

The Force Divided

This expansion brings an entirely new planetary objective on Yavin: **The Echoes of the Enclave Jedi Themepark**.

- **Two New Enclaves:** Players must navigate a mysterious mist on Yavin to uncover hidden Light and Dark Side enclaves, pledging their loyalty to a faction.
- **Themepark Progression:** Use new Enclave Mission Terminals ranging from difficulty rating 1 to 5, featuring scalable rewards and unique faction-based combat instances.
- **Grand Climax:** Participate in massive Light Side vs Dark Side battles to defend your sanctuary or assault your enemies.
- **Expanded Gameplay:** Includes the recently released Teras Kasi Artist, new player housing iterations, customizable weapon naming, and deep RLS/TCG drops added to standard loot tables.

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The Force Divided - Expansion Details

Details for **The Force Divided** expansion:

The Force Divided

<https://docs.google.com/spreadsheets/d/1t3E1Vu7IFNakQOzirmZhyzFto9OSSvCY4rjSRrjYyM/edit?usp=drivesdk>

Echoes of the Enclave

Jedi/Sith Theme park

https://docs.google.com/document/d/1r0bJDOPcZojTCi42S1y0fZ_oqfXfxQnn3fot5VgVhm4/edit?usp=drivesdk

Leveling Dungeons

Leveling Dungeons have finally been added to each planet as an alternative to the legacy quests. You'll be able to level up from CL.5 to CL.90! You can find each location by opening your map and looking for the **POI waypoints on each planet**, excluding Mustafar and Kashyyyk. Each leveling dungeon has mobs that fit the planet's lore. And yes, Dathomir's leveling dungeon has Nightsisters... Here is a list of dungeons and their level ranges.

- Tatooine: 5 - 10
- Naboo: 11 - 20
- Corellia: 21 - 30
- Talus: 31 - 35
- Rori: 36 - 40
- Dantooine: 41 - 50
- Lok: 51 - 60
- Yavin IV: 61 - 70
- Endor: 71 - 80
- Dathomir: 81 - 90

Be aware that mobs in the dungeons have normal loot tables as well as normal collection tables. You should be able to farm them for existing collections and even **Holocron Fragments**.

Collections & Badges

Upon killing your first mob in each dungeon, you'll unlock the collections for the Leveling Dungeons. Details are listed below.

- **Kill 250 minions** in each leveling dungeon and receive the badge for that dungeon (one per planet).
- Obtain all 10 leveling dungeon badges and receive a new title "**Dungeon Crawler**", a huge boost of XP, and the new "**E.O.T.E. LD Injector**". This *no-trade* injector provides a massive stat boost for 2 hours, with unlimited uses, and is only obtainable through the Leveling Dungeon Collection rewards!
- All Leveling Dungeons will be accessible for all combat levels as of June 1, 2026.

Legacy Dungeons/Caves/Camps

The below table has existing dungeons and their level ranges. These are not part of the new leveling dungeons but are listed here for clarity and as a reference.

Level Range	Planet	Dungeon
10 - 15	Tatooine	Tusken Cavern

20 - 25	Naboo	Mauler Fort
30 - 35	Corellia	Meatlump Stronghold
40 - 45	Talus	Aquilish Camp
50 - 55	Rori	Gungan Bunker
60 - 65	Lok	Pirate Stronghold
70 - 75	Dantooine	Force Renegade Lair
80 - 85	Endor	Black Sun Cave
90	Dathomir	Spiderclan Cavern

Thempark: Witches of Dathomir

Adding back in the Witches of Dathomir themepark.

https://swg.fandom.com/wiki/Witches_of_Dathomir_Theme_Park

Themepark: Marauders

Adding back in the Marauder's Themepark:

https://swg.fandom.com/wiki/Marauder_Theme_Park

Added Player Housing

Player Housing	Lots	Storage Capacity	Notes
Aurilia Pyramid Hut	1		
YT-2400	2		
Storage Hut	1	1,000	Contains a Bank & Bazaar + 5 storage containers with 175 storage space in each!

