Sprinter Conquest Guide for Diablo III

Version 4.1 (September 2018) for Diablo III patch 2.6.1 (Season 12+)

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Introduction

The *Sprinter* Conquest (and *Speed Racer* in Hardcore mode) requires the entire Campaign to be completed in under an hour. This is no mean feat, and generally requires a full group of four characters familiar with the game, and particularly with the layouts and patterns of the maps. It's a challenging Conquest but also very rewarding and a lot of fun!

Given a bit of luck, it's also the quickest conquest to gear up for at the start of a season.

A group usually consists of three **RUNNERS** and one **TOWN CAMPER** (a.k.a. TOWNER or TOWNIE). This guide describes how players can coordinate a successful run.

The guide has five parts:

- 1. **Runner Guide** (just maps and essential reminders)
- 2. Town Camper Guide (every stage of every quest)
- 3. Advice and Explanatory Notes
- 4. Comprehensive Runner Guide (at the quest level)
- 5. Time Record table

Using This Guide in Action

The parts of the guide are designed to be **printed**, ideally on just one side of the paper (so you can always see what's coming up). However, some players may prefer to view them on a separate device, such as a tablet.

RUNNERS will need the **Runner Guide**. All five pages can be spread out on the desk before them. They may also wish to study the Comprehensive Runner Guide prior to attempting the Conquest.

The **TOWN CAMPER** will need the **Town Camper Guide**, and will need to track each stage carefully. Watch, particularly, for sections where one conversation immediately follows another.

The **TOWN CAMPER** should also print the **Time Record** and note down the elapsed time after each major action they take. This is particularly useful for analysis after a failed attempt. (The Word version can be filled in and shared with the whole team.)

ALL PLAYERS should read the Advice and Notes, to help anticipate some of the trickier sections.

Before You Start

A quick checklist for when you first gather your party for the Conquest:

- Assemble your party in Adventure Mode.
- Equip and test your *Sprinter* build.
- Determine who is RUNNER 1, 2 and 3, and the TOWN CAMPER, and if anyone can Teleport.
- Ensure "Automatically Skip All Cut Scenes" is selected in Gameplay Settings.
- Assign Mouse Wheel Down to "Close All Open Windows" (in addition to Space), to help skip dialogue quickly.
- Set the chat window to **Party Chat** only.
- TOWN CAMPER, ready your stop watch.
- Once ready to go, everyone Leave Game.
- Party leader, select **Campaign Mode** and double-check **Normal** difficulty.
- Ensure everyone is **ready** before starting the game and the stop-watch.
- Go!

