

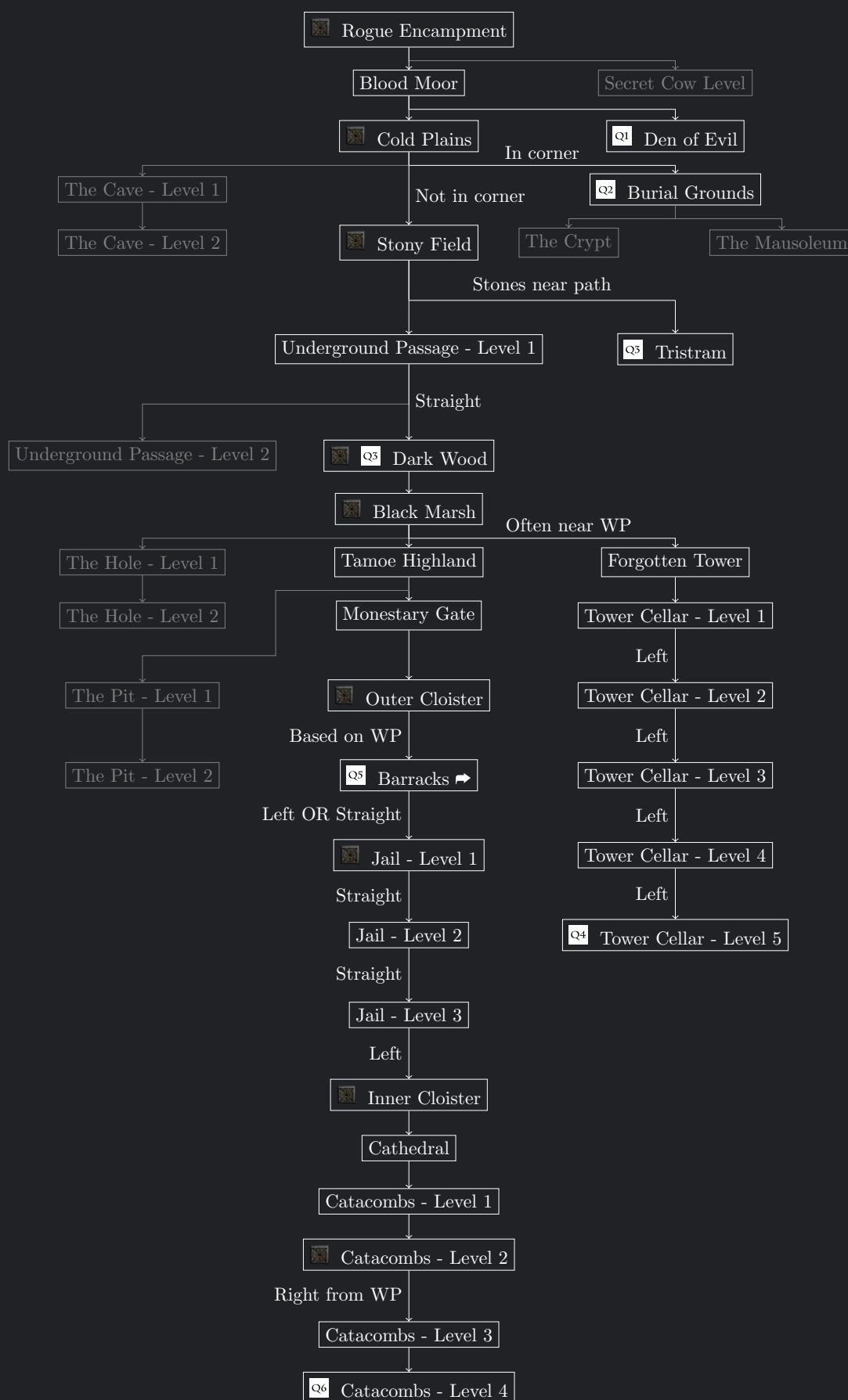
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Chapter 1

