

Sprinter Guide — Runners

The Players

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 1 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.

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 (**EVENT**), kill, **talk to Cain**, skip dialogue, TP or use Cathedral Garden WP to town, wait by gate to **Weeping Hollow**.

STRAGGLERS **skip EVENT**, TP to town, wait by Mayor.

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 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.

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, enter Cathedral Level 4, search for Royal Crypts.

FINDER signals, go to Crypt of the Skeleton King (**EVENT**), click Skeleton King, kill, enter Desolate Chamber, talk to Stranger, WP to town, TP to other Runners.

Note: A **TELEPORTER** will overtake in Royal Crypts.

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

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.

6. The Broken Blade

Target 8:15

Talk to Scoundrel, talk to Brigand, kill Brigands.

RUNNER 1 to Alaric, talk.

OTHER RUNNERS skip dialogue at Drowned Temple WP, wait by bridge.

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), **TP to Town**, wait by Ferry to Wortham.

Enter Drowned Temple, kill, run to end, skip Maghda dialogue, take **Glowing Sword Shard**, TP to Gater.

7. The Doom in Wortham

Target 10:15
[Abort over 10:30]

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

RUNNER 3 talk to Priest, enter Wortham Chapel Cellar, find Maghda, skip dialogue, **skip EVENT**, TP to other Runners.

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

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.

TELEPORTER take the 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 (if needed), open door.

9. The Imprisoned Angel

Target 13:00

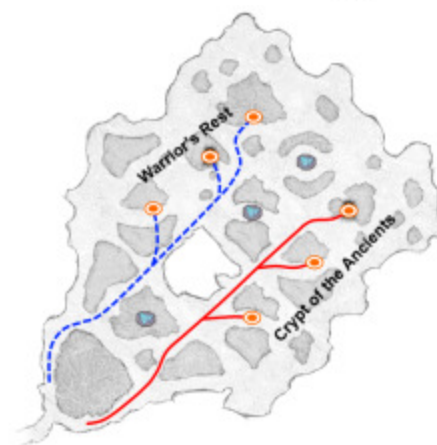
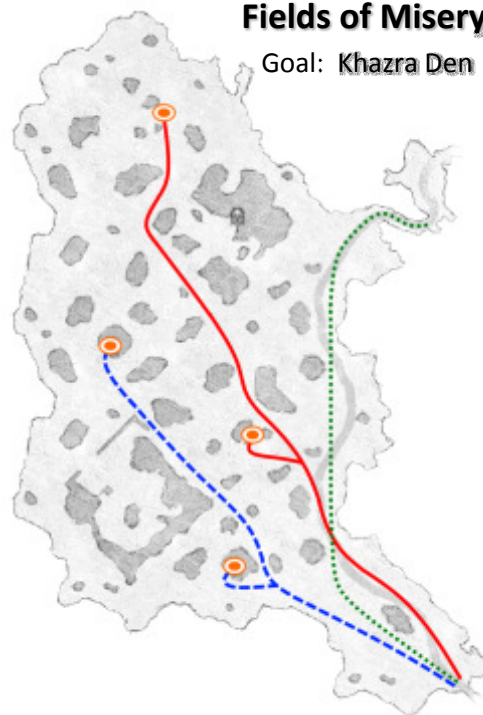
RUNNERS enter Halls of Agony Level 1, search for Level 2.

FINDER signals, Stragglers TP to Finder.

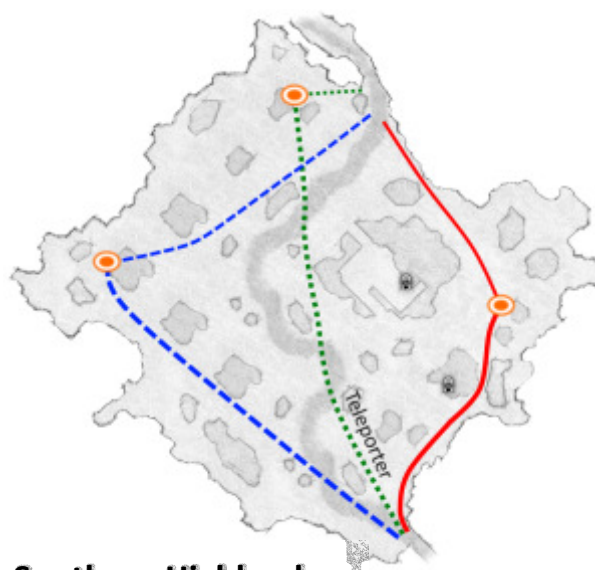
Search for Highlands Passage.