Sprinter Guide — Town Camper

<u>Act I</u>

1. The Fallen Star	Town Camper Actions	<u>Reminders for Runners</u>
Kill the risen dead attacking the gates	Rumford at gates (anyone)	
Talk to Leah in the Slaughtered Calf Inn	Stay at gates	
Kill the Risen		
Talk to Leah in the Slaughtered Calf Inn		
Talk to Captain Rumford at the gate to New Tristram	Rumford at gates (anyone)	
Kill the Wretched Mother	Move to town centre	
Kill the Wretched Queen in the Old Ruins		
Use the Old Ruins Waypoint	Rumford in town centre	
Talk to Captain Rumford in New Tristram		
2. The Legacy of Cain	Leah in town centre	Target 1:15
Use the New Tristram Waypoint to go to the Old Ruins		
Go to the Old Tristram Gate		
Find Adria's Hut		
Search Adria's Hut		
Enter the Hidden Cellar in Adria's Hut		
Explore the Hidden Cellar		
Kill Captain Daltyn and the Risen		
Talk to Leah in the Hidden Cellar		
Go to the Cathedral		
Enter Cathedral Level 1		
Search for signs of Deckard Cain in the Cathedral.		Cellar after Cain, Stragglers to Haedrig
Kill the skeletons attacking Deckard Cain	Join Cain EVENT	
Talk to Deckard Cain in Leoric's Passage		
Follow Deckard Cain		
Talk to Leah in New Tristram	Leah in town centre	
		Target 2:30
3. A Shattered Crown	Cain in town centre	10.5ct 2.00
Talk to the blacksmith Haedrig Eamon	Move to forge	
Kill the Ravenous Dead in the Cellar of the Damned		Weeping Hollow is next
Kill Mira Eamon		
Talk to Haedrig Eamon in the Cellar of the Damned		
Open the Northwest Gate		
Find the Cemetery of the Forsaken in the Weeping Hollow		
Search for the Chancellor's Altar beneath the Cemetery of the		Cathedral L2 is next, Stragglers to Ornate Door
Forsaken		via Cathedral Garden
Kill Chancellor Eamon		
Take the Skeleton King's crown from the Chancellor's Altar (0/1)		
Use the Town Portal to return to New Tristram	Haedrig at forge (once)	(Can also enter Cain's House after talking to
Talk to Haedrig Eamon	TP to Cathedral Garden WP	Haedrig.)
		Target 4:15
4. Reign of the Black King	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden Enter Leoric's Passage	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden Enter Leoric's Passage Go to the Cathedral Level 2 through the Ornate Door	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden Enter Leoric's Passage Go to the Cathedral Level 2 through the Ornate Door Descend through the Cathedral	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden Enter Leoric's Passage Go to the Cathedral Level 2 through the Ornate Door Descend through the Cathedral Give aid to the Warrior	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden Enter Leoric's Passage Go to the Cathedral Level 2 through the Ornate Door Descend through the Cathedral Give aid to the Warrior Find the Warrior's Stolen Items	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden Enter Leoric's Passage Go to the Cathedral Level 2 through the Ornate Door Descend through the Cathedral Give aid to the Warrior Find the Warrior's Stolen Items Find and kill Jondar	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden Enter Leoric's Passage Go to the Cathedral Level 2 through the Ornate Door Descend through the Cathedral Give aid to the Warrior Find the Warrior's Stolen Items Find and kill Jondar Join the Templar	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden Enter Leoric's Passage Go to the Cathedral Level 2 through the Ornate Door Descend through the Cathedral Give aid to the Warrior Find the Warrior's Stolen Items Find and kill Jondar Join the Templar Search for the Royal Crypts	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden Enter Leoric's Passage Go to the Cathedral Level 2 through the Ornate Door Descend through the Cathedral Give aid to the Warrior Find the Warrior's Stolen Items Find and kill Jondar Join the Templar Search for the Royal Crypts Find the Crypt of the Skeleton King	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden Enter Leoric's Passage Go to the Cathedral Level 2 through the Ornate Door Descend through the Cathedral Give aid to the Warrior Find the Warrior's Stolen Items Find and kill Jondar Join the Templar Search for the Royal Crypts Find the Crypt of the Skeleton King Enter the Crypt of the Skeleton King	[Cain in town centre]	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden Enter Leoric's Passage Go to the Cathedral Level 2 through the Ornate Door Descend through the Cathedral Give aid to the Warrior Find the Warrior's Stolen Items Find and kill Jondar Join the Templar Search for the Royal Crypts Find the Crypt of the Skeleton King	[Cain in town centre]	Target 4:15