Maps

1.1 Act I

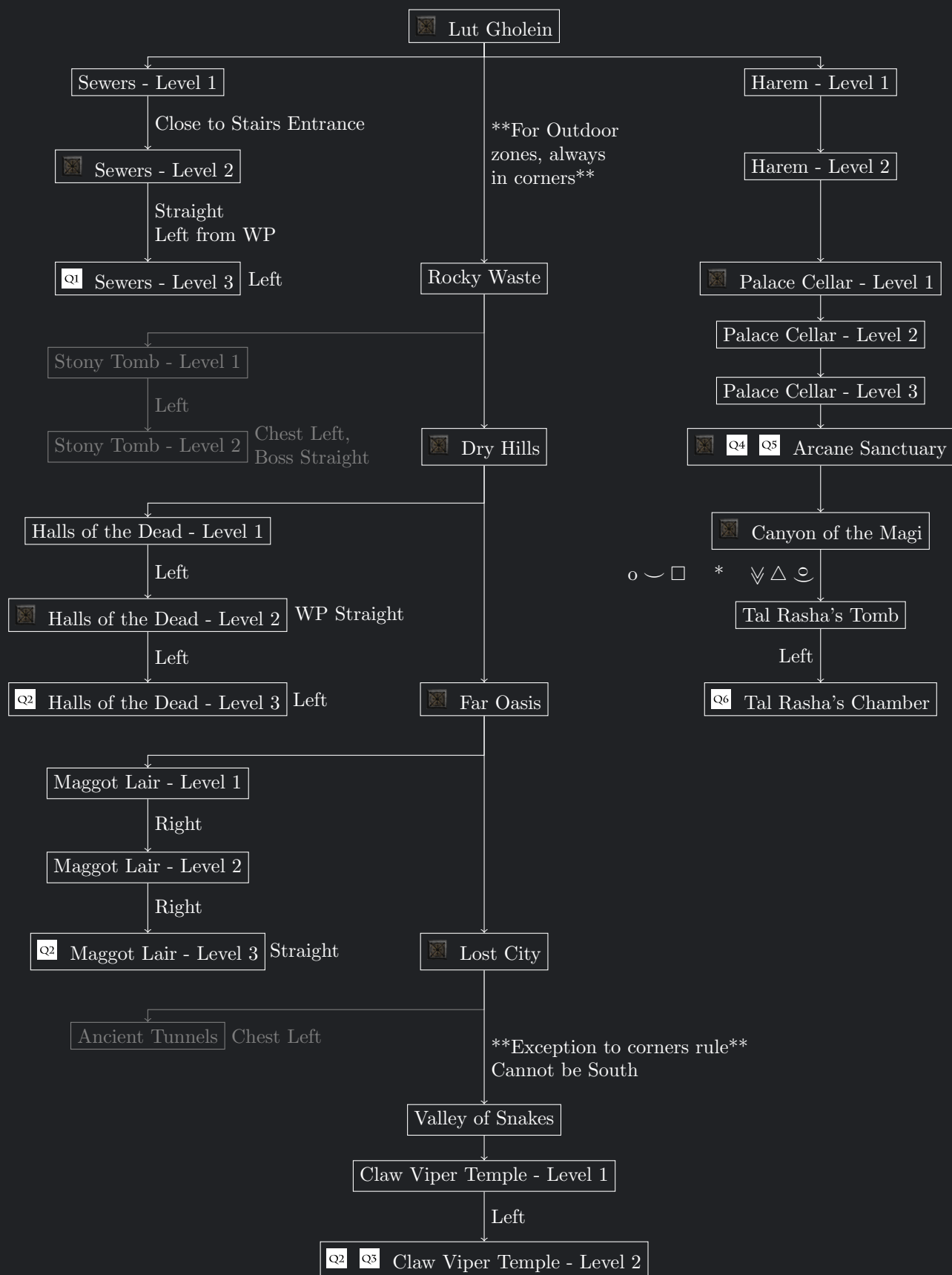


1.1.1 Notes

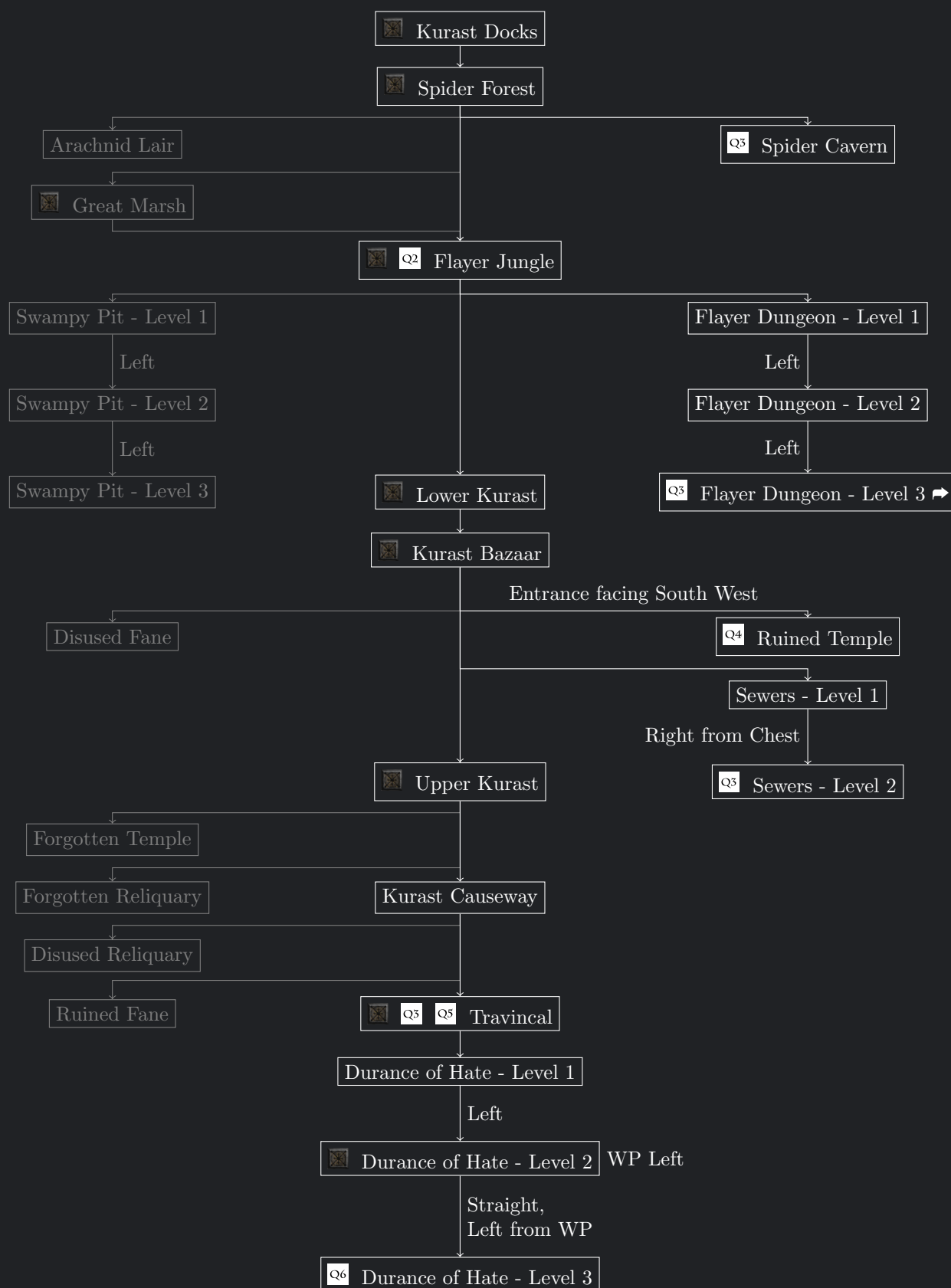
➡ Barracks

Navigation: Left OR Straight. One takes you to the quest, the other to the exit.

1.2 Act II



1.3 Act III



1.3.1 Notes

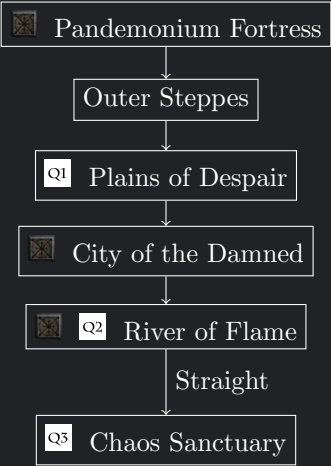
➡Player Dungeon - Level 3

Navigation: 6 set maps exist. Look at the images in Figure 1.1.

