

Echoes of the Enclave - Force Sensitive Themepark

The ultimate Jedi and Sith Themepark. Traverse the galaxy and choose your destiny in the Force.

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Overview & Rewards

Echoes of the Enclave

The "Echoes of the Enclave" themepark is an epic 6-part questline spanning across the galaxy, designed exclusively for Force Sensitives of Combat Level 45 or higher. You will be thrust into a conflict that is far older than the Empire or the Rebellion, and you must choose where you stand in the Force.

How It Works

The themepark consists of a Prologue, 4 Chapters, and an Epilogue.

- **The Paths:** Each Chapter features a distinct **Jedi Path** and **Sith Path**.
- **The Choice:** At the beginning of each Chapter, you will be contacted by a mysterious observer named Kaelen. Here, you have the opportunity to reaffirm your loyalty to your current path or betray them and swap sides.
- **Alignment Points:** Every time you complete a chapter, you earn a Light Side or Dark Side point for the faction you aligned with.

The Reward System

Your rewards scale based on your loyalty... and your understanding of the Force.

1. **Pure Devotion:** If you stick to the Jedi Path (Light) or Sith Path (Dark) consecutively without swapping, your chapter rewards will scale exponentially. Each consecutive chapter will grant a higher tier of credits and exclusive decorations. *Note: If you swap sides, your consecutive reward tier will reset to the baseline.*
2. **The Final Prize (Pure Alignment):** Upon completing the 4 Chapters, you will enter the Epilogue.
 - If you have fully committed to the Light, you will earn the **Master's Mantle** robes, the "**Jedi Master**" title, the **Master's Crystal** (Blue), and a unique **Republic Patrol Speeder Deed**.
 - If you have fully committed to the Dark, you will earn the **Lord's Shroud** robes, the "**Sith Lord**" title, the **Lord's Crystal** (Red), and a unique **Sith Commander**

Speeder Deed.

3. **The Grey Path (Balanced)**: The observer who contacts you believes that blind devotion is a weakness. If you prove you are beholden to neither faction by balancing your points (swapping sides regularly so your Light and Dark points are perfectly balanced), you will unlock the hidden **Grey Epilogue**. The rewards for this path—the **Balanced Attire** cloak, the **Echoing Crystal** (Purple), the **Echo Skiff Deed**, and "**The Balanced**" title—are the most powerful in the themepark.

Prologue - The Awakening

Your journey begins when you receive a sudden, urgent comm message from an old contact, **Nos'lyn**, directing you to the Mining Outpost on Yavin-4.

The Investigation

Upon arriving at Yavin-4, you speak to Nos'lyn, who senses a profound disturbance in the Force radiating from the deep jungle. He directs you to a traumatized mercenary nearby who barely survived an attack. Following the mercenary's directions, you stumble upon a completely destroyed campsite. You must search the wreckage—a destroyed speeder, the bodies of the fallen mercenaries, and a smashed container—to piece together what happened.

The Choice

As you investigate, you hear the clash of lightsabers. You discover **Jedi Master Vandor** and **Sith Master Kaelis** locked in a brutal duel to the death. They are evenly matched, and your intervention will tip the scales.

- **Path of the Light:** Help defeat Sith Master Kaelis. Jedi Master Vandor will survive, initiating you into the Jedi Order's secret operations.
- **Path of the Dark:** Help defeat Jedi Master Vandor. Sith Master Kaelis will survive, initiating you into the Sith's dark machinations.

Chapter 1 - Light: The Gathering Storm

The dark side of the Force clouds everything. As a defender of peace, you must route out the growing Sith threat before their numbers overwhelm the galaxy.

1. Narrative Overview

After proving yourself to Master Vandor, you are directed to the Light Jedi Enclave on Yavin-4.

The Inflection Point: The Observer

Before you enter the enclave, you receive an encrypted comm from an unknown entity named **Kaelen**. Kaelen asks if you are truly fighting for peace, or just following orders.

- **Light Path:** Ignore Kaelen and proceed into the Light Enclave.
- **Dark Path (Betrayal):** Heed his words and travel to the Dark Enclave instead, betraying the Jedi.

The Mission

Assuming the Light Path, you speak to **Master Elara** at the Light Enclave. She has received word that the Sith are forcibly recruiting Force Sensitives across the galaxy.