Incursion Mission Terminals

- **Incursion Missions & Incursion Mission Terminals:** Prepare for high-level group content! These new mission terminals are specifically designed for **Commando** and **Officer** professions, focusing on thrilling objectives such as destroying bunkers and thwarting pirate incursions.
- **Incursion Missions & Incursion Mission Terminals:** These new mission terminals are specifically designed for Commando and Officer professions, focusing on thrilling objectives such as destroying bunkers and thwarting pirate incursions. These missions are intended for groups of 2 - 4 players, with high credit payouts ranging from 100k to 200k+ per mission.
 - **Notes:** Sometimes a good location cannot be found to spawn the **Informant**. If you fly to the planet and a waypoint isn't generated, leave planet and come back, it'll spawn the 2nd time.* I'll be looking into this further.*

Item Renaming

- **Item Renaming:** You can now personalize your gear! Players can rename their weapons, armor, and clothing to truly make them their own.

Food & Drink Buff Updates

- **Food & Drink Buff Updates:** Experience a revamped system with a "Full Stomach" mechanic, complete with timers, adding a new layer of strategy to managing your consumable buffs.
- When crafting your **Bespin Port** and **Pyollian Cake** buffs will no longer be removed! They will last for the entire duration.
- Food & Drink buffs are now counted as separate buffs so you can have at most 1 drink and 1 food buff active at a time, i.e., you can have the Bespin Port and the Pyollian Cake active at the same time!

New ITV System

- **New ITV System:** A revolutionary new ITV that utilizes your personal starship as the pickup vehicle is currently in development.

Expanded Art Collection

- **Expanded Art Collection:** Over 50 new paintings will be added to the game, discoverable as generic loot, rare drops, and quest rewards.

New Jewelry Slots

- **New Jewelry Slots:** Prepare for new customization options with the addition of Right and Left Earring slots. This will be accompanied by a new jewelry set for each profession, including the Ranger and TKA professions.

Profession Balancing

- **Profession Balancing:** Based on valuable player feedback, we are actively implementing fixes and adjustments to the **TKA** and **Ranger** professions.

Ship Component Decay Adjustment

- **Ship Component Decay Adjustment:** We are refining the decay mechanics for ship components.

Weapon, Clothing, and Armor Decay

- **Weapon, Clothing, and Armor Decay:** Don't be alarmed! We are reintroducing decay mechanics, but with a crucial difference: your items will **NEVER** be permanently destroyed, only rendered unusable until repaired.

Lightsaber Crystal Adjustments

- **Lightsaber Crystal Adjustments:** We are reviewing and adjusting how lightsaber crystals are obtained.

RLS Loot and Drop Adjustments

- **RLS Loot and Drop Adjustments:** Expect refinements to the loot and drop tables for RLS.

TCG Vendor Adjustments

- **TCG Vendor Adjustments:** We are making adjustments to the inventory and offerings of TCG Vendors.

Holocron Fragments

Holocron Fragments

The new loot item of **Holocron Fragments** has been added to the game! You can collect these items as normal/common loot from any creature or NPC that you kill that is **NOT an elite or boss mob**. These drop fairly frequently all over. You can sell them to a junk dealer for 1,500 credits a piece. They are a great source of credits. If you don't want to sell them, you can store them and use them as a new currency for the **Jedi & Sith Holocron Vendors**. These two new vendors are located at the Dark Jedi Enclave & Light Jedi Enclave. Here you can trade your *Holocron Fragments* in for Buff Holocrons or Collection Holocrons!

- Dark Jedi Enclave - Yavin-4: [5080, 306]
- Light Jedi Enclave - Yavin-4: [-5575, 4901]

Here is just one more option for players to grind for their Holocrons that isn't stressful or based on RNG. You can now purchase the exact holocron that you are wanting!

Holocron Buffs from the Jedi/Sith **Holocron** Vendors.

- **Holocron** 1 - 5% Damage Increase
- **Holocron** 2 - 5% Ranged & Melee Defense
- **Holocron** 3 - 5% Ranged & Melee Accuracy
- **Holocron** 4 - +25 Constitution/Stamina
- **Holocron** 5 - +25 Strength/Agility
- **Holocron** 6 - 5% Glancing Blows
- **Holocron** 7 - 5% Dodge
- **Holocron** 8 - 5% Lightsaber Assembly

Collectible & Buff Holocron Cost

- 25 Holocron Fragments per Collectible Holocron
- 50 Holocron Fragments per Buff Holocron

Final Note

Players who are Jedi or Sith **may enter either enclave** and purchase holocrons at both vendors. This is the only way to complete the collection through the Holocron Fragment system.