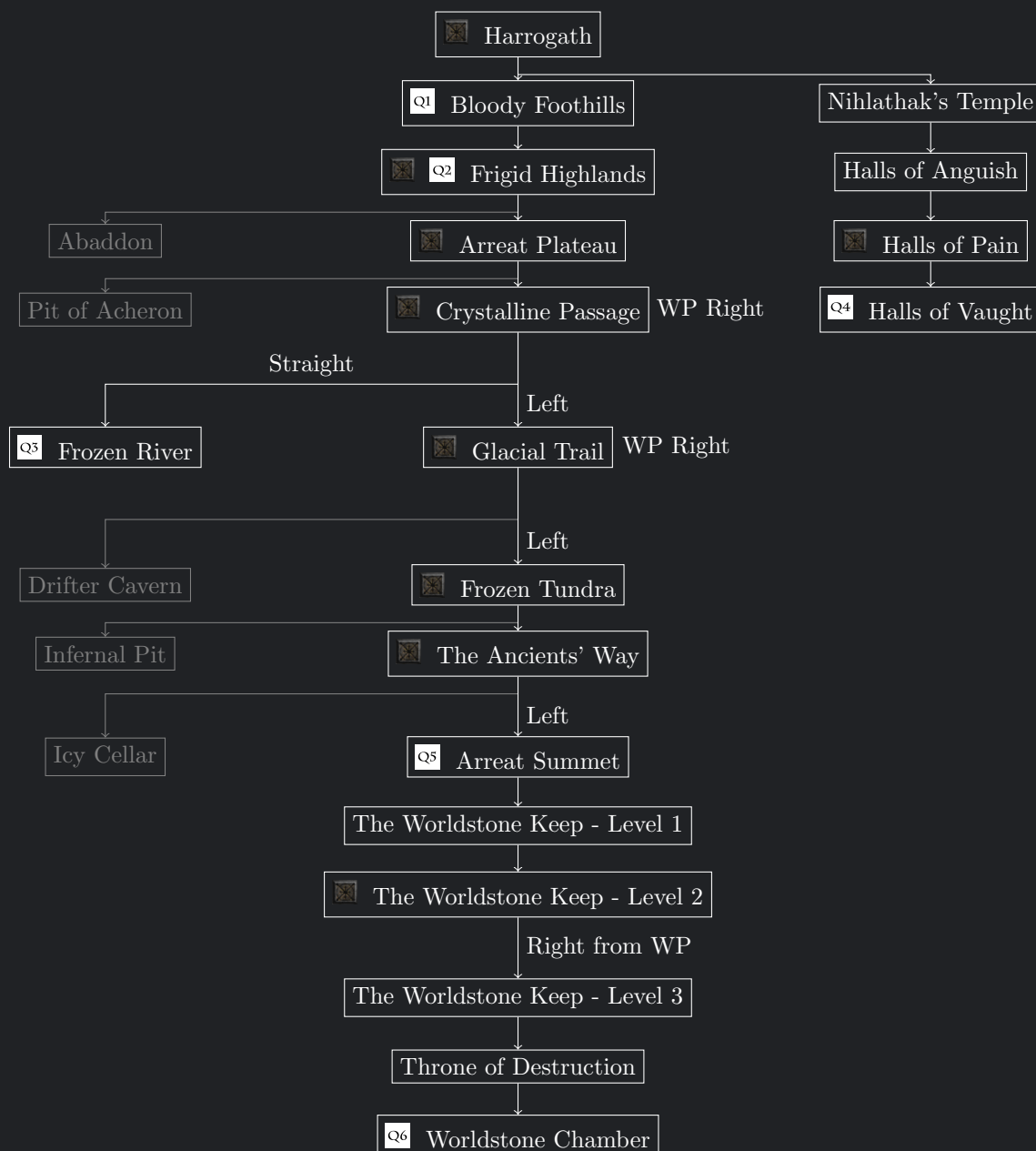


Figure 1.1: Possible Player Dungeon - Level 3 maps[3]

1.4 Act IV



1.5 Act V



Chapter 2

Super Chests

Based on emulations from d2emu[1]. Colours range from red to green, based on lowest and highest value respectively.

