

Chapter 2 - Dark: Subjugation

Lord Vitiate 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 Vitiate 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.
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