

Sprinter Conquest Guide for Diablo III

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

Contents

Runner Guide	A.1–5
Maps and reminders for Runners to use live.	
Town Camper Guide	B.1–8
Detailed steps for Town Camper to use live.	
Advice for All Players	C.1–6
Notes on the Town Camper Guide	C.6–7
Notes on the Runner Guides	C.7–10
Comprehensive Runner Guide.....	D.1–10
Detailed steps for Runners to study.	
Time Record.....	E.1
Table to record and compare interval times.	

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 — Runners

Refer to the notes for terminology, and memorise important details of the comprehensive guide before starting.

- Quests in each Act are numbered.
- **Events** should only be joined by those indicated.
- **FINDER boss events** can instead be taken by a specifically-gear'd damage dealer, if necessary.
- Easy-to-forget tasks are **emphasised**.
- Most required conversations indicated by: ☞

Act I

1. **Leah** ☞ in Slaughtered Calf Inn

Old Ruins ☞ 2. **Adria's Hut** (**Leah** ☞)

☞ **Leoric's Passage** (**ALL EVENT**)

3. **Hidden Cellar** (**Haedrig** ☞) ☞ **Weeping Hollow**

Defiled Crypts (take **Crown**)

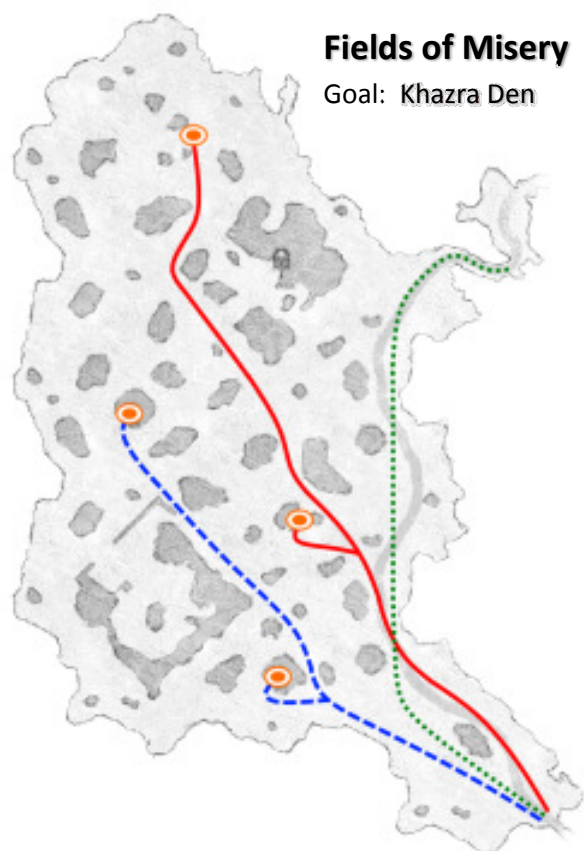
Target: 4:15

4. **Cathedral Level 2** ☞ **Leoric** (**ALL EVENT**)

☞ **Desolate Chamber** (**Stranger** ☞)

Target: 7:15

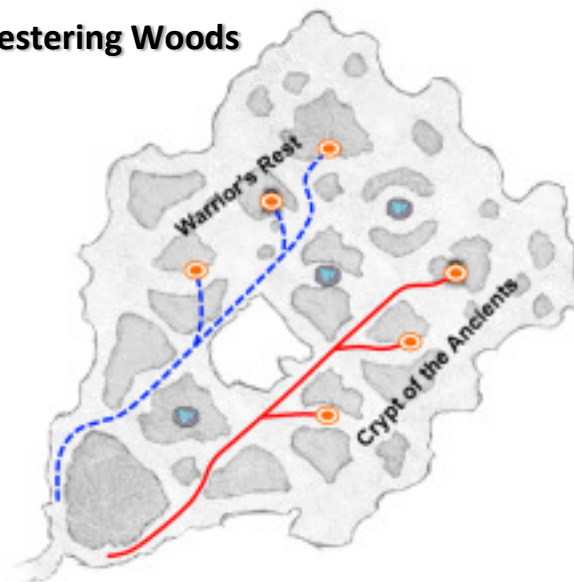
5. **Fields of Misery** ☞ **Khazra Den** (take **Sword**)



6. **Old Mill** ☞ **Drowned Temple** (**Scoundrel** ☞)

Festering Woods (take **Beacons**)

Festering Woods



Drowned Temple: Place Beacons, enter, take Sword

Target: 10:15
[Abort over 10:30]

7. **Wortham** (**TOWNER EVENT**)

☞ 8. **Araneae** (**ALL EVENT**)

☞ **Southern Highlands** (take **Khazra Staff**)



Leoric's Manor ☞ 9. **Halls of Agony**

☞ **Cursed Hold** (**Asylla** ☞, **Prisoners & Warden**)

☞ **Butcher** (**ALL EVENT**)

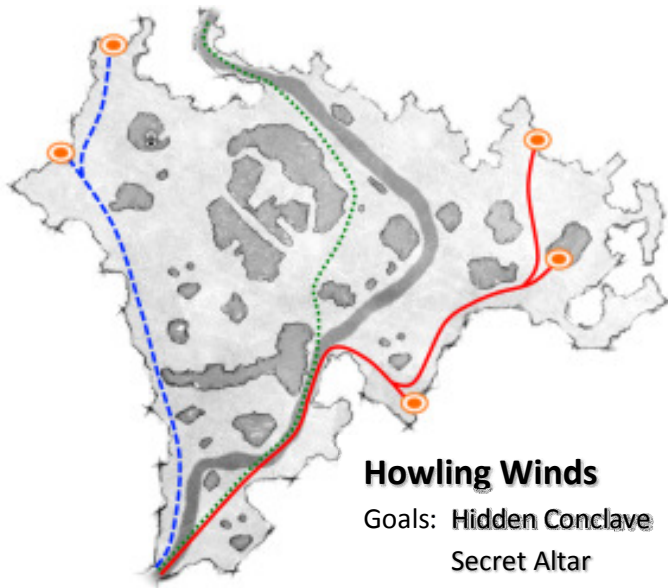
RUNNER 1 ☞ **Tyrael** (☞☞), use **Portal**

End of Act I: Talk to **Caravan Leader** ☞

Target: 16:00 [15:00]
[Abort over 16:30]

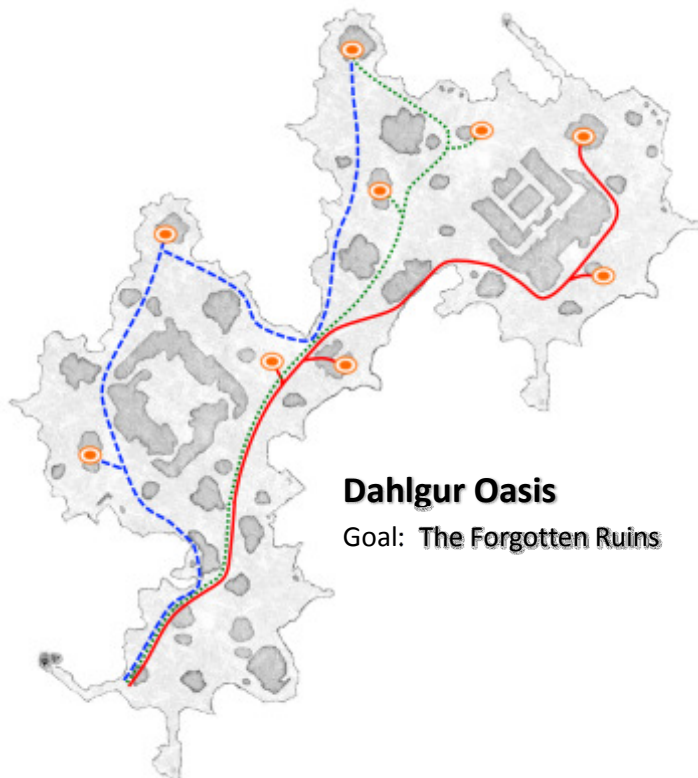
Act II

1. Leah ☞ Asheara ☞ Enchantress ☞ Howling Winds (rituals)



RUNNER 3 to Black Canyon Bridge, Enchantress ☞

2. Khasim Outpost (open Locked Cage)
⇒ 3. Maghda (FINDER EVENT) Target: 18:45
4. Gates of Caldeum (Asheara ☞ ☞) (ALL EVENT)
⇒ Sewers of Caldeum ⇒ 5. Adria (FINDER EVENT) ☞
6. Flooded Causeway (in Bazaar) ⇒ Dahlgur Oasis



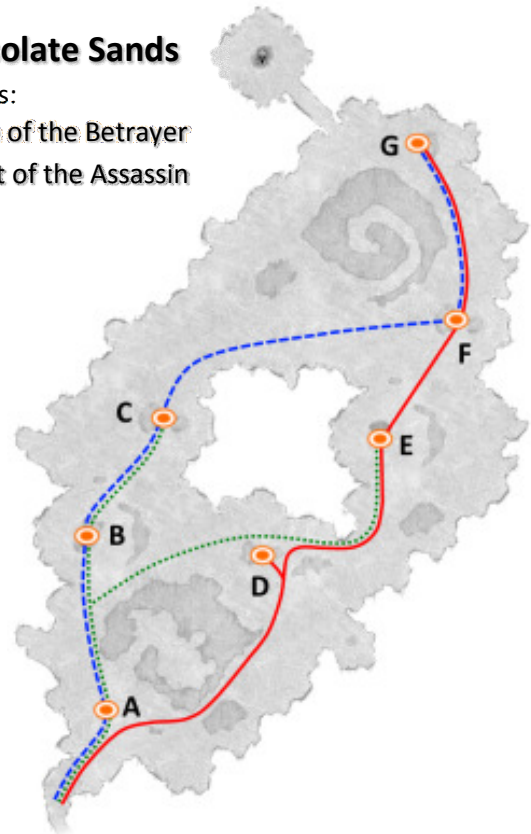
Forgotten Ruins (2 RUNNERS search for Head) T: 22:00

7. Ancient Waterway ⇒ Flow Controls ⇒ Shen ☞

Desolate Sands (Cave: 1 RUNNER; Vault: 2 RUNNERS)

Desolate Sands

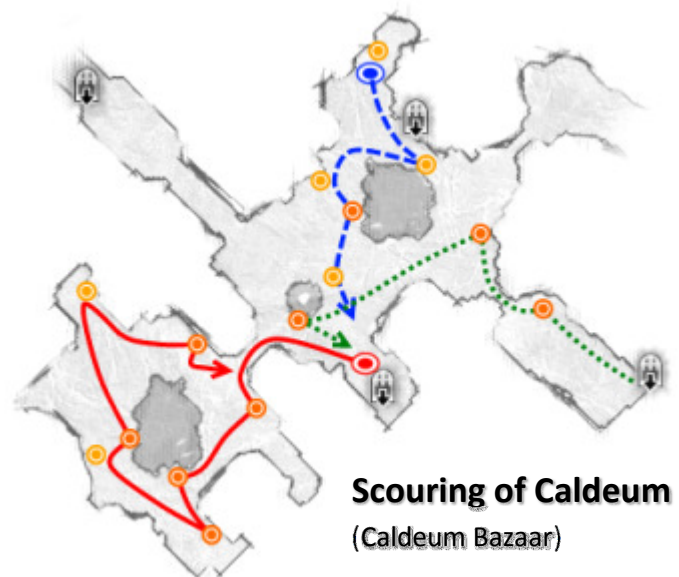
Goals:
Cave of the Betrayer
Vault of the Assassin



8. Archives of Zoltun Kulle
⇒ Storm Halls (LEADER)/Unknown Depths (STRAGGLERS)
⇒ Realm of Shadow (TWO LEADERS)

Leah ☞ (TOWNER) ⇒ Zoltun Kulle (STRAGGLER EVENT)

9. Scouring of Caldeum: Target at Start: 26:45
Asheara ☞ at Flooded Causeway, must escort Refugees to Causeway



10. Gates of Caldeum
⇒ Belial (RUNNER EVENT) (take Soul)

End of Act II: Talk to Caravan Leader ☞

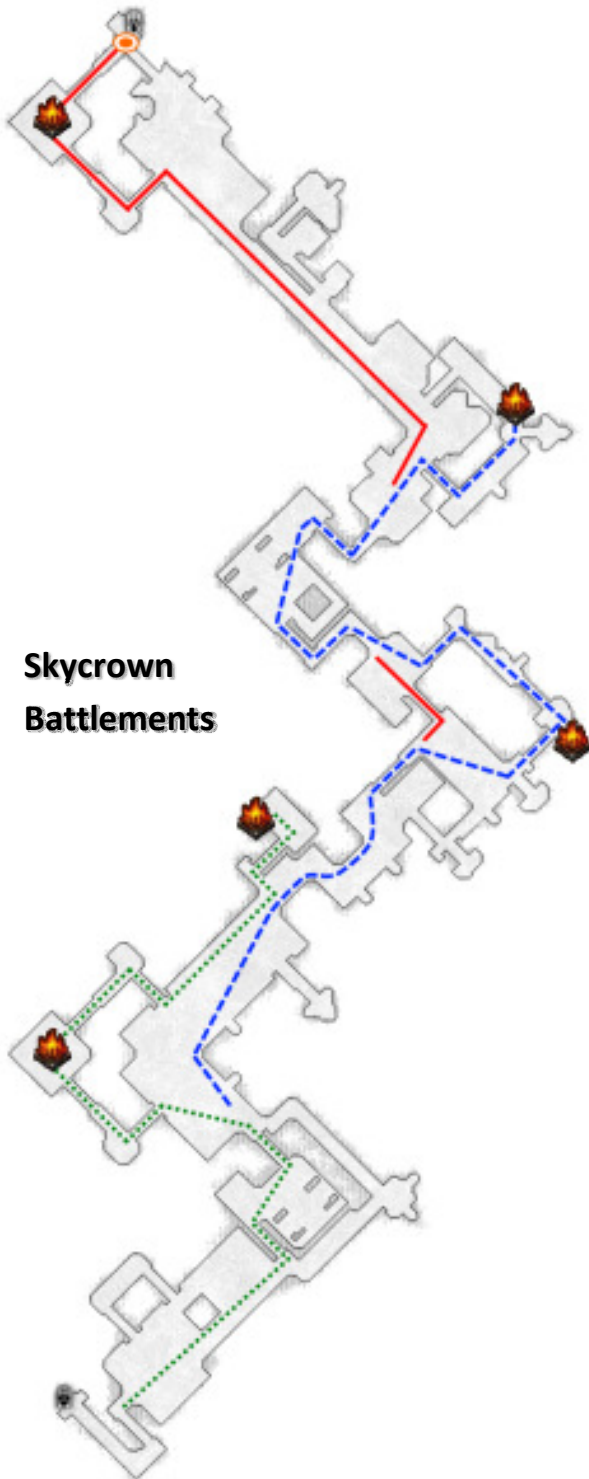
Target: 29:00 [28:00]

Act III

1. Skycrown Battlements

(Light Beacons, **Sgt. Dalen** 🗨)

RUNNER 1: Beacon 5 only. **R2**: B3-4. **R3**: B1-2.