2.1 Act I - Hell

Black Marsh, Catacombs Level 1, Catacombs Level 2, Catacombs Level 3, Catacombs Level 4, Crypt, Mausoleum, Tower Cellar Level 1, Tower Cellar Level 2, Tower Cellar Level 3, Tower Cellar Level 4

	P1		P3		P5		P7	
	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked
Zod	0	0	0	0	0	0	0	0
Cham	0	0	0	0	0	0	0	0
Jah	0	0	0	0	0	0	0	0
Ber	0	0	0	0	0	0	0	0
Sur	0	0	0	0	0	0	0	0
Lo	0	0	0	0	0	0	0	0
Ohm	0	0	0	0	0	0	0	0
Vex	4	4	1	1	7	7	4	4
Gul	4	5	7	7	8	8	5	5
Ist	5	5	2	3	7	7	11	11
Mal	1	1	6	6	8	8	4	4
Um	4	4	4	4	7	7	11	11
Pul	9	10	13	14	12	13	25	26

Blood Moor, Stony Field

	P1		P3		P5		P7	
	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked
Zod	0	0	0	0	0	0	0	0
Cham	0	0	0	0	0	0	0	0
Jah	0	0	0	0	0	0	0	0
Ber	0	0	0	0	0	0	0	0
Sur	0	0	0	0	0	0	0	0
Lo	0	0	0	0	0	0	0	0
Ohm	0	0	0	0	0	0	0	0
Vex	3	3	0	0	7	7	4	4
Gul	4	5	7	7	8	9	6	6
Ist	5	5	1	1	7	8	7	9
Mal	1	1	6	6	5	6	5	5
Um	4	4	7	7	6	7	7	8
Pul	8	8	13	15	16	17	21	21

2.2 Act II - Hell

Arcane Sanctuary, Lost City, Maggot Lair Level 1, Maggot Lair Level 2, Maggot Lair Level 3

	P1		P3		P5		P7	
	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked
Zod	0	0	0	0	0	0	0	0
Cham	0	0	0	0	0	0	0	0
Jah	0	0	0	0	0	0	0	0
Ber	0	0	0	0	0	0	0	0
Sur	0	0	0	0	0	0	0	0
Lo	3	3	1	1	2	4	5	5
Ohm	1	1	4	4	10	10	4	4
Vex	1	1	4	4	2	2	4	4
Gul	6	6	7	8	5	5	4	5
Ist	1	1	3	3	8	9	8	8
Mal	5	5	8	8	7	9	8	8
Um	5	6	9	11	4	4	14	14
Pul	9	10	14	14	18	18	18	20

2.3 Act III - Hell

Durance of Hate Level 3, Kurast Bazaar, Kurast Sewers Level 1, Kurast Sewers Level 2, Lower Kurast, Upper Kurast

	P1		P3		P5		P7	
	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked
Zod	0	0	0	0	0	0	0	0
Cham	0	0	0	0	0	0	0	0
Jah	0	0	0	0	0	0	0	0
Ber	1	1	2	2	4	4	2	2
Sur	2	3	4	5	5	7	9	9
Lo	3	3	4	4	4	4	2	2
Ohm	4	4	2	2	2	2	5	5
Vex	2	2	3	3	6	6	6	6
Gul	6	6	4	6	5	5	11	11
Ist	4	5	8	10	5	6	5	7
Mal	9	9	12	12	10	10	14	15
Um	8	8	7	9	11	11	10	11
Pul	9	9	12	14	16	18	16	16