Fields of Misery

Goal: Khazra Den



Festering Woods



Southern Highlands

Goal: Karyna's Lost Wagon

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.

(**TOWN CAMPER** can take the Warden.)

Skip dialogue when last Prisoner freed.

RUNNER 1/**RUNNER 2** to gate (ensure **TELEPORTER** is by gate), enter Halls of Agony Level 3.

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

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

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.

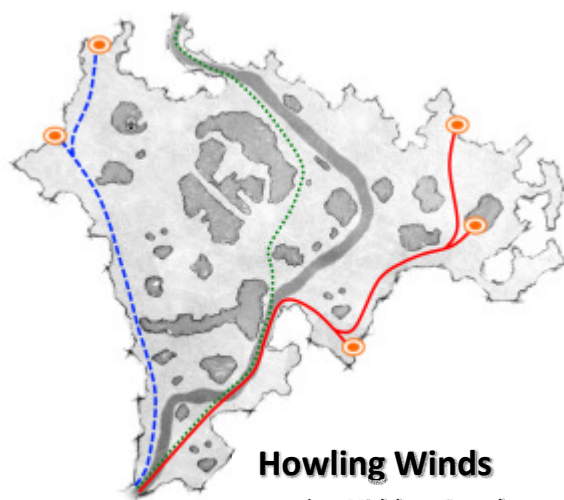
RUNNER 3 talk to Asheara.

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

RUNNER 1 search for Secret Altar to East, kill cultists, TP to Runner 3.

RUNNER 2 search for Hidden Conclave to West, kill 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, **open Locked Cage**, skip dialogue, exit.

LAST RUNNER wait by first gate guards.

LEADER kill, 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 (**TOWNER** may get this), **skip Maghda EVENT**.

4. A Royal Audience Target 18:45

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

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

Kill Demon Summoners, enter Sewers of Caldeum.

5. Unexpected Allies

Target 19:45

Search for Wretched Pit.

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

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

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.

7. Blood and Sand

Target 22:00

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

RUNNER 3 stay in Ancient Waterway if **TOWNER** doesn't show up, enter Waterlogged Passage when it opens.

Enter Waterlogged Passage, kill Betrayed, click Talking Barrel, **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), 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 Cave Finder, once Vault also found.

FINDERS signal 'c' or 'v'. Aim is to have two Runners in Cave, one in Vault.

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

8. The Black Soulstone

Target 24:45

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

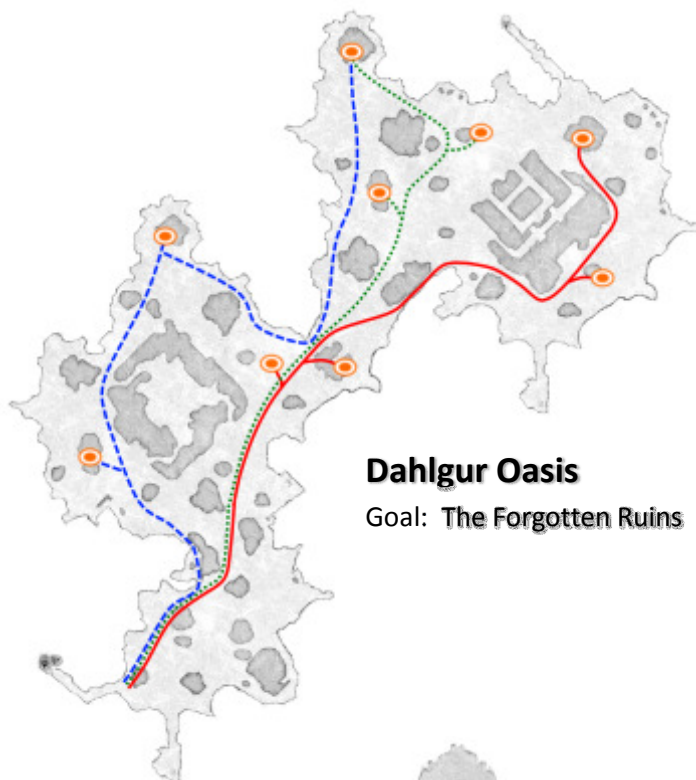
FIRST RUNNER goes East to Storm Halls, **SECOND RUNNER** goes West to Unknown Depths, **THIRD RUNNER** joins slowest.