Target: 29:45

2. Stonefort (after **Cpt. Haile** 🗨 / Dragus):

RUNNER 1 trigger catapults: 1) Destroy barricade;
2) **Lt. Lavail** 🗨; 3) **Complete**

RUNNER 2: 1st catapult (skip dialogue at end)

RUNNER 3: 2nd catapult

Target: 32:30

3. Keep Depths ⇒ **Ghom** (**FINDER EVENT**)

4. Tremors in the Stone:

(**TOWNER**: **Lt. Lavail** 🗨)

SLOWEST: **wait outside Armory, Leah** 🗨

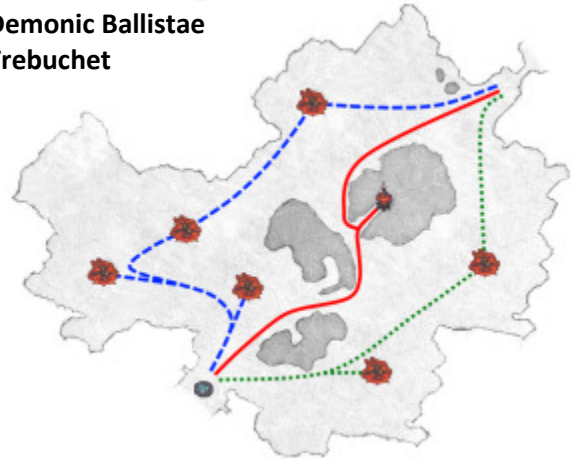
Target: 34:45

5. Arreat Gate ⇒ Fields of Slaughter

Fields of Slaughter

Demonic Ballistae

Trebuchet



6. Rakkis Crossing (**Tyrael** 🗨)

⇒ **Siegebreaker** (**ALL EVENT**)

Target: 36:00

7. Arreat Crater / Towers ⇒ **Cydaea** (**ALL EVENT**)

Target: 39:00

Azmodan (**RUNNER EVENT**), take **Soul** and **Wait!**

TOWNER triggers (**ALL EVENT**) for teleport to Tower

End of Act III: Enter **Portal to Heaven**

Target: 40:00 [38:00]

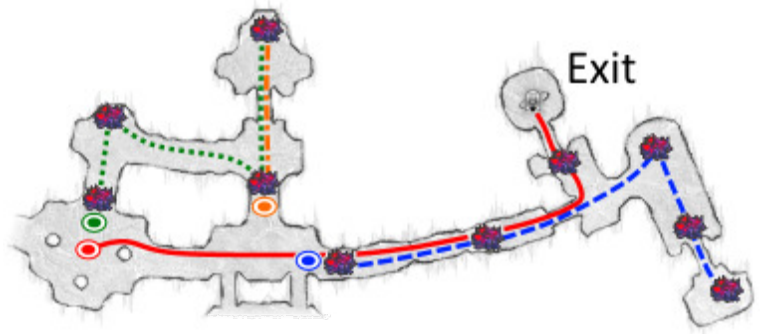
Act IV

1. Tyrael ☞ ⇒ Iskatu (ALL EVENT)

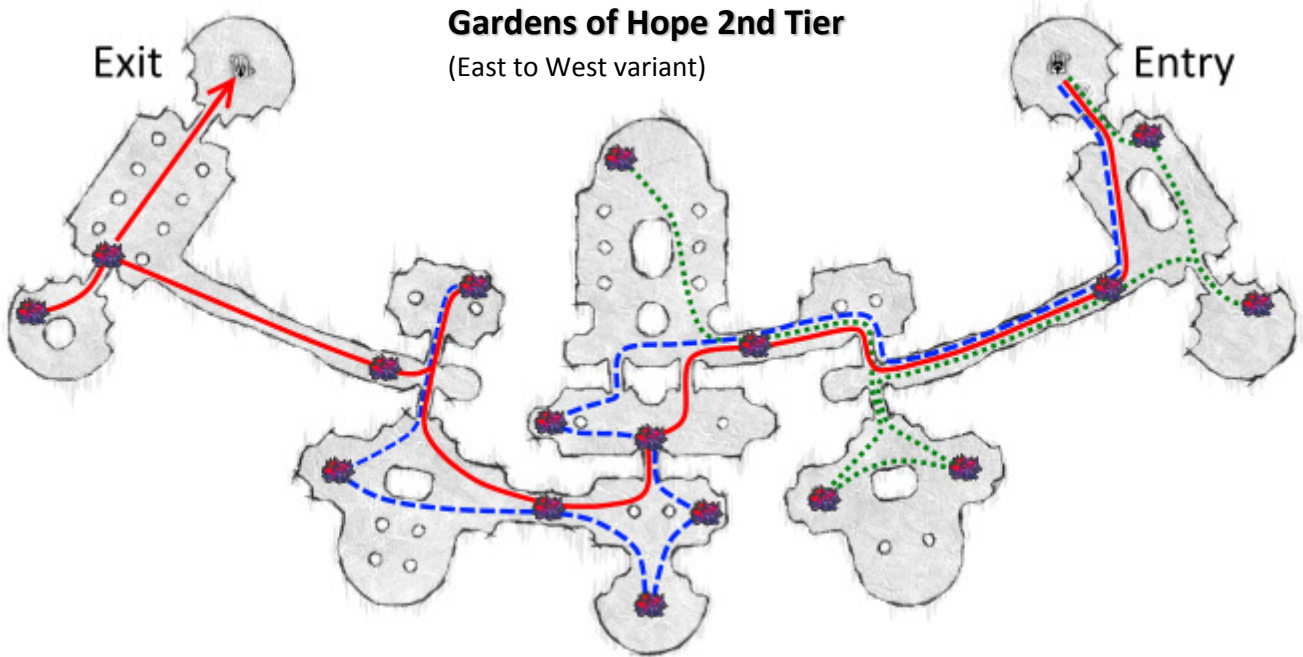
2. Ithereal ☞ ⇒ Rakanoth (RUNNER 1 EVENT)

Target: 41:15

Corrupt Growths ⇒ Hell Rifts (must exit via portal)

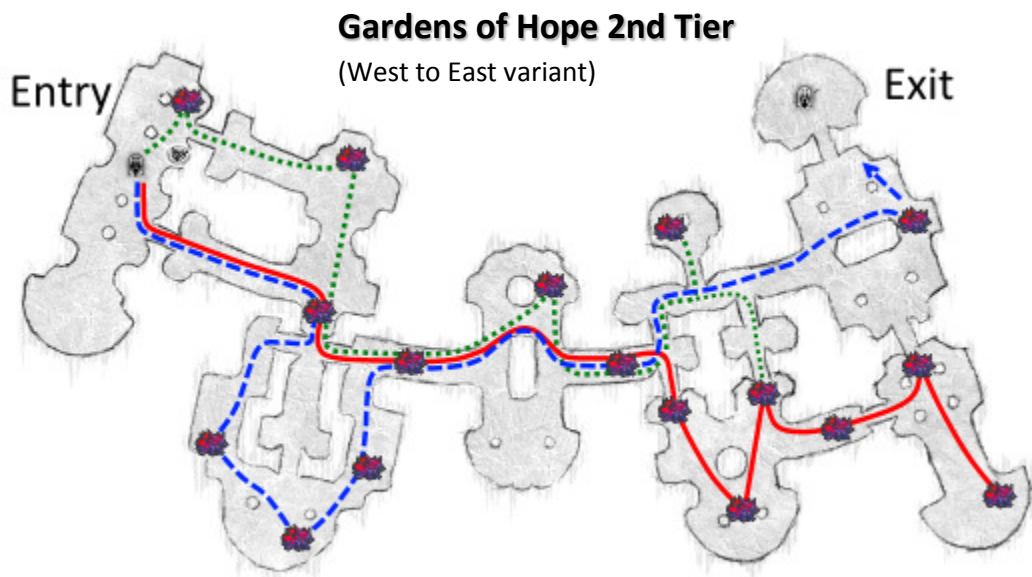


Gardens of Hope 1st Tier



Gardens of Hope 2nd Tier

(East to West variant)



Gardens of Hope 2nd Tier

(West to East variant)

3. Tyrael ☞ ⇒ Crystal Colonnade (ALL EVENT)

Target: 42:45

4. Silver Spire ⇒ Izual (ALL EVENT) ⇒ Pinnacle of Heaven (ALL EVENT, Tyrael ☞) ⇒ Diablo (ALL EVENT)

End of Act IV: Talk to Auriel ☞

Target: 45:00 [42:00]

Act V

Anticipate next area whenever free.

1. **The Wolf Gate** ⇒ **Cathedral Courtyard** (Tyrael ☞)
⇒ **Zakarum Cathedral** (Kasadya, Tyrael ☞) T: 46:30

2. **Westmarch Commons** (**RUNNER 1** anticipate)
⇒ **Gideon's Row** (Writhing Corpse Pile, Myriam ☞)

Briarthorn Cemetery

⇒ **Nobles' Rest Courtyard**, Myriam ☞ Target: 49:00

3. **Westmarch Heights** (**STRAGGLERS** anticipate)
⇒ **Urzael** (**ALL EVENT**), **TOWNER Malthael** ☞

RUNNER 3 Tyrael ☞,

RUNNER 2 Myriam ☞ at her stall,

RUNNER 1 to NE gate

Target: 50:30

4. **Overgrown Ruins** ⇒ **Paths of the Drowned**
(**Nephalem Guidestones** reveal goal on map)

Passage to Corvus

⇒ **Adria** (**ALL EVENT**), **TOWNER Lorath** ☞

5. **Pandemonium Gate** (near Cathedral)

⇒ Tyrael ☞ ⇒ Imperius ☞ ⇒ Path of War

6. Pick up **Belphegor's Siege Rune**

⇒ **Abandoned Siege Camp** (Imperius ☞)

Battlefields of Eternity

Target at Start: 54:00

(find **Time Bubbles**, pick up **Siege Runes**):

RUNNER 1 go Right →

RUNNER 2 go Left ←

RUNNER 3 go Centre ↗

Siege Outpost entrance ⇒ Tyrael ☞

⇒ 7. **The Ram** (**ALL EVENT**) Target: 57:15

8. **Pandemonium Fortress Level 1:**

RUNNER 1 go West and South ↖ ⇒ ↘

RUNNER 2 go North and West ↗ ⇒ ↙

RUNNER 3 go East and North ↘ ⇒ ↗

TOWNER go East and South ↙ ⇒ ↘

Pandemonium Fortress Level 2:

RUNNER 1 go West and North ↖ ⇒ ↗

RUNNER 2 go North and West ↗ ⇒ ↙

RUNNER 3 go West and South ↘ ⇒ ↗

TOWNER go East ↘

Malthael (**ALL EVENT**)

Target: 60:00

Achievement comes up at end of Malthael's death animation.

