Greetings Legacy Community,

To prove my identity heres a post on Nost's forums:
http://forum.nostalrius.org/viewtopic.php?f=76&t=45691

I apologize in advance for how long this post will be but I have a few things I need to cover, so if you don't want to read all of it here's the TL:DR

1) I was a GM on Nostalrius, the Lead GM of Elysium and of Lights Hope.
2) Both Pottu and I have quit the Light's Hope project, it's for Pottu to say why he left, but I left because I lost faith in the project and the direction it was going.
3) The day after I quit I started to receive evidence that someone with root access (ability to directly modify the database) was selling gold, spawning characters, unbanning characters and deleting logs to cover their tracks.
4) After spending a week on the outside waiting for the project to address this it has become clear that those in the leadership are either complicit, don't know how to stop them or are caught up in some weird game and don't realize the ramifications of what's going on.
5) Light's Hope has many very hard working, honorable people working for the betterment of the community. This was not a failure of every staff member, but of the leadership team to build the proper controls to prevent this from happening.

The most relevant evidence I have chosen to post here: https://imgur.com/a/iW0Rk

Ok now, onto the novel that is my story and my thoughts on just what the heck has been going on.

Vaelanor's Back Story (Engage long winded story telling mode)
I joined the Nostalrius GM team about 6 months after launch, I worked my way up to R3 but by no means was I a leader or in any way involved with the leadership of Nostalrius. When Nost shut down we hung out in discord for the 9 months after the server was closed talking about their trip to Blizzard and our prayers for a classic announcement at blizzcon 2016. I immediately joined the Elysium Project when it launched. I became the Lead GM of Elysium after the open staff meeting in Feb 2017 (you can hear me on the recording, I'm the guy saying we need controls to prevent this from happening again, I became a bit like a broken record on controls over the last year and sadly they have never been implemented). It was me who discovered there were spawned characters on Elysium (I confronted Kidney and he then confirmed what was going on, but more on that later), I was part of the initial 3 person discussion about breaking away and forming Lights Hope and then part of the 10 person lead team of Lights Hope.

Lessons from Elysium:
I was fooled by Shenna/Crogge and Kidney on Elysium, they were actively selling and doing things that were against the supposed mission statement of the EP project from the very beginning. Make no mistake, Kidney was 100% involved and assisted in covering up their

activities until I had proof of a spawned character at that point Kidney saw the light and became a key component to launching Lights Hope. Since then I've had no reason to doubt him, and I consider him to be less likely to be involved in this than the other people who have root access. The biggest lesson I took from EP was this, if there's a reasonable, sensible control (like logs, or restricting access) and you ask for them, and it's not an overly complicated thing to provide, but months go by and you don't get it, the most likely reason for you not getting it is that the people in charge of providing those controls are involved with something they shouldn't be and they are hiding it. I know people will want to say "it must be Kidney", the simple truth is the LH team has spent a week trying to work out what's going on and they don't know, that's the problem with not having proper controls.

Vael's reasons for quitting Light's Hope:
Quitting actually had nothing to do with the root access drama that has been going on for the past week. Since launch I had been progressively getting more and more frustrated, which turned to anger which turned to rage at various members of the LH leadership team. To be very clear, by the time I left I was extremely angry at the lack of movement on key issues and no doubt several snippets of conversations where I am quite heated will be published. It's true, I was fired up – because I've literally put thousands of hours into Nost, then EP and then LH and instead of the leadership team working as a team to improve the project a good chunk of them are there for the power that comes along with being on the leadership team with no actual desire, intent or perhaps ability to help the project.

I do believe that LH is an honorable project, one that strives to not be corrupt, the vast majority of the staff want a fair, free of bulls$#t project. In all of the time I was part of both EP and LH the GM team was actually remarkably free of corruption (yes some of them got grumpy and some banned a little to liberally but it was a case of hating everyone equally! No favorites!)

Where to start with Anti-cheat, what a mess. Ok, firstly – as I'm sure you have all noticed there has been no anti-cheat on LH (there wasn't one on EP either for the longest time). There was never any plan to develop one internally, now just this week a form of Anti-Cheat was put onto the server but here's the kicker. It's been developed by *someone* and it's being shared between the EP and LH servers. Wait a minute, LH and EP – two projects that are supposed to be mortal enemies are using the same anti-cheat? Not to mention that EP have been actively testing/using the anti-cheat for weeks now, while LH was sitting on its hands. Using an anti-cheat developed by a developer who's not on staff was always a bad idea, using one that's being shared to the EP is a monumentally stupid idea.

Fundamentally I left the LH project because the lead team is too inactive, the people in key positions won't get out of the way so we can put active people into those positions and they ultimately were making bad decisions, decisions I had no ability to influence because there was a voting block that was actively pushing me out of the project.

Root Access Shenanigans:

The day after I quit the project I started getting messages from players and GM's saying something was up. It's not unusual for me to get conspiracy theory messages but the sheer volume and the insistence and the fact it was trusted senior GM's was highly unusual. I started pulling together the information that was coming my way and pretty quickly I became convinced someone with root access has been spawning gold, characters and unbanning gold mules. The screen shots linked above speak for themselves, but what I chose not to include is the half dozen GM's, who I trust implicitly messaged me 100% convinced they were seeing the same thing, characters being renamed and moved to different accounts. These are activities that the GM team would immediately recognize and recognize as abuse of power by the server admins.

Someone with root access has been playing up on the LH project.

Was this one of the 5 people granted access, or is it someone who's found an exploit to obtain that access, I don't know. But fundamentally it doesn't matter. This is exactly why I quit, quite frankly either the leadership team is complicit or incompetent or naive (trust me, I was naive about shenna for 9 months so I wouldn't blame them). The problem here though is, I was arguing from the very start that we needed these controls, I was arguing from the start for read only, logs of all DB commands that should be reviewed every week and I was ignored. This isn't a case of "oh we never thought to do these things", I was being extremely loud about what we needed to do to prevent another Vitaly, another Shenna, Another Crogge. Some of the leads of the LH project have now been leads 3 different times when people have abused root access, yet they still won't talk about locking down access and ensuring proper logs that are then regularly reviewed.

Final thought:
Thank Elune Blizzard is doing classic servers, The legacy community deserves better than this. I have very much enjoyed my 8 years as part of the legacy community, GM'ing was significantly more fun than playing and I will miss it dearly. The GM team has been the rock upon which both EP and LH was built the guys and gals carried the load of fixing so many things and helping players. I will miss you all, it was my pleasure to serve with you.

So long, and thanks for all the fish.