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

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

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

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



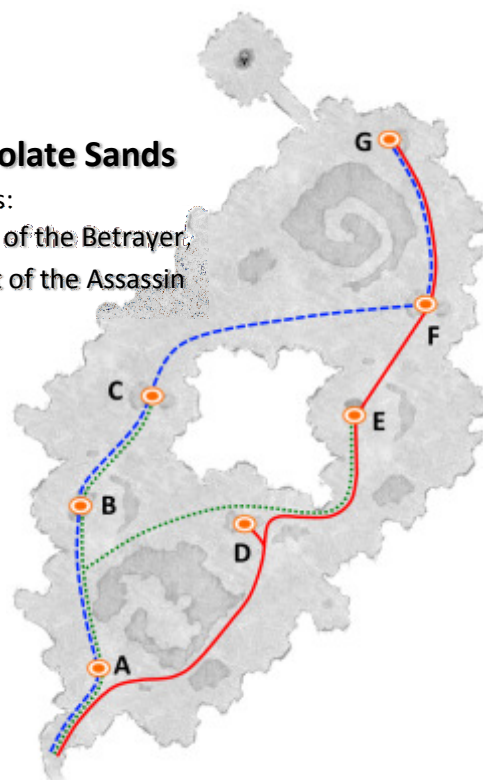
Dahlgur Oasis

Goal: The Forgotten Ruins

Desolate Sands

Goals:

Cave of the Betrayer,
Vault of the Assassin



9. The Scouring of Caldeum

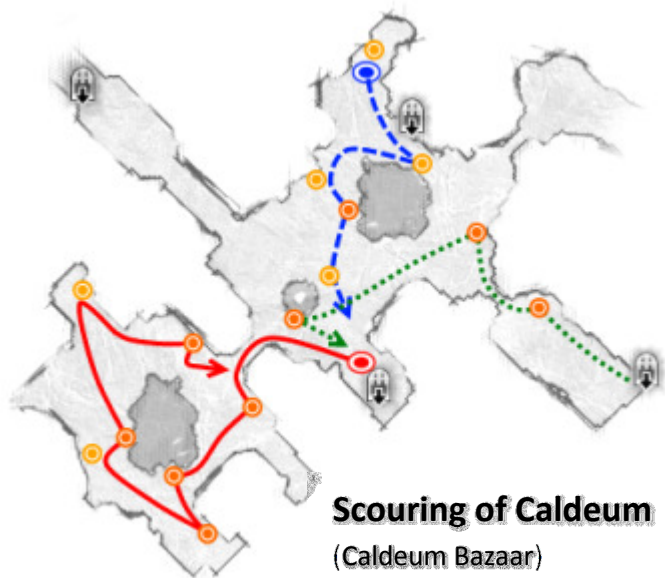
Target 26:45

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 . Ensure refugees actually make it to the sewer.

FIRST RUNNER DONE, head for Gates of Caldeum.



Scouring of Caldeum
(Caldeum Bazaar)

10. Lord of Lies

Target 27:30

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

RUNNER 3 take Soul of Belial. TP to town.

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)

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, skip dialogue, kill, move on ASAP.

RUNNER 1 activate each Catapult as run past: **destroy barricade and kill Demon Troopers at first**; talk to Lt. Lavail at the second.

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

3. The Breached Keep

Target 32:30

Kill demons in Stronghold, 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**.



