

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`)
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