	1	1
Kill the Skeleton King		
Enter the Desolate Chamber		
Talk to the Stranger in the Desolate Chamber		
Return to New Tristram		
Talk to Deckard Cain	Cain in town centre	
		Target 7:15
5. Sword of the Stranger	Cain in town centre	
Go to the Fields of Misery		
Search for the Khazra Den in the Fields of Misery		
Find the Glowing Sword Shard in the Khazra Den		Old Mill is next, Stragglers to gate
Kill the cultists surrounding the Glowing Sword Shard		
Take the Glowing Sword Shard (0/1)		
Take the sword piece back to Cain	Cain in town centre	
•		Target 8:15
6. The Broken Blade	Leah in town centre	
Go to the Drowned Temple		
Follow the Scoundrel		Towner takes L Beacon, Straggler on R
Falk to the Brigand		
Kill the brigands		
Speak with the Scoundrel		
Take the Scoundrel north to the waypoint		
Go to the Drowned Temple		
Falk to Alaric	M/D to Drownod Tomalo	
	WP to Drowned Temple	
Go to the Festering Woods	Mait bu left D	
Retrieve the Beacon of Honor from Warrior's Rest (0/1)	Wait by left Beacon	
Retrieve the Beacon of Light from the Crypt of the Ancients (0/1)	Dia an Inft Dana any	
Beacons placed on Pedestals: 0/2	Place left Beacon	
Enter the Drowned Temple	WP/TP to town	
Explore the Drowned Temple		Wortham is next, Straggler to Ferryman
Kill Ezek the Prophet and the skeletons		
Falk to Alaric in the Drowned Temple		
Secure the Glowing Sword Shard		
Get the Glowing Sword Shard		
Return the Glowing Sword Shard to New Tristram		
		Target 10:15
7. The Doom in Wortham	Stranger in town centre	[Abort over 10:30]
Talk to the Ferryman	Move near Cain's House	
Fravel to the center of Wortham		
Kill the cultists outside the chapel		
Kill Urzel Mordreg		
Kill the Dark Berserkers: 0/3		
Talk to the Priest		
Enter the Wortham Chapel Cellar		
Search for the Sword Hilt		
Enter Cain's House in New Tristram	Enter Cain's House, EVENT	
		Target 11:00
3. Trailing the Coven	Leah in town centre — run	
Enter the Caverns of Araneae above Wortham		<u> </u>
Search for the Chamber of Queen Araneae		Ignore Karvna once she's outside
-	loin Aranese EVENT	Ignore Karyna once she's outside
Talk to the woman trapped in the web	Join Araneae EVENT	Ignore Karyna once she's outside
Calk to the woman trapped in the webKill Queen Araneae	Join Araneae EVENT	Ignore Karyna once she's outside
Calk to the woman trapped in the webKill Queen AraneaeHarvest the Pool of Venom in the Chamber of Queen Araneae	Join Araneae EVENT	Ignore Karyna once she's outside
Calk to the woman trapped in the webKill Queen AraneaeHarvest the Pool of Venom in the Chamber of Queen AraneaeFree Karyna with the venom		Ignore Karyna once she's outside
Falk to the woman trapped in the webKill Queen AraneaeHarvest the Pool of Venom in the Chamber of Queen AraneaeFree Karyna with the venomGo out into the Highlands Crossing	[Exit to Highlands Cr.]	
Falk to the woman trapped in the webKill Queen AraneaeHarvest the Pool of Venom in the Chamber of Queen AraneaeFree Karyna with the venomGo out into the Highlands CrossingFalk to Karyna	[Exit to Highlands Cr.] [Karyna]	Ignore Karyna once she's outside
Falk to the woman trapped in the webKill Queen AraneaeHarvest the Pool of Venom in the Chamber of Queen AraneaeFree Karyna with the venomGo out into the Highlands CrossingFalk to KarynaFind the Khazra Staff	[Exit to Highlands Cr.]	
Search for the Chamber of Queen Araneae Falk to the woman trapped in the web Kill Queen Araneae Harvest the Pool of Venom in the Chamber of Queen Araneae Free Karyna with the venom Go out into the Highlands Crossing Falk to Karyna Find the Khazra Staff Approach the Khazra Barricade	[Exit to Highlands Cr.] [Karyna]	
Falk to the woman trapped in the webKill Queen AraneaeHarvest the Pool of Venom in the Chamber of Queen AraneaeFree Karyna with the venomGo out into the Highlands CrossingFalk to KarynaFind the Khazra StaffApproach the Khazra Barricade	[Exit to Highlands Cr.] [Karyna]	
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Falk to the woman trapped in the webKill Queen AraneaeHarvest the Pool of Venom in the Chamber of Queen AraneaeFree Karyna with the venomGo out into the Highlands CrossingFalk to KarynaFind the Khazra StaffApproach the Khazra BarricadeFind Leoric's Manor Courtyard	[Exit to Highlands Cr.] [Karyna]	