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/dsru6o)

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

Sprinter Guide — Town Camper

Act I

	<u>Town Camper Actions</u>	<u>Reminders for Runners</u>
1. The Fallen Star		
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	
3. A Shattered Crown	Cain in town centre	Target 2:30
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 Forsaken		Cathedral L2 is next, Stragglers to Ornate Door 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 Haedrig.)
Talk to Haedrig Eamon	TP to Cathedral Garden WP	
4. Reign of the Black 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		
Kill the Returned	Join Leoric EVENT	
Place Leoric's crown on the Skeleton King		Fields of Misery are next, Stragglers to Cemetery gate

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	
5. Sword of the Stranger	Cain in town centre	Target 7:15
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	
6. The Broken Blade	Leah in town centre	Target 8:15
Go to the Drowned Temple		
Follow the Scoundrel		Towner takes L Beacon, Straggler on R
Talk to the Brigand		
Kill the brigands		
Speak with the Scoundrel		
Take the Scoundrel north to the waypoint		
Go to the Drowned Temple		
Talk to Alaric	WP to Drowned Temple	
Go to the Festering Woods		
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)		
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		
Talk to Alaric in the Drowned Temple		
Secure the Glowing Sword Shard		
Get the Glowing Sword Shard		
Return the Glowing Sword Shard to New Tristram		
7. The Doom in Wortham	Stranger in town centre	Target 10:15 [Abort over 10:30]
Talk to the Ferryman	Move near Cain's House	
Travel 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	
8. Trailing the Coven	Leah in town centre — run	Target 11:00
Enter the Caverns of Araneae above Wortham		
Search for the Chamber of Queen Araneae		Ignore Karyna once she's outside
Talk to the woman trapped in the web	Join Araneae EVENT	
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	[Exit to Highlands Cr.]	
Talk to Karyna	[Karyna]	(Not required, but can aid the search.)
Find the Khazra Staff	TP to town	
Approach the Khazra Barricade		
Find Leoric's Manor Courtyard		
Enter Leoric's Manor		
Explore Leoric's Manor		
Kill the cultists		

9. The Imprisoned Angel	Leah in town centre	Target 13:00
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		
10. Return to New Tristram		Target 15:45
Talk to Tyrael in New Tristram	Tyrael in town centre	
Talk to the Caravan Leader	Caravan Leader by forge — run, then retreat	

Act II

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		
2. The Road to Alcarnus		Target 17:15
Cross the Black Canyon Bridge		Open cage in cellar and cancel conversation 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		
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		
4. A Royal Audience	Tyrael in town	Target 18:45
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		
Escape to the Sewers of Caldeum		

		Target 19:45
5. Unexpected Allies		
Find the Wretched Pit		Next is Flooded Causeway, Stragglers to entry
Kill the snakemen guarding Adria	Skip EVENT	
Talk to Adria in the Wretched Pit		
Talk to Adria in the Hidden Camp	Adria in town	
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	
7. Blood and Sand	Kulle in town	Target 22:00
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		
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		
Get the Blood of Zoltun Kulle from the Cave of the Betrayer (0/1)	TP to Runner 1, go to	(Let the Runners know when you reach the
Get the Blood of Zoltun Kulle from the Vault of the Assassin (0/1)	Archives entrance	Archives so they can use you for TP.)
		Target 24:45
8. The Black Soulstone		
Search for the Archives of Zoltun Kulle in the Desolate Sands	Enter Archives , trigger WP	
Go to the Terminus		
Unknown Depths Shadow Lock opened	Wait by entry to Realm of Shadow	
Storm Halls Shadow Lock opened		
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)		Scouring is next, talk to Asheara outside 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	
9. The Scouring of Caldeum	Leah in town	Target 26:45
Find Asheara in the Caldeum Bazaar		
Talk to Asheara		
Lead Caldeum refugees to the Flooded Causeway		
		Target 27:30
10. Lord of Lies		
Enter the City of Caldeum with Leah and Adria		
Go to the Imperial Palace		
Kill Belial	Skip EVENT	
Obtain the Soul of Belial in the Imperial Palace		
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	

Act III

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		
2. Turning the Tide	Tyrael in town	Target 29:45
Catapults raised in Stonefort : 0/3	Runner 1 break barricade to start 1st catapult, talk to Lt. Lavail at 2nd, talk to Lt. Clyfton and operate Winch at 3rd. Runner 3 cancel dialogue at end of first catapult event.	
Return to the Bastion's Keep Stronghold		Keep Depths is next
3. The Breached Keep	Tyrael in town	Target 32:30
Find the Keep Depths Level 2		
Find the Breach in the Keep Depths		Tremors is next. Slowest free Runner to wait 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 past Sgt. Pale
Return to the Bastion's Keep 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)	
5. Machines of War		Target 34:45
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 Tyrael when he appears
Trebuchet destroyed: 0/1		
Find Rakkis Crossing		
Talk to Tyrael		
6. Siegebreaker		Target 35:15
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.)
7. Heart of Sin		Target 36:00
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	
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	

Act IV

		Target 40:00 (Better is 38:00)
1. Fall of the High Heavens		
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 Hell Rift portal in the Gardens of Hope 1st Tier	Destroy Growths , 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!	
Enter the Gardens of Hope 2nd Tier	TP to Runner 1	
Find and destroy the Corrupt Growths to reveal the hidden Hell Rift portal in the Gardens of Hope 2nd Tier	Destroy Growths to North, 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		
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 Pinnacle	Target 43:30
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 animation
Talk to Auriel and bring your quest to an end	Talk to Auriel and retreat	Run past Lorath

Act V

		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	

2. Souls of the Dead		Target 46:30
Go to Westmarch Commons	General Torion in town (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 Gideon's Row)	
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		
3. The Harbinger	Tyrael in town	Target 49:00
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		
Talk to Tyrael	(Tyrael in town)	
4. The Witch	(Myriam at her stall)	Target 50:30
Find the entrance to the Tomb of Rakkis in the Overgrown Ruins		
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	TP to Runner 1 and look for 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
6. The Battlefields of Eternity		Target 54:00
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		

		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.

TP = Town Portal or teleport to player. **WP** = use Waypoint.

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

Credits

I hope you find this useful!

Please respect my copyright. You may distribute this document freely, at no charge, and with no modifications.

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/dsru6o)

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

Advice for All Players

For best ease-of-use, **print out** either the Town Camper or Runner Guide as single-sided pages. The TOWN CAMPER should also print the Time Record sheet, but keep it separate.

I've assumed that the RUNNERS are using speed builds but can still kill bosses with one shot on Normal. I've also assumed that everyone is familiar with the story in Campaign Mode, and that the TOWN CAMPER is fast enough to cover for the others in some areas, if needed.

Basic Guidelines

Everyone needs to **cancel conversations** whenever anyone is talking, including RUNNERS (eg: Asylla before the Warden appears).

Group events require everyone to click Accept or Cancel, so be awake to this. If anyone Cancels, everyone then needs to click OK, so most events have been designated for ALL to join, to speed things up.

Some **boss fights** need someone to stay behind for a **conversation** or to pick up an item. The TOWNER or FINDER of the event should do this.

At the **end of an act**, click the act-ending NPC or portal, accept, then move away. This may help cut short the 30 second count-down.

Finding and Signalling a Goal

When searching for a particular item or area transition, apply the rule of thumb that the **FINDER** deals with whatever's there while the other RUNNERS immediately teleport to the **next gate**.

When you find an item or area, **signal** the other players by typing a single-character code in the Party Chat window. Useful codes are:

- a 1 successfully found goal
- f 2 4 x n search failed (eg: Defiled Crypts)
- c found Cave of the Betrayer
- v found Vault of the Assassin

This can be done during an area transition — by typing, for example, Enter, A, Enter during the loading screen — and should appear in chat once the transition is done.

Establish any other codes you may need *before* starting. Keep an eye out for RUNNER messages and reminders from the TOWN CAMPER.

Teleporting to a Player or Waypoint

There are **five ways to teleport** between areas in the game:

- 1) Click a Waypoint to bring up the map and instantly teleport to another waypoint.
- 2) Type 'M' to bring up the map and click on a Waypoint to teleport. (This works between different parts of New Tristram.)
- 3) Bring up the map and left-click on a player to teleport to their location at that moment.
- 4) Right-click a player portrait and select "Teleport to Player".
- 5) Left-click a player's banner in town.

Whenever you teleport there will be a 5 second count-down, unless you're in town or you started by clicking a Waypoint. If in doubt, teleport to town, then to where you need to be. (Note that Homing Pads only work for a return to town.)

Starting the Game

Everyone needs to double-check the following:

- Enable "**Automatically Skip All Cut Scenes**" 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.

Start the game by setting the difficulty to **Normal** and bringing everyone into an **Adventure Mode** game. Ensure everyone is properly geared and clear on their role. Then everyone **Leave Game**. The party leader should select **Campaign Mode**, check it's set to the first quest, and double-check **Normal** difficulty. Ensure everyone is **ready** before starting the game — and the **stop-watch**. (It's assumed that the timer starts when "Start Game" is clicked.)

Player Roles

The best chance of achieving the *Sprinter* or *Speed Racer* conquest is with a full party of four. One player stays in town to turn in quests (the **TOWN CAMPER**, a.k.a. **TOWNER** or **TOWNIE**), while the other three search the maps and kill bosses (**RUNNERS**). Ideally, one RUNNER will have a teleport-like skill that enables certain short-cuts (**TELEPORTER**).

The fundamental purpose of the **TOWN CAMPER** is to ensure the **RUNNERS** don't need to waste time teleporting to town to turn in quests. This can save about 4 minutes (16 conversations at 15 seconds each: 5s to teleport, 5s area transition, 5s to orientate and teleport out again).

Another advantage of using a **TOWN CAMPER** is to reduce the likelihood of mistakes. While a **RUNNER** can teleport back to town early to turn in quests, it's costly if they forget or miscalculate. The **TOWN CAMPER** can also provide reminders to the **RUNNERS**, and otherwise help coordinate. Finally, the **TOWN CAMPER** is in a good position to keep track of time.

The role of the **RUNNERS** is to find and complete quest goals — and do it as fast as possible. **RUNNERS** must ensure all tasks away from town are completed — including some conversations — and anticipate when new areas open up.

The **Town Camper Guide** is deliberately far more detailed than the **Runner Guide**, partly to reduce the amount of reading for **RUNNERS**, partly because the **TOWN CAMPER** can't actually see what's going on, which can be disorienting.

Who's the Fastest?

RUNNERS need to figure out their **relative speeds**. For sheer movement speed, time each player from the Weeping Hollow waypoint to the Drowned Temple waypoint. Or, to factor in Teleport-like abilities, time each player from the Rakkis Crossing waypoint to the Edge of the Abyss. (All timing to be done in Adventure Mode.) The fastest **RUNNER** becomes **RUNNER 1**; the second, **RUNNER 2**; the slowest, **RUNNER 3**.

Familiarity with the story can make a **RUNNER** faster in practice, so try to factor that in, and adjust the ranking on a second try, if necessary.

Generally, in this guide, **RUNNER 1** takes the **East** side of the map, **RUNNER 2** takes the **West** side of the map, and **RUNNER 3** goes up the **middle**. However, **RUNNERS** need to adapt, and fill in areas that have been missed.

Target Times

Target times are based on the following thread (along with other tips — big thanks to quik):

eu.battle.net/d3/en/forum/topic/13604830636

The times have been adjusted, and per-quest times added, based on the experience of the author and the advice of TinneOnnMuin.

The upper end of the suggested end-of-act range forms the primary target time, with the lower end of the range listed as being “Better.”

The timer stops and the achievement is awarded (or not) at the end of Malthael's death animation.

Abort Times

Wortham is a good abort point. If you can't reach Wortham in 10:30, you're basically done. At the end of Act I, you really need to be under 16:30 — or extremely lucky from then on. This is noted in the guide.

Quest Short-Cuts

Some **characters** and **quest instructions** can be **ignored**. These are mentioned in the guides (using language such as, “run past”), but here's a full list:

- the Wretched Mother at the gates
- talking to the Templar once he's free (so long as no-one runs too far ahead)
- Karyna once she's out of the caves
- first appearance of the Enchantress, just outside the gates (though it can avoid a glitch)
- Iron Wolf Jarulf and the lacuni
- all but the first appearance of Emperor Hakan (Ancient Waterway and Terminus)
- Sergeant Pale at the start of the Battlefields
- Adria after the Siegebriker fight
- Lorath at the start of Act V
- Tyrael in the Pandemonium Fortress

Compass Directions

Because the game is constructed on a diagonal, it's useful to define a compass along diagonal axes. Therefore, define North as up-and-right, making the full compass: **N** ↗, **E** ↘, **S** ↙, **W** ↖.

Map Patterns

Some **maps** that need to be searched are always the same, with the target appearing in one of a number of fixed locations. **RUNNERS** need to know these locations, so the **Runner Guide** includes maps of these areas.

Other areas are completely random but may have discernible patterns, such as the exit always appearing on the same tile (eg: Halls of Agony).

Group Events

Boss fights and other Group Events will interrupt play when triggered. All players need to react quickly when the event dialogue appears. If anyone skips the event, other players need a second click on OK, so it's usually best if everyone joins. The few exceptions involve a conversation in town immediately after. All players should join every event except:

- Cain's House (TOWNER only)
- Maghda (RUNNERS only)
- Adria's sewer rescue (FINDER only)
- Zoltun Kulle (one RUNNER only)
- Belial (RUNNERS only)
- Ghom (FINDER only)
- Azmodan (RUNNERS only)
- Rakanoth (FINDER only)

In short, in **Act I**, all join every event except Cain's House; in **Act II**, only the Royal Audience is joined by all; in **Acts III & IV**, the only events some won't join are Ghom, Azmodan and Rakanoth; everyone joins every event in **Act V**.

This is the largest change in this version of the *Sprinter Guide*: fewer skipped events.

Notes on Specific Areas

Act I

Cain's Rescue: Everyone joins this event, but only the FINDER stays to fight and talk. Everyone else immediately TPs back to town.

Haedrig & the Cellar of the Damned: Once the TOWN CAMPER talks to Leah, ending the rescue of Deckard Cain, the two RUNNERS who should be waiting by the mayor's cart will be released. The faster RUNNER talks to Haedrig near the gate, but the slowest available RUNNER deals with the Cellar of the Damned.

Two RUNNERS wait by the gate to the Weeping Hollow, then race to the Cemetery of the Forsaken as soon as the gate activates. The other RUNNER needs to leave the Cellar of the Damned, then use the map to teleport directly to the Cemetery waypoint.

