



# Toucan's Treasure Hunt Private League

24-Jun  
to 24-July



# Private League Basics



- Private leagues can be a halfway house between trade and SSF.
- Unlike SSF players can cooperate. Unlike trade, there are few specialists.
- In trade you are very unlikely to be the first person to defeat the Uber Cortex or Wave 30 Simulacrum. In a private league – you might be the only person trying.
- Private leagues can have mods. To be fair, these mods can ONLY make the game harder.
- Because it's not SSF – the specific unique item you want probably does exist in the league, unless it's extremely rare like Headhunter or a specific Precursor's Emblem. You can skip mechanics you don't like & trade for relevant rewards from them – but with difficulty. There might only be two Replica Duskdawns in the entire league.
- There's also no mirror tier crafting, which changes the economy more than you might expect. You will personally craft more items, as there's less people doing 'assembly line' crafting to make currency for major goals like acquiring mirrors or Mageblood.



# League Trade Philosophy



- Something of value for something of value.
- It doesn't need to be fair by trade league standards, but if someone helps you meaningfully, give them something of commensurate value. Even if your benefactor was motivated by altruism rather than exchange.
- Maybe they gave you a rare but cheap unique you really wanted like Sin's Rebirth – they deserve something meaningful back, like 10 sextants or a juicy Heist blueprint.
- Note that nothing FORCES people to follow this philosophy. It's a recommendation.

# League Mods



- Toucan's Treasure Hunt will have impactful, but not Gauntlet level mods.
- Crucible mechanics will be active. Your character can 'retire' into Crucible Trade.
- Monsters in Toucan's Treasure Hunt will have 40% increased HP and 10% increased action speed.
- Magic and rare items will drop as scoured items instead. Uniques drop normally.



# Scoured Drops

A character with a glowing red circular emblem on their chest, holding a staff and a lantern, standing in a fiery, dark environment.

- Almost always detrimental, this private league mod changes the feel of gearing characters a lot. You will need to craft all the basic gear you need to get started, through the acts and early maps. It will slow you, but by less than you may think.
- This doesn't work equally with all league mechanics. Delirium and Heist may still drop some rare items. Some mechanics like IncurSION mods just don't exist at all under this ruleset. Remember, uniques drop normally.
- The main reason for this mod is to encourage using, rather than hoarding, crafting materials. You will still hoard the very rarest ones. But alchs? Essences? Use them. Now.



# Entry Arrangements



- There's a 6 store point fee per player added (plus a small fee for 30 days that I'll cover)
- If and only if you can EASILY afford it, you can chip in 20, 50 or 100 store points (or other numbers) at the signup link. Don't do this unless you have a full time salary.
- If you can't afford that – don't worry, it's 6 points per person – if 10% of people can chip in 50, this will easily be covered. The league still wants you even if money is tight today.



# The First Three Days

- Days 1-3 are about building a strong foundation for your character. These are the only goals that will be given in advance.
- Bronze tier: Complete Act 10, the Merciless Labyrinth and 25 Atlas bonus
- Silver tier: Complete the Eternal Labyrinth, 75 Atlas Bonus and the quest-edition Black Star and Infinite Hunger. Reach level 88.
- Gold tier: Acquire two Voidstones and 110 Atlas bonus. Reach level 92.
- Ruby tier: Acquire 4 Voidstones. Reach level 95. Complete Maven's Invitation: The Hidden rare (modcount: 4+). Kill one Uber Pinnacle boss.
- Once you achieve your objective it's time to help others – with advice, rather than items.





# The Treasure Hunt



- Each day, there will be four objectives posted of items to hunt down.
- The bronze and silver tiers will be quite accessible. They may require specific knowledge, but nothing hard to discover.
- Gold tier will be harder and may require grinding, or defeating tough encounters.
- Ruby tier might be... unfair.
- Headhunter themed example: Bronze tier: Acquire 1x “The Patient” divination card. Silver – 4x “The Patient”. Gold – 2x “The Nurse”. Ruby tier: 1x “The Doctor”.
- Of course it may be entirely different items.



# Play Something New



- Both the core game and the Crucible mechanics empower a lot of builds.
- There's likely something you haven't played yet – a private league is a great chance.
- Just don't rely upon staggeringly rare items to show up in the league.
- But 'column 5' Crucible mods? They'll be easily obtained. Rampage Shield Charge? Frenzy Charge Viper Strike? You can count upon getting what you need to play those.



# What Comes After?



- If you decide you've had enough of the league, you can migrate out.
- Characters that do this remain playable in the Crucible league until that league expires, and then are shunted off to Standard.
- If there's demand for it, I can extend the duration of the private league beyond 30 days. In my experience most people are done within 20, but if this is wrong – we can definitely keep it going.