

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.
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