The Defiled Crypt: The correct Defiled Crypt will not contain any Events. It may contain Drury Brown or John Gorham Coffin, but no other Uniques. Avoid entering the rare, fourth crypt, named Development Hell.

For maximum speed, one extra RUNNER should TP to whoever finds the correct Crypt, and run to the end. While the FINDER kills the ghost and picks up the Crown, the next RUNNER immediately starts Town Portal. It should activate just after the Crown is gathered, and the return to town will instantly trigger the next quest item.

The TOWN CAMPER needs to be at the forge when the Crown is picked up. The subsequent conversation with Haedrig would normally have three phases. However, it is much faster to trigger Haedrig then teleport to the Cathedral Garden Waypoint and join the RUNNERS at the Ornate Door. This skips both Haedrig's extra conversation and Tyrael's.

Cathedral Level 3: If anyone reaches the crater before the Templar is freed (by killing Cultists), someone *must* talk to him. So it's smart for the second RUNNER to talk to the Templar.

The Templar will finish Jondar more quickly if the RUNNERS stay near Jondar.

This whole quest involves skipping a lot of dialogue for the RUNNERS.

The Drowned Temple: As soon as the Drowned Temple waypoint appears (it won't if the map is open, so watch the quest text), the TOWN CAMPER should go there and wait by the left-hand Beacon to activate it. If the RUNNERS haven't returned yet, be ready to also activate the right-hand Beacon (both have an animation that cannot be skipped). The TOWNER then returns to town with Town Portal or via the Waypoint.

Wortham: The TOWN CAMPER activates the event in Cain's House once the quest instructs (don't anticipate, or you'll be kicked back out), then immediately speaks to Leah when back outside. Get to Leah fast with any speed skill.

Caverns of Araneae: The map always follows the same pattern, built around large areas joined by passages to north, south, east and west. The exit from the first area is always north or south (up-right or down-left) and over some stairs to a group of four areas in a diamond. The passage out of this diamond is either east or west (shaped

like an S on its side) and leads to one final area. The stairs to Queen Araneae are then always north.

It's critical to one-shot Queen Araneae. If she has time to flee, there's a big delay before she returns.

The Cursed Hold: It's important to cancel Asylla's dialogue once the last prisoner is freed. Both the Warden's appearance and the opening of the gate can fail to trigger. Passing through the Warden's spawn point reduces the chances of a delay, or can force the trigger if it bugs out. A TELEPORTER should wait by the gate for the Warden's death.

The TOWN CAMPER can give the RUNNERS a head start on the next area by killing the Warden.

Cells of the Condemned: The conversation at the end involves talking to the Stranger, skipping two phases of dialogue separated by an animation, then talking to Tyrael and skipping again. After that, a direct portal to town appears.

Act II

Start of Act II: The fastest RUNNER needs to talk to Leah overlooking the city, then race for the Sundered Canyon. The next RUNNER needs to talk to Asheara to open the gates. The final RUNNER should talk to the Enchantress to avoid a possible glitch with her dialogue later on.

Khasim Outpost: The Command Post section takes time. First, skip Maghda's dialogue, then kill the snakemen. Open the Locked Cage fast, and be sure to skip all dialogue before exiting. Outside, having a RUNNER by the gate near the Waypoint will avoid waiting for the gate guards to cloak and decloak.

City of Blood: There's not much for the TOWN CAMPER to do in Act II before Maghda — though checking for dialogue with Asheara and the Enchantress is smart.

An excellent short-cut is to enter the Bazaar, walk right up to Captain Ravan by the gates and Town Portal back to the Hidden Camp. Skip the Maghda fight, talk to Tyrael in town, then enter the portal. Cancel Asheara's initial dialogue, click her and skip more dialogue, then walk with her to the gates. RUNNERS may turn up at any time, but the TOWN CAMPER can still talk to Asheara again to start the Royal Audience event — which everyone joins.

After the audience, **do not teleport** on the way to the Demon Summoners or the quest might glitch.

After the Wretched Pit: Once Adria is free, the TOWN CAMPER needs to quickly initiate and cancel a multi-phase, multi-NPC series of conversations during which Zoltun Kulle is summoned.

RUNNERS, meanwhile, use Adria's portal to return to town then run through Caldeum Bazaar to the end of the Flooded Causeway, for the only required conversation with Emperor Hakan II.

Desolate Sands: The two fastest RUNNERS take different search routes, with RUNNER 3 covering any remaining locations. (RUNNER 1 should never stop at location A.) Once both locations are found, the third RUNNER joins the search inside the Vault of the Assassin, which is more complicated.

Ideally, the TOWN CAMPER runs to the Archives entrance (and signals their arrival) before the first Blood of Kulle is found, providing a direct teleport target. The LEADER can then activate the Terminus Waypoint for the other RUNNERS.

The Black Soulstone: The TOWN CAMPER should stand by the entry to the Realm of Shadow, to trigger the portal animation more quickly if both Shadow Locks are found at the same time. Once the animation starts, the TOWN CAMPER moves to Leah, ready to talk to her.

It's important that the TOWN CAMPER not enter Zoltun Kulle's Soulstone Chamber, as two conversations immediately follow, in town.

The first two RUNNERS to arrive search the Realm of Shadow. The last RUNNER waits on the sand pit to the Soulstone Chamber, enters and kills Zoltun Kulle alone, then grabs the Soulstone before returning to town.

The Scouring of Caldeum: It's safe to enter Caldeum Bazaar early. Each player must return to the Flooded Causeway entry after triggering their refugees, though they don't need to wait for the refugees to reach safety. The first RUNNER done then heads to the Gates.

The TOWNER needn't bother joining in, as it's more likely to confuse the AI than help.

Act III

The Siege of Bastion's Keep: RUNNER 1 needs to focus on getting to the end (lighting just the fifth beacon) so they can talk to Sergeant Dalen and open the door to the Stonefort. The other

RUNNERS (once their assigned beacons are lit) can wait for the Stonefort Waypoint, since the Dragus ambush enforces a delay.

Turning the Tide: This quest has a hard minimum length, with the first catapult event always finishing last (unless you mess up).

RUNNER 1 triggers the first catapult as they run past by destroying the Barricade and killing the Demon Troopers (no need to talk to Sergeant Burroughs). RUNNER 2 stays to supervise.

The second catapult is triggered by talking to Lieutenant Lavail (either RUNNER 1 or 3). RUNNER 3 supervises this one.

RUNNER 1 starts catapult three by talking to Lieutenant Clyfton, then stays to repeatedly click the Winch.

The dialogue at the end of each event must be skipped **before** returning to town. The dialogue for the first catapult can be skipped from anywhere on the map, even if it's off-screen! (This is the source of the most common baffling delay during *Sprinter*.)

With fewer players, catapults 1 and 2 may safely be left unattended, and will run at full speed. But the catapult 1 end-dialogue must still be skipped.

Tremors in the Stone: This sequence cannot be anticipated. A RUNNER (preferably the slowest) needs to wait *outside* the Armory until the TOWN CAMPER finishes talking to Lieutenant Lavail and the quest text changes. (The TOWN CAMPER can handle the Armory, in a pinch.) The other RUNNERS head straight for Arreat Gate.

Finishing Act III: A lot of time can be saved by a co-ordinated group if the RUNNERS trust the TOWN CAMPER to set up the post-Azmodan event, rather than using Town Portal.

The TOWN CAMPER joins the Cydaea event, then immediately returns to town. Walk through the Armory to the Watchtower, then Town Portal back (try not to be mid-teleport when the Azmodan event starts). Skip the Azmodan event.

After talking to Lieutenant Lavail, enter your portal, double-back to enter the Armory, then re-enter the Keep Watchtower to trigger the end-of-act event. Everyone must join this event, which moves them to the Watchtower, ready to enter the Portal to Heaven.

Act IV

Corrupt Growths: A fast TOWN CAMPER can help find the first Hell Portal. Wait by either of the northern Corrupt Growths (East is best) and aim to destroy the nearest group of four as quickly as possible. If the Hell Portal appears, either announce it or clear it. This can even work for Barbarians, who get a guaranteed stream of monsters inside the Hell Rift to keep Furious Charge active. That said, a nearby RUNNER is still likely to overtake the TOWNIE in a Hell Rift.

Once a Hell Rift is complete, you **must exit via the portal** for the quest to progress.

The Silver Spire: With nothing else to do, a TOWN CAMPER might be able to help the search here, but be ready to quickly accept the event at the end of each level.

The Pinnacle of Heaven: There are **two events** in a row, here, with Tyrael in between. The event on entering is followed by talking to Tyrael (which RUNNERS often forget), then Diablo.

Slow down at the top of the stairs to Diablo (no teleporting) to avoid Diablo's death possibly bugging out.

Act V

Streets of Westmarch: The goal for the TOWN CAMPER is to enter the Zakarum Cathedral when everyone else does. Wait for the Streets of Westmarch cut-scene to bring everyone together, then watch the map. Teleport to the first RUNNER when they reach the cathedral forecourt and be ready to talk to Tyrael.

Zakarum Cathedral: Ideally, both RUNNER 1 and the TOWN CAMPER enter the Zakarum Cathedral and wait just inside the door. Both exit as soon as the other RUNNERS kill Kasadya and talk to Tyrael. RUNNER 1 then sprints for Westmarch Commons and the TOWN CAMPER talks to General Torion. However, if the TOWN CAMPER is late, one of the other RUNNERS needs to speak to Torion.

Gideon's Row: A quick TOWN CAMPER can help by freeing Myriam from the Writhing Corpse Pile and then talking to her. Teleport to the fastest RUNNER as soon as the quest objective ticks over to destroying Corpse Piles. Don't try this for the second Soul Crucible!

Briarthorn Cemetery: The map always consists of two rectangles connected by a single passage. The exit to Nobles' Rest Courtyard lies on the outer rim of the second rectangle.

Urzael: Everyone joins the Urzael event, but things get slightly messy thereafter, with three conversations in quick succession.

First, the TOWN CAMPER must speak to Malthael while the RUNNERS return to town. Then RUNNER 3 talks to Tyrael in his usual position. Then RUNNER 2 talks to Myriam at her stall. Finally, RUNNER 1 enters the Blood Marsh through the NE gate and sprints to trigger the Boggit ambush, where the other RUNNERS will have lots of time to catch up.

Ideally, all three RUNNERS will be in position, but one can handle it. Use chat to avoid confusion.

Paths of the Drowned: This area really comes down to luck, but it's quickest to find Nephalem Guidestones to reveal the correct passage, then use the map to teleport to the nearest RUNNER when the quest arrow and flashing marker appear. The TOWN CAMPER may be able to help search.

The Pandemonium Gate: Everyone joins the Adria fight, then the TOWN CAMPER speaks to Lorath while the RUNNERS return to town. A RUNNER talks to Tyrael and everyone enters the portal to the Pandemonium Gate. The TOWN CAMPER should try to catch up and be in position to talk to Imperius when he arrives.

Path of War: This area has a bunch of enforced delays. The TOWN CAMPER can teleport straight to one of the RUNNERS. Focus on picking up the Siege Rune after Belphegor is slain at the third gate, since this is easy to overlook.

Battlefields of Eternity: The Siege Runes are all found under Time Bubbles. One will be an XP event, which might be on the Crag; the other will be Korchoroth, in the middle of an empty area. Finding the exit is just as important as finding the Siege Runes, so stay nearby if you locate it (somewhere on the edge of the map). There's no need to enter any of the dungeons.

Pandemonium Fortress: These guides assign general search directions to each player. On Level 1, the TOWN CAMPER gets the south-east corner, as it's a less common location for the exit, and often overlooked. Otherwise, the TOWN CAMPER can use the map to spot any gaps in the search.

On Level 2, the CAMPER should keep an eye on the map and provide direction, then announce whoever finds the Death Gate sequence to Malthael. But don't be fooled: some XP events also have Death Gates!

Notes on the Town Camper Guide

The Town Camper Guide endeavours to provide all the information a player needs to be a good TOWN CAMPER.

In theory, the TOWN CAMPER doesn't even need good gear or a speed build, though a single fast-move skill (such as Teleport or Furious Charge) is useful in a couple of spots. A better-equipped character (such as a Barbarian with Raekor's set) can help the RUNNERS directly, early in Act IV and late in Act V.

However, the player does need to know the Campaign well because, while RUNNERS can see the plot unfold beneath their feet, the TOWN CAMPER has to visualise most of it, and operate from memory (aided by the task list).

Structure of the Task List

The Town Camper Task List lists the objective text for each phase of every quest in the game in the **left column**. Objective text in grey probably won't appear (or not for very long). Key area names are sometimes emphasised in bold.

The **second column** lists the TOWN CAMPER'S actions. Talking to a specific NPC is indicated by listing the name of the NPC, in bold, and their location. Some conversations have multiple phases to cancel, separated by animations that cannot be skipped, as indicated. Group events are marked as either **Skip** or **Join**. Tasks in **brackets** () should be handled by RUNNERS, but the TOWN CAMPER can do them in a pinch. Tasks in **square brackets** [] are optional — because the sequence may vary, because they have little effect on the overall time, or because they require a fast-moving character. Some instructions use the abbreviation TP for engaging Town Portal (or direct teleport) and WP for using a Waypoint.

The **third column** shows target times, as well as reminders that can be sent to the RUNNERS via chat. It can be useful to remind RUNNERS what's coming up, just in case.

