

The Story of the Stone of Jordan

-and the Golden Era of Diablo II Lord of
Destruction

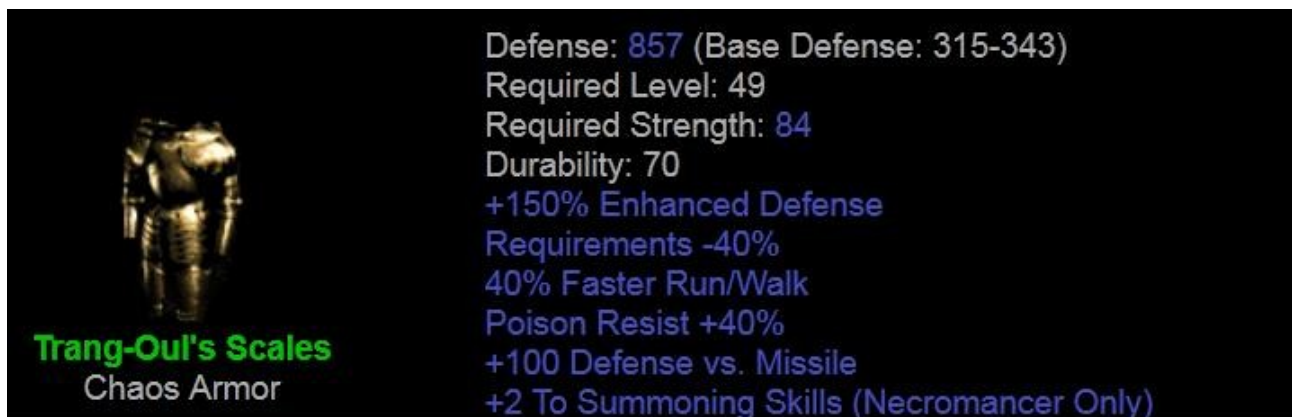
Summary of the author's Diablo II career

part 1

Timeline

Early 2000 - purchased one copy of diablo 2 classic. Played a barbarian (level 35-40) until act 2 nightmare.

Summer 2000 - registered a battle.net account upon release of diablo 2 Lord of Destruction¹. Played a sorceress (level 45-55) until act 3 hell. Obtained memorable item: Trang Oul's Scales of Trang Oul's Avatar, act 3 hell.



October 2001 - Diablo 1 is temporarily abandoned for D2 LoD (1.09²).

First online character: Barbarian (level 90). Obtained memorable item: Bul Katho's Wedding band (Ring), act 5 nightmare Crystalline Passage.



Paladin (level 99), Fana/Zeal

Helm

Vampire Gaze

Primary weapon

*Baranar's Star later upgraded to Schaefer's Hammer**

Armor

Shaftstop

Shield

Herald of Zakarum

Ring 1 & 2

¹ http://diablo.wikia.com/wiki/Patch_1.07_%28Diablo_II%29

² http://diablo.wikia.com/wiki/Patch_1.09_%28Diablo_II%29

Raven Frost & unknown yellow

Amulet

Highlord's Wrath

Belt

String of Ears

Boots

War Traveler/Gore Rider

Gloves

Laying of Hands

Amazon (level 99), Multishot/Guided Arrow

Helm

*Valkyrie Wing 1.08***

Primary weapon

*Windforce 6% ml****

Armor

ed/ias

Ring 1 & 2

Raven Frost & unknown yellow

Amulet

Atma's Scarab

Belt

Nosferatu's Coil

Boots

Gore Rider

Gloves

Laying of Hands

Switch

Baranar's Star & Tiamat's Rebuke

Assassin (level 93), Burst of Speed/Tigerstrike

Helm

*Harlequin Crest 1.08*****

Primary weapon

Ethereal Cruel Claw

Armor

Ethereal Arkaine's Valor +2 assassin

Secondary weapon

Ethereal Cruel Claw

Ring 1 & 2

Raven Frost & unknown yellow

Amulet

Highlord's Wrath

Belt

String of Ears

Boots

Gore Rider

Gloves

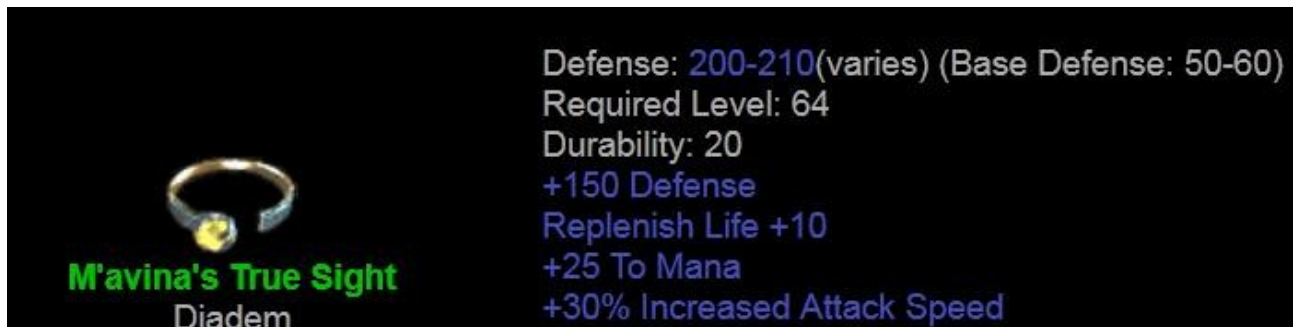
Laying of Hands

Switch

Baranar's Star & Tiamat's Rebuke

Sorceress (level 99), Nova/Thunderstorm/Frozen Orb/Fireball

Obtained memorable item: Mavina's True Sight (Diadem) of M'avina's Battle Hymn Item Set. Sold for 25 SoJ.



Helm

Harlequin Crest

Primary weapon

The Oculus

Armor

Ethereal Arkaine's Valor +2 sorc

Shield

Stormshield

Ring 1 & 2

The Stone of Jordan

Amulet

Mara's Kaleidoscope

Belt

Tal Rasha's Fine-Spun Cloth

Boots

War Traveler

Gloves

Chance Guards

Miscellaneous characters and memorable itemtrades

BvB (level ~90), Whirlwind/Berserk

Helm

Vampire Gaze (ed/max)

Primary weapon

*CCBoS later replaced with a yellow 3 sock CCSOQ******

Armor

ed/max in life armor

Shield

Stormshield

Ring 1 & 2

Crafted Blood Rings with 9% life steal

Amulet

?

Belt

String of Ears

Boots

Gore rider

Gloves

?

Switch

+3 *BO* swords

Inventory

legit max/ar/life charms

General PvP setup:

Helm

Arreat's Face

Primary weapon

CCBoS later replaced with a yellow 3 sock CCSOQ (Cruel Colossus Sword of Quickness) obtained in exchange for 1 Doombringer and 1 Grandfather, which at the time was incredibly cheap. The combined value of Doom and Gf must have been around 10 SoJ while the CCSOQ was 40+.

Armor

Ethereal Arkaine's Valor +2 barb

Shield

Stormshield

Ring 1 & 2

Crafted Blood Ring with 9% life steal & Raven Frost

Amulet

Yellow unknown

Belt

String of Ears

Boots

Gore rider

Gloves

?

Switch

+3 *BO* swords

Inventory

legit max/ar/life charms

Druid (level 87-89, Werewolf/Fury)

Armor

Ethereal Arkaine's Valor +2 druid

Switch

Baranar's Star & Tiamat's Rebuke

Necromancer (level 85, Summoner)

Armor

Ethereal Arkaine's Valor +2 nec

* 12 SoJ

** 8 SoJ

*** 22 SoJ

**** 6 SoJ

***** *Cruel Colossus Sword of Quickness*) obtained in exchange for 1 Doombringer and 1 Grandfather, which at the time was incredibly cheap. The combined value of Doom and Gf must have been around 10 SoJ while the CCSoQ was 40+.

Memories

- 1) My friend Lighthelm (known from Diablo 1 through the SWE-1 chat) bequeaths his fortune to me in late 2001/ early 2002.
- 2) My german friend Miao.Ap[ILA] (known from Diablo 1 where we first met in Catacombs level 5 in a duel, he was wearing medium armor and a lightning sword of haste) displays his newly obtained Arreat's Face, late 2001.
- 3) The Switch from 56k to 12/9 broadband in early 2002.
- 4) first Stormshield from Mephisto, date unknown.

Of several hundred trades in the tradechannel, forums and with friends, these are worthy of mention

- 1) Scammed of 1 SoJ by unknown trader (Griswold's Heart vs 1 SoJ+add), late 2001.
- 2) Mediating a bugged MF helm trade which netted more than 40 SoJ profit (total salevalue 70+ SoJ).
- 3) Prince-Per, an elite trader and pvper, became my business associate and sparring partner after having participated in an exchange involving a selffound ethereal cruel Falcata which he bought for 50 SoJ or so. I brokered a deal (which ultimately fell through) between him and my other American associate Weaponry_Mace whom had obtained a near perfect (299%) ECBBoQ. Prince-Per kept raising his offer (from 15 mixed colour ed/ias ed/max jewels up to 40+, perhaps even as much as 100) but in the end Mace decided to keep the weapon for himself.

I am recognized by my peers as They-Live and Rons³, even though I had several other accounts on Battle.Net. My business practices were indeed shady during 2001/2002 but I was never directly involved in duping and kept an eye on and avoided common dupes such as 40/15's, 3/20/20's and ITHs (although one or two did eventually pass through my hands). In retrospect it is clear that by being acquainted with wheelerdealers such as the german Prince-Per with connections to underground forums and itemstores -the polar opposite of regular legit traders in the Battle.Net forum, and by exploiting the wild west mentality of the public tradechannel and my reputation as a jack of all trades, whom people sought for trading advice and the brokering of highly valuable items, I became a first hand eye witness of an enriching experience now known as the Golden Era of Diablo II: Lord of Destruction.

3 http://sallad_.webs.com/

Questionable: these people have done things in the past to gain them the questionable mark. This does not mean that they can't be trusted; many are trustable enough to do ground trades with and mule, but they have done something.