Assault on Dantooine

Master Elara sends you to Dantooine to raid a known Sith Recruitment Facility. You must fight your way through the compound, eliminate the Sith Recruiters, defeat the Recruiter Boss, and slice the security terminals to free the imprisoned Force Sensitives.

The Hunt on Lok

After returning to Master Elara with intel recovered from Dantooine, she realizes the Sith have a hidden initiate training base somewhere on Lok. You are sent to Lok to investigate three potential coordinates near Nym's Stronghold. Once you locate the true base, you must breach the Sith Initiates Cave, defeat the acolytes within, and put a stop to their training.

2. Quest Mechanics & Progression

The **Echoes of the Enclave** Jedi Themepark utilizes a robust quest system to track your journey utilizing standard SWG quest tasks. For this chapter, you will progress through the following tasks:

1. **Travel to the Light Enclave** (`go_to_location`): Receive coordinates and travel to the secret Jedi Enclave on Yavin-4.
 2. **Consult with Master Elara** (`talk_to_npc` / `wait_for_signal`): Speak with the Jedi Master to learn of the growing Sith recruitment efforts on Dantooine.
 3. **Assault the Sith Facility** (`go_to_location`): Travel to Dantooine and locate the Sith Recruitment Facility.
 4. **Thin Their Numbers** (`destroy_multi`): Eliminate the Sith Recruiters training at the facility.
 5. **Defeat the Leader** (`destroy_multi`): Draw out and defeat the Sith Recruiter Boss.
 6. **Rescue the Prisoners** (`retrieve_item`): Retrieve the holding cell keys to free the captured force-sensitives.
 7. **Return to Master Elara** (`talk_to_npc` / `wait_for_signal`): Report your success back at the Yavin-4 Enclave.
 8. **The Search for the Initiates** (`go_to_location`): Master Elara tasks you with hunting down the surviving Sith who fled to Lok. You will be given multiple potential search areas near Nym's Stronghold to investigate.
 9. **Infiltrate the Cave** (`perform_action_on_player`): Once you find the correct location, you will uncover a hidden Sith Initiates Cave and must breach its interior.
 10. **Destroy the Sith Initiates** (`destroy_multi`): Eliminate the Sith Initiate Boss within the cave to cripple their operations.
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3. Rewards

Upon defeating the Sith Initiate Boss and securing Lok, you will receive:

- **Tier 1 Light Reward:** 50,000 Credits, Minor Force Crystal
- **Influence:** +1 Light Side Point (`tfd_eote.light_side_points`)

Chapter 1 - Dark: The Shadow's Reach

The Jedi Order grows weak and complacent. Through passion, you gain strength. Through strength, you gain power. It is time to assert the dominance of the Sith.

1. Narrative Overview

After proving yourself to Master Kaelis, you are directed to the Dark Jedi Enclave on Yavin-4.

The Inflection Point: The Observer

Before you enter the enclave, you receive an encrypted comm from an unknown entity named **Kaelen**. Kaelen asks if you are truly fighting for power, or just becoming another master's pawn.

- **Dark Path:** Ignore Kaelen and proceed into the Dark Enclave.
- **Light Path (Betrayal):** Heed his words and travel to the Light Enclave instead, betraying the Sith.

The Mission

Assuming the Dark Path, you speak to **Lord Vitiate** at the Dark Enclave. The Sith require knowledge to train their new acolytes, and the Jedi are hoarding it.

Assault on Dantooine

Lord Vitiate sends you to Dantooine to raid a Jedi Outpost. You must cut through the outpost's defenses, defeat the Jedi Guardians, and steal a cache of ancient Holocrons that the Jedi were attempting to hide.

The Hunt on Lok

After returning to Lord Vitiate with the holocrons, he deciphers a transmission revealing a hidden Jedi Padawan sanctuary on Lok. You are sent to Lok to investigate three potential coordinates near Nym's Stronghold. Once you locate the true sanctuary, you must breach the compound, eliminate the Padawans, and assert the dominance of the Dark Side.