Executing Town Camper Tasks

The TOWN CAMPER'S **main job** is to be in position when a quest marker appears, and to skip through that conversation as fast as possible. The best option is to assign both Spacebar (the default) and Mouse Wheel Down to "Close All Open Windows" in the key bindings, then to alternate between the two.

The second consideration is to be aware when there are **two conversations in a row** with different NPCs, one ending a quest, the second starting the next quest. The TOWN CAMPER cannot afford to miss any of these.

Third, the TOWN CAMPER must be ready to **cancel or join group events** quickly. It's easy to lose concentration when nothing seems to be happening, but missing one of these dialogues can destroy a run. If anyone refuses an event, the other players have to click an additional dialogue to confirm the declined event, so some events are marked for all players to join.

Fourth are the **reminders**. The chat window should be set to Party Chat only, for all players. Be polite with your reminders, as some RUNNERS won't really need them. Don't let typing a reminder get in the way of something more important!

Fifth is **tracking time**. Cumulative times are easier to deal with than resetting the stop-watch at the start of each act. Start timing when you click Start Game (or when the Switch Hero button disappears). Write down end-of-quest times using the Time Record if you have a moment — usually straight after starting a new quest.

Definitely write down **end-of-act times** (note that the target times are actually *start* of act times). Be aware of the delta at the end of each act, and keep an eye on whether the RUNNERS are gaining or losing time. Let the RUNNERS know how they're going from time to time. But again, don't let this interfere with more important tasks.

Notes on the Runner Guide

The Runner Guide endeavours to provide key information for RUNNERS, as well as some organisation for the team. It is deliberately minimal, since RUNNERS won't have much time for reading. Ideally, the guide makes many decisions in advance, so RUNNERS don't need to make them on the fly.

(A **Comprehensive Runner Guide** follows these notes, with more complete information. This may be studied in advance, and helps explain some of the reasoning behind elements of the more concise guide.)

Runners need to be **fast-moving**, yet still able to **one-shot Queen Araneae** on Normal difficulty. The players also need to know the game, the story and the layout of the maps (including random maps) fairly well.

Note that a **solo player**, or a team operating without a TOWN CAMPER, should use the TOWN CAMPER guide, supplemented with the maps from the RUNNER guide. Most critical reminders for RUNNERS can be found in the right-hand column of the TOWN CAMPER guide.

Runner Builds

There are suitable builds for most classes to be runners. The suggestions below are just outlines, listed roughly from fastest to slowest. The "best" option can depend on the quality of gear as much as on the class. And high latency can play a part.

All classes (except Monk) benefit from Krelm's Buff Belt, Warzechian Armguards, Boon of the Hoarder and Wreath of Lightning.

Monk with Dashing Strike: The only build that doesn't benefit from increased Movement Speed; instead focus on Cooldown Reduction, Resource Cost Reduction and Spirit Regeneration. Dashing Strike also benefits from Attack Speed buffs. Requires the Raiment of a Thousand Storms four-piece set bonus.

Demon Hunter with Vault: The Danetta's Hatred set shifts Vault to a Hatred skill, so focus on Movement Speed and Hatred Regeneration, plus CDR for Vengeance (with Dawn cubed).

Witch Doctor with Angry Chicken: Relies on the Manajuma's Way set to maintain its speed, supplemented by some Fear-based boosts. Item

stats are less critical than having the right items and skills.

Wizard with Teleport: Aether Walker makes Teleport a resource skill and Cosmic Strand extends its range. Focus on Resource Cost Reduction and Arcane Power Regeneration.

Crusader with Steed Charge: Swiftmount extends Steed Charge so that high Cooldown Reduction can make it “permanent.”

Barbarian with Furious Charge: Furious Charge isn’t reliable enough for a RUNNER, but makes for an adequate TOWN CAMPER with The Legacy of Raekor set.

Necromancer with Blood Rush: Not a great choice: Blood Rush is the only useful skill for a RUNNER, counting as a Teleport ability. Equip two pieces of the Trag’Oul’s Avatar set and Steuart’s Greaves, then pile on Cooldown Reduction.

Terminology — Player Roles

The Runner Guide uses short-hand to refer to the various players and their changing roles.

TOWNER — The TOWN CAMPER, who mostly stays in town to hand in quests.

RUNNER — The other three players, who run the maps.

RUNNER 1, 2, 3 — RUNNER 1 is fastest; RUNNER 2 is second fastest; RUNNER 3 is the slowest.

LEADER — The RUNNER who is furthest ahead when the quest goal changes.

FINDER — The RUNNER who finds the goal.

STRAGGLERS — The other RUNNERS, who didn’t find the goal, or who are behind the LEADER.

GATER — A RUNNER waiting by a gate for a new area to open.

TELEPORTER — A RUNNER who has a teleport-like ability (Wizard with Teleport, Monk with Dashing Strike, Crusader with Falling Sword) — useful on some maps.

Persistent player roles are highlighted with colour and line style. In particular: **RUNNER 1**,


RUNNER 2, **RUNNER 3**, **TOWNER**.

The RUNNERS need to decide who is fastest (RUNNER 1) to slowest (RUNNER 3). A race from the Weeping Hollow waypoint to the Drowned Temple waypoint makes for a good benchmark.

(Rakkis Crossing can also be used, to factor in Teleport abilities.)

If a different RUNNER proves to be fastest in an unsuccessful attempt, RUNNERS should change roles on subsequent attempts to reflect this.

Key to the Runner Guide

Each line or group of lines describes a sequence of events. Quests are numbered but not named; NPCs appear in **bold**, with a speech bubble  for each click-begun conversation; locations are in **shadow font**. Actions that are easy to forget also appear in **bold**. Group events appear in **PURPLE CAPITALS** along with an indication of who should accept the event.

The maps (described below) indicate all possible locations for each search goal on certain maps, along with the preferred search path for each RUNNER.

Target times appear periodically, though these — and more detailed reminders — should be communicated by the TOWN CAMPER.

Late in Act V, general search directions are indicated by arrows.

Generally, whoever reaches a goal first (the **FINDER**) should take care of it, including killing the boss and grabbing an item, where necessary. The other RUNNERS (**STRAGGLERS**) either teleport to the FINDER (if the next level has been found) or to the next **GATE** (anticipating where they need to be once the boss is dead, for example).

In real time, a RUNNER will usually have time only for a quick glance at a map.

Maps

Some areas have **fixed map layouts**, with quest targets appearing at one of a fixed set of locations. The included maps of these areas show both the possible locations of the quest target, and suggested search routes for each RUNNER. The colours and line styles correspond to the borders appearing around RUNNERS’ names (and should also work in black and white).

In practice, the RUNNERS need to **cover for each other** and play things by ear. This is even more critical in completely random maps (such as the Battlefields of Eternity). Try to split up, not to retrace other RUNNERS’ steps, not to miss areas, and look for any gaps in the search pattern.

Note that the **internal features of the maps** may vary, especially where large, random event tiles are involved (such as the Forsaken Grounds in the Fields of Misery). The maps have been chosen with the most obtrusive options in place.

If the party includes a TELEPORTER, their optimal role may exceed raw speed on some maps.

Map Short-Cuts for Teleporters

RUNNERS with a **teleport**-like ability (eg: Dashing Strike, Teleport) can take short-cuts on certain maps, beating all non-teleporters. Learning (and practising) these can be useful.

Drowned Temple: Down to Alaric — aim high.

Wortham Bluffs: Down to Caverns entry.

Southern Highlands: Past Khazra Barricade. Ideally, skip the search and get into position.

Leoric's Manor: Through the wall at the top of the stairs, down the next stairs, then again through the wall straight to the Halls entry.

Cursed Hold: Down to Halls Level 3 entry. Be in position when the gate opens, and aim high.

Cells of the Damned: Skip the final stairs only.

Skycrown/Stonefort: Lots of gaps here.

Keep Depths: Only where doors are open.

Rakkis Crossing: Level changes are much faster with Teleport, but you can't skip the U-shaped stair-passage to the left about halfway along.

Tower of the Damned/Cursed: A few corners can be cut, but you can't go straight to the exit. Be careful not to teleport *away* from the exit back to the start of the level!

Corvus: A teleporter's paradise — except when there's a closed door in the way.

Bugged Areas: A TELEPORTER can destroy a run by missing quest triggers in two spots in particular: approaching the Summoners when escaping the **Imperial Palace**; and approaching **Diablo** past the top of the stairs. Walk, don't 'port!

In general, keep in mind that your teleport destination is assessed in your current plane. That means you need to project your intended destination up or down to your current elevation.

Key to the Comprehensive Runner Guide

With more detail comes more explanation...

In the **Comprehensive Runner Guide**, each **quest name** is followed by a list of tasks. Tasks specific to particular **roles** (eg: RUNNER 1, FINDER, STRAGGLERS) are preceded by the name of that role.

Tasks on the same line are closely related.

If a role has a **sequence of tasks** to carry out before rejoining the other RUNNERS, these will appear in a single paragraph. Other RUNNERS should skip over the whole paragraph.

For example (Act I, quest 5):

Search for Khazra Den.

FINDER enter, skip dialogue, kill cultists, take Glowing Sword Shard, TP to Stragglers.

STRAGGLERS to Old Mill gate.

This says that everyone starts the search. Whoever finds the goal (**FINDER**) carries out a series of tasks, then teleports to the other RUNNERS. The RUNNERS who didn't find the goal (**STRAGGLERS**) stop searching and head to the gate for the next quest (the Old Mill). At that point, the **FINDER** designation is no longer relevant, and is reassigned in a future quest.

Occasionally, a role will carry over to the start of the next quest, but this is rare.

Some searches instruct the FINDER to "**signal**," as described in the general Advice section. The FINDER may do this during the area transition loading screen by typing "Enter, A, Enter" (for example) right after clicking the portal to the new area. The other RUNNERS will see the message in their Party Chat window and abort their search, moving on to the next task.

However, this is not always necessary. In the example above, the **quest text changes** when the FINDER enters the Khazra Den. The other RUNNERS should see this and move to their next instruction.

Some tasks specify the **FASTEST RUNNER**, **FIRST RUNNER**, or **RUNNER 1/RUNNER 2**, usually following a search. This happens when RUNNER 1 may have found the previous goal (and is hence **FINDER**). The fastest RUNNER not otherwise tied up should take the job. In other cases, the slowest RUNNER may be similarly assigned. (In practice, both STRAGGLERS should anticipate the next goal.)

Group events that interrupt the action and require approval to join are emphasised as **EVENT**. The FINDER is assumed to join the event. Other RUNNERS and TOWN CAMPER are instructed whether to Join or Skip. If any player **skips an Event**, a second dialogue box requires everyone's confirmation. If in doubt, join every event.

Some tasks are **emphasised in bold**, usually because they are important and/or easy to miss. For example, players tend to forget to talk to Lorath after killing Adria, or to pick up Leoric's Crown after killing Chancellor Eamon. In fact, it's good practice to check the quest text after defeating any boss, since many require further action in the same location.

The instruction to "**skip dialogue**" appears in key places, but **all** dialogue should be skipped.

Occasionally, the guide says to "**run past**" or "**ignore**" an NPC. Despite the quest text, it is not necessary to talk to some characters to progress the quest. Two cases are more complicated:

- 1) So long as the **Templar** is released (by killing the Cultists) before anyone reaches the crater, there is no need to talk to him. However, if he is still trapped when the crater is reached, someone will have to click on the Templar explicitly. Ideally, the second RUNNER to appear should talk to him.
- 2) If no-one talks to **Karyna outside the caves**, the flashing quest marker will not appear at her wagon (though a smaller marker will). Ideally, the TOWN CAMPER will talk to her.

See the full list in the Notes on Specific Areas.

A few tasks are followed by "**if needed.**" RUNNERS will only need to do these if the TOWN CAMPER is slow. For example, the exit from Leoric's Manor opens after talking to either Leah in town or the Wounded Man in the manor.

Most quest names are followed by a **target time**. While the TOWN CAMPER is best placed to track time, RUNNERS may find it useful to occasionally check their time against the targets. The targets are for the **start** of each quest or Act.

TP indicates teleporting via Town Portal or one of the other methods described in the Advice section. **WP** refers to using a Waypoint.

At the **end of each Act**, the first person to click the speaker or portal and Accept starts a 30 second count-down. Anecdotal evidence

suggests the count-down can be cut short if each player moves away from the speaker or portal after confirming the next act.

Final Word

Big thanks to those who have helped me with this guide, providing feedback, advice or in-game help. In particular, thanks to my original *Sprinter* crew: Fiarrow, EternalOne and TinkRKill. To the master, TinneOnnMuin. And to the similarly-obsessed BehindTimes.

If you'd like to provide **feedback** or **contribute**, respectful suggestions are always welcome.

Contact links and the latest version of this guide are available at:

paulius.50webs.com/diablo3.html
goo.gl/dsru6o

Find me on the Diablo forums as Starlite.

Good luck!

Comprehensive *Sprinter* Guide for Runners

This version of the Runner Guide has proved too dense to read while playing the game. However, it may still serve as a reference, to be studied beforehand. Every Runner action is included, as well as notes for attempts with fewer than four players.

The Players — Terminology

TOWNER — Town Camper, who mostly stays in town to hand in quests.

RUNNER — The other three players, who run the maps.

RUNNER 1, 2, 3 — The Runners, from fastest to slowest. (Need to work out who is who before starting.)

LEADER — The Runner who is furthest ahead when the quest goal changes.

FINDER — The Runner who finds the goal.