- boothill (excessive highrunes, botting, ladder)
- bozebever (dupes; non-ladder)
- Demonic[slag] / Demonic-Lord (excessive highrunes, shady item sources, item shop; ladder and non-ladder)
- JaYtAy[SLaG] / Jaytay (stole entire account of items from bondy, excessive highrunes, shady item sources, item shop; ladder)
- k4ny3 (stealing, botting, excessive highrunes; ladder)
- mark[o] (botting, excessive highrunes, shady item sources; ladder)
- Queen / FunFun4 (excessive highrunes, shady item sources, popping; ladder and non-ladder)
- SvenssOn (botting; ladder)
- vifitkind / sebastiaan51 (botting; non-ladder)

Not playing:

- ant_hrax (dupes; non-ladder, quit)
- Babazon (dupes; non-ladder, quit)
- B-art2 (dupes, bugged, botting?; non-ladder, quit)
- deeksy69er (stealing, quit)
- Doeza.pvp / Carlund (dupes, botting?; non-ladder, stealing, quit)
- ED-lonass / lonass (botting, popping; ladder, quit)
- Fa-mas / pascal (dupes; non-ladder, quit)
- KingUz[SLaG] / Kinguzman (excessive highrunes, shady item sources, item shop?; ladder and non-ladder, quit)
- mr.panda (dupes, bugged; non-ladder, quit)
- NzDBoX / stutter[sdw] (botting, quit)
- Phantomet (scamming, quit)
- saera / saera1 / tpwlsfk (dupes; non-ladder, quit)
- sonnema / sonnema_FoF / Silence_FoF (dupes; ladder and non-ladder, quit)
- they-live / rons (dupes; non-ladder, quit)
- VanhaKky (dupes; non-ladder, quit)

An ordinary day in Diablo II

- Wake up and log in to generalchat where eu-trading-1 is immediately entered. The general chat had a territorial designation and in my case it was SWE-1. To give an example of how much time I spent in the tradechannel, many of my DEU, HEL and other friends did not know where I was from until much later since I never stayed for long in SWE-1 upon login. Whenever someone pressed /f l their list of friends and what they were doing at the moment would show.
- Press /f l to see what my associates were up to, often I would not have time to greet them properly before receiving one or two whispers similar to this: "*Come xx/x*" (usually the game name consisted of an abbreviated form of the persons main account name or main character name, in my case I usually named games after my main character Jaga-Shura, jaga1/1, 2/2, etc), or "*7/8 moomoo farm xxx/xx*" (which meant that there was one spot for high level cowruns available).
- Whenever I wasn't assisting my friends with item transfers (which was mostly another way of saying let's talk for hours about the game and life in general), rushing or mf/exping, I would enter public games by scouting different games and proceed to do private cowruns in a corner of the map in act 1 where noone could see me. This was the optimal way of leveling to 99 and the standard search terms in order to find a packed game (8 was max) were: Act 1

hell, act 2 hell, ancients hell, bloody-x (bloody foothills) and baalruns. I could usually clear an entire cowmap (with Amazon) in the same time it took 7 others to clear 1 or 2 maps elsewhere in the game, after which I would sometimes join their team and help them along. Sometimes my public private runs were compromised by strayers who were only out to leech experience and snatch items, but other times it was a great way to make new friends since other high level players eventually caught on and started doing the same thing, and 7-8 player games with midlevel players were limited, especially ones lasting for more than 10-15 minutes.

- After having completed three or four cowruns (1,5-2 hours gaming) I would take a food break and post on the battle.net trading forums and scout german diablo sites in search of new underground information & mathematical calculations (Diablo is a game of numbers). The actual active game time in these days was low, most people I knew never completed more than 10 consecutive cowruns or were in games for more than a few hours at a time, they were like discolifters in the gym, mostly gossiping, or similar to hobby golfers in the country club, where the sport was an excuse to strike new business deals.
- Since my friends were from all over the world, Russia, Greece, Germany, Portugal, and America, because of the time differences it meant I usually had to stay awake and be online for more than 15 hours at a time, often times 24 hours or more, after which I would regularly sleep for a very long time (12-18 hours) or hardly sleep at all before continuing (4-8 hours). It has certainly resulted in the Circadian rhythm disorder I now experience years later (NON-24).

Tradechannel typical trade

player1: OFFER 5 SOJS NEED STORM (these advertisements could sometimes be quite elaborate in order to be visible amongst all the other spam, making heavy use of symbols such as *^>< etc).

player2: /w *player1 have storm need 5+add

p1: what add?

p2: have shako?

p1: 4+shako um

p2: nn shako um

p1: 5+raven 180/18

p2: come jaga2/2

p1: sec

Once both players were in game together it was unusual to abort the trade unless they were scammers or received a better last minute offer. Some high profile items were tracked for days and people would continuously receive updated and polished offers from different people during this time in which case the seller most commonly replied by automating his response like so: /away last offer 35 sojs, whereby other would have to top it or ask for the ft price. The best deals were obtained from people unaware of the existence of the tradechannel, and were most commonly found ingame (lower difficulties, where items such as shaftstop could be found) or in territorial chats by coincidence.

The Golden Era and downfall of The Stone of Jordan

The Stone of Jordan was the primary currency of Diablo II from inception (1999/2000) until August 2002 (EU) and early 2003 (US).

Excerpt from http://diablo2.diablowiki.net/index.php?title=Stone_of_Jordan

Unit of Currency

The larger significance of the Stone of Jordan was as a unit of currency. Since gold was basically worthless in Diablo II, players soon adopted other items as units of trade. Gems were traded at various times, but early on in the days of D2C, the SoJ became the default currency. Top quality items were priced in terms of how many SoJs they were worth, and this value led to massive duping of SoJs, which depressed prices and made it impossible for legitimate players to keep pace with the currency, since finding items was much slower than cheating/duping to create them.

The SoJ lost its place as the chief item of currency during later patches of D2X, as high level runes (HRs) took over that role in the economy. They were duped just as badly as the SoJ had ever been, given their value as currency, and more over their utility for creating runewords.

More indepth from <http://everything2.com/title/Diablo+II+Stone+of+Jordan+Economy>

Mon Jun 25 2001 at 22:53:30

JayBonci's writeup is slightly inaccurate on a couple points: not only can you no longer gamble for uniques, the unique drop order has been completely abolished. It is no longer necessary, or even beneficial, to have Manald Heal and/or Nagelring in your attempt to obtain a Stone.

In fact, the restriction on dropping uniques already in the game has also been removed, so you can get a Stone even if you're already wearing one. Also, the higher monster levels introduced in the 1.08 patch have been revoked serverside. Regardless, everything in Hell is at least L50, which is above a Stone's iLevel.

Mon Aug 27 2001 at 6:25:48 Diablo games have a currency, gold. It was too volatile, disappearing when you die, so people started using perfect skulls for trade. They were easy to find, but rare enough to mean something.

Then The Stone Of Jordan became the basic currency. At first, you could trade 5-8 perfect skulls for one. Eventually that went away. The SOJ is very rare, near impossible to gamble, and the basis for the economy...

<http://www.angelfire.com/games3/diablomaster61101/tipsd2.html>

Uniques have about a 3% chance of appearing on a gamble, but the key thing is that uniques won't appear if they already exist in the game. So if you or anyone else in a game has that unique item, either equipped or in Inv or the stash, it won't appear from a gamble or a drop. (There are very rare exceptions to this rule, where some uniques will gamble when in the game, but it's extremely uncommon. Note that rings and amulets vary somewhat, since there are 3 uniques of each. They only appear in a set order:

Rings: Nagelring > Manald Heal > Stone of Jordan Amulets: Nokozan Relic > Eye of Etlich > The Mahim-Oak Curio

So you must have the Nagelring to gamble a Manald Heal, and must have them both to gamble a Stone of Jordan. The Amulets work the same way, see our Unique Jewelry page for a full explanation.

The uniques not appearing twice can be used to your advantage if you are gambling Rares. Rares should be around 7% of your gambles, while Uniques are 3%.

By datamining the web I have obtained a record of the chain of events which would ultimately lead to the SoJ's collapse.

- Lord of Destruction launches summer of 2001 with patch 1.07, tens of thousands of legit and duped SoJs are converted to expansion characters while Blizzard updates the drop table

for items and gambling algorithms⁴

- Values stabilized autumn and winter of 2001 at the following levels (the original sources are lost, but these numbers from Jan 8 2003 are equivalent of the old EU prices):

<http://www.battleforums.com/forums/2002-2004-archives/6628-u-s-west-price-guide.html>