2. Quest Mechanics & Progression

The **Echoes of the Enclave** Jedi Themepark utilizes a robust quest system to track your journey utilizing standard SWG quest tasks. For this chapter, you will progress through the following tasks:

1. **Travel to the Dark Enclave** (`go_to_location`): Receive coordinates and travel to the secret Sith Enclave on Yavin-4.
 2. **Consult with Lord Vitiate** (`talk_to_npc` / `wait_for_signal`): Speak with the Dark Lord to learn of the Jedi Outpost on Dantooine where they hoard ancient knowledge.
 3. **Assault the Jedi Outpost** (`go_to_location`): Travel to Dantooine and locate the Jedi Outpost.
 4. **Crush the Defenders** (`destroy_multi`): Eliminate the Jedi Guardians protecting the facility.
 5. **Defeat the Master** (`destroy_multi`): Draw out and execute the Jedi Guardian Boss.
 6. **Retrieve the Knowledge** (`retrieve_item`): Search the fallen Jedi and secure their hidden Jedi Holocrons for the Sith.
 7. **Return to Lord Vitiate** (`talk_to_npc` / `wait_for_signal`): Present the Holocrons to the Dark Lord at the Yavin-4 Enclave.
 8. **Hunt the Survivors** (`go_to_location`): Lord Vitiate tasks you with hunting down the surviving Jedi Padawans who fled to Lok. You will be given multiple potential search areas near Nym's Stronghold to investigate.
 9. **Infiltrate the Sanctuary** (`perform_action_on_player`): Once you find the correct location, you will uncover a hidden Jedi Padawan Sanctuary and must breach its interior.
 10. **Exterminate the Padawans** (`destroy_multi`): Eliminate the Jedi Padawan Boss within the sanctuary to leave no survivors.
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3. Rewards

Upon defeating the Jedi Padawan Boss and securing Lok, you will receive:

- **Tier 1 Dark Reward:** 50,000 Credits, Minor Force Crystal
- **Influence:** +1 Dark Side Point (`tfd_eote.dark_side_points`)

Chapter 2 - Light: Artifacts of Power

The Sith are seeking ancient artifacts of power across the galaxy. As a defender of the light, you must stop them from uncovering these relics and growing their dark rituals.

1. Narrative Overview

The Inflection Point: The Observer's Warning

Kaelen contacts you again: *"Power blinds. The Jedi seek to hide it, the Sith seek to abuse it. What do you seek?"* You are given another choice to remain with the Jedi or turn to the Dark Enclave.

The Nightsister Threat

Master Elara summons you with grave news. A clan of Nightsisters on Dathomir has allied with the Sith. They have stolen several sacred Jedi artifacts and are using them in dark rituals to corrupt the planet's wildlife.

The Dathomir Campaign

You are sent into the perilous jungles of Dathomir. You must:

1. Infiltrate the Nightsister encampment.
 2. Free the Force Sensitive prisoners they intend to sacrifice.
 3. Disrupt their dark rituals by destroying the corrupted altars.
 4. Defeat the Clan Mother and recover the stolen Jedi artifacts before they are permanently tainted.
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2. Quest Mechanics & Progression

The **Echoes of the Enclave** Jedi Themepark utilizes a robust quest system to track your journey. For this chapter, you will progress through the following tasks:

1. **Return to the Jedi Enclave** (`go_to_location`): Travel to the Jedi Enclave on Yavin-4 and await further instruction.
 2. **Speak with Master Elara** (`talk_to_npc`): Listen to Master Elara's briefing regarding the Sith's movements.
 3. **Accept the Mission** (`wait_for_signal`): Accept the mission to track down the Sith Artifact Hunters on Dathomir.
 4. **Travel to Dathomir** (`go_to_location`): Locate the Sith dig site where they are unearthing dark artifacts.
 5. **Defeat the Sith Artifact Hunters** (`destroy_multi`): Eliminate the Sith excavating the site.
 6. **Defeat the Artifact Captain** (`destroy_multi`): Draw out and defeat the Sith Artifact Hunter Captain.
 7. **Retrieve the Ancient Holocron** (`retrieve_item`): Recover the artifact from the Captain's remains.
 8. **Return to Master Elara** (`talk_to_npc`): Bring the Ancient Holocron back to Master Elara on Yavin-4.
 9. **Listen to Master Elara** (`wait_for_signal`): She has traced the Sith's next movement to the forest moon of Endor.
 10. **Scout Endor Locations** (`go_to_location`): Search three coordinates on Endor for the hidden Sith Inquisitor camp.
 11. **Infiltrate the Camp** (`perform_action_on_player`): You have found the Sith Inquisitor camp on Endor.
 12. **Defeat the Sith Inquisitor** (`destroy_multi`): Defeat the Sith Inquisitor and secure the forest moon from the dark side's influence.
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3. Rewards

Upon completing the tasks, you will receive:

- **Tier 2 (Light):** 100,000 Credits, Exclusive Jedi Enclave Painting. *(Note: If you swapped sides this chapter, you will receive the Tier 1 baseline reward instead).*
- **Influence:** Light Side Alignment Points.
- **Additional:** XP & Credits.

