EXP, Gold				

Battle of Blood (Thief)		The player must eliminate Traders and Hunters.				
	Starting NPC	Thief Union Representative Mohaira				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	None	Enabling Condition		Thief Profession	

Rewards	EXP, Skill EXP, Gold
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Temple Dispute Hunt 3 (Trader)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Imhotep, Priest of Punishment	Enabling Condition		Trader Profession	
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 4 (Trader)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Sopdu, Blood Khepri	Enabling Condition		Trader Profession	
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 5 (Trader)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Devil Sandman, Selchion	Enabling Condition		Trader Profession	
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 6 (Trader)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Harmeth	Enabling Condition		Trader Profession	
	Rewards	EXP, Skill EXP, Gold				

Proof of Strength 3 (Trader)		The player must hunt monsters and obtain the marks to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Priest of Healing, Priest of Authority, etc.	Enabling Condition		Trader Profession	
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 3 (Hunter)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	2
	Related Monster	Imhotep, Priest of Punishment	Enabling Condition		Hunter Profession	
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 4 (Hunter)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Sopdu, Blood Khepri	Enabling Condition		Hunter Profession	
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 5 (Hunter)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Devil Sandman, Selchion	Enabling Condition		Hunter Profession	
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 6 (Hunter)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Harmeth	Enabling Condition		Hunter Profession	
	Rewards	EXP, Skill EXP, Gold				

Proof of Strength 3 (Hunter)		The player must hunt monsters and obtain the marks to increase the influence of the faction in the Temple.				
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	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Priest of Healing, Priest of Authority, etc.	Enabling Condition			Hunter Profession
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 3 (Thief)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Imhotep, Priest of Punishment	Enabling Condition		Thief Profession	
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 4 (Thief)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	1
	Related Monster	Sopdu, Blood Khepri	Enabling Condition			Thief Profession
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 5 (Thief)		The player must hunt monsters to increase the influence of the faction in the Temple.				
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	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	Unlimited
	Related Monster	Devil Sandman, Selchion	Enabling Condition		Thief Profession	
	Rewards	EXP, Skill EXP, Gold				

Temple Dispute Hunt 6 (Thief)		The player must hunt monsters to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	Unlimited
	Related Monster	Harmeth	Enabling Condition		Thief Profession	
	Rewards	EXP, Skill EXP, Gold				

Proof of Strength 3 (Thief)		The player must hunt monsters and obtain the marks to increase the influence of the faction in the Temple.				
	Starting NPC	Job Union Representative Mansuana				
	Starting Level	105	Recommended Level	105	Repeat Limit	Unlimited
	Related Monster	Harmeth	Enabling Condition		Thief Profession	
	Rewards	EXP, Skill EXP, Gold				

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