<p>UNIQUE SHIELDS ----- Storm Shield *5-6 sojs* Herald Of Zakarum *1 soj* Lidless Wall *1/2 soj* Homunculus *1/2-1 soj*</p> <p>UNIQUE WEAPONS ----- GrandFather *8-12 sojs* [EU 15-30 2001] .08 GF *25 sojs* Baranars *1 soj* Oculus *1-2 sojs* Lightsaber *1 soj* Doombringer *2-4 sojs* Shaeffers *4-6 sojs* [EU 8-14 MAX 15 2001] Eaglehorn *5-7 sojs* Titans Revenge *1/2 - 1 soj* Bartuc's cut-throat *2 for 1 soj Hellslayer *1/2 - 1 soj* Blackhand Key *1/2 - 1 soj* Chromatic Ire *less than half a soj* Ith bow *22-40+(type_sorc) sojs* Ith sword *22-40+(new sword) sojs* Ith axe *20 some sojs* Windforce *40 sojs* [EU 25-40 2001] StormSpire *40+ sojs* Messerschmidt's Reaver *1 soj* Buriza *1/2-1 soj* Bul-Kathos CB *1-2 sojs* Bul Kathos MS ?</p> <p>Eth Bartuc's *1-2 sojs* Eth Titans *4-20 sojs* Eth Hellslayer *2 sojs*</p> <p>UNIQUE HELMS ----- Arreats *1-3 soj* [EU 1-6 2001] Stealskull *1 soj or less* Vampire Gaze *2-8 sojs* Shako *1-2 sojs* Jalal's Mane *1 soj* .08 shako *25-35 sojs* [EU 8-XX 2002] .08 gaze *25 sojs*</p> <p>UNIQUE BOOTS ----- Silkweave *1/2 - 1 soj* Gore Rider *1 soj* Waterwalks *1/2 - 1 soj* War Travs *1-8 sojs*</p>	<p>UNIQUE BELTS ----- Thundergod's vigor *1-2 soj* Snowclash *1/2 soj* String of Ears *1-2 soj* Nosferatu's Coil *1 soj*</p> <p>UNIQUE ARMOR ----- .08 Valor *35 sojs* .09 valor *7-10 sojs* Skullder's *1 soj* Shaftstop *1 soj* 200% and above *2 sojs* Corpsmourn *1/2 soj* Gladiator's Bane *1/2 - 1 soj* Vipermagi *1/2-1 soj* Guardian Angel *1 soj*</p> <p>UNIQUE RINGS ----- Bul Katho's wedding band- 2-4 sojs Raven Frost *1/2 - 1 soj*</p> <p>UNIQUE AMULETS ----- Atma's scarab ammy *1/2 soj* Rising sun ammy *1/2 soj* Highlord's wrath ammy *1-2 sojs* Cat's Eye ammy *1-2 sojs* Mara's Kalaiedescope *2-8 sojs* Crescent Moon *1 soj*</p> <p>SET ITEMS ----- Ik armor *7 sojs* ? Tal Rasha armor *5-6 sojs* Tal Rasha's ammy *1-2 sojs* Gris Weapon ? Gris Shield ? [EU 40 2002] Mavs Bow *1 soj* Mavs Helm *2-3 sojs* [EU 25 2001] Nat's Claw *2-3 sojs* [EU 8+ 2001]</p> <p>CHARMS ----- 7% small magic find charm *1/2-1 soj* 100 poison damage sc *1 soj* 15 to all resist Grand Charm *1 soj* 5 to all resist Small Charm *1 soj* 20 to life small charm *3 for 1 soj* Lightning skill charm *3 sojs* Cold skill charm *1 soj*</p>
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<p>UNIQUE GLOVES</p> <p>-----</p> <p>Lava Gout *1/2 soj*</p> <p>Hellmouth *1/2 - 1 soj*</p> <p>Chance Guards *1 soj if perf*</p> <p>JEWELS</p> <p>-----</p> <p>40/15 ias *11-12 sojs*</p> <p>40/15 max *13-15 sojs*</p> <p>15all res or IAS/-15 req *13-15 sojs*</p> <p>15 All res *1 soj*</p> <p>40ed *1 soj*</p> <p>RUNES</p> <p>-----</p> <p>Um rune *1-2 sojs*</p> <p>Jah rune *15-16 sojs*</p> <p>Cham rune *20 sojs*</p> <p>Vex rune *2 sojs*</p> <p>Gul rune *2 sojs*</p> <p>Zod rune *20 sojs* [EU 12-14 2001]</p> <p>Ber rune *12 sojs sojs*</p> <p>Ist rune *7 sojs*</p> <p>Ohm *7-9 sojs*</p> <p>Lo *8 sojs*</p> <p>Sur *6-8 sojs*</p> <p>9 amn/ort *1 soj*</p>	<p>Fire skill charm *1 soj*</p> <p>Max charms of any kind *1/2 - 2 sojs* (not 3/20/20)</p> <p>Cold/Fire/PB/Combat Skill/Etc Skill charm +life *2-7 sojs*</p> <p>Light skill charm +life *4-12 sojs*</p> <p>3/20/20 *9-11 sojs*</p> <p>100PD+20 life *8-10 sojs*</p> <p>100PD+FRW/FHR/Good mod of some sort *3-8 sojs*</p> <p>GEMS</p> <p>-----</p> <p>40 chip gems *1 soj*</p> <p>40 perfect gems *1 soj*</p> <p>20 perfect rubies *1 soj*</p> <p>160/60 armor, 120/45 helm, and 160/40 min</p> <p>-----</p> <p>160/60 ias *35-40+ sojs*</p> <p>160/60 max *30-40+ sojs*</p> <p>120/45 ias *30-40 sojs*</p> <p>120/45 max *30-40 sojs* (might be worth more cause they are harder to find)</p> <p>160/40 min *35-40+ sojs*</p> <p>160/60ias or max Monarch *35-40+ sojs*</p> <p>RINGS</p> <p>-----</p> <p>Occy rings *4-5 sojs*</p> <p>Con. rings *25-35 sojs*</p> <p>Raven Spiral *1 soj*</p> <p>Plague Master *1 soj*</p>
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Complementary lists <http://www.gpforums.co.nz/thread/140233/1/>
(Feb 28 2003)

<p>-----</p> <p>Elite Unique Armor</p> <p>-----</p> <p>Harlequin Crest Shako</p> <p>1-2 soj</p> <p>Ethereal = 2 soj</p> <p>Um socket = 3-4 soj</p> <p>unid = 2</p> <p>Veil of Steel Spired Helm</p> <p>1 soj</p> <p>The Gladiator's Bane Wire Fleece</p> <p>20 chips - 1 soj</p> <p>Arkaine's Valor Balrog Skin</p> <p>8-12 soj</p> <p>*The value depends highly on the +2 skills. The more sought-after (and the more valuable) ones being: Sorc, Barb, Zon.</p> <p>Unid = 8-10 soj</p> <p>Blackoak Shield Luna</p> <p>20 chips - 1 soj</p> <p>Um socket = 1-2 soj</p>	<p>-----</p> <p>Exceptional Unique Boots</p> <p>-----</p> <p>Infernostride Demonhide Boots</p> <p>10-30 chips</p> <p>Waterwalk Sharkskin Boots</p> <p>65 life = 1 soj</p> <p>< 65 life = 5-20 chips</p> <p>Silkweave Mesh Boots</p> <p>25 chips - 1 soj</p> <p>War Traveler Battle Boots</p> <p>30%-35% mf = 2 soj</p> <p>36%-40% mf = 3 soj</p> <p>41%-45% mf = 4 soj</p> <p>46%+ mf = 5-6 soj</p> <p>Unid = 5-6</p> <p>Gore Rider War Boots</p> <p>1 soj</p>
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Stormshield Monarch 5-6 soj Unid = 6 soj Um socket = 6-7 soj Shael socket = 6 soj Nosferatu's Coil Vampirefang Belt 1 soj ----- Elite Unique Weapons ----- Messerschmid's Reaver Champion Axe 1-2 soj Hellslayer Decapitator 25 chips - 1 soj Ethereal = 1 soj Eaglehorn Crusader Bow 5-6 soj Unid = 7 soj Windforce Hydra Bow 20-40 soj Unid = 40+ soj Baranar's Star Devil Star 1 soj The Cranium Basher Thunder Maul 1-2 soj Unid = 2-3 soj Schaefer's Hammer Legendary Mallet 4-6 soj Unid = 6 soj Lightsabre Phase Blade 150%-190% ed = 1 soj 195%+ ed = 1-2 soj Doombringer Champion Sword 4-6 soj Unid = 5 soj The Grandfather Colossus Blade 10-15 soj Unid = 15-20 soj Ohm socket = 15-20 soj Storm Spire Giant Thresher 10-15+ soj Unid = 15-20+ soj Wizardspike Bone Knife Clean = 30 chips - 1 soj	----- Exceptional Unique Belts ----- String of Ears Demonhide Stash 7%+ ll and 14%+ dr = 1 soj < 14% dr = 15-25 chips Gloom's Trap Mesh Belt 15-30 chips Snow Clash Battle Belt 20-30 chips Thundergod's Vigor War Belt 1 soj ----- Exceptional Unique Bows ----- Goldstrike Arch Gothic Bow 15-25 chips ----- Exceptional Unique Crossbows ----- Buriza-Do Kyanon Ballista 1 soj ----- Exceptional Unique Maces ----- Bloodtree Stump War Club 10-20 chips ----- Exceptional Unique Scepters ----- Hand of Blessed Light Divine Scepter 20-30 chips ----- Exceptional Unique Spears ----- Hone Sundan Yari 15-25 chips Ethereal 1 soj Spire of Honor Lance 10-20 chips Ethereal and 200% ed 1 soj
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----- Unique Amulets -----	----- Exceptional Unique Staves -----
Nokozan Relic Amulet < 10 chips	Chromatic Ire Cedar Staff 10-15 chips
The Eye of Etlich Amulet 10-20 chips	----- Exceptional Unique Swords -----
The Mahim-Oak Curio Amulet 10-15 chips	Blade of Ali Baba Tulwar 20 chips
Saracen's Chance Amulet Perfect resistance (25) = 1 soj < 25 resistance = 25-35 chips	The Atlantean Ancient Sword 10-15 chips
The Cat's Eye Amulet 1 soj	----- Exceptional Unique Wands -----
Crescent Moon Amulet 1 soj	Arm of King Leoric Tomb Wand 15-20 chips
Atma's Scarab Amulet 1 soj	Blackhand Key Grave Wand 30 chips - 1 soj
The Rising Sun Amulet 1 soj	----- Normal Uniques worth mentioning -----
Highlord's Wrath Amulet 1 soj	Chance Guard Chain Gloves 38%+ mf = 1 soj Unid = 20 chips - 1 soj
Mara's Kaleidoscope Amulet 2-8 soj *Generally, 1 - the amount of resistance. Ex: 26 resist ~ 5 soj.	Gull Dagger 20 chips - 30 chips
----- Unique Rings -----	----- Runes -----
Nagelring Ring 30% mf = 1 soj < 30% mf = 10 - 30 chips	ORT 30 per soj
Manald Heal Ring 10-20 chips	AMN 20 per soj
Dwarf Star Ring 5-15 chips	SOL 10 per soj
Raven Frost Ring 200+ AR and 20 dex = 1 soj <200 AR = 5-30 chips	LEM .75 soj
Bul-Kathos' Wedding Band Ring 1-3 soj *Similar to Mara's, 2 - ll = value. Ex: 4% ll ~ 3 soj.	PUL .5 soj
	UM 1-2 soj
	IST 5-7 soj

----- Class-Specific Uniques -----	GUL 2-3 soj
Lycander's Aim Ceremonial Bow 200% ed and 7% or 8% ml = 1 soj <200% ed = 10-35 chips	VEX 3-4 soj
Titan's Revenge Ceremonial Javelin 1 soj Ethereal = 6+ soj	OHM 5-7 soj
Arreat's Face Slayer Guard 3% ll = 1 soj 4% ll = 2 soj 5% ll = 3 soj 6% ll = 4 soj *%ED may add 1 soj value, but only in cases of 195% ed and higher*	BER 18-20 soj
Homunculus Hierophant Trophy 30 chips - 1 soj	JAH 18-19 soj
The Oculus Swirling Crystal 1 soj unid = 1-2 sojs	CHAM 16-20 soj
Herald of Zakarum Gilded Shield 1 soj	ZOD 13-14 soj
Bartuc's Cut-Throat Greater Talons 15-30 chips Ethereal = 4+ soj	----- Sets worth adding -----
Jala's Mane 20 chips-30 chips	Bul-Kathos' Children
----- Exceptional Unique Helms -----	Bul-Kathos' Sacred Charge Colossus Blade 1 soj
Peasant Crown War Hat 10-20 chips	Bul-Kathos' Tribal Guardian Mythical Sword 8-12 soj
Rockstopper Sallet 10-15 chips	Griswold's Legacy
Stealskull Casque 50% mf = 1 soj < 49% mf = 5-30 chips	Griswold's Redemption Cadeuceus 10-12 soj
Valkyrie Wing Winged Helm +2 skills = 35 chips - 1 soj +1 skills = 15-30 chips	Griswold's Valor Corona 10-12 soj
Crown of Thieves Grand Crown 12% ll = 1 soj < 12% ll = 10-30 chips	Griswold's Honor Vortex Shield 6-10 soj
Vampiregaze Grim Helm 8%ll and 20% dr = 6-8 soj 17%-19% dr = 4-6 soj	The Immortal King
	Immortal King's Soul Cage Sacred Armor 10-16 soj
	M'avina's Battle Hymn
	M'avina's True Sight Diadem 3-6 soj
	Natalya's Odium
	Natalya's Mark Scissors Suwayyah 1-3 soj
	Tal Rasha's Wrappings