4. Tremors in the Stone

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

5. Machines of War

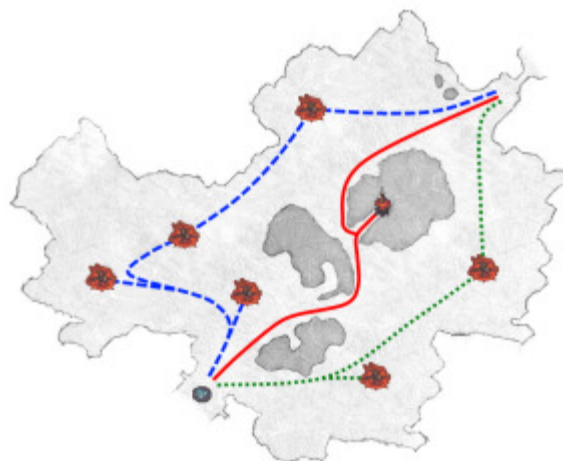
Target 34:45

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.

TOWN CAMPER should trigger final EVENT almost immediately — **ALL join EVENT**.

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.

At Rakanoth's death: Target 41:15

Destroy Corrupt Growths to find Hell Rift.

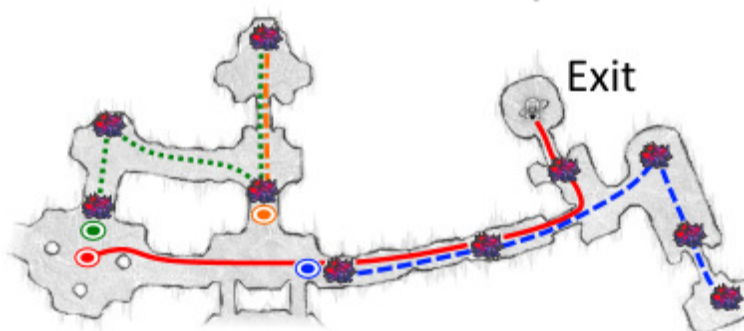
RUNNER 1 head for 2nd Tier, **RUNNER 2** head East and South, **RUNNER 3** head North and East,

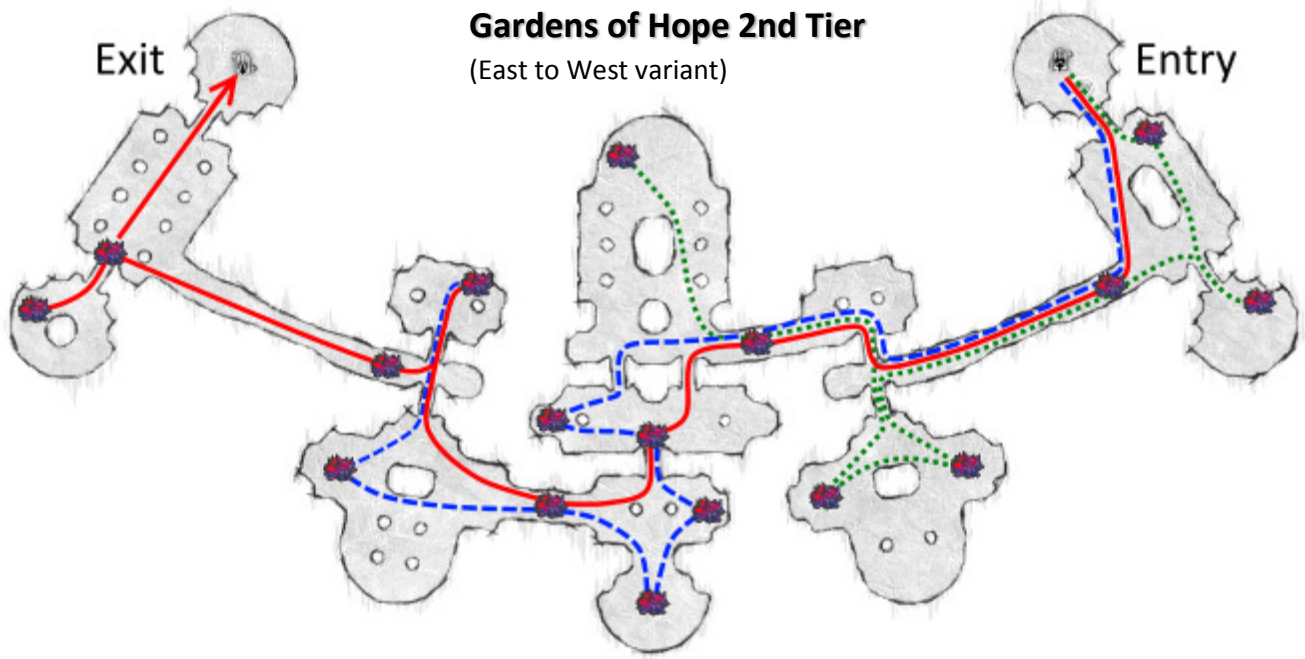
TOWNER head North.