		Target 13:00
9. The Imprisoned Angel	Leah in town centre	
Enter Halls of Agony Level 1		
Enter Halls of Agony Level 2		
Go to the Highlands Passage		
Enter the Cursed Hold		
Talk to Queen Asylla	[TP to 1 (Cursed Hold)]	(Runners unlikely to need help here.)
Prisoners' Remains freed: 0/6	[Wait for Warden]	(Get in position to kill Warden.)
Kill the Warden	[Cancel Asylla's speech]	
Search for the Chamber of Suffering	[TP to town]	
Kill the Butcher	Join Butcher EVENT	
Find the Stranger	TP to town	
Kill the cultists surrounding the Stranger		
Talk to the Stranger		
		Target 15:45
10. Return to New Tristram		
Talk to Tyrael in New Tristram	Tyrael in town centre	
Talk to the Caravan Leader	Caravan Leader by forge	
	— run, then retreat	

<u>Act II</u>

1. Shadows in the Desert		Target 16:00 (Better is 15:00) [Abort over 16:30]
Go to the Caldeum Bazaar		Runner 3 Asheara, Runner 2 Enchantress
Talk to Asheara	(Asheara)	
Go through the Sundered Canyon	(Enchantress)	
Kill the ambushing cultists	Go to Ravan at gates and TP	
Talk to the Enchantress in the Sundered Canyon	back to town	Run past Iron Wolf Jarulf and Lacuni
Kill the lacuni attacking the Iron Wolves		
Talk to Iron Wolf Jarulf		
Disrupt the Hidden Conclave ritual		Runner 3 to bridge
Disrupt the Secret Altar ritual		
Go to the Black Canyon Bridge		
Talk to the Enchantress		
		Target 17:15
2. The Road to Alcarnus		
Cross the Black Canyon Bridge		Open cage in cellar and cancel conversation
Eind Khasim Ontract		before leaving
Find Khasim Outpost Talk to Lieutenant Vachem		
Enter the Command Post		
Kill the demons in the Command Post		
Open the Locked Cage		
Kill the disguised demons in Khasim Outpost		
Talk to Captain Davyd in Khasim Outpost		
Taik to Captani Davyu ni Khashii Outpost		Torget 19:00
3. City of Blood		Target 18:00
Travel through Khasim Outpost's east gate	[Go to Ravan at gates and	(Last chance to set up portal.)
Find Alcarnus	TP back to town]	(
Find the Lair of the Witch in Alcarnus		
Kill Maghda	Skip EVENT	
Return to the Hidden Camp		
		Target 18:45
4. A Royal Audience	Tyrael in town	
Talk to Asheara at the Gates of Caldeum	Portal to Asheara at Ravan	Organised Runners won't need help here.)
Talk to Asheara to enter the Imperial Palace	Asheara at Gates of Cald.	
Kill the demons in the Imperial Palace	Join EVENT	
Escape the Imperial Palace	TP to town	
Demon Summoners destroyed: 0/4		
Demon Summoners destroyed: 0/4		