<p>< 17% dr = 3-4 soj *Life leech doesn't affect the price too much without 20% dr*</p> <p>----- Exceptional Unique Armor -----</p> <p>Skin of the Vipermagi Serpentskin Armor 35% resist = 1 soj < 34% resist = 10-35 chips</p> <p>Duriel's Shell Cuirass 15-30 chips</p> <p>Shaftstop Mesh Armor 1-3 soj Ethereal = 3-5 soj</p> <p>Skullder's Ire Russet Armor 1-3 soj Ethereal = 4-8 soj</p> <p>Guardian Angel Templar Coat 20 chips Um socket = 1 soj</p> <p>Corpsemourn Ornate Plate chips Ethereal = 1 soj</p> <p>----- Exceptional Unique Shields -----</p> <p>Visceratuant Defender 1.08 = 1 soj</p> <p>Tiamat's Rebuke Dragon Shield 10-25 chips</p> <p>Gerke's Sanctuary Pavise 10-30 chips</p> <p>Lidless Wall Grim Shield 25-30 chips</p> <p>----- Exceptional Unique Gloves -----</p> <p>Venom Grip Demonhide Gloves 10-20 chips</p> <p>Lava Gout Battle Gauntlets 15-30 chips</p> <p>Hellmouth War Gauntlets 10-15 chips</p>	<p>Tal Rasha's Guardianship Lacquered Plate 5-8 soj</p> <p>Tal Rasha's Fine-Spun Cloth Mesh Belt 15%mf = 25 chips - 1 soj < 15% mf = 10-20 chips</p> <p>Tal Rasha's Adjutication Amulet 1 soj</p> <p>Trang-Oul's Avatar</p> <p>Trang-Oul's Guise Bone Visage 1 soj</p> <p>Trang-Oul's Girth Troll Belt 1-2 soj</p> <p>----- Crafting Supplies -----</p> <p>Magical jewel 40:1</p> <p>Chipped Gems 40:1</p> <p>Perfect Gems 40:1</p> <p>Perfect Ruby 30:1</p> <p>Perfect Amethyst 30:1</p> <p>----- Charms -----</p> <p>Small</p> <p>20 life 3:1</p> <p>7% mf 1 soj</p> <p>100 pd 1 soj</p> <p>Large</p> <p>175pd 1 soj</p> <p>Grand</p> <p>+1 Lit skills 2-3 soj</p>
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----- Jewels -----	All Other +1 Skills (NO SECONDARY MODS) 1 soj
35-40% ed 25 chips - 1 soj	----- Runewords -----
15% ias 20 chips - 1 soj	Fury
15% resist 1 soj	Balrog Blade 8-10 sojs
40/15 ias 12 soj	Silence
40/15 max 16-18 soj	Hydra Bow 8-10 soj Crusader Bow 8-10 soj
15%res/-15req 23-25 soj	----- Other Non-Bugged -----
----- Bugged Items (and some old dupes not on list) -----	160/60 Archon 20-25 sojs
Occy Ring 4-6 sojs	160/60 Wire-Fleece 18-20 sojs
64% Life-leech ammy 10-13 sojs	
X-Factor Armor 2 UNID WF	
Raven Spiral Ring 1 soj	
Imp Shank Boots 10-14 sojs	

Other sources

[http://webcache.googleusercontent.com/search?
q=cache:MnDEcfQHfXQJ:gamez.com/forums/discussion/42517/new-useast-price-guide-last-
updated-22103/p1+&cd=2&hl=sv&ct=clnk&gl=se](http://webcache.googleusercontent.com/search?q=cache:MnDEcfQHfXQJ:gamez.com/forums/discussion/42517/new-useast-price-guide-last-updated-22103/p1+&cd=2&hl=sv&ct=clnk&gl=se)

<http://www.planetdiablo.com/library/prices.htm>

Chain of events continued

- <http://www.mscclan.com/forum/showthread.php?t=4848>

Oct 06, 2001, 09:17 AM the price for sojs just keeps going up, i thought a lum rune was worth a soj, but when i went into chat rooms people laughed when i said "i have a lum for a soj"

Oct 06, 2001, 09:56 AM yep, it's cause people have realised there almost impossible to get now since you effectively cant gamble for them any more and there were never enough ones dropping in games to have enuf to make a currency most of the ones in circulation now are the results of dupeing and packet sniffers both of which no longer work and so the number in circulation just keeps going down thus driving up the value right now chipped gems are emerging as a potential commodity 40 or so will get you some pretty decent stuff mainly beacuse people are too lazy to get them for them selves what we need right now is a currency between the two uniques and sets dont work that well cause there big and hard to get what i think we need is for blizz to introduce a kick ass cube recipy that will drive up the value of some thing fairly easy to get Pskulls? i dunno well this is all pointless sepeculation cause blizz aintgoing to do anything.... ah well

<http://www.mscclan.com/forum/showthread.php?t=5789>

first signs:

Jan 23, 2002, 07:00 PM wow d2 sucks now ever since the recent duping fest...

Jan 23, 2002, 07:10 PM I've been offline since my PC died (still have to mail the mainboard back on warranty, stupid parents procrastinate...), has it been fixed, and were there any particular items that were duped out of sight that I should watch out for (like the windforce was before my comp troubles started)?

I keep hearing about some recent duping gone crazy but since all my dupe site links are on my PC I can't even read up...

Jan 23, 2002, 07:35 PM every uber item you can think of has been duped to shit. the economy is even more fubar than it was (if you can believe that!).

Jan 23, 2002, 08:10 PM This sounds like a job for entire realm wipe. Delete all the characters and fix the bugs.

Jan 23, 2002, 08:17 PM yeah, they should wipe all chars, items, everything... start over

Jan 23, 2002, 08:53 PM That would be nice. They should also encrypt the server-client communication.

later in the topic:

Jan 24, 2002, 11:32 PM The problem is duping started the moment the game was released. So many stones were duped it whacked the entire economy. You can't rollback to before the dupings.

Jan 25, 2002, 11:18 AM Yeah, but we're all used to the stone overflow in the realms anyway. Rollback to around last Wednesday and most problems would clear up. Even though there was some duping right before that, the most recent duping caused a LOT of bad things to happen.

<http://www.mscclan.com/forum/showthread.php?t=6091>

in response to a traderequest (sojs vs wf)

Mar 15, 2002, 01:08 PM Hard to pull that one off, basically soj are not useful, and since there are dupage going on, they can't be used as currency...he might need some other good item instead of those soj to pull off the trade....seriously, my opinions.

others:

Mar 15, 2002, 02:19 PM I'm so nervous about trading right now anyway with all the dupeage, I'd prob reccommend he waits a little bit to trade. Alot of the WF out there are dupes and short of trading for an Un-Id'd one, the chances of him getting screwed are fairly high.

Un-Id'd items seem to be the new trend on trading channels, but they go for alot more than ID'd versions, but at least

you know (reasonably) that they are real. Tho I wouldn't be surprised if people started duping em before they ID.

Ack, it just makes my head hurt thinknig about it. Off to kill more Hell Meph/Pindle trying to find the items I'm too chicken to trade for

Mar 15, 2002, 04:56 PM One of the extremely popular duping fads a few weeks ago had to do with exploiting both the personalization and socketing quest rewards. Since you can't do either to an un-ID'd item, it's a pretty good safeguard. Although, since I've been gone there were other dupe methods, and they might have worked around that.

Mar 20, 2002, 10:15 PM can't trust anyone online anymore, so damn hard to do what I used to do.

<http://www.mscclan.com/forum/showthread.php?t=6843>

Jul 20, 2002, 07:32 PM it turns out that a new duping exploit started last night (which is why there was tons of lag last night). people were able to dupe items and hack one item's mods into another items creating uber items. here are other items being sold on ebay that were created last night:

ebay search: <http://search.ebay.com/search/search...combine=y&st=2>

<http://cgi.ebay.com/ws/eBayISAPI.dll...tem=1367691736>

<http://cgi.ebay.com/ws/eBayISAPI.dll...tem=1367344229>

<http://cgi.ebay.com/ws/eBayISAPI.dll...tem=1367442147>

Jul 20, 2002, 08:30 PM If you have to cheat to win then there is no point in playing.

Jul 20, 2002, 09:56 PM i just logged onto USWest. the lag and game creation queue is worst than last night. this is still going on obviously.

unid trading:

Jul 21, 2002, 12:36 AM Man. You'd think the hackers would have the decency to keep their exploits in the Open realms.

Oh, i was talking to a friend the other day: Some people are trading in unidentified items, which are less likely to be hacked or duped (you cant use an un-ID'ed item of course). I think it's a great solution put together by a group who really cares.

Jul 21, 2002, 01:02 AM hackers realized that unided items have a higher value a long time ago. now there are tons of unided dupes. my unided tal rasha's armor on hard core west disappeared a few days after i traded for it.

Jul 21, 2002, 02:20 AM looks like the hacking is gone, no more lag, no more wait times. i wonder what will happen to all the hacked items.

Jul 21, 2002, 02:43 AM everything is majorly devalued as of today. i'm glad i traded my grandfather last night. i got 25 sojs for it. today that same sword is selling for 6 sojs in the channels.

i have 36 sojs right now

Jul 21, 2002, 02:48 AM Go buy one back. The economy will stabilise in a few weeks, so get stuff while you can.

Jul 21, 2002, 04:39 AM the vast majority of oculus sojs have been deleted already. their value is down to 2 or 3 sojs because they will disappear it seems. value on everything else is back up as of this evening.

Jul 21, 2002, 05:43 AM Man, you gotta work the system. I would've bought as much rare stuff as I could with your 36 sojs, then when the economy stabilises your investment increases exponentially.

<http://www.mscclan.com/forum/showthread.php?t=6885>

Bots first signs:

Jul 27, 2002, 02:18 AM i hear lots of people talking about a pindleskin bot.. something about getting good items from

pindleskin. anyone know about this?

