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## Kotor 2 lightsaber location guide

Star Wars Knights of the Old Republic 2 comes with a new way to upgrade your lightsaber. While the original Kotor had only two upgrade slots, Kotor 2 has five upgrade slots. Kotor 2 includes the same two crystal slots as the original, but now comes with the option to add a cell, a transmitter, and a lens. These additional slots give you a lot more options when it comes to adjusting your lightsaber for battle. We've compiled a list of each crystal and addon for lightsabers and included some of the best lightsaber builds in Kotor 2 to use. If you are more interested in Kotor content, check out our article on the best planet series for Kotor 2! Please note that most items in Kotor 2 are random. Crystals must be found by the player, but cells, transmitters, and lenses can be manufactured if you have the materials and skill level. Here are all the different crystals and addons for lightsabers in the game. If you're just interested in lightsaber builds, scroll down to see our favorite builds. All crystals in KOTOR 2: Adegan - +2 DamageAnkarres Sapphire - +2 STR, +1 DEX, +2 Animation Rejuvenation, Keen (double critical area)Barab Ore Lingot - +2-12 Fire DamageBondar - 25% chance of stunning for 6 seconds DC10Dammind - +3 Attack Bonus Draglite - +1 Sonic Damage, +1 COMEratalm - +2 Damage, +2 BonusFirkram Attack - +2-12 Droid Damage, +2 Bonus AttackJentaux - +2 Damage, +5 Blaster Bolt DefroberKalbur - +3 WIS, +3 CON, +3 Health RegenerationKasha - +1 Attack Bonus, +2 Sophia Loris Gemstone - +3 Blaster Bolt DefraitEdvtor - +1 Damage, Keen (Double Critical Area) Oplia - +3 Damage, +2-12 Damage to CritPhond - +1-6 Physical DamagePontite - +1-10 Cold Damage, +2 CHAQixon - +5 Damage, +1 Power Regeneration (Dark Jedi Only)Rubat - +1 Damage, +1 BonusRuusan Attack - +1 WIS, +1 CHASapith - +3 Damage, +2 Singl Attack Bonus - +1-6 Damage, +1 BonusSolari Attack - +3 Damage, +1-8 Dark Side Damage, +3 Attack BonusStygium - +1 Attack Bonus, +1 DEX, +4 StealthUltima-Pearl - +2 Damage, +3 Attack, +1-6 Critical DamageUpari - +1-8 Damage, +3 AttackVelmorite +1 DEX, Keen (Double Critical Series) Bonus Crystal There is a crystal called Hurrikaine that can only be obtained through giveitem cheat or by installing the restored Mod content. If you have installed this mod this crystal can be found on a corpse at Trayus Academy on Malachor V. Gives your lightsaber +1-8 Unstoppable Damage and in the hit will hit your opponent if you fail in a DC18. All Dantium Energy Cell Cells - +1 DamageProcessed Dantium Energy Cell - +2 DamageSupior Dantium Energy Cell - +4 DamageUlite Dantium Energy Cell - +5 Damage Discharge Energy Cell - +1-3 Critical Damage Defendants Energy Discharge Cell - +1-6 Critical Damage Souperior Discharge Energy Cell - +1-8 Critical Damage Telgorn Jolt Cell Mark I - +1-3 Electrical Damage Telgorn Jolt Cell Mark II - +1-4 Electrical DamageTelgorn Jerk Cell Mark III - +1-8 Electrical DamageTelgorn Ionic Energy Cell - +1-4 Droid Damage Droid, +1-4 Critical DamageAdded DamageAdded Cell - +1 Ion damage, +1-8 Droid damage, +1-3 critical damageSuperior energy cell - +2 Ion damage, +1-12 droid damage, +1-6 Critical damage All emission deflection emitter - +1 bolt launcher Represented deflection emitter - +1 Defense, +2 Blaster Bolt Diversion Special Emission Deflector - +1 Defense, +4 Blaster Bolt Deflection Emission Disruption - 25% Chance to Slow Down for 2 DC10 Rounds, -1 DefenseAdvanced Emission Disruption - 25% Chance to Stun for 2 DC10 Rounds, -1 Defense Superior Disrupt Emissions - 25% Chance to Stun for 3 Rounds DC14, -1 Defense Slow Phobium Emissions - 25% Probability to Slow Down for 2 Rounds DC14, -3 Defense Compositioned Phobic Transmitter - 25% Chance to Stun for 2 Rounds DC14, -3 Defense Alloy Phobium Emissions - 25% Probability to Stun for 3 Rounds DC18, -3 Defense Refined Phobium Emissions - 50% Probability to Slow Down for 3 Rounds DC18, -1 defensive fencing transmitter - +1 defense, -2 blaster bolt deflection, +1 energy damageAdd the fencing transmitter - +2 defense, -2 Blaster Bolt Deflected Kunda Lens - +1 Attack Bonus, +2 Blaster Bolt Deflection Lenses - +1 Energy Challenge Bonus, +2 Blaster Bolt Lens Diversion, +2-12 Energy Damage Synthesis Synthesis Lens - +1 Attack, -2 Blaster Bolt Diversion, +1 Bryothsis Energy Lens - +2 Attack, -3 Blaster Bolt Distortion, +2 energy damage enhanced Bryothsis lens - +3 attack, -4 blaster bolt deflection, power beam gemstone lens +4 - +1 energy damage, keen (double critical lens) improved beam gemstone lens - +1 attack bonus, +2 energy damage, vibration lens (intense double critical, -1 Attack Bonus, -1 Defense BonusPresible Vibration Lens - +2-12 Energy Damage, -1 Attack Bonus, -1 Kotor Defense Bonus 2 Best Lightsaber Combinations With 5 Slots and a Ton of Different Options, there is a crazy amount of combinations you can make in Kotor 2. Here are the best lightsabers for various situations you may experience. Note that your personal lightsaber crystal may be better than one of the two crystals offered in these constructions. Make sure you compare your crystal staff statistics with those listed below and choose the one that's best for your situation. Best for overall damage Barab Ore LingotUpariUltimate Dantium Energy CellExpert Fencing Emissions Ponite Lens This combo gives your lightsaber a bunch of different bonuses to hit your enemies hard. After installing all this on the lightsaber of your choice, you will have +2-12 Fire Damage, +11-28 Energy Damage, +4 Attack Bonus, +2 Defense! This is a possible +40 bonus loss if you are lucky, not including any damage or base damage. Best Lightsaber for Droid Damage Barab Ore IngoSuperior Ion Energy CellExpert Fencing Emissions Ponite Lens If you're up against a ton of droids, this should be your loadout roll up with. You're going to melt. melts. droids with added ion damage +5-26, +3 Attack Bonus, +2-12 Fire Damage, +1-6 Bonus Crit Damage, +2 Defense and +5-15 Energy Damage. Best lightsaber for blaster bolt deflection JentruaxLorrdantium cell. No one has blaster bolt deflection or any kind of defensive buff. We recommend Telgorn III or Ultimate Dantium.Expert Emission DiversionOssus Dueling Lens Sometimes its fun to just hit blaster shots back at your enemies. With these mods, your lightsaber will have a whopping set of +15 Bolt Deflection Blaster bonuses, +4 Attack Bonuses, and +2 Energy Damage, and +3 Defense. This does not include the bonuses that the cell you choose will have. Best lightsaber for critical visits/ Opportunity OpliaUltima-PearlSuperior energy discharge CellNo emissions has any increased likelihood of crit or damage. We recommend using the special fencing transmitter as it has some additional energy damage (+3). Beam Gem Lens The above add-ons make your lightsaber a monster crit. Keen doesn't stack so it's important to just take one Keen add-on. With these installed on your lightsab, you'll get +7 (+10 with Emission Fences) Energy Damage, +4-26 Bonus Crit Damage, +4 Attack Bonus, and Keen. And these are the best lightsabers in Kotor 2! We hope you enjoyed our guide and art theory some of your own constructions! Knights of the Old RepublicSpers STAR WARS: KNIGHTS OF THE OLD REPUBLIC 2: THE SITH LORDS Locations of all Lightsabers/Lightsaber Components By BastillaLoveChild The FAQs on the location of the lightsaber This is for the game XBOX Knights of the Old Republic 2 (KOTOR 2). This is a Star Wars-based RPG set five years after the events of KOTOR 1, about 4000 years before the events of the Star Wars films. This FAQ will describe all the locations in the game where you can win a lightsaber/lightsaber component. I've been trying to avoid including information that will spoil any important elements of the gameplay story. However, out of necessity, some spoiler-based information will be present. Let me warn you. For anyone who has played KOTOR 1 or KOTOR 2, you have learned that winning your first lightsaber is a remarkable event. In KOTOR 2, your first lightsaber must be built using components that are on your travels. Once you have all the parties, one of your party members will help you to art your 'saber.' As in the original KOTOR, there is a lot of flexibility in the range of planets you travel to after completing Peraguas and Endo. While you can travel to any of the planets to get started, I've found that starting with Nar Shadaa is the easiest planet to start with if you want to get your first lightsaber as soon as possible Space. In addition, dantooine should be one of your first planets, as there is a very special crystal that can be found in a cave. When making your first lightsaber, three components are required, plus a focus crystal (corresponding to a color crystal). For most of the sites listed, you will obtain one of these items if you He didn't make your first sword. If you've created one, you'll find a lightsaber, or, where noted, a lightsaber upgrade element. As I have stated, the focus crystal is synonymous with a crystal of color, that is, blue, gold, green, red, violet, cyan, silver, orange, bronze, or viridian. These crystals are usually not found as element drops. The best place to find one, early in the game, is in one of the following areas (understanding that dealer inventories are largely randomized):1. From the arms dealer at Tenos Citadel station, the ruthless brother. 