Chapter 2 - Dark: Subjugation

Lord Vitiante requires new artifacts and local populations to subjugate in order to grow the Sith Empire's might. You must travel the galaxy to assert dominance and claim what is rightfully ours.

1. Narrative Overview

The Inflection Point: The Observer's Warning

Kaelen contacts you again: *"Power blinds. The Jedi seek to hide it, the Sith seek to abuse it. What do you seek?"* You are given another choice to remain with the Sith or turn to the Light Enclave.

The Nightsister Alliance

Lord Vitiante summons you. A clan of Nightsisters on Dathomir possesses ancient magicks that the Sith desire. However, the clan refuses to bow to the Sith Empire.

The Dathomir Campaign

You are sent into the perilous jungles of Dathomir to bend the Nightsisters to your will. You must:

1. Infiltrate the Nightsister encampment and slaughter their champions.
 2. Capture Force Sensitive prisoners from a nearby Jedi transport crash.
 3. Deliver the prisoners to the Nightsister altars to fuel a dark ritual, proving the superiority of the Dark Side.
 4. Defeat the Clan Mother, forcing the clan into submission and claiming their magic for the Sith.
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2. Quest Mechanics & Progression

The **Echoes of the Enclave** Jedi Themepark utilizes a robust quest system to track your journey. For this chapter, you will progress through the following tasks:

1. **Return to the Dark Enclave** (`go_to_location`): Travel to the Dark Enclave on Yavin-4 and await further instruction.
 2. **Speak with Lord Viti** (`talk_to_npc`): Listen to Lord Viti's briefing regarding the Nightsisters of Dathomir.
 3. **Accept the Mission** (`wait_for_signal`): Accept the mission to subjugate the Nightsister coven on Dathomir and steal their Magick Tome.
 4. **Travel to Dathomir** (`go_to_location`): Locate the Nightsister Village resisting Sith rule.
 5. **Crush the Nightsister Defenders** (`destroy_multi`): Eliminate the Nightsister Defenders protecting the village.
 6. **Defeat the Nightsister Elder** (`destroy_multi`): Draw out and defeat the Nightsister Elder leading the resistance.
 7. **Retrieve the Magick Tome** (`retrieve_item`): Recover the Magick Tome from the Elder's remains to bring back to Lord Viti.
 8. **Return to Lord Viti** (`talk_to_npc`): Bring the Magick Tome back to Lord Viti on Yavin-4.
 9. **Listen to Lord Viti** (`wait_for_signal`): He has located a Jedi Protector on Endor shielding the locals from enslavement.
 10. **Scout Endor Locations** (`go_to_location`): Search three coordinates on Endor for the hidden Jedi Protector camp.
 11. **Infiltrate the Camp** (`perform_action_on_player`): You have found the Jedi Protector camp on Endor.
 12. **Defeat the Jedi Protector** (`destroy_multi`): Defeat the Jedi Protector and subjugate the forest moon for the Sith Empire.
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3. Rewards

Upon completing the tasks, you will receive:

- **Tier 2 (Dark)**: 100,000 Credits, Exclusive Sith Enclave Painting. *(Note: If you swapped sides this chapter, you will receive the Tier 1 baseline reward instead).*
- **Influence**: Dark Side Alignment Points.
- **Additional**: XP & Credits.

Chapter 3 - Light: Cleansing the Nexus

The Face of the Observer

Kaelen meets you in person via an encrypted hologram. "*The galaxy bleeds when one side wins. Balance is the only truth.*" You have another opportunity to swap allegiances before the penultimate battle.