Jul 27, 2002, 02:27 AM On July 16, 2002 at exactly 0:00 (military time) Frogger released "Pindabot Xtreme 1.10"

Description:

Pindabot Xtreme is a tool used for simulating Pindleskin runs over and over until stopped. It will work on any Windows operating system but may have issues on Windows ME. Using this bot you can do more runs faster than you normally would be able to if you were actually playing the game. The bot has been designed to run while you are asleep or away from your computer. While it is running, do not attempt to use your computer unless you intend to stop the bot.

Pindabot Xtreme is meant to work with Diablo II: Lord of Destruction only! It will not work with Diablo II Classic because there is no act 5 or a Pindleskin to kill. If your character does not have the red portal near Anya in Harrogath, you cannot use Pindabot Xtreme.

Pindabot Xtreme v1.10 has many more features never before seen in any other Pindleskin bot. In addition of supporting all 7 characters, you can configure it to use any spell you wish. Amongst other things, the new features include:

- Auto Mercenary Resurrection
- Auto Buying Bolts/Arrows When Needed
- Auto Repairing Of Equipment

:End of Description:

<https://groups.google.com/forum/?fromgroups=#!topic/alt.games.diablo2/enBABmSYoyA>

2002-08-21

Kat Well as most of you will know on Europe Sojs are now virtually worthless in trading terms. Quite obviously due to the vast amount of dupes but the question is why did they loose their appeal as a currency so quickly ? Did one person just say they were worthless and the everyone just followed like sheep ??

<http://forums.d2jsp.org/topic.php?t=886&f=247>

#8 Nov 21 2002 09:35am

"I don't need that
and sojs are nothing in EUROPE
you can get 40 sojs for a bartuc or something,
they are pure crap here"

<http://www.mousepad-d2.com/phpBB2/viewtopic.php?t=2201>

PostPosted: Wed Apr 02, 2003 20:07 Post subject: Battle.net currency... in my opinion, i think the bnet currency is \$& %!ed up!

I think they need a new currency besides these duped sojs. To me, sojs are a worthless piece of crap. And its very hard for new comers to get them.

for sojs, i would rather have chips as currency. anyone can get them, they can used in various ways, and besides, who would want to dupe chips when you can always get them in act 1?

anyone else agree? any other suggestions?

PostPosted: Wed Apr 02, 2003 20:11 Post subject: They don't use SOJ's on West anymore, they use Hex Vita charms.

On June 30 2003 several key developers left Blizzard North to form new companies⁵, by now the SoJ economy was in ruins and I was not personally active during this period. I remember well the day when it all collapsed, prices had been inflating ever so slightly for several weeks and when I logged on that morning to do business as usual the tradechannel was in a state of chaos. Stormshield were going for 20 soj, other higher value items were impossible to obtain. The heydays were over and everyone knew it. The once busy tradechannels would slowly fade to silence until the

5 http://en.wikipedia.org/wiki/Blizzard_North

release of 1.10⁶, people sought out new methods of interaction and professional goldspam began appearing. During its peak the channels could hold 50 or 60 players. During the latter part of 2003 and even to this day I find myself returning to the old EU trading-1 and 2 and sit there and think back to the times when they were teaming with life. Occasionally stray players join the channel when I am there, as if they, like myself, were visiting an old tombstone of a dear relative who past away long ago.

The people responsible for the fall of SoJ were two German brothers, one of which I have met personally in a dupe game, his name was Mitch and he was the owner of 3dsvs.com (randyrun). The following information has been obtained from <http://www.blizzhackers.cc/viewtopic.php?t=453041>

Bugged Items - Area 51

The following information has been the culmination of the research done by: Morgalis, bootyjuice, Liconics, herzog_zwei and Thrawn. Many thanks to Brian and Brian for confirming things and important supplemental information.

Bugged items. What really is a bugged item after all? An item with insane mods? The properties of one item on another? Things that seem impossible to drop?

Of course we all wanted this method. herzog and I spent many hours going over the possibilities of "fusing", and bootyjuice invested many hours in trying to uncover how some 1.08 items were able to get past the dupe scanner. It is my opinion that Liconics has tried to replicate any instance where it could happen and thoroughly exhausted every possibility.

1.08 was a great patch in the fact that the items were awesome and rare items could be dropped with up to 6 mods. Some really great things dropped, and we see them sold on eBay after they had been duped beyond imagination. The eBay market is controlled by several key players, and the most important, the suppliers.

All of this has been about money. If there was not eBay, the items available would be scarce and not so widely duped. The market would be based on items values.. not the dollar value that it is. The ultimate ironic thing is that I personally had it logged of what people were doing, but it never clicked in.

The Economy

There was a point when D2 turned into a value system outside of soj's. It turned into an eBay cash market and duping no longer because a pursuit of gaining online wealth, it walked out to the real world and became an income for a lot of people. There is not a channel that you can sit and idle or chat in that does not have some sort of spam bot advertising items to buy from them - and often they will advertise bogus sites with trojans, luring people's greed to the elusive ith/dupe/fusing methods that just plain do not exist.

We used to complain about how the market on bnet was ruled but soj's... back in patch 1.05 you could get trade 5 pskulls for a soj.. the perfect skull was the \$1 bill and soj's the \$5.. they worked in tandem to all good traders. You could gamble uniques then, so it was a great deal. The Bnet economy was set by what was available.

SOJ's remained the currency for a very long time, and items fluctuated in their values until the permanent duped 1.08 uniques flooded the market. Suddenly .08 valors, grandfathers and windforces because a new commodity value, and people had to trade a lot of soj and other items to get them. They were the best! A dupe that never deletes. It was worth everything.

As those new items flooded the market, the value of the soj took a nose dive. In their place grew the value of the 40/15. You could get it in all different kinds of colours, and they to were permanent. eBay was flooded with offers of \$100's of dollars for an inventory full of them. Suddenly you had the cash value on BNet once again. But that is never enough for the people who have the money at stake. In came pdsc [poison damage small charms] by the inventory full and depending on the realm, 3/20/20 sc became available. But the eBay market was not finished there.

In flocked the occy soj's. These were amazing rings that everyone had to have. For 5 40/15 or a WF or a few other things, you could land yourself the best rings for a sorc to mf with. And again, the eBay Market soared, and the occy soj took over the reigns as the cash value on bnet again. In 18 months, the economy of BNet turned tail from perfect skulls

to occy soj's and the eBay sellers were in business for themselves.

As the value of the occy soj's started to drop, the eBay sellers introduced new items to perk up the sales. Constricting rings were introduced to the realms. What a cash cow that was! The ultimate ring that was impossible to drop, was on all three realms! Prices started nearly \$500 each, and people paid that value to have the rarest ring in the game. Too bad that it dropped to a \$6 in less than 2 months.

The Bnet economy and the eBay market seemed to level off and traders online drew a sigh of relief as their legit goods were once again worth something. But there was one more mass production waiting in the wings and just when people last expected it, the white ring became prominent on both the eBay and BNet markets. Of course, the white gauntlets were around, but the focus was on white rings since they drew the bigger attraction and more value as your character could have two of them. Once again up went the prices on eBay and BNet. As people poured out cash on eBay, the BNet economy paid with more and more items, focusing on the godly Windforce, high level runes and occy soj's and constricting rings.

The market was alive, but it just wasn't enough. And out came the white hexing charms that fetched a huge value on eBay once again. The BNet market ruined yet one more time, but those who didn't care, infested it even more and at the point of writing this, the current value system is placed on the white items, constricting rings, and unid'd Windforces.

The common player would have no luck trying to trade for their small requests. Text flies by on the screen of the trading channels with people offering these new godly items and not accepting anything other than.. well.. the other godly items. BNet economy from a players point of view went to hell. eBay flourished.

There are a couple of common things I have touched on. One is the fact that the eBay market seems to dictate what is BNet currency. The other is that i have made a clear distinction of items.

Analyzing Items

There are bugged items, and then there are illegal items. The difference between the two of them, is that bugged items were created through a rolldown or a rare that spawned incredible mods. Illegal items are ones that have been brought to the realm and never have dropped. Of course the best items turn out to be the illegal ones.

Why is that?

Illegal items are the things that Blizzard didn't create, and are considered the Godliest items in the game. And of course, who would not want to make the best of the best!! If you could choose an item, would you not want it to be the BEST?

Everyone has toyed with the idea of fusing items together, that is how they made things like occy soj's is it not? It seemed to be the only explanation and it is from that assumption that people determined, and accepted, that they were fused.

The one argument against the "fusing" is that there were discrepancies in the USEast and USWest occy sojs. USWest had faster cast and USEast had faster block. An oculus has faster cast rate, so creating an occy soj on USEast that had faster block through a fusing method, was proven invalid.

Meph is the one boss in the game who repeatedly drops items that rolldown with other item stats. This is how such things as the Cliffkiller amulet, Buriza Armor and Wizardspike gloves came to be. There are also other curiosities that collect keep such as the Rockstopper Sallet and Bloodtree Stump Armor.

Illegal items are a different story

The 1.08 uniques that get past the dupe scanner defied all known theories. They behave like a normal item [pots, scrolls] where they could pass in and out of games, based on the same server id's. The final deduction that bootyjuice came up with was the possibility of a flag set on the server id so they would act like common items. This was not really the case.

The biggest debate about real/hacked items is on the constricting ring. It has never officially been reported that it was ever enabled, but there are constricting rings on Europe, USWest and USEast. These two defied the ability to prove them to exist, since their values in -all- mpq files state that they have -30 life drain and the ring on the realms states -10 life drain. If you head to the Arreat Summit, you will see that the Constricting Ring has been removed. That in itself says a lot.

There are a few items that can simply be explained as a 1.08 item. During patch 1.08 it was possible to have a drop of up to 6 mods, as well as being able to take any "name". There are many rare items that are just fabulous and they get wrapped up into the "bugged" items list. In actuality, only those rare bugged items dropped in 1.07 can be safely duped. Any rare dropped item in 1.08 that rolled down great mods will delete to the dupe scanner. Any rare item that is beyond patch 1.07 and gets past the dupe scanner should be considered an illegal item.

Iths are a combination of an item created via an exploit and are now filled with bugged jewels. eBay is infest with "new bugged ith" when in reality, the only thing that is different from them is the fact that they were filled with bugged jewels. People are once again lured into the glamour of an Ith creator since that seems the reasonable explanation for the "new bugged iths" when in actuality, it is just a template that has been duped and filled with the new 'bugged' jewels. Ith's were only made possible when the exploit existed to identify and sell the runes in an item. That has been patched for almost a year now, and there is not other possible way that an ith can be 'created', it can only be duped

So why are there new things now?