5 Unevented Allies		Target 19:45
5. Unexpected Allies Find the Wretched Pit		Next is Flooded Causeway, Stragglers to ent
		Next is i loueu causeway, straggiers to enti
Kill the snakemen guarding Adria Talk to Adria in the Wretched Pit	Skip EVENT	
	Adria in town	
Talk to Adria in the Hidden Camp	Adria in town	Target 20:15
6. Betrayer of the Horadrim	Leah in town	Target 20:15
Find the oasis gate in the Flooded Causeway		
Talk to Emperor Hakan II in the Flooded Causeway		
Find Dahlgur Oasis		
Enter the Forgotten Ruins in Dahlgur Oasis		
Find Zoltun Kulle's Head		Don't talk to Hakan from now on
Get Zoltun Kulle's Head (0/1)		
Talk to Adria in the Hidden Camp	Adria in town	
Taik to Adria in the Hidden Camp		Target 22:00
7. Blood and Sand	Kulle in town	
Enter the Ancient Waterway in Dahlgur Oasis	TP to fastest	
Western Flow Control lever pulled: 0/1	Wait in Ancient Waterway	
Eastern Flow Control lever pulled: 0/1	Wait in Ancient Waterway	
Open the entrance to the Waterlogged Passage		
Enter the Waterlogged Passage from the Ancient Waterway	Enter Waterlogged Passage	
Kill the Betrayed	Kill Betrayed	
Break the Talking Barrel	Activate Talking Barrel	
Talk to Covetous Shen	Talk to Covetous Shen	
Find the Crucible in the Hidden Aqueducts		Vault of the Assassin needs two
Kill Gavin the Thief		
Pick up the Crucible (0/1)		
Go to the Ancient Path		
		(Let the Runners know when you reach the
Get the Blood of Zoltun Kulle from the Cave of the Betrayer $(0/1)$ Get the Blood of Zoltun Kulle from the Vault of the Assassin $(0/1)$	TP to Runner 1, go to	Archives so they can use you for TP.)
Get the Blood of Zohun Kune from the valut of the Assassin (0/1)	Archives entrance	
8. The Black Soulstone		Target 24:45
Search for the Archives of Zoltun Kulle in the Desolate Sands	Enter Archives trigger WP	
Go to the Terminus	Litter Archives, trigger Wi	
Unknown Depths Shadow Lock opened	Wait by entry to Realm of	
Storm Halls Shadow Lock opened	Shadow	
Enter the Realm of Shadow through the Terminus	Go to Leah by sand pit	Last Runner wait by Soulstone Chamber
Find Zoltun Kulle's Body (0/1)	Go to Lean by sand pit	Scouring is next, talk to Asheara outside
Find Zoltuni Kune S Body (0/1)		Flooded Causeway first
Talk to Leah in the Terminus	Leah next to sand pit	· · · · · · · · · · · · · · · · · · ·
Enter the Soulstone Chamber through the Terminus	· · ·	
Talk to Zoltun Kulle	Skip EVENT, TP to town	
Kill Zoltun Kulle		
Get the Black Soulstone		
Talk to Adria in the Hidden Camp	Adria in town	
		Target 26:45
9. The Scouring of Caldeum	Leah in town	
Find Asheara in the Caldeum Bazaar		
Talk to Asheara		
Lead Caldeum refugees to the Flooded Causeway		
Lead Caldean relagees to the ribbaed Cause way		Target 27:30
10. Lord of Lies		
Enter the City of Caldeum with Leah and Adria		
Go to the Imperial Palace		
Kill Belial	Skin EV/ENT	
	Skip EVENT	
Obtain the Soul of Belial in the Imperial Palace	Two el in terre	
Talk to Tyrael at the Hidden Camp	Tyrael in town	
Talk to the Caravan Leader to leave Caldeum	Caravan Leader near Bazaar	
	entry, then retreat	