The Corruption of Endor

The Jedi Council has sensed a massive wound in the Force on the forest moon of Endor. A natural Force Nexus is being systematically corrupted by Sith Alchemy, driving the local wildlife into a frenzy. The dark presence on Endor must be eliminated. You are tasked with traveling to the forest moon to dismantle a Sith Alchemist camp and cleanse the Force Nexus they have corrupted.

Defending the Light

You must travel to Endor to stop the corruption.

Mission Objectives

1. **Speak with Master Elara:** Return to the Jedi Enclave on Yavin 4 for your next assignment.
2. **Travel to Endor:** Take a shuttle to the Smuggler's Outpost on Endor.
3. **Scout the Corruption Site:** Navigate to the coordinates provided to locate the Force Nexus.
4. **Eradicate Frenzied Predators:** Defeat the local wildlife driven mad by the dark side corruption. You will fight through swarms of frenzied predators.

5. **Cleanse the Nodes:** Interact with and cleanse the three corruption nodes planted around the Nexus. These act as the primary anchors for the dark side corruption.
 6. **Defeat the Sith Alchemist:** Confront and defeat the Sith Alchemist overseeing the corruption. You will face off against this boss to banish his dark magic from the forest.
 7. **Recover Sith Alchemy Texts:** Retrieve the dark texts for the Jedi Council to study.
 8. **Return to the Outpost:** Head back to the Smuggler's Outpost.
 9. **Return to Yavin 4:** Travel back to the Jedi Enclave.
 10. **Report to Master Elara:** Inform Master Elara of your success.
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Rewards

Base Rewards

- Experience Points
- Jedi Faction Points

Reward Tier 3 (Light)

- 250,000 Credits
- Light Enclave Furniture Set

“ **Note:** If you swapped sides this chapter, you will receive the Tier 1 baseline reward instead.

Chapter 3 - Dark: Claiming the Nexus

The Face of the Observer

Kaelen meets you in person via an encrypted hologram. "*The galaxy bleeds when one side wins. Balance is the only truth.*" You have another opportunity to swap allegiances before the penultimate battle.

The Power of Endor

The Sith have discovered a pristine, untapped Force Nexus on the forest moon of Endor. Lord Vitiate commands you to claim it and corrupt it with Sith Alchemy to fuel the Dark Enclave's power. A Force Nexus on Endor presents a prime opportunity to expand the dark side's influence. You are tasked with traveling to the forest moon to dismantle a Jedi Defender camp and corrupt the Force Nexus.

Corrupting the Force

You must travel to Endor to claim the Nexus.

Mission Objectives

1. **Speak with Lord Vitiate:** Return to the Sith Enclave on Yavin 4 for your next assignment.
2. **Travel to Endor:** Take a shuttle to the Smuggler's Outpost on Endor.
3. **Scout the Nexus Site:** Navigate to the coordinates provided to locate the Force Nexus.
4. **Eradicate Ewok Guardians:** Defeat the local Ewok tribe protecting the sacred site. You will slaughter the local predators and Ewok guardians defending the sacred site.

5. **Plant Corruption Nodes:** Interact with the ground to plant the three corruption nodes around the Nexus. Plant dark side corruption nodes around the Nexus to siphon its energy.
 6. **Defeat the Jedi Defender:** Confront and defeat the Jedi Defender attempting to stop you. Finally, you will face off against a powerful Jedi Defender boss sent by the Council to stop you, crushing their hope beneath your heel.
 7. **Recover Sith Alchemy Texts:** The Jedi has secured ancient texts. Retrieve them for the Sith.
 8. **Return to the Outpost:** Head back to the Smuggler's Outpost.
 9. **Return to Yavin 4:** Travel back to the Sith Enclave.
 10. **Report to Lord Vitiante:** Inform Lord Vitiante of your success.
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Rewards

Base Rewards

- Experience Points
- Sith Faction Points

Reward Tier 3 (Dark)

- 250,000 Credits
- Dark Enclave Furniture Set

“ **Note:** If you swapped sides this chapter, you will receive the Tier 1 baseline reward instead.

Chapter 4 - Light: The Siege of Mustafar

The Final Warning

Kaelen issues a final warning: *"This is the end of their war, but perhaps the beginning of your true journey. Do not let them chain you."* This is your final chance to swap sides.