Again this all goes back to the eBay market. Where there is supply, there is demand, and it took a smart business man to plan the unveiling of new items onto the eBay market. It's all about money. To have spread everything around at once, it would have lost them money. Many people live from their income selling d2 items. If you want an item, you can probably find it on eBay, and if it gets traded into the right person's hands on BNet, it will definitely get to eBay.

There have been several duping methods that have paved the road for how many items of the same kinds are on bnet. The most lucrative was the rollback games, where entire inventories could be dropped and duped in within a matter of minutes. Anything that would pass through the virus scanner was fair game, and the inventories of the suppliers filled. Depending on the supplier, a reseller could place a custom order for items by simply giving what they wanted copied, and it was returned to them for a fee.

When an exploit was fixed, they merely worked on finding a new one, or offering insane amounts of money to buy one. From a mere \$200 to \$10,000, a dupe could be bought. For the financial investment from the beginning, the returns from a dupe method were far more than triple that. Some sellers/resellers will have over \$10k listed on ebay at one time, depending on what is available on the market.

As I explained before, the suppliers let things out slowly to maintain a good financial market as well as corresponding to the latest dupe methods. Once a desirable item was found and bought/traded for, they were able to start reproducing it. This gave the illusion that there was always something new created/found. In actuality, items have been in inventories for a long time, just not publicly released.

Okay, so how did they do it?

A theory that it was a Blizz employee adding items to an accounts, are false. There has been a lot of speculation on whether or not they were imported from Open to Closed. Well it is true.

In April they were able to get open players into the bugged games, so that they could create new items on the realms. Since the bugged games were unable to save for some characters, the open character could come in, drop and leave without detection. The hole was sealed in April when they were tipped off by a programmer who remained anonymous. It wasn't until 6 months later that it was discovered and confirmed that it had happened

To be able to use an open character it was necessary to understand how the out-of-game packets worked. The exploit allowed open characters to get into a game by sending an out-of-game packet as it joined the game. In using the non-saving games, the realm server was not connected to the game, and therefore it didn't drop the player like a hot potato, it allowed entry.

When the code was vulnerable it worked like this:

```
===== BUGGED GAME =====  
Player A - saving character holding the game  
Player B - nonsaving character  
Player C - Open character  
  
Players D and above - in an out for muling the goods  
=====
```

They obviously worked more than one at a time, but this is just a simple explanation of the process of doing it.

Player A always had to be there to save the game, and they would have run some sort of script to keep it active. Player B was capable of rejoining and dropping the items over and over again. Player C was brought in, sending a packet when joining the game and was accepted by the realm server. Players D and above were saving characters that came and took the stuff out.

Now when you had Player C - the open character - enter the game, you then imported the inventory onto the realm. With Character b - the nonsaving character - you could empty and inventory and stash, leave and do the same. A rinse and repeat, and you can fill entire accounts with whatever you want. It would have made more sense to have more than one nonsaving character coming in and out, but this is just a bare bones operation.

Why can't this be done anymore

Blizzard was tipped off by someone that I am not privy to their name. After testing on their own, they found on that indeed you can send that packet to get the realm server to accept them into the game. From there, it was a patch to put and end to the whole thing. It's really been gone that long, since early May

There was a system put in place that automatically flagged anyone attempting to do the same thing, and as a result, they get tagged/banned. You can attempt to join a open game on a closed realm ip, but all you are getting is the illusion of getting there. Once you are in a closed game, the realm server sends you the information on your character. That's the huge sanity check. You cannot tell the game who you are, it must tell you.

During the non-saving games, some people did not connect to the realm server, and were therefore allowed to say "I exist in this game". This open door allowed Open characters to say "I exist in this game and so do all of the items on my character". When the exploit was patched, non-saving characters could still say "I belong in this game" but open characters never had the chance. The door had been sealed shut.

Really, can't you do it anymore?

If you want to try, go right ahead, but you'll come back to this and say "Ok, i give up." Without the 2 qualifications of 1) a bugged game and 2) the server accepting that packet, it is impossible to repeat this.

How did they figure this out?

The only way to have learned this is to work on their own server and researched and developed this, as with many other hacks. The person responsible for it, kept up to date with all blizzard patches, so that it could be developed at the same rate. The server used was d2gs - Diablo 2 Game Server, and the prominent thing about choosing that, is it uses D2Client dll's that are illegal in most countries.

Why should anyone believe you?

Without revealing anyone's names, let me offer up some of my icq logs.

April 10, 2002

"...with my own server, i have found lots of bugs such as duping, crashing, even uploading..."

"...'uploading' here means you can make a open character into closed character..."

"...and you can make any items and then upload it if you like ..."

April 12, 2002

"...i never play on battle.net, but i think i am the richest player in all realms ..."

January 2003

"...There was a bug last year where the server accepted the character packet that an open game sent. It never should have done so, and I fixed it as soon as it was brought to my attention..."

So who found this out?

I retain his identity, mainly for the fact that I have not spoken to him regarding all the information that was collected and melded together. He's been around for a while, and has been an integral part of D2Hacking. I won't say more, it's

just not right, but know that he plays a big role, despite the fact that he appears to be inactive

What else can you tell me?

Lots of research went into discovering who were the main suppliers for the eBay market. It is amazing how much was collected.

Name: Zheren(first) Zheng(last)
Address: Building 28 Tsinghua University Beijing China
ZipCode: 100084
Description: Height 177CM, Black Eyes, Black Hair, Yellow Skin
Permanent Phone #: *withheld*
Cell Phone #: *withheld*
Idling/chatting account on USWest: Smth_trade
Duping account on USWest: Temp-Work

Zheng worked with one partner, and from there, he began to sell the method. It is reported that it was sold to German brothers for no less than \$10,000, one of each controlled the USEast and USWest realms alongside with Zheng and his partner.

Are you positive this cannot be done anymore?

The eBay suppliers are not "supplying" fresh stock. Anything they have is based on the last dupe. I'll go as far as saying that the Player Not Found issue has affected them as well. Just watch eBay and you can see what I mean.

The only reason we see the surge in white rings, gauntlets and hexing charms is that they got out to the public, and people duped them in the last gold dupe. They are not new, just new to most people.

How did you get all this information?

I could not have brought all of this information together had i not had the pleasure of working with such respected coders as bootyjuice, Liconics, herzog_zwei and Thrawn. Supplemental information was given to my by the 2 Brian's, whom I am ever grateful for. There has also been some anonymous passing of information that I uphold their anonymity. It is the combined effort of all of us that I have been able to piece this together.

The biggest parts of information came from my logs. Putting 2 and 2 together never occurred, and had I not been looking for some other information in early October, I would not have discovered the confirmed method. Uploading. My thanks to the two guys that were the evidence to successfully conclude this is how it was done.

The Diablo II Blacklist

Unten aufgeführte items dürfen in unseren Handelsforen NICHT gehandelt werden.

Uniques 1.09

Windmacht / Windforce

Großvater / Grandfather (155%, 170%, 200%, 221%, 237%, 247%, 249%, 250%)

Schäfers Hammer / Schaefer's Hammer (126%, 128%, 129%, 130%)

Der Schädelhauer / The Cranium Basher

Sturmspitze / Stormspire
Uniques 1.08

Windmacht / Windforce

Harlekinskrone / Harlequin Crest

Großvater / Grandfather
Arkaines Heldenmut / Arkaine's Valor

Gerkes Zuflucht / Gerke's Sanctuary

Arreats Antlitz / Arreat's Face

Vampirblick / Vampires Gaze
Sets

Griswold's Ehre / Griswold's Honor

Griswold's Erlösung / Griswold's Redemption

Griswold's Heldenmut / Griswold's Valor

Seelenkäfig des Unsterblichen Königs / Immortal King's Soul Cage

Natalya's Mark

M'avina's Diadem

Tal Rashes Obhut / Tal Rasha's Guardianship

Bul-Kathos' Stammeswächter / Bul-Kathos' Tribal Guardian

Juwel:

40% erhöhter Schaden / 15% erhöhte Angriffsgeschwindigkeit (blau)

40% erhöhter Schaden / 15% erhöhte Angriffsgeschwindigkeit (rot)

38% erhöhter Schaden / 15% erhöhte Angriffsgeschwindigkeit (weiß)

40% erhöhter Schaden / 15 max. Dam. (rot)

39% erhöhter Schaden / 15 max. Dam. (rot)

Charms:

1*1 charm mit 3 max. Dam. / 20 Leben / 20 AR

1*1 charm mit 3 max. Dam. / 5% run / 20 AR

1*1 charm mit 5 all resi / 5% run

1*1 charm mit 290 Gift Dmg.

Runen

Zod

Cham

Jah

Ber

OHM

<http://www.gildenforum.de/wbb3/index.php?page=Thread&postID=151604#post151604>

Uniques :

1.08

Arreats Antlitz / Arreat's Face
Vampire Gaze

Harlequin Crest
Walkywing
Arcain's Valor
Gerke's Sanctuary
Stormshield
Saracen's Chance
Cranium Basher
Baranar's Star
Highlord's Wrath

1.08 - 1.10

Windmacht / Windforce
Grandfather
Stormspire

1.09 - 1.10

Ethereal Titans Revenge (200% ED, 9% LL)
Skullder's Ire (199% def)
Schaefer's Hammer (104%, 126%, 128%-130%)

1.10 - Laddermode

Maras 25% all resistances
Stone of Jordan

Sets :

1.08

M'avina's Caster
Tal Rasha's Guardianship

1.08 - 1.09

Immortal King's Soul Cage
Griswold's Redemption
Griswold's Valor
Griswold's Honor

Jewels

15% all resistances/15% ias
15 max damage/15% ias
34%, 35%, 36%, 37%, 38%, 39%, 40% enhanced damage/15% ias
40% enhanced damage/15 max damage
40% enhanced damage/14 max damage
40% enhanced damage/13 max damage
40% enhanced damage/9 max damage
39% enhanced damage/15 max damage
39% enhanced damage/14 max damage
38% enhanced damage/15 max damage
38% enhanced damage/13 max damage
38% enhanced damage/11 max damage
36% enhanced damage/14 max damage
40% enhanced damage/+9 dexterity

Small charms

3 max dmg/20 ar/20 life
3/19/20

3/18/20
3/20/19
3/12/20
3/20/5% faster run/walk
3/20/5% faster hit recovery
3/20/7% magic find
5% all resistances/20 life
5% all resistances/5% faster run/walk
5% all resistances/7% magic find
251 poison damage
290 poison damage

Grand charms

10 max dmg/64 attack rating/37 life
10/68/37
10/64/38
10/64/39
+1 coldskills/25 life
+1 coldskills/37 life
+1 lightning skills/39 life
+1 lightning skills/45 life
+1 combat skills/45 life
+1 poison and bone/42 life
+1 poison and bone/39 life

Summary of the author's Diablo II career part 2

Timeline

Season 1

After a long break during early/mid 2003 I returned Oct 28 to compete in the new ladder. My main character was a hammerdin (level 91).