STRAGGLERS — The other Runners, who didn't find the goal, or who are behind the Leader.

GATER — A Runner waiting by a gate for it to open.

TELEPORTER — A Runner who has a teleport-like ability (Wizard with Teleport, Monk with Dashing Strike, Crusader with Falling Sword), useful on some maps.

Act I

1. The Fallen Star

Kill Risen at gates, **talk to Rumford**, kill, skip dialogue.

RUNNER 2 to Leah in Slaughtered Calf Inn, talk, kill, talk.

GATERS talk to **Rumford** at gates, run past **Wretched Mother**.

RUNNERS to **Old Ruins**, kill **Wretched Queen**, wait by gate.

TOWNER talks to **Rumford** and **Leah** in town.

2. The Legacy of Cain

Target 1:15

RUNNERS skip Leah's dialogue, go to **Adria's Hut**.

RUNNER 3 enter **Hidden Cellar**, kill Daltyn, **talk to Leah**, TP to **RUNNER 1**.

RUNNERS to **Cathedral**, search for **Leoric's Passage**.

FINDER enter (**ALL join EVENT**), kill Skeletons, **talk to Cain**, TP to town, wait by gate to **Weeping Hollow**.

STRAGGLERS **join EVENT**, immediately TP to town, wait by Mayor.

TOWNER **joins EVENT**, immediately TP to town, talks to **Leah** and **Cain** in town.

3. A Shattered Crown

Target 2:30

FASTEST GATER to **Haedrig** and talk, wait by gate to **Weeping Hollow**.

SLOWEST GATER to **Cellar of the Damned**, kill Ravenous Dead, kill **Mira**, talk to **Haedrig**, exit to town, TP to **Cemetery of the Forsaken** WP, enter leftmost **Defiled Crypt**.

GATERS to **Cemetery of the Forsaken**, enter two rightmost **Defiled Crypts**.

RUNNERS search for **Defiled Crypt Level 2**.

FINDER signals, enter **Chancellor's Tomb**, kill Chancellor Eamon, **take Skeleton King's Crown**, TP to other Runners.

STRAGGLERS TP to **Cathedral Garden**, wait by door to **Cathedral Level 2**.

TOWNER initiates talk with **Haedrig** but immediately TPs to **Cathedral Garden** WP and joins **RUNNERS**.

(*Entering Cain's House also speeds up Haedrig's animation sequence.*)

4. Reign of the Black King

Target 4:15

Open door, search for **Cathedral Level 3**.

FINDER signals, **kill cultists to release Templar**, then run past.

(Talk to the Templar only if another Runner reaches the crater before the cultists are all slain.)

STRAGGLERS TP to Finder or **Cathedral Level 3** WP.

Run to weapons, open chest with **Warrior's Stolen Items**, find and kill **Jondar**, skip dialogue.

(Templar is faster with killing blow if players stand near Jondar.)

Enter **Cathedral Level 4**, search for **Royal Crypts**.

FINDER signals, go to **Crypt of the Skeleton King** (**ALL join EVENT**) — any **TELEPORTER** will get there first.

TELEPORTER/RUNNER 3: click **Skeleton King**, kill, enter **Desolate Chamber**, talk to **Stranger**, WP to town, TP to other **RUNNERS**.

STRAGGLERS **join EVENT**, TP to **Cemetery of the Forsaken**, wait by gate to **Fields of Misery**.

TOWNER **joins EVENT**, TP to town, talks to **Cain** (twice) in town.

5. Sword of the Stranger

Target 7:15

Search for **Khazra Den**.

FINDER enter, skip dialogue, kill cultists, **take Glowing Sword Shard**, TP to Stragglers.

STRAGGLERS to **Old Mill** gate.

TOWNER talks to **Cain** and **Leah** in town.

6. The Broken Blade

Target 8:15

Talk to **Scoundrel**, talk to **Brigand**, kill Brigands, talk to **Scoundrel**, skip.

STRAGGLERS talk to **Scoundrel** at **Drowned Temple** WP, wait by bridge.

RUNNER 1 to **Alaric**, talk.

Search for **Crypt of the Ancients** and **Warrior's Rest**.

FINDERS signal, **take Beacons**, TP to **Drowned Temple** WP.

STRAGGLER TP to **Drowned Temple** WP, wait by right Beacon, place Beacon. **TOWNER** places left Beacon (or **RUNNER**, if needed).

SLOWEST RUNNER (of those in position) enters **Drowned Temple**, kill **Ezek** and the stooges, talk to **Alaric**, run to end, skip **Maghda** dialogue, **take Glowing Sword Shard**, TP to **GATER**.

OTHER RUNNERS TP to Town, wait by Ferry to Wortham.

TOWNER talks to **Stranger** in town.

7. The Doom in Wortham

Target 10:15
[Abort over 10:30]

Talk to **Ferryman**, run to Wortham centre, skip dialogue, kill three waves.

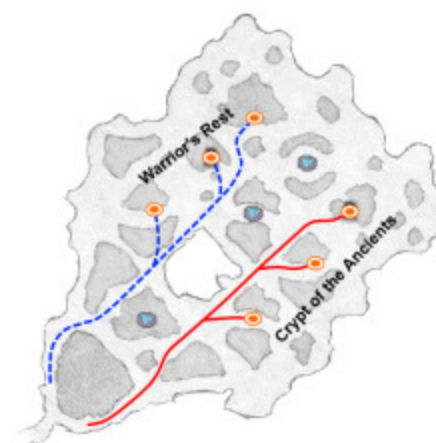
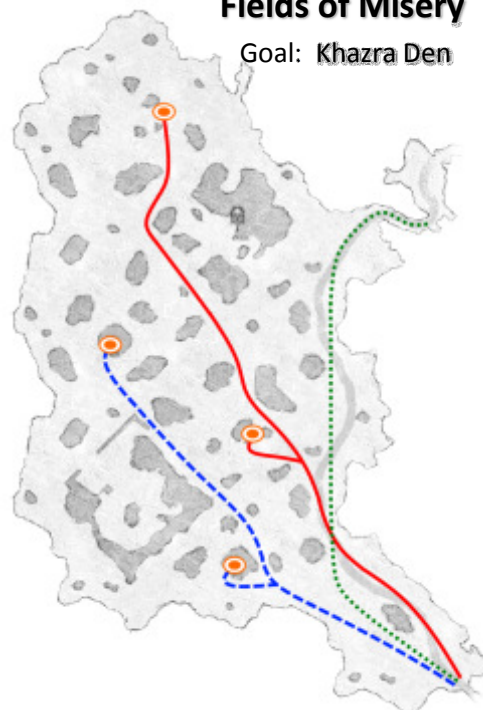
RUNNER 3: talk to **Priest**, enter **Wortham Chapel Cellar**, stop next to altar, skip **Maghda** dialogue, **skip EVENT**, TP to other Runners.

RUNNER 1/RUNNER 2 wait by gate, **skip EVENT**.

TOWNER takes **EVENT** in **Cain's House**, then talks to **Leah** in town.

Fields of Misery

Goal: **Khazra Den**



Festering Woods

8. Trailing the Coven

Target 11:00

Search for Chamber of Queen Araneae, **ALL join EVENT**.

FINDER approach woman, **kill Araneae quickly**, harvest Venom, click web with **Karyna**, skip dialogue.

RUNNERS run past Karyna, search for Karyna's Lost Wagon.

TOWNER talks to **Karyna** outside then TP to town.

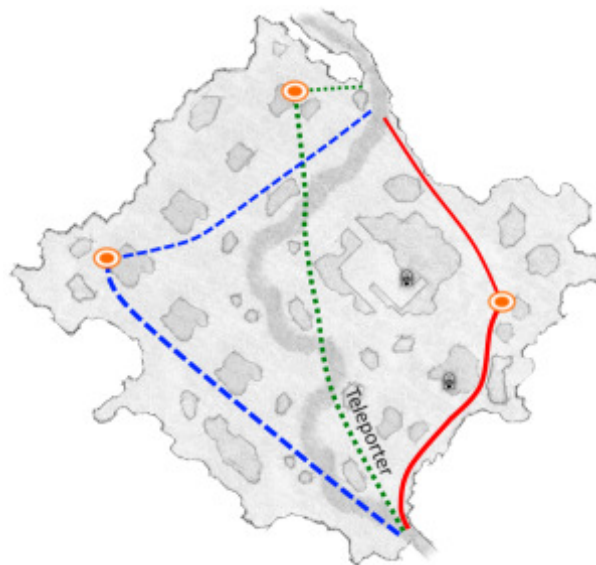
TELEPORTER takes centre path; teleport up levels when gate opens.

FINDER take **Khazra Staff**.

RUNNERS to barricade, run to Leoric's Manor, open door, kill cultists, skip dialogue, talk to **Wounded Man** (or **TOWNER** talks to **Leah** in town), open door.

Southern Highlands

Goal: Karyna's Lost Wagon



9. The Imprisoned Angel

Target 13:00

RUNNERS enter Halls of Agony Level 1, search for Level 2 (past the gauntlet of cleavers).

FINDER signals, **STRAGGLERS** TP to Finder.

Search for Highlands Passage (to the South-East, past the pit of fire).

FINDER signals, **STRAGGLERS** TP to Finder.

Enter Cursed Hold, talk to **Queen Asylla**.

RUNNER 1 goes West, **RUNNER 2** goes East.

RUNNER 3 checks nearest cells: one circuit of centre, then **kill Warden**.

(**TOWNER** can take the Warden.)

Skip dialogue when last Prisoner freed; everyone run through the centre (to help ensure transitions).

(If Warden is slow to appear, focus on killing his minions, or **GATERS** return to centre.)

RUNNER 1/**RUNNER 2**/**TELEPORTER** to gate, enter Halls of Agony Level 3.

Search for Chamber of Suffering, **ALL join EVENT**.

(The Butcher is always at the end of a passage heading up-and-right, but the path can be convoluted.)

RUNNER 1/**TELEPORTER** enter Cells of the Condemned, kill cultists, talk to **Stranger (2 phases)**, talk to **Tyrael**, portal to Town.

OTHER RUNNER(s) TP to Town.

10. Return to New Tristram

Target 15:45

TOWNER talks to **Tyrael** in town.

All talk to **Caravan Leader** next to forge, then move away.

Act II

1. Shadows in the Desert

Target 16:00

(Better is 15:00) [Abort over 16:30]

RUNNER 1 talk to **Leah** (left of Blacksmith), **OTHER RUNNERS** wait by Caldeum Bazaar entrance, enter.

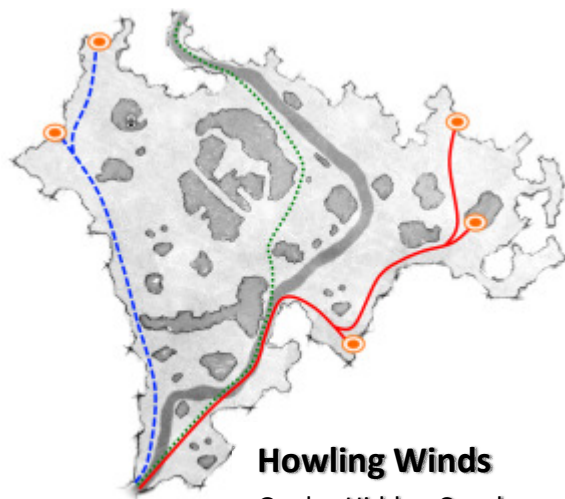
RUNNER 3 talk to **Asheara** to open gates. **RUNNER 2** or **TOWNER** talk to Enchantress

RUNNERS kill Cultist ambush, talk to **Enchantress**, ignore Lacuni ambush and Jarulf.

RUNNER 1 search for Secret Altar to East, kill circle of cultists, TP to **RUNNER 3**.

RUNNER 2 search for Hidden Conclave to West, kill circle of cultists, TP to **RUNNER 3**.

RUNNER 3 to Black Canyon Bridge, talk to **Enchantress**.



Howling Winds

Goals: Hidden Conclave,
Secret Altar

2. The Road to Alcarnus

Target 17:15

RUNNERS to Khasim Outpost.

LEADER talk to **Lt. Vachem**.

NEXT RUNNER enter Command Post, skip dialogue, kill all, **open Locked Cage**, skip dialogue, exit.

LAST RUNNER wait by first gate guards.

LEADER kill all, talk to **Cpt. Davyd**.

3. City of Blood

Target 18:00

RUNNER 1 to Maghda (**EVENT**), kill, wait.

RUNNER 2 to **Cpt. Ravan** in Caldeum Bazaar and wait (**TOWNER** may get this), **skip Maghda EVENT**.

TOWNER **skips Maghda EVENT**, talks to **Tyrael** in town.

4. A Royal Audience

Target 18:45

RUNNER 2/TOWNER talk to **Asheara** at **Cpt. Ravan**, skip dialogue, run to Gates of Caldeum, talk to **Asheara**.

ALL join **EVENT**, skip dialogue, kill all, enter City of Caldeum.

Kill **Demon Summoners**, enter Sewers of Caldeum.

(Do not teleport on approach to Demon Summoners, or the quest line may get stuck.)

5. Unexpected Allies

Target 19:45

Search for **Wretched Pit**.

FINDER kill snakemen (**EVENT**), talk to **Adria**, portal to town, TP to other Runners.

(Note that this will go slower if any snakemen cloak.)

STRAGGLERS wait by Flooded Causeway entrance, **skip EVENT**.

TOWNER talks to **Adria** and **Leah** in town.