FINDER destroy Rift Oculus (even if **TOWNER**), skip dialogue, **MUST enter portal**, TP to **RUNNER 1/RUNNER 2**.

STRAGGLERS to Gardens of Hope 2nd Tier entrance.

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.

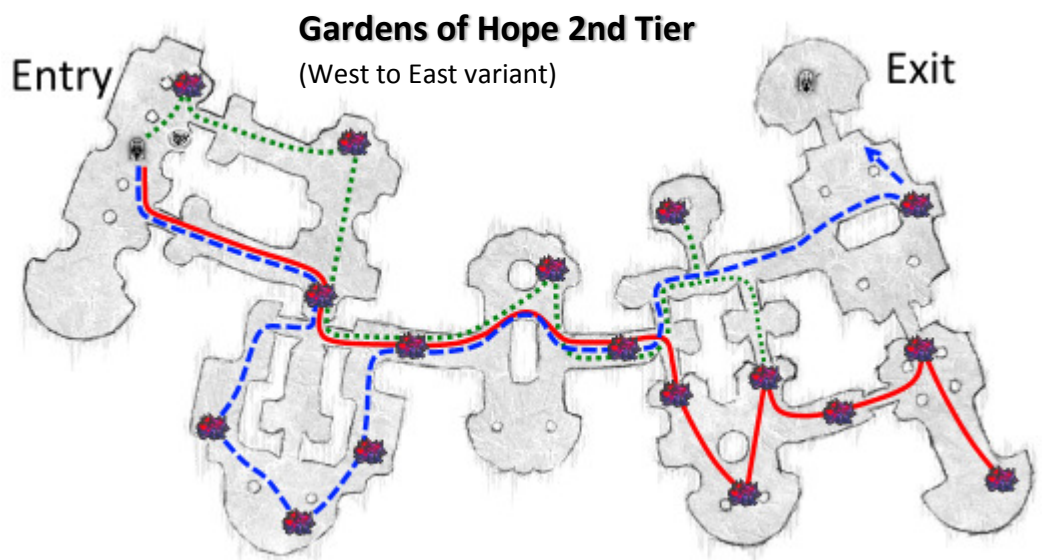
RUNNER 2 take the South section near the centre.

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

FINDER destroy Rift Oculus, skip dialogue, **MUST enter 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**.

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), kill Revenants, talk to Tyrael, skip dialogue, enter Zakarum Cathedral.

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

OTHER RUNNERS kill Kasadya, **talk to Tyrael** in centre of Cathedral, exit, talk to **Gen. Torion** (if 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**).

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).

3. The Harbinger

Target 49:00

Search Westmarch Heights for Tower of Korelan.

FINDER kill Urzael (**EVENT**), skip all dialogue, **talk to Malthael**, TP to town.

STRAGGLERS TP to town (**skip EVENT**). **LEADER** to Myriam at her stall. **NEXT RUNNER** to Overgrown Ruins entrance (East).

TOWNER talk to Tyrael, then **LEADER** talk to Myriam.

4. The Witch

Target 50:30

Enter Overgrown Ruins (East), run to end, skip dialogue, kill Boggits, open door, enter Blood Marsh.

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

Search for Nephalem Guidestones to indicate correct passage. Guidestones tend to appear half a screen in from the edges of the area.

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.

FINDER enter (**EVENT**), kill Adria, **talk to Lorath**, TP to Runner 1/Runner 2.

STRAGGLERS **skip EVENT**, TP to town, wait by Tyrael (North) for 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, 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**.

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 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 ↘.

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

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.

Final Note

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 certain sections.

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.