The Sith Stronghold

The Jedi have finally located the primary Sith Stronghold hidden on the volcanic world of Mustafar. Master Elara leads a strike team, and you are the vanguard.

The Assault

This is a full-scale raid. You must:

- Fight your way across the lava rivers, cutting down waves of Elite Sith Vanguard.
- Slice into the command center to disable the stronghold's planetary shields.
- Breach the inner sanctum and defeat the Sith Overlord in a fiery, epic duel to completely dismantle their operations in the sector.

Chapter 4 Reward (Light): 500,000 Credits. *(Note: If you swapped sides this chapter, you will receive the Tier 1 baseline reward instead). (Completion of this chapter instantly unlocks the Epilogue, where your final Light Side rewards will be granted, including your unique vehicle).*

Chapter 4 - Dark: The Siege of Corellia

The Final Warning

Kaelen issues a final warning: *"This is the end of their war, but perhaps the beginning of your true journey. Do not let them chain you."* This is your final chance to swap sides.

The Jedi Stronghold

The Sith have finally located the primary Jedi Stronghold hidden in the mountains of Corellia. Lord Vitiate commands a ruthless strike team, and you are the vanguard.

The Assault

This is a full-scale raid. You must:

- Fight your way through the mountain passes, cutting down waves of Elite Republic Vanguard.
- Slice into the command center to disable the stronghold's planetary shields and communication arrays.
- Breach the inner sanctum and defeat the Jedi Battlemaster in an epic duel to crush the Light Side's presence in the sector.

Chapter 4 Reward (Dark): 500,000 Credits. *(Note: If you swapped sides this chapter, you will receive the Tier 1 baseline reward instead). (Completion of this chapter instantly unlocks the Epilogue, where your final Dark Side rewards will be granted, including your unique vehicle).*

Epilogue - The Grey

After completing Chapter 4, your journey reaches its climax. The path you are placed on for the Epilogue is determined by your actions over the past 5 decisions. Whether you walked the path of the Light, the Dark, or the Balanced Grey, the Epilogue offers unique, highly-sought-after rewards that cement your legacy in the galaxy.

The Pure Light Path (Jedi Master)

Triggered if you have a vast majority of Light Side points. You are summoned to the Jedi Council on Yavin-4. To prove your ultimate dedication to the Light, you must complete the **Trials of Mastery**. This is a gauntlet of puzzles and combat challenges against dark side illusions of your past foes. Upon triumphing over your inner darkness, you are officially granted the rank of Master.

Final Rewards:

- **Title:** Jedi Master
- **Robe:** Master's Mantle (Exceptional Stats)
- **Crystal:** Master's Crystal (Blue, 0.06 Dmg)
- **Vehicle:** Republic Patrol Speeder Deed (BARC Speeder)

The Pure Dark Path (Sith Lord)

Triggered if you have a vast majority of Dark Side points. You are summoned to the inner sanctum of the Dark Enclave. To prove your ultimate dedication to the Dark, you must survive the **Trial of Blood**. You are pitted against your own masters and rivals in a fight for supremacy. Upon crushing all opposition, you claim your title as a true Lord of the Sith.

Final Rewards:

- **Title:** Sith Lord
- **Robe:** Lord's Shroud (Exceptional Stats)
- **Crystal:** Lord's Crystal (Red, 0.06 Dmg)
- **Vehicle:** Sith Commander Speeder Deed (Sith Speeder)

The Grey Path (The Balanced)

*Triggered ONLY if your Light Side and Dark Side points are perfectly balanced (e.g., 3 Light / 2 Dark). Kaelen summons you to a hidden, ancient Dai Bendu temple on an uncharted planet. He reveals himself as the Guardian of the Echoes. To prove you are truly balanced, you must fight powerful Force apparitions of *both* Master Elara (Light) and Lord Vitiate (Dark) simultaneously, demonstrating that you are beholden to neither extreme.*

Dialog: *"You have seen the hypocrisy of the Light and the self-destruction of the Dark. You are the fulcrum. You are the balance. Take the Mantle, and let the galaxy hear the true echo of the Force."*

Final Rewards:

- **Title:** The Balanced
- **Robe:** Balanced Attire (Exceptional Stats)
- **Crystal:** The Echoing Crystal (Purple, 0.06 Dmg)
- **Vehicle:** Echo Skiff Deed (Lava Skiff)