<u>Act III</u>

1. The Siege of Bastion's Keep	Tyrael in Watchtower	Target 29:00 (Better is 28:00)
Signal Beacons in the Skycrown Battlements lit: 0/5	TP to town	Runner 1 direct to Beacon 5, then Sgt Dalen
Find Sergeant Dalen in the Skycrown Battlements		
		Target 29:45
2. Turning the Tide	Tyrael in town	
Catapults raised in Stonefort : 0/3	Runner 1 break ba	arricade to start 1st catapult, talk to Lt. Lavail
		Clyfton and operate Winch at 3rd.
Return to the Bastion's Keep Stronghold	Runner 3 cancel d	ialogue at end of first catapult event. Keep Depths is next
Return to the Dastion's Reep Stronghold		Target 32:30
3. The Breached Keep	Tyrael in town	laiget 52.50
Find the Keep Depths Level 2		
Find the Breach in the Keep Depths		Tremors is next. Slowest free Runner to wai
The the Dreach in the recep Depuis		outside Armory
Find the Bastion's Keep Larder		
Kill Ghom in the Larder	Skip EVENT	Arreat Gate is next, two to wait by gate, run
Return to the Bastion's Keep Stronghold		past Sgt. Pale
Return to the Bastion's Reep Stronghold		
4. Tremors in the Stone	Lt. Lavail in town	
Go to the Armory	(Enter Armory)	(Be ready if no Runners in position.)
Kill the Terror Spawn	(Kill Terror Spawn)	
Talk to Leah	(Leah in Armory)	
		Target 34:45
5. Machines of War		Tanget 54.45
Go through the Arreat Gate		
Talk to Sergeant Pale outside the Arreat Gate		
Cross the Bridge of Korsikk		
Demonic Ballistae destroyed: 0/3		Runner 1 aim for Rakkis Crossing and talk to
Trebuchet destroyed: 0/1		Tyrael when he appears
Find Rakkis Crossing		
Talk to Tyrael		
		Target 35:15
6. Siegebreaker		
Find the demon gate at the Edge of the Abyss		
Kill the Siegebreaker Assault Beast	Join Siegebreaker EVENT	
Talk to Adria near the demon gate	[Adria in centre of Edge]	(Can ignore Adria.)
		Target 36:00
7. Heart of Sin		
Go through Arreat Crater and find the Tower of the Damned	[TP to town]	(Can join search, if desired.)
Find the Sin Heart in the Heart of the Damned		
Kill the Daughters of Pain		
Destroy the Sin Heart		
Find the Tower of the Cursed		
Find the Sin Heart in the Heart of the Cursed		
Kill Cydaea	Join Cydaea EVENT	T
Destroy the Sin Heart	TP to town	Target 39:00
Kill Azmodan in the Heart of Sin	Go to Keep Tower , TP to town from Armory entry	Towner triggers final event — don't TP after Azmodan, just accept
Get the Soul of Azmodan	Skip EVENT	
Return to the Bastion's Keep Stronghold		
Talk to Lieutenant Lavail	Lt. Lavail in town	
Enter the Armory	Enter portal and retreat to	
	Armory	
Go to the Keep Tower	Enter Keep Tower, EVENT	
Enter the Portal to Heaven	Enter portal and retreat	

1. Fall of the High Heavens		Target 40:00 (Better is 38:00)
Talk to Tyrael at the Diamond Gates	Wait	
Enter the Vestibule of Light		
Kill Iskatu and his minions	Join Iskatu EVENT	
		Target 40:30
2. The Light of Hope		
Find Itherael		
Talk to Itherael	TP to Runner 1	
Find the Library of Fate in the Gardens of Hope	Wait by middle Growth	(Left Growth, if Runner insists.)
Enter the Library of Fate		Must exit Hell Rifts using Auriel's portals
Kill Rakanoth	Skip EVENT	
Destroy Auriel's Prison in the Library of Fate		
Talk to Auriel in the Library of Fate		Target 41:15
Return to Gardens of Hope 1st Tier		
Find and destroy the Corrupt Growths to reveal the hidden	Destroy Growths, enter Hell	
Hell Rift portal in the Gardens of Hope 1st Tier	Rift if found	
Destroy the Rift Oculus in the Hell Rift		
Use Auriel's portal to leave the Hell Rift	Use portal to exit!	
Enter the Gardens of Hope 2nd Tier	TP to Runner 1	
Find and destroy the Corrupt Growths to reveal the hidden	Destroy Growths to North,	
Hell Rift portal in the Gardens of Hope 2nd Tier	enter Hell Rift if found	
Destroy the Rift Oculus in the Hell Rift		
Use Auriel's portal to leave the Hell Rift	Use portal to exit!	
Find the portal to the Crystal Colonnade		
Talk to Tyrael	(Tyrael by Cr. Col. entry)	
Enter the Crystal Colonnade	Join EVENT	
3. Beneath the Spire		
Find Imperius at the Crystal Colonnade	(Run to Imperius)	
Talk to Imperius at the Crystal Colonnade		
Enter the Gateway to the Silver Spire	TP to Runner 1	
		Target 42:45
4. Prime Evil		inifer inite
Cross the Great Span of the Silver Spire	Help find Great Span	
Kill Izual	Join Izual EVENT	
Climb to the Pinnacle of Heaven in the Silver Spire	TP to Runner 1, help find	Target 43:30
	Pinnacle	
Talk to Tyrael	Join EVENT, Tyrael in Pinn.	
Go to the Crystal Arch	(Enter Crystal Arch)	
Find Diablo	Join Diablo EVENT	
Kill Diablo		
Kill the Shadow of Diablo		
Kill Diablo		
Destroy Diablo		Our position will reset after death animatic
Talk to Auriel and bring your quest to an end	Talk to Auriel and retreat	Run past Lorath