6. Betrayer of the Horadrim

Target 20:15

Enter Flooded Causeway, talk to **Emperor Hakan II**, enter Ruined Cistern, search for **Dahlgur Oasis**.

FINDER signals, others TP to Finder.

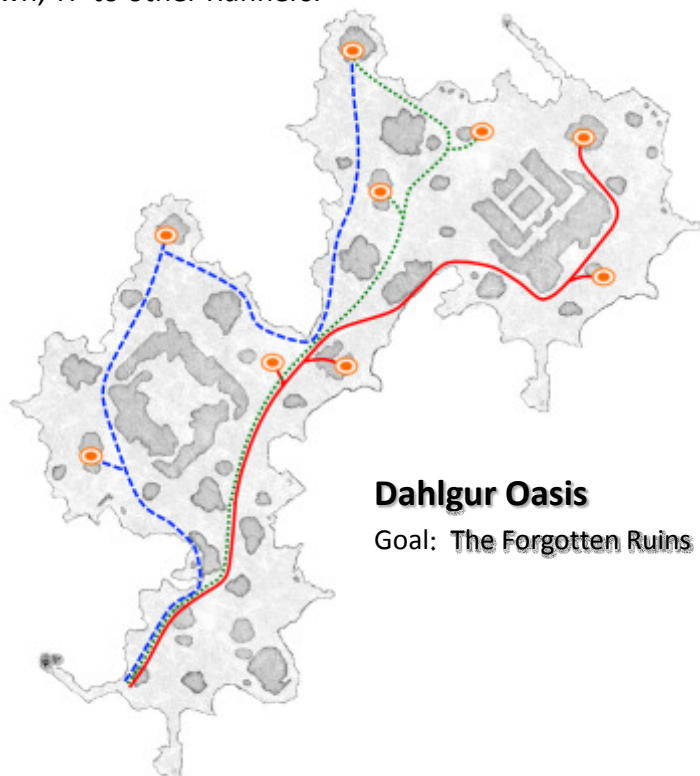
Search for Forgotten Ruins.

FINDER enters and signals.

FASTEST STRAGGLER TP to Finder. Both search for Zoltun Kulle's Head, **take Head**, TP to slowest **STRAGGLER**.

SLOWEST STRAGGLER to Ancient Waterway entrance.

TOWNER talks to **Adria** and **Kulle** in town.



Dahlgur Oasis

Goal: The Forgotten Ruins

7. Blood and Sand

Target 22:00

RUNNERS enter **Ancient Waterway**, ignore **Hakan**, enter **Western Channel**, search for **Flow Controls**, activate levers.

SLOWEST STRAGGLER/TOWNER can wait in **Ancient Waterway**.

Enter **Waterlogged Passage**, kill **Betrayed**, click **Talking Barrel**,

RUNNER 3/TOWNER talk to **Covetous Shen**, skip dialogue, open door.

RUNNERS enter **Hidden Aqueducts**, search for **Gavin the Thief**, kill, take **Crucible**, exit.

Search for **Cave of the Betrayer** and **Vault of the Assassin**.

RUNNER 1 goes East (DEFG — not A!), enters Cave/Vault, if found.

RUNNER 2 goes West (ABCFG), enters Cave/Vault, if found.

RUNNER 3 covers remaining search for either Runner, especially if Cave/Vault found at A, B or D.

STRAGGLER TP to **Vault Finder**, once Cave also found.

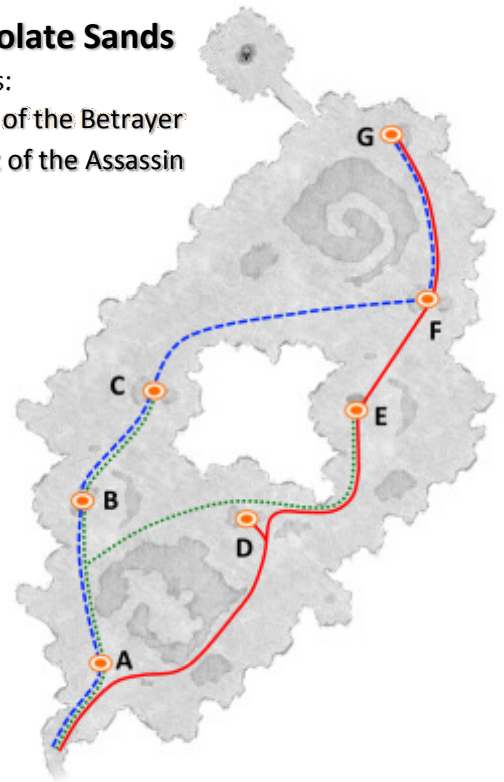
FINDERS signal 'c' or 'v'. Aim is to have one Runner in Cave and two in the Vault (because it's more difficult to search).

Search for and take **Blood of Zoltun Kulle**. **FIRST FINDER/TOWNER** to **Archives of Zoltun Kulle** entrance and announce. **STRAGGLERS** TP to **Town**, then to **Terminus WP** (or to **LEADER**).

Desolate Sands

Goals:

Cave of the Betrayer
Vault of the Assassin



8. The Black Soulstone

Target 24:45

Enter **Archives of Zoltun Kulle**, run past **WP**, ignore **Hakan**.

FIRST RUNNER goes East to **Storm Halls**, **SECOND RUNNER** goes West to **Unknown Depths**, **THIRD RUNNER** joins slowest.

Search for **Shadow Lock**, activate, exit to **Terminus**, wait by portal to **Realm of Shadow**.

FIRST TWO RUNNERS enter **Realm of Shadow**, search for and take **Body of Zoltun Kulle**, exit to **Terminus**.

TOWNER activates portal to **Realm of Shadow**, then wait by pit, talk to **Leah**, return to town.

LAST RUNNER can monitor map, but must be ready to enter **Soulstone Chamber (EVENT)**, approach and kill **Zoltun Kulle**, approach **Black Soulstone**, TP to **Town**.

OTHER RUNNERS skip **EVENT**, take up positions in **Caldeum Bazaar** and wait.

9. The Scouring of Caldeum

Target 26:45

TOWNER talks to **Adria** and **Leah** in town.

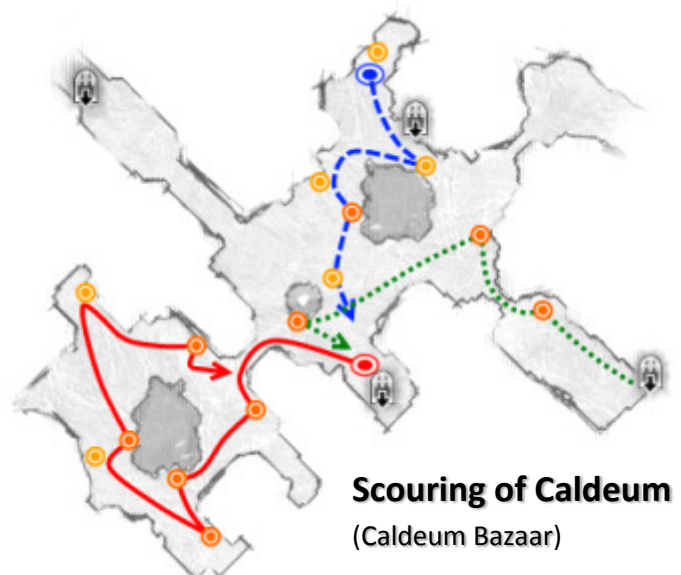
FASTEST GATER talk to **Asheara** by **Flooded Causeway**, skip dialogue, head West through gate.

SECOND GATER start North of **Searing Sands Inn** and follow North edge of map.

KULLE'S SLAYER enter **Caldeum Bazaar** from **Hidden Camp**, head to **Canyon gate** then follow South edge.

Each player must return to the sewer entrance, escorting the last of their refugees. (It's easy to miss activating some standing refugees, and some will turn around if blocked by snakemen.)

FIRST RUNNER DONE, head for **Gates of Caldeum**.



Scouring of Caldeum
(Caldeum Bazaar)

10. Lord of Lies

Target 27:30

TOWNER returns to town.

Skip dialogue at Gates and enter **City of Caldeum**, kill **Kamyr**, enter **Imperial Palace** (**all Runners join EVENT**), skip dialogue before transformation, kill **Belial**.

RUNNER 1 take **Soul of Belial**. TP to town.

TOWNER **skips EVENT**, talks to **Tyrael** in town.

All talk to **Caravan Leader** to right of forge, then move away.

Act III

1. The Siege of Bastion's Keep

Target 29:00
(Better is 28:00)

TOWNER talks to **Tyrael** in Watchtower, the TP to town.

RUNNER 1 light Beacon 5 and wait at Stonefort entrance, talk to **Dalen**.

RUNNER 2 light Beacons 3 and 4, TP to **RUNNER 1** (or WP).

RUNNER 3 light Beacons 1 and 2, TP to **RUNNER 1** (or WP).

2. Turning the Tide

Target 29:45

Talk to **Cpt. Haile** (or **TOWNER** talk to **Tyrael** in town), skip dialogue, kill, move on ASAP.

RUNNER 1 **destroy barricade** at 1st catapult, talk to **Lt. Lavail** at 2nd, talk to **Lt. Clyfton** and man the Winch at 3rd.

RUNNER 2 defend 1st Catapult, skip dialogue at end. **Must ensure** event completes and **skip dialogue** at end, TP to town.

RUNNER 3 defend 2nd Catapult, TP to town.

RUNNER 1 complete 3rd Catapult, skip dialogue, TP to town, wait by **Keep Depths** entrance.

*(First catapult will always complete last. **One person can do all of this:** destroy barricade to start 1st catapult; talk to Lt. Lavail to start 2nd; talk to Lt. Clyfton and click Winch at third until done, TP to Stonefort WP. Then **skip dialogue when 1st catapult reaches end** to complete quest — from anywhere on the map! Unattended catapults need no protection.)*

TOWNER talks to **Tyrael** in town.

3. The Breached Keep

Target 32:30

Kill demons in **Stronghold** (optional), search for **Keep Depths Level 2**.

FINDER signals, others TP to Finder. Search for **The Breach**, enter **Keep Depths Level 3**.

FINDER signals, others TP to Finder. Search for **The Larder**.

FINDER kill **Ghom** (**EVENT**), TP to Town, wait by **Arreat Gate**.

RUNNER 1/**RUNNER 2** **skip EVENT**, TP to town, wait by **Arreat Gate**.

RUNNER 2/**RUNNER 3** **skip EVENT**, TP to town, wait by **Armory** entrance — **DO NOT ENTER**.

TOWNER talks to **Lt. Lavail** in town.



4. Tremors in the Stone

RUNNER 2/**RUNNER 3** enter **Armory**, kill, talk to **Leah**, TP to **RUNNER 1**.

5. Machines of War

Target 34:45

RUNNERS to **Fields of Slaughter**.

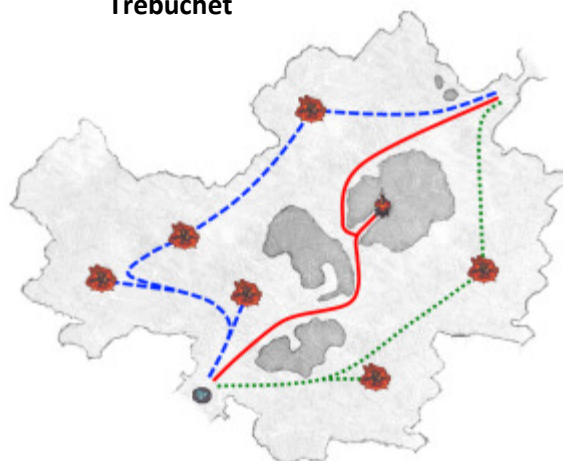
Find and destroy **Ballistae** and **Trebuchet**.

RUNNER 2 go West, **RUNNER 3** go East.

RUNNER 1 go Centre and wait at start of **Rakkis Crossing**, talk to **Tyrael**.

Fields of Slaughter

Demonic Ballistae,
Trebuchet



6. Siegebreaker

Target 35:15

RUNNERS to **Edge of the Abyss**, kill **Siegebreaker (ALL join EVENT)**, ignore **Adria**, enter **Arreat Crater Level 1**.

7. Heart of Sin

Target 36:00

Search for **Tower of the Damned**. **STRAGGLERS** TP to **Finder**.

Attack **Cydaea**, kill **Succubi**, kill **Sin Heart**, enter **Arreat Crater Level 2**.

Search for **Tower of the Cursed**. **STRAGGLERS** TP to **Finder**.

At **Cydaea's** death: Target 39:00

Kill **Cydaea** in **Heart of the Cursed (ALL join EVENT)**, kill **Sin Heart**, enter **Core of Arreat**, go to **Heart of Sin**, kill **Azmodan (all Runners join EVENT)**, take **Soul of Azmodan**, wait for **EVENT**.

TOWNER joins **Cydaea EVENT**, prepares portal to **Watchtower**, skips **Azmodan EVENT**, talks to **Lt. Lavail** in town, enters portal to **Watchtower**, backtracks to **Armory**, then re-enters **Watchtower**, triggering final **EVENT** almost immediately — **ALL join EVENT**.

All enter **Portal to Heaven**, then move away.

Act IV

1. Fall of the High Heavens

Target 40:00
(Better is 38:00)

RUNNER 1 talk to **Tyrael**, skip dialogue, enter **Vestibule of Light (ALL join EVENT)**, kill **Iskatu**.

