

# Treasure Hunter Adventures

One of the major parts of being a hero and adventurer in the world is, simply, adventuring! This system is intended to help facilitate more player-generated content within the game. The premise of the system is simple: Players may go to logistics and request a simple adventure for you to facilitate if possible!

The overall goal is that this system initiative is to put more control into your hands about adventures and encounters you would like to participate in, and even use it as a means to pinpoint those rarities you have been trying to hunt down! This isn't a replacement for things like personal plot, or long term stories, but for primarily for the thrill of quick adventures in your downtime and treasure hunting.

## Requesting an Adventure

Pursuit is simple. Come to logistics with a request and you will give them a timeframe of when/if the request is possible. Requests are categorized in three tiers listed below, some of which will have an associated cost (because of the nature of the request). The intent is that these encounters will be designed appropriately for an adventuring party of 1-5 people. You can negotiate a time with the CR that works best for them and you and they will get it set up and hook you when it is time to go!

## Scope of the Adventure

These encounters can be anything from a desire to hunt down a tamaril boar to collect some hide for new armor, or to hunt down a demonologist for the sake of ridding them from the world. The encounters will always be completely self-contained in that singular encounter.

Requests for something more grand (ie. A special rune like Alpha and Omega runes, or a special material), will have an approval window and be run at the following event so approval can be granted for the unique treasure. All we're asking for is lead up time to approve those sorts of things if requested.

The danger of the encounter will match the request. Hunting a necromancer for the fun of it will not carry the same danger as trying to find a bar of adamantium. The danger level of the encounters will not be scaled to the characters, but the requested adventure. Bear that in mind when you pursue your goals! The desire with this is to maintain the scale of power that exists in the world and help the feeling of progressing in power feel more meaningful.

## Tiers of Adventures

Adventures such as these may have a cost to signify the cost of supplies, purchasing information, or otherwise paying people who need to in order to go on the adventure. This is also to create some amount of fairness to the acquisition of unique or unusual things.

### [Basic Adventure]

*Danger primarily scaled to characters level 1 - 15 with only lower lists*

**Free** - Hunting a Boar, committing a murder, or solving a puzzle for the fun of it is easy and should accrue no cost. Basic materials, components, or lesser ritual components can be sought out on these adventures. An adventuring party may likely never encounter anything above base class level danger.

### [Daring Adventure]

*Danger primarily scaled to characters 15 - 30 with master lists*

**15,000SP** - These adventures may be to search for things like minor (single-skill, non-unique) artifacts, slightly more interesting narratives, or greater/unique ritual components or any of the unique materials specifically listed in the rulebook (except Adamantium or Draconium). Adventures such as this might deal with higher-powered threats meant for people who have securely built their base class power.

### [Epic Adventure]

*Danger primarily scaled to characters 30+ with exalted lists*

**50,000SP** - These adventures deal with the most dangerous of perils and will likely involve an amount of Exalted level threats and power. A character can request it for anything, including special Rune, Artifact power, Components, or Material they may be trying to claim. Any Epic Adventure requires at least 1 month prep-time from the CR for approvals.

## Our Purpose and Expectations

For any adventure, you may be told it is not possible, or must be done later, based on the needs of Content and Event runners at any given time.

Overall, the goal is to allow players to help facilitate their own fun throughout their time playing, and especially during downtime during an event in a way that continues to help make the time at an event more enjoyable and pinpoint spots in the content that aren't being touched on in more standard play.

For the time being, a player can only reasonably make one adventure request an event. This may likely change, and so to might the costs, based on how the system is received, how the workload is handled, and other factors. We want to be fair to the players and the CRs facilitating this new path of adventure.

We are not interested in seeing the system abused or exploited for maximum gain. That is never the intent for anything we implement, and as always, our desire is to create an environment of good sportsmanship and fair play. Please keep this in mind when reading this all over!