<u>Act V</u>

		Target 45:00 (Better is 42:00)
1. The Fall of Westmarch		
Enter Westmarch	Wait for cutscene,	Talk to Tyrael inside Cathedral after kill
Find the Zakarum Cathedral	watch map,	then Westmarch Commons
Defend the Zakarum Cathedral	TP to Runner 1	
Talk to Tyrael	(Tyrael outside Cathedral)	
Search the Zakarum Cathedral	Enter Cathedral	(Must enter Zakarum Cathedral)
Kill Kasadya		
Talk to Tyrael	(Tyrael inside Cathedral)	
Leave the Zakarum Cathedral	Exit Cathedral	

		Target 46:30
2. Souls of the Dead	General Torion in town	
Go to Westmarch Commons	(Trigger WMC WP)	
Find the Soul Crucible in Gideon's Row		
Corpse Piles destroyed: 0/4	TP to Finder	
Kill Drygha		
Destroy the Soul Crucible		
Search the Writhing Corpse Pile	(Writhing Corpse Pile in Gide	aon's Row)
Search die writing corpse rice Talk to Myriam the mystic	(Myriam in Gideon's Row)	
Go to Briarthorn Cemetery	TP to town	Target 48:00
Find the Master Soul Crucible in Nobles' Rest Courtyard		Next is Westmarch Heights, Stragglers to entry once Nobles' Rest found
Corpse Piles destroyed: 0/6		
Kill Catharis		
Destroy the Master Soul Crucible		
Talk to Myriam		
Return to the Survivors' Enclave		
		Target 49:00
3. The Harbinger	Tyrael in town	
Enter Westmarch Heights	(Trigger WMH WP)	All join Urzael , then Runners to Tyrael ,
Find the Tower of Korelan		Myriam at her stall and NE gate
Kill Urzael	Join Urzael EVENT	
Talk to Malthael	Malthael in Tower	(Don't forget!)
Return to the Survivors' Enclave	Mathaerin rower	(
Talk to Tyrael	(Type of in toyyn)	
	(Tyrael in town)	Torget F0:20
4. The Witch	(Nuriam at her stall)	Target 50:30
Find the entrance to the Tomb of Rakkis in the Overgrown Ruins	(Myriam at her stall)	
Kill the enraged boggits		
Search for the Nephalem Guidestone in the Blood Marsh		
Use the Nephalem Guidestone in the Blood Marsh		
Use the Nephalem Guidestones to find the passage to the Ruins of Corvus		
	Guidestones	
Enter the [Element] passage to the Ruins of Corvus	TP to town	
Find the Ruins of Corvus		All join Adria, then Pandemonium Gate
Find the entrance to the Great Hall		Towner talks to Lorath, Runners to Tyrael
Enter the Great Hall		
Kill Adria	Join Adria EVENT	
Talk to Lorath Nahr	Lorath in Great Hall	(Don't forget!)
Talk to Tyrael in the Survivors' Enclave	(Tyrael in town)	
5. The Pandemonium Gate		
Go to the Pandemonium Gate	Enter portal	
Kill Lamiel and the reapers	(Run, kill all)	
Talk to Imperius	Imperius in Pand. Gate	
Go to the Path of War		Time bubble = Siege Rune
		Target 54:00
6. The Battlefields of Eternity		
Find Imperius	TP to Runner 1	
Go to the Abandoned Siege Camp		
Retrieve the Siege Rune	(Get Siege Rune)	
Talk to Imperius		
Siege Runes retrieved from the Battlefields of Eternity : 0/2	TP to Runner 1,	
·	search for events	
Find the entrance to the Ram in the Siege Outpost		
Kill Thilor		
Talk to Tyrael		
	1	1