2. The Light of Hope

Target 40:30

RUNNER 1 talk to **Itherael**, skip dialogue, enter **Gardens of Hope 1st Tier**, go to **Library of Fate**, kill **Rakanoth (EVENT)**, click **Auriel's Prison**, talk to **Auriel**, skip dialogue, enter portal.

RUNNER 2 wait by **Corrupt Growth** to the East, skip **EVENT**.

RUNNER 3 wait by **Corrupt Growth** to the North-West, skip **EVENT**.

TOWNER wait by **Corrupt Growth** to the North-East, skip **EVENT**.

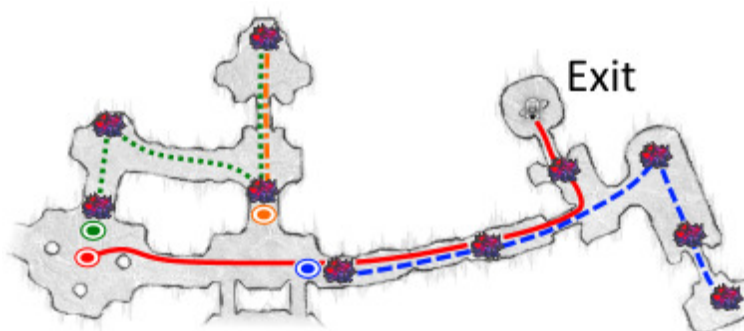
Destroy **Corrupt Growths** to find **Hell Rift**.

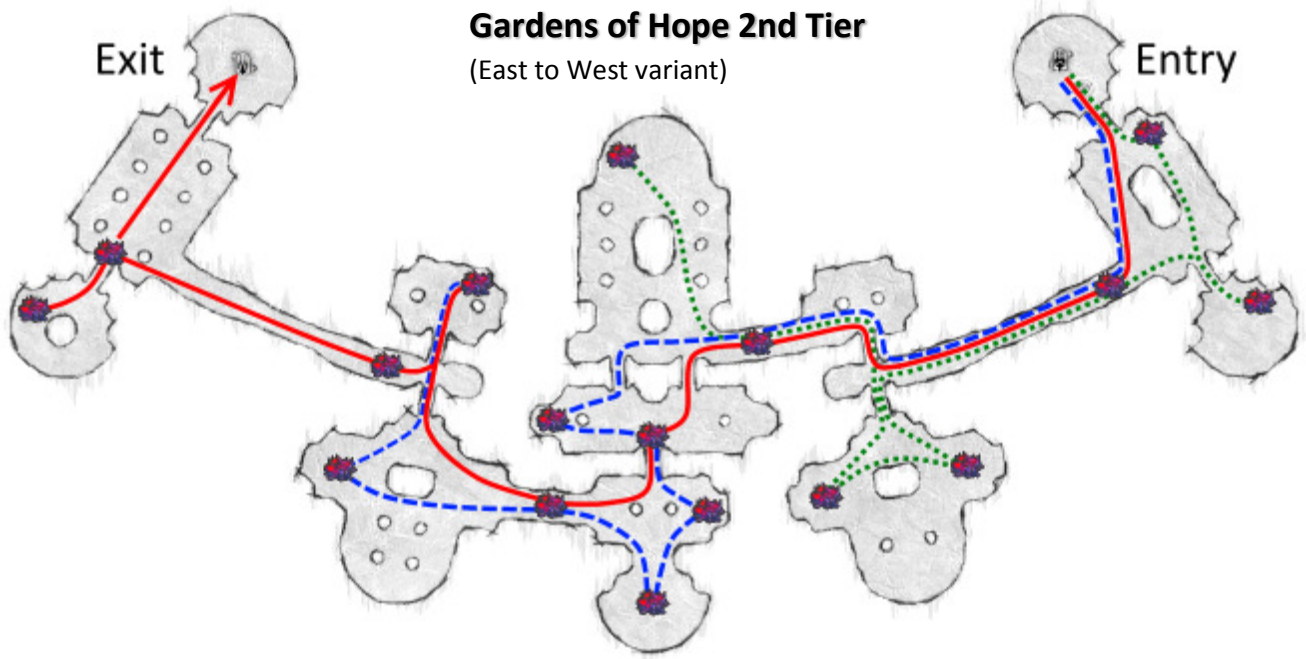
RUNNER 1 head for **2nd Tier**, **RUNNER 2** head East and South, **RUNNER 3** head North and East, **TOWNER** head North.

FINDER destroy **Rift Oculus** (even if **TOWNER**), skip dialogue, **MUST** leave **Hell Rift** by entering **Auriel's portal**, TP to **RUNNER 1/RUNNER 2**.

STRAGGLERS to **Gardens of Hope 2nd Tier** entrance.

At **Rakanoth's** death: Target 41:15
Gardens of Hope 1st Tier





Destroy Corrupt Growths to find Hell Rift. There are two possible maps.

RUNNER 1 head for far end of map and South.

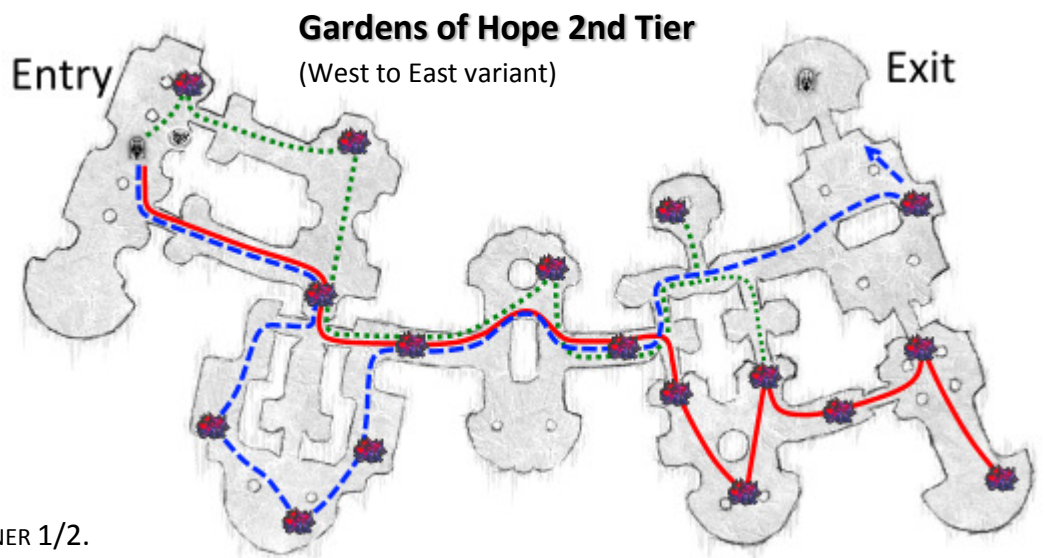
RUNNER 2 take the South section near the centre.

RUNNER 3 take the out-of-the-way Growths in the first half of the map.

FINDER destroy Rift Oculus, skip dialogue, **MUST exit via Auriel's portal**, TP to RUNNER 1/2.

STRAGGLERS to Crystal Colonnade entrance.

Talk to **Tyrael**, enter **Crystal Colonnade (ALL join EVENT)**.



3. Beneath the Spire

Approach **Imperius**, enter Gateway to the Silver Spire.

4. Prime Evil

Target 42:45

Go to **Silver Spire Level 1** (ignore Leah).

Search for **The Great Span**, enter, **ALL join EVENT**.

Kill **Izual**, enter **Silver Spire Level 2**.

At Izual's death: Target 43:30

Search for **The Pinnacle of Heaven**, enter, **ALL join EVENT**.

Talk to **Tyrael**, enter **The Crystal Arch**, **ALL join EVENT**.

(Do not Teleport at the top of the stairs to Diablo or the quest may get stuck at his death animation.)

Kill **Diablo**, talk to **Auriel**, then move away.

Act V

1. The Fall of Westmarch

Target 45:00
(Better is 42:00)

RUNNERS to **Cathedral Courtyard** (ignore Lorath and Victor), cut-scene brings all players together.

Kill Revenants, talk to **Tyrael**, skip dialogue, enter **Zakarum Cathedral**.

RUNNER 1 and **TOWNER** wait just inside until after **Tyrael** dialogue, then head for **Westmarch Commons**.

OTHER RUNNERS kill **Kasadya**, talk to **Tyrael** in centre aisle of **Cathedral**, exit

TOWNER/RUNNER talk to **General Torion** in town (as needed).

2. Souls of the Dead

Target 46:30

RUNNERS to **Westmarch Commons** (South-West). Search for **Gideon's Row**.

FINDER signals, **OTHERS** TP to Finder. Kill Corpse Piles, Drygha, Soul Crucible.

Click **Writhing Corpse Pile**, talk to **Myriam** (ideally, **TOWNER**, before returning to town).

At Myriam's rescue: Target 48:00

Enter **Briarthorn Cemetery**, search for **Nobles' Rest Courtyard**.

FINDER kill Corpse Piles, Catharis, Master Soul Crucible, talk to **Myriam**, TP to town.

STRAGGLERS TP to town, wait by **Westmarch Heights** entrance (North-West).

TOWNER talks to **Tyrael** in town.

3. The Harbinger

Target 49:00

Search Westmarch Heights for **Tower of Korelan**, **ALL join EVENT**, kill Urzael, **RUNNERS** TP to town.

TOWNER waits and talks to **Malthael**, TP to town.

RUNNER 1 wait by **NE gate** to **Overgrown Ruins**.

RUNNER 3 talk to **Tyrael** near Cathedral, then **RUNNER 2** talk to **Myriam** at her stall.

4. The Witch

Target 50:30

Run to end of **Overgrown Ruins**, skip dialogue, kill Boggits (three waves), open door, enter **Blood Marsh**.

Search for **Nephalem Guidestone**, open door, activate Guidestone, skip dialogue, open door.

Search **Paths of the Drowned** for **Nephalem Guidestones** to indicate correct passage.

(Guidestones tend to appear half a screen in from the edges of the area. Passages are always visible on map.)

RUNNER 1 go East or South. **RUNNER 2** go West or North. **RUNNER 3** go Centre.

When correct passage identified, look for flashing indicator on map and TP to closest **RUNNER**.

Enter **Passage to Corvus** (**LEADER** signals), search for **Ruins of Corvus**.

FINDER signals, **OTHERS** TP to Finder.

Search for **The Great Hall**, **ALL join EVENT**, kill **Adria**.

TOWNER waits and talks to **Lorath**, TP to town.

RUNNERS TP to town, talk to **Tyrael** near Cathedral to open portal.

5. The Pandemonium Gate

RUNNERS head North, kill Death Maidens and Summoners of Destruction, talk to **Imperius**, skip dialogue, enter **Path of War** (**Imperius** is very slow to open the portal).

6. The Battlefields of Eternity

Target 54:00

RUNNERS to Imperius, skip dialogue. Move forward, wait for Imperius, skip dialogue, repeat.

Kill Belphegor, **pick up Siege Rune**.

RUNNERS to Imperius, talk to **Imperius**, enter Battlefields of Eternity.

RUNNERS split up and search for **Time Bubbles** and entrance to Siege Outpost.

RUNNER 1 go Right →, **RUNNER 2** go Left ←, **RUNNER 3** go Centre ↗.

Complete Time Bubble events/combat and **pick up Siege Runes**.

(One Siege Rune is held by Korchoroth in an open area; the other drops from an Event, possibly on the Crag.)

Use map to TP to player closest to Siege Outpost entrance.

Enter **Siege Outpost**, kill **Thilor**, talk to **Tyrael**.

7. Breaching the Fortress

Target 56:00

Enter **The Ram**, **ALL join EVENT**.

Destroy Siege Hooks and kill Mordrath.

Enter **Pandemonium Fortress Level 1**.

8. Angel of Death

Target 57:15

Run past **Tyrael** and **Spirit** at Spirit Well.

Split up and search for **Pandemonium Fortress Level 2**. **RUNNER 1** go West and South ↖⇒↘, **RUNNER 2** go North and West ↗⇒↙, **RUNNER 3** go East and North ↘⇒↗, **TOWNER** go East and South ↘⇒↙.

FINDER kill Seraziel and Soul Prison Chain, **OTHERS** TP to Finder.

Split up and search for **Pandemonium Fortress Level 3**. **RUNNER 1** go West and North ↖⇒↗, **RUNNER 2** go North and West ↗⇒↙, **RUNNER 3** go West and South ↖⇒↘, **TOWNER** go East ↘.

(String of Death Gates to Malthael will start somewhere along the western edge of the map.)

FINDER enter Heart of the Fortress, **ALL join EVENT**, kill **Malthael**.

(Cancel Malthael's dialogue half-way through the first phase of the battle to speed things up.)

Achievement comes up at end of Malthael's death animation.

Notes

“**Run past [NPC]**” or “**ignore [NPC]**” means there's no need to talk to the NPC to progress the quest.

Tasks marked “**if needed**” will only need to be done if the Town Camper misses a cue.

TP = Town Portal or teleport to player. **WP** = use Waypoint.

Credits

I hope you find this useful!

Please respect my copyright. You may distribute this document freely, at no charge, and with no modifications.

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/dsru6o)

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

Time Record for the *Sprinter/Speed Racer* Conquests

Quest	Target												
Act I													
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												
10. Return to New Tristram	15:45												
Act II	<i>15–16</i>												
1. Shadows in the Desert	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	<i>28–29</i>												
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	<i>38–40</i>												
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	<i>42–45</i>												
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													
6. The Battlefields of Eternity	54:00												
7. Breaching the Fortress	56:00												
8. Angel of Death	57:15												
	60:00												

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.