Season 2 July 7th, 2004

I have no recollection of this period.

Season 3 Patch 1.11 August 8th, 2005

(Tradelog next page) active from Aug 8 - Sep 30.

Season 4

Not active.

Season 5 Patch 1.12 June 17, 2008

Multiboxing, characters unknown.

Season 6 March 23rd, 2010

Multiboxing HC purist (except torch), Necro summoner banned at 94 (20 million from 95) in May.
(Pc compromised/hacked account).

den 20 augusti 2005 10:55:40					
den 25 augusti 2005 19:36:08	Received	66.00 (289.60 -> 355.60)	from Smit*** (798.77 -> 732.77)	t4t	
den 24 augusti 2005 22:16:08	Received	20.00 (269.60 -> 289.60)	from Sitc-Pepi (127.65 -> 107.65)		
den 24 augusti 2005 12:39:53	Sent	-1.00 (270.60 -> 269.60)	to BaLdUrDaSh* (68.00 -> 69.00)		
den 23 augusti 2005 19:22:03	Received	20.00 (250.60 -> 270.60)	from BemBem* (1,105.00 -> 1,085.00)	t4t	
den 19 augusti 2005 20:48:30	Sent	-12.00 (262.60 -> 250.60)	to TommiHelm (33.10 -> 45.10)	for holding up trade	
den 18 augusti 2005 19:57:01	Received	20.00 (242.60 -> 262.60)	from askrys (100.50 -> 80.50)	anni	
den 18 augusti 2005 19:55:52	Received	10.00 (232.60 -> 242.60)	from askrys (110.50 -> 100.50)	coh	
den 17 augusti 2005 20:13:59	Received	14.00 (218.60 -> 232.60)	from z3r0. (28.50 -> 14.50)	eni ap	
den 17 augusti 2005 18:35:34	Received	30.00 (188.60 -> 218.60)	from ryhn (8,838.66 -> 8,808.66)	for dur torch, pm game plz	
den 15 augusti 2005 15:17:16	Sent	-1.00 (189.60 -> 188.60)	to ri3 (34.25 -> 35.25)		
den 15 augusti 2005 15:13:47	Received	8.00 (181.60 -> 189.60)	from ri3 (42.25 -> 34.25)	1337 items :)	
den 15 augusti 2005 03:22:03	Received	25.00 (156.60 -> 181.60)	from vasilij (84.00 -> 59.80)		
den 15 augusti 2005 01:39:40	Sent	-5.00 (161.60 -> 156.60)	to siiseli* (627.00 -> 632.00)		
den 14 augusti 2005 18:05:10	Received	8.00 (153.60 -> 161.60)	from AzGuL^*** (1,337.00 -> 1,329.00)	vs WW 52	
den 13 augusti 2005 18:46:44	Received	9.00 (144.60 -> 153.60)	from MaverickZ* (1,844.00 -> 1,835.00)		
den 13 augusti 2005 18:37:45	Received	2.00 (142.60 -> 144.60)	from AnZ_GoZuGuY* (17.15 -> 15.14)	there u go	
den 13 augusti 2005 17:34:50	Received	8.00 (134.60 -> 142.60)	from ma_recki* (191.90 -> 183.90)	t4t	
den 13 augusti 2005 09:03:13	Sent	-4.00 (138.60 -> 134.60)	to 2easy4all (293.01 -> 297.01)		
den 12 augusti 2005 14:05:59	Received	4.00 (134.60 -> 138.60)	from Feargod*** (436.76 -> 432.76)	t4t	
den 12 augusti 2005 12:31:43	Received	20.00 (114.60 -> 134.60)	from yArx (2,085.64 -> 2,065.64)	t4t	
den 12 augusti 2005 12:07:09	Received	15.00 (99.60 -> 114.60)	from Juve (482.20 -> 467.20)	ring+ammy+shield	
den 12 augusti 2005 11:57:48	Received	10.00 (89.60 -> 99.60)	from Juve (492.20 -> 482.20)	reaper	
den 12 augusti 2005 10:51:37	Received	6.00 (83.60 -> 89.60)	from rekson* (2,546.00 -> 2,540.00)	6fg for lc 5str	
den 12 augusti 2005 04:26:09	Sent	-3.00 (86.60 -> 83.60)	to pape_vicious (33.62 -> 36.62)		
den 11 augusti 2005 22:59:38	Sent	-20.00 (106.60 -> 86.60)	to ptake (5.00 -> 25.00)		
den 10 augusti 2005 22:41:38	Sent	-3.00 (109.60 -> 106.60)	to aquilla (31.05 -> 34.05)		
den 10 augusti 2005 21:58:25	Received	8.00 (101.60 -> 109.60)	from Mavinas* (15.40 -> 7.40)		
den 10 augusti 2005 15:20:07	Sent	-3.00 (104.60 -> 101.60)	to kouyass* (145.08 -> 148.08)		
den 10 augusti 2005 02:36:38	Sent	-15.00 (119.60 -> 104.60)	to MaverickZ* (1,946.00 -> 1,961.00)		
den 8 augusti 2005 03:30:40	Received	20.00 (99.60 -> 119.60)	from kataklysmus (105.00 -> 85.00)	for ber rune, join cwa/cwa, thx	

Season 1

Forum Gold					
Purchase More Forum Gold Edit Security Settings Usage Disclaimer					
rons currently has 16.53 Forum Gold					
Gold Logs					
Showing Transactions From The Month of: July 2008 · Total Transactions: 9 · Gold In/Out: 38.00 / -38.00					
Date	Type	Amount	Who	Comr	
den 8 juli 2008 14:03:49	Sent	-2.00 (2.00 -> 0.00)	to killerk* (1,756.00 -> 1,758.00)		
den 8 juli 2008 14:00:33	Sent	-12.00 (14.00 -> 2.00)	to Raad (74.00 -> 86.00)		
den 8 juli 2008 13:27:23	Sent	-1.00 (15.00 -> 14.00)	to HoUSe_cLUb (639.79 -> 640.79)		
den 8 juli 2008 13:21:35	Sent	-7.00 (22.00 -> 15.00)	to Doeboy*** (3,011.00 -> 3,018.00)		
den 8 juli 2008 13:20:06	Sent	-5.00 (27.00 -> 22.00)	to Doeboy*** (3,006.00 -> 3,011.00)		
den 8 juli 2008 12:30:26	Sent	-5.00 (32.00 -> 27.00)	to Mark1988 (234.50 -> 239.50)		
den 8 juli 2008 12:27:50	Sent	-3.00 (35.00 -> 32.00)	to PokerSchool* (0.35 -> 3.35)		
den 8 juli 2008 12:09:20	Sent	-3.00 (38.00 -> 35.00)	to Lollsen (43,917.00 -> 43,920.00)	doom	
den 8 juli 2008 00:20:35	Received	38.00 (0.00 -> 38.00)	from Julez1981 (908.50 -> 870.50)	occu	

Season 5

rons currently has 16.53 Forum Gold

Gold Logs

Showing Transactions From The Month of: April 2010 · Total Transactions: 10 · Gold In/Out: 590.00 / -75.00

Date	Type	Amount	Who	Comment
den 28 april 2010 08:27:58	Received	20.00 (619.34 -> 639.34)	from edgomatik★ (2,819.00 -> 2,799.00)	thx
den 21 april 2010 15:58:44	Sent	-27.00 (646.34 -> 619.34)	to dzosz (12.19 -> 39.19)	torch
den 15 april 2010 18:48:08	Received	20.00 (626.34 -> 646.34)	from sagster45 (3,070.57 -> 3,050.57)	st41@
den 8 april 2010 12:26:16	Received	350.00 (276.34 -> 626.33)	from Sia★★ (23,357.88 -> 23,007.88)	med
den 6 april 2010 07:11:29	Received	10.00 (266.34 -> 276.34)	from larskrimi★ (30.00 -> 20.00)	40 pgems
den 4 april 2010 19:36:51	Sent	-1.00 (267.34 -> 266.34)	to Holer (735.00 -> 736.00)	
den 4 april 2010 19:35:53	Sent	-47.00 (314.34 -> 267.34)	to Holer (688.00 -> 735.00)	torch
den 3 april 2010 17:14:00	Received	20.00 (294.34 -> 314.34)	from bulmabulma (1,288.50 -> 1,268.50)	
den 2 april 2010 23:48:31	Received	100.00 (194.34 -> 294.34)	from KitiaraMidnight★ (9,517.12 -> 9,417.12)	pc skiller with FHR
den 2 april 2010 23:47:22	Received	70.00 (124.34 -> 194.34)	from FreakYzX (540.00 -> 470.00)	

Season 6

Season 7

Boycott because of prior unfair ban (s6).

Season 8 March 28th, 2011

Necro summoner level 96, HC purist.



Diablo II Europe-SWE-2 (4)

You have joined channel: Diablo II Europe-SWE-2

*unobserved876 whispers:

@@

Cheap and godly runewords, runes, uniques, charms and more @ WWW.BIAT\$TOR3.ORG

@@

EXPANSION HARDCORE LADDER

OVERALL	AMA	SOR	NEC	PAL	BAR	DRU	ASN
Rank	Name	Class	Level	Exp			
1	Guardian Aaliyah	nec	99	3,520M			
2	Conqueror Invites	nec	98	3,240M			
3	Guardian Rothu_HC	nec	97	3,116M			
4	Guardian EoD_FullGor	nec	97	3,096M			
5	Guardian EoD_Hero	nec	97	3,057M			
6	Guardian Scoubi	nec	97	3,044M			
7	Guardian Zakernej-Zm	nec	97	2,983M			
8	Guardian Nekrophely	nec	97	2,975M			
9	Guardian brutalpressu	nec	97	2,967M			
10	Guardian VooDooRay	nec	97	2,966M			
11	Guardian friedhofchill	nec	96	2,910M			
12	Guardian IDC-exo	nec	96	2,908M			
13	Guardian Knochenwut	nec	96	2,906M			
14	Guardian gkT_Clon	nec	96	2,878M			
15	Conqueror Bhagavad-	nec	96	2,769M			
16	Conqueror MoA-Cyrus	nec	96	2,768M			

SEND

WHISPER

HELP

SQUELCH

UNSQUELCH

EMOTE

CREATE

JOIN

CHANNEL

LADDER

QUIT

CANCEL

Patriarch Babybomba..Conqueror Bhagavad...

ybecce@Europe IQ-convolution

Diablo II Europe-SWE-2 (21)

<fivedollah> nÅ¥gon som kan rusa mig igenom NM

<xX_icee> non-ladder?