		Target 56:00		
7. Breaching the Fortress				
Board the Ram				
Breach the fortress gate	Join Ram EVENT	Run past Tyrael in PF		
Kill Mordrath and destroy the Siege Hooks				
Destroy the fortress gate				
Enter the Pandemonium Fortress	Enter Pand. Fortress			
		Target 57:15		
8. Angel of Death				
Talk to Tyrael	[WP to town]			
Go to the Spirit Well				
Find the Soul Prison in Pandemonium Fortress Level 2	TP to Runner1, help search	(Search East and South, or any other gap)		
Kill Guardian Seraziel	TP to Runner 1			
Destroy the Soul Prison chain				
Find Malthael	Help search	(Search East, looking for gaps)		
Kill Malthael	Join Malthael EVENT	Achievement at end of death animation		
Talk to Tyrael	DONE!	Target 60:00		

Notes

Town Camper tasks in **brackets** () should be handled by Runners, but Towner can do them in a pinch.

Town Camper tasks in square brackets [] are optional (for various reasons).

Reminders may be communicated by the Towner to help keep Runners on track.

Reminders in brackets () are for the Town Camper only.

"Run past [NPC]" means there's no need to talk to the NPC to progress the quest.

 $\mathbf{TP} = \overline{\mathbf{T}}$ own Portal or teleport to player. $\mathbf{WP} =$ use Waypoint.

Greyed out quest text probably won't appear, or only briefly.

Credits

I hope you find this useful!

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Thanks to Fiarrow, EternalOne and TinkRKill for the runs that netted me this conquest — and the data for this guide. Thanks to the master, TinneOnnMuin, for proof-reading, helping me test things, and filling out some sections. And thanks to BehindTimes for some valuable tweaks.

Feedback and suggestions are always welcome. Contact details and the latest version of this guide are available at: paulius.50webs.com/diablo3.html (quick link: goo.gl/dsru60)

Find me on the Diablo forums and in-game as Starlite.

Time Record for the Sprinter/Speed Racer Conquests

			Г	r	r		r			
Quest	Target									
Act I	Turget									
1. The Fallen Star										
2. The Legacy of Cain	1:15									
3. A Shattered Crown	2:30									
4. Reign of the Black King	4:15									
5. Sword of the Stranger	7:15									
6. The Broken Blade	8:15									
7. The Doom in Wortham	10:15									
8. Trailing the Coven	11:00									
9. The Imprisoned Angel	13:00		1							
10. Return to New Tristram	15:45									
	15-16									
Act II 1. Shadows in the Desert	1 5-10 16:00									
2. The Road to Alcarnus	17:15	 								
3. City of Blood	18:00									
4. A Royal Audience	18:45			-						
5. Unexpected Allies	19:45	 								
6. Betrayer of the Horadrim	20:15									
7. Blood and Sand	22:00									
8. The Black Soulstone	24:45									
9. The Scouring of Caldeum	26:45									
10. Lord of Lies	27:30									
Act III	28–29									
1. The Siege of Bastion's Keep	29:00									
2. Turning the Tide	29:45									
3. The Breached Keep	32:30									
4. Tremors in the Stone										
5. Machines of War	34:45									
6. Siegebreaker	35:15									
7. Heart of Sin	36:00									
(Cydaea dead)	39:00									
Act IV	38–40									
1. Fall of the High Heavens	40:00									
2. The Light of Hope	40:30									
(Rakanoth dead)	41:15									
3. Beneath the Spire										
4. Prime Evil	42:45									
(Izual dead)	43:30									
Act V	42–45									
1. The Fall of Westmarch	45:00									
2. Souls of the Dead	46:30									
(Rescue Myriam)	48:00									
3. The Harbinger	49:00									
4. The Witch	50:30									
5. The Pandemonium Gate	00.00									
6. The Battlefields of Eternity	54:00									
7. Breaching the Fortress	56:00									
8. Angel of Death	57:15									
	60:00			ł						
			<u> </u>	<u> </u>						
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Timer started when "Switch Hero" disappears — probably 15s earlier than game timer.

Times indicate start of each quest. (Ranges in *italics* are recommended times from the forums.)

Target estimates assume the upper end of the cumulative range from the forums, but can be caught up with luck.