2. From one of the two arms/equipment dealers in the main square of Nar Shadaa. The main square is close to Ebon Hawk and is the area from which you can access the refugee sector, the Canteen and the docks. 3. From rescuer to Dantooine selling Jedi relics, located outside the Area Approach Academy. Below are the locations, listed by planet - TELOS/TELOS CITADEL STATION - 1. A portion is won by either the Ithorians or Cherk, depending on who you decide to help. The place is won after you help them deal with Exchange, NAR SANTAA - 1. From Lootra, located in the flophouse area of the docks. The place can be won by killing him the first time you meet him, or by successfully reuniting with his wife, who is in the refugee field. 2. NS (or other first planet): Part gained from defeat visas when you first appear to fight for the Ebon Hawk. If Nar Sandaa is your first planet, and your alignment is at least 25% on the side of light or on the dark side, it will appear here. 3. The side chamber of Vogga. To access the site, you will need to complete several side-searches. You'll need someone stealth equipped to eavesdrop on two aliens in the flophouse, to learn how to deal with the Kath Hounds. Then you'll have to talk to the bartender at Cantina to get the Juice Juice for Kath Hounds water. Afterwards, you need to talk to Twilek at the bar, and agree to dance for Vogga. Once you put Vogga to sleep with the dance, spike the Kath Hounds water tank with the Juice Juice, and use a character with a moderate safety ability open the side chamber door. 4. From huse!, in the field of refugees. The place is given once you have helped refugees in dealing with Serocco and Exchange, and helped reunite a mother with her daughter, held by the Stock Exchange. 5. After a meeting with the Jedi Master. This place is won if any of the previous ones were lost. DANDUJINE - 1. Available for purchase from the rescuer you're saving from the Jedi Academy sub-level. It will normally charge 1000-1300 for lightsaber, focus crystal, and upgrade component. If you don't have the credits, don't worry, it will keep the items for you on the surface, back with the rest of the rescue crew. 2. In the Jedi Academy sub-performance, you will find two rescue bodies if you talk to all the rescued people on the surface to activate a specific sub-search. The second body will have a will on their bodies, which, which, can falsify. If you change the will and then show it to Zherron (located in the Khoonda Administrative Building), you will receive a lightsaber, multiple elements and some dark side points. 3. After meeting with The Jedi Master on the planet, ODERONDHUN - 1. He won after killing a Canook in the jungle. If you have a sword at this point, you gain a kind of crystal upgrade/component. 2. Won by Mandalore after you have completed all the sidequests needed to earn his help. These include: killing the rakkeg and getting prof, dealing with the lost Mandalorian, helping the Mandalorian Scout in the jungle, completing all three parts of tower repair work, opening the Mandalorian Cache memory, and winning the Battle Circle. 3. In Iziz, from Dhagon Ghent, he won after meeting him back in his office. 4. In Dzun, at the end of the tomb explored by the party side you send. 5. In Iziz, on the ramp of Heaven, fell from one of the enemies. 6. In Iziz, in the palace, in the room that looks like a bedroom located at the northern end. The sword, or part, is on one of the safe plastered cylinders, and requires a high safety capability to open. KORIBAN - 1. He won from Master Jedi. 2. Won after completing the area located at the back of Shyrack Cave. Hint: check all containers before leaving this area as soon as all enemies are defeated. FINAL PLANET - 1. From one of the Sith, fight in the first interior space you come to. 2. Won after losing one of the final boss characters. SPECIAL THANKS I would like to thank Bioware and Obsidian for building two of the best RPG available for XBOX, or any other platform for that matter. Special thanks also to IGN, for their excellent website, and to the IGN KOTOR Board. Great folks who love big games. Games.

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