<Matriarch IceSorceress> five

<Matriarch IceSorceress> highfive!

<Matriarch IceSorceress> :D

<xX_icee> five Å¥r non ladder lr ladder??

<xX_icee> du*

<Champion F-Bz> tja

<Champion F-Bz> nÅ¥gon som kan hjÅ¥lpa med skill

quests i hell?

<sorcisssssssss> hej!

<Champion F-Bz> ladder

<sorcisssssssss> jag r hc ladder och nl

<xX_icee> nÅ¥n som har pala torch till salu?

(non-ladder)

EXPANSION HARDCORE LADDER

OVERALL	AMA	SOR	NEC	PAL	BAR	DRU	ASN
Rank	Name	Class	Level	Exp			
74	Guardian LoC_EisRah	sor	98	3,242M			
75	Guardian LoC_Pyro	sor	98	3,239M			
76	Conqueror Ardcore	sor	98	3,238M			
77	Guardian DeoS	bar	98	3,236M			
78	Guardian LoC_Wicked	sor	98	3,234M			
79	Guardian ddddes	pal	98	3,234M			
80	Guardian ima_shayk	pal	98	3,231M			
81	Conqueror Faschist	bar	98	3,229M			
82	Conqueror PowerWordsor	sor	98	3,229M			
83	Guardian lamerdin-be	pal	98	3,229M			
84	Guardian CKYHC	pal	98	3,229M			
85	Guardian NrG-Sweete	pal	98	3,229M			
86	Guardian Galathiel_IV	sor	97	3,223M			
87	Guardian LoC_Breaker	sor	97	3,220M			
88	Guardian MrsPacMan	pal	97	3,208M			
89	Guardian Whitemoon	pal	97	3,206M			

SEND

WHISPER

HELP

SQUELCH

UNSQUELCH

EMOTE

CREATE

JOIN

CHANNEL

LADDER

QUIT

CANCEL

zmas-unidrare Matriarch supreme Conqueror PowerWord... Champion xX_icee Patriarch Chaos_Nex

Champion StormHamm.Champion swe_barbar... Conqueror shauz Thespian Matriarch Lpx-soso Matriarch IceSorceress

Diablo

Diablo II Europe-SWE-2 (1.8)

EXPANSION HARDCORE LADDER

<fivedollah> någon som kan rusa mig igenom NM

<xX_icee> non-ladder?

<Matriarch IceSorceress> five

<Matriarch IceSorceress> highfive!

<Matriarch IceSorceress> :D

<xX_icee> five År non ladder lr ladder??

<xX_icee> du*

<Champion F-Bz> tja

<Champion F-Bz> någon som kan hjälpa med skill
quests i hell?

<sorci:ssssssss> hej!

<Champion F-Bz> ladder

<sorci:ssssssss> jag r hc ladder och nl

<xX_icee> nån som har pala torch till salu?
(non-ladder)

OVERALL	AMA	SOR	NEC	PAL	BAR	DRU	ASN
Rank	Name	Class	Level	Exp			
12	Guardian OC_Anxiety	sor	98	3,520M			
13	Conqueror Conceive	sor	98	3,297M			
14	Guardian MFFor_Meg	sor	98	3,290M			
15	Guardian Ro-AnMf	sor	98	3,285M			
16	Guardian KrachBumm	sor	98	3,278M			
17	Guardian ro_ankil	sor	98	3,276M			
18	Guardian qX-Xq	sor	98	3,263M			
19	Guardian LoC Frostie	sor	98	3,260M			
20	Guardian LoC Bellatri	sor	98	3,243M			
21	Guardian LoC EisRah	sor	98	3,242M			
22	Guardian LoC Pyro	sor	98	3,239M			
23	Conqueror Ardcare	sor	98	3,238M			
24	Guardian LoC Wicked	sor	98	3,234M			
25	Conqueror PowerWordsor	sor	98	3,229M			
26	Guardian Galathiel IV	sor	97	3,223M			
27	Guardian LoC_Breaker	sor	97	3,220M			

CANCEL

SEND WHISPER HELP

SQUELCH UNSQUELCH EMOTE

CREATE JOIN

CHANNEL LADDER QUIT

zmas-unidrare

Matriarch'supreme

Conqueror PowerWord...

Champion xX_icee

Patriarch Chaos_Nex

Champion StormHamm

Champion swe_barbar...

Conqueror Shauz

Thesplan

Matriarch Lpx-soso

Matriarch IceSorceress

ZOD RUNE

CAN BE INSERTED INTO SOCKETED ITEMS

WEAPONS: INDESTRUCTIBLE

ARMOR: INDESTRUCTIBLE

HELMS: INDESTRUCTIBLE

SHIELDS: INDESTRUCTIBLE

REQUIRED LEVEL: 69

FE: 2008 / 2016

MANA: 1379 / 1379





Season 9 Oct 25th 2011

Blizzard Sorc level 98, HC purist. Self made Enigma, Ber merged Lo's, Jah overlord boss pack chaos upper left hand side of the pentagram. I had a prophetic dream that it would drop in the days prior. Zod from ghost beginning of chaos, left side.

Season 10 May 2nd 2012

Aimed for NO.1 EU HC (pure), almost made it. No multiboxing, first teamplay since many years.

Officially retired since May 2012.

Diablo II Europe-SWE-1 (14)

You have joined channel: br goo

You have joined channel: Diablo II Europe-SWE-1

erwgvxg (*erwgvxg) has been squelched.

ghfvjy (*ghfvjy) has been squelched.

fffs (*judas12) has been squelched.

SAKUJO_III (*sjo) whispers: Your friend sjo entered a Diablo II Lord of Destruction game called Ancients Anya.

EXPANSION HARDCORE LADDER

OVERALL	AMA	SOR	NEC	PAL	BAR	DRU	ASN	
Rank	Name	Class	Level	Exp				
1	Conqueror Toxoplasm	nec	78	594.116K				
2	Conqueror Enhyy	nec	77	565.855K				
3	Guardian Bonecall	nec	77	548.335K				
4	Guardian Basement-G	nec	75	463.368K				
5	Guardian Evidence	nec	74	436.941K				
6	Destroyer From-Polar	nec	71	336.367K				
7	Guardian Mapk	nec	70	300.856K				
8	Conqueror sekretalni	nec	70	298.021K				
9	Conqueror Radas	nec	69	281.559K				
10	Conqueror Shazakiel	nec	69	278.285K				
11	Conqueror cxz	nec	66	216.036K				
12	Conqueror binbbl	nec	66	212.957K				
13	Conqueror Gnechun	nec	66	207.236K				
14	Conqueror Andrip	nec	65	195.759K				
15	Conqueror HURENSOHN	nec	64	181.772K				
16	Destroyer Vilmar	nec	64	171.663K				

SEND

WHISPER

HELP

SQUELCH

UNSQUELCH

EMOTE

CANCEL

CREATE

JOIN

CHANNEL

LADDER

QUIT

erwgvxg

ghfvjy

Champion Itherael

OnMkV-inertial

walc-flyer

qwqqqwqw

ewgxgrcdfv

fffs

bxtc-savagery

Conqueror Toxoplasm

StevenBlum

Diablo II Europe-SWE-1 (13)

You have joined channel: Diablo II Europe-SWE-1

EXPANSION HARDCORE LADDER

OVERALL	AMA	SOR	NEC	PAL	BAR	DRU	ASN	
Rank	Name	Class	Level	Exp				
1	Guardian Enhyy	nec	83	912.069K				
2	Guardian Toxoplasmo	nec	82	845.303K				
3	Guardian FirstMove	sor	82	835.602K				
4	Guardian ExoticFanta	pal	82	831.388K				
5	Guardian NG-HoLyMoL	pal	82	810.699K				
6	Guardian HC_SlaYeR	pal	81	786.542K				
7	Guardian EL-BeatBox	sor	81	758.562K				
8	Conqueror Kugelkippe	sor	81	749.464K				
9	Guardian paladorn	pal	80	730.369K				
10	Guardian Bonecall	nec	80	728.845K				
11	Guardian Xplicit_enOr	pal	80	706.269K				
12	Guardian BALAS	sor	80	692.988K				
13	Conqueror ThAGoSulH	pal	79	659.421K				
14	Guardian Pad-Dudu	dru	79	643.913K				
15	Guardian KO_GameOv	sor	79	635.849K				
16	Conqueror TARDLEY	sor	79	631.137K				

SEND

WHISPER

HELP

SQUELCH

UNSQUELCH

EMOTE

CANCEL

CREATE

JOIN

CHANNEL

LADDER

QUIT

ghfvjy

erwgvxg

ghfvjy

Patriarch Santicmode

Ezra

Frankyo

qwqqqwqw

ewgxgrcdfv

Rambojocke

Bw-sweet

Guardian Toxoplasmo

DIABLO

DIABLO

DIABLO

Diablo II Europe-SWE-2 (3)

You have joined channel: Diablo II Europe-SWE-2

EXPANSION HARDCORE LADDER

OVERALL	AMA	SOR	NEC	PAL	BAR	DRU	ASN
Rank	Name	Class	Level	Exp			
1	Guardian Bonecall	nec	90	1,735M			
2	Conqueror NoX_TheLa	ama	90	1,651M			
3	Guardian Toxoplasmo	nec	90	1,618M			
4	Guardian Moe_BaMbO	asn	89	1,614M			
5	Guardian PowerGaze	dru	89	1,581M			
6	Conqueror Incredible-I	nec	89	1,532M			
7	Guardian Enihyy	nec	89	1,528M			
8	Guardian NG-HoLyMoL	pal	89	1,522M			
9	Guardian TARDLEY	sor	89	1,506M			
10	Guardian Alberta	ama	89	1,502M			
11	Guardian PsychoCore	sor	89	1,499M			
12	Guardian Baldrian	dru	89	1,496M			
13	Guardian ExoticFanta	pal	88	1,419M			
14	Guardian ThAGoSulHu	pal	88	1,415M			
15	Conqueror MouthFor	sor	88	1,398M			
16	Conqueror Mancatche	sor	88	1,384M			

CANCEL

SEND

WHISPER

HELP

SQUELCH

UNSQUELCH

EMOTE

CREATE

JOIN

CHANNEL

LADDER

QUIT

killerPlayerOfD Guardian Toxoplasmo...
Champion nbpig@Euro...