2.4 Act IV - Hell

River of Flame

	P1		P3		P5		P7	
	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked
Zod	0	0	0	0	0	0	0	0
Cham	1	1	2	2	0	0	1	1
Jah	1	1	2	2	1	1	1	2
Ber	1	1	1	1	3	4	3	4
Sur	2	2	4	4	4	4	4	5
Lo	0	0	4	5	4	4	4	4
Ohm	3	3	2	2	5	5	9	9
Vex	3	3	4	4	5	5	4	5
Gul	3	3	6	6	9	9	10	10
Ist	4	5	5	5	5	5	11	11
Mal	5	5	10	10	8	9	10	11
Um	5	5	7	7	12	14	5	6
Pul	7	7	7	7	14	15	11	13

2.5 Act V - Hell

Frigid Highlands, Glacial Trail, Halls of Anguish, Halls of Pain

	P1		P3		P5		P7	
	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked	Unlocked	Locked
Zod	0	0	0	0	0	0	1	1
Cham	2	3	0	0	0	0	1	1
Jah	4	4	4	4	3	3	1	1
Ber	2	2	1	1	3	3	5	6
Sur	3	3	0	1	2	2	4	4
Lo	1	2	5	5	2	2	3	3
Ohm	4	4	5	5	8	8	4	6
Vex	3	3	2	2	5	5	8	8
Gul	2	2	2	2	5	5	6	6
Ist	4	4	4	4	8	8	8	8
Mal	4	4	5	6	6	7	14	16
Um	5	5	11	11	9	10	10	10
Pul	14	14	14	15	14	14	17	18

Chapter 3

Mules

These are some of the mules I use for storing items.

3.1 Sets

MuleS_I	MuleS_II	MuleS_III	MuleS_IV	MuleS_V
Angelic Raiment Arcanna's Tricks Arctic Gear Berserker's Arsenal Cathan's Traps Civerb's Vestments Cleglaw's Brace Deaths' Disguise Hsarus' Defense	Infernal Tools Isenhardt's Armory Milabrega's Regalia Sigons's Complete Steel Tancred's Battlegear	Vidala's Rig Iratha's Finery Bul-Kathos' Children Cow King's Leathers Heaven's Brethren Hwanin's Majesty Naj's Ancient Vestige	Orphan's Call Sander's Folly Sazabi's Grand Tribute The Disciple Griswold's Legacy Aldur's Watchtower Immortal King	M'avina's Battle Hymn Natalya's Odium Tal Rasha's Wrappings Trang-Oul's Avatar

Chapter 4

Gambling Notes

Here are some notes for the best levels to gamble various items.[2]

Item	clvl(s)	Chance
Rings		
The Stone of Jordan	44 - 48	1:62 000
Raven Frost	58 - 61	1:10 200
Dwarf Star	58 - 61	1:10 200
<u>Compromise (SoJ focused):</u>	50	
SoJ		1:67 277
Raven Frost		1:51 000
Dwarf Star		1:51 000
<u>Compromise (Raven Frost focused):</u>	54	
SoJ		1:81 077
Raven Frost		1:17 000
Dwarf Start		1:17 000
Amulets		
Mara's Kaleidoscope	85	1:29 595
Highlord's Wrath	78	1:27 771
Tal Rasha's Adjudication	31	1:43 183
<u>Compromise (Mara's Kaleidoscope focused):</u>	85	
Mara's Kaleidoscope		1:29 595
Highlord's Wrath		1:29 595
Tal Rasha's Adjudication		1:45 000
Blues amulets for Caster Crafting $((\text{int})(\text{clvl}/2) + (\text{int})(\text{ilvl}/2))$	93	
Circlets		
<u>Rare +2 Skillers</u>		200/2000 (10%)
Circlet [+3 ilvl]	92+	
Coronet [+8 ilvl]	87+	
Tiara [+13 ilvl]	82+	
Diadem [+18 ilvl]	77+	
Griffon's Eye [Diadem]	99	1:36 664
Kira's Guardian [Tiara]	99	1:7505

Bibliography

- [1] <https://d2emu.com>. Accessed: 2023-05-27.
- [2] <https://maxroll.gg/d2/d2-drop-calculator>. Accessed: 2023-06-23.
- [3] <https://imgur.com/a/xf07m>, 2015.

Todo list

■ TODO: Optimize layout here. Some spacing can be minimized	3
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