Loot & Rewards

How loot works on SWG Secura: rare loot, discovery caches, foraging and the Luck stat.

- Loot System Revamp
- Rare Loot System (RLS) - Updates & Fixes
- Foraging Loot: Treasure Map Toggle
- Discovery Caches & Loot Overhaul

Loot System Revamp

The **Loot System** has been completely reworked! I've added in **Luck** as a factor to the loot system. There has been much discussion on how the LUCK stat plays a role throughout the game, so I've also identified and written out every single way that the luck stat makes a difference.

I've included the Luck Stat Revamp into how the loot system works. Your luck now increases your chance for loot by up to 10% (cap), i.e., every 100 luck stat gives you 1%, up to 10% cap. In addition, if you are lucky, then you will get up to 50% increase in items/cash/etc., from loot drops. For every 100 luck stat you'll get 10% increased loot drops, up to 50% increase cap.

- Get lucky and increase your cash looted from mobs.
- Get lucky and increase the normal loot drop type and amount looted.
- Get lucky and increase chances and quality of RLS drops.
- Get lucky and increase the Creature Enzyme percentage.
  - *Reduced* the overall drop chance of creature enzymes.
- Get lucky and receive creature resources (Meat, Hide, Bone, etc.)
  - *Added* creature resources to loot drops.

Rare Loot System (RLS) - Updates & Fixes

We've completely overhauled the Rare Loot System to ensure you get the drops you deserve! After investigating reports of players not receiving any Rare Loot Chests, we uncovered a few issues and squashed the bugs.

What's Changed?

- **Group Looting Fixed**: The bug preventing Rare Loot Chests from dropping while grouped has been resolved. You can now hunt with your friends and still earn RLS chests!
- **Max Level Drops Fixed**: Level 90 players who are ungrouped will now properly receive Rare Loot Chest drops again (the system was previously failing to award them to players who had maxed out their XP).
- **Corrected Drop Rates**:
  - The base drop chance for an RLS chest has been corrected and stabilized to a **5% chance** per eligible kill.
  - Chest Rarity has been properly weighted. When an RLS chest drops, it will have the following chances:
    - **92.5%** chance to be a **Tier 1 (Rare) Chest**
    - **5.0%** chance to be a **Tier 2 (Exceptional) Chest**
    - **2.5%** chance to be a **Tier 3 (Legendary) Chest**

Get back out there and start hunting! May the Force be with your loot rolls.

Foraging Loot: Treasure Map Toggle

Rangers who use the `forage` command often find their inventories quickly filling up with Treasure Maps. You can now toggle Treasure Maps from dropping during foraging!

How to Use

Type the command `/treasureMapLootToggle` in the chat window. A prompt will appear displaying the current status of your Treasure Map drops. You can choose to enable or disable them at any time.

Note: Disabling Treasure Maps will simply prevent them from dropping. It will not increase your chances of finding other rare items, so your luck with enzymes and components remains exactly the same!

Discovery Caches & Loot Overhaul

> [Completed] Live on Secura Horizon and Secura Origins.

What's new

The loot mix got a broad refresh in v1.7.0. Three additions work together with the earlier loot updates:

- **Planetary discovery caches**: hidden containers that appear out in the wilderness for explorers to find.
- **Expanded Rare Loot System (RLS)**, now including the **Heroic Rare Loot System (HRLS)** for the toughest bosses.
- **Credit chips**: caches pay out their credits as a credit chip item you can redeem.

Discovery caches

Caches are random finds. They appear in the wilds of most planets, never inside cities, and each one stays out for a limited time before it quietly disappears if nobody has found it. Once a cache is gone, a new one can appear somewhere else later, so keep exploring.

- **Finding one**: explore the wilderness and look for containers such as treasure drums, supply crates and loot crates. There is no marker, so a sharp eye is the tool.
- **Opening one**: use the **Open** radial option. You loot a cache once; after it is opened the container disappears after a short moment.
- **What is inside**: a payout of credits (delivered as a credit chip) and one or two items from the Rare Loot tables.
- **Locked caches**: some caches are locked and show a **Locked** option. Characters with Smuggler skills can use **Slice** to unlock them.
- **Watch out**: some caches are guarded or booby-trapped. Opening one can occasionally draw a pair of hostile locals, so be ready to fight.
- **More caches on bigger worlds**: planets differ in how many caches can be out at once, and Ryloth is especially generous.

Rare Loot and HRLS

The Rare Loot System rewards chest drops from creatures, with daily and weekly limits that keep chests special. See the Related pages below for the details.

The **Heroic Rare Loot System (HRLS)** adds a second chest type for heroic encounters, dungeon bosses and world bosses. A defeated heroic boss can drop a **Heroic Rare Loot Chest** in its loot. Use the chest from your inventory (**Use**) to open it: it is consumed and gives one or two heroic rewards from the HRLS loot table.

Credit chip crates

Credits found in discovery caches arrive as a **credit chip** in your inventory. Hold the chip in your inventory and choose **Use**: the credits are deposited straight into your bank and the chip is consumed. The chip shows its amount when you examine it.

How Luck helps

Luck improves your loot chances and amounts across the loot system. See the Loot System Revamp page for how it works.

Related pages

- Loot System Revamp: Luck increases loot chance and amounts.
- Rare Loot System (RLS) - Updates & Fixes: daily and weekly chest limits.
- Enhanced Loot System
- Foraging treasure map toggle
- Space Rare Loot System
- v1.7.0 Live Update

FAQ

Where do I find caches? They are random, so there is nothing to camp. Explore the wilderness of any planet outside the cities.

Can I open a cache someone else already opened? No. Each cache can be looted once.

What are credit chips for? Use the chip from your inventory to move its credits into your bank.

Does HRLS replace the normal Rare Loot System? No. HRLS adds heroic chests on top of it.

Can anyone open a locked cache? Locked caches need the Smuggler Slice option.