

Sprinter Conquest Guide for Diablo III

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

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Introduction

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

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

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

The guide has five parts:

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

Using This Guide in Action

The parts of the guide are designed to be **printed**, ideally on just one side of the paper (so you can always see what's coming up). However, some

players may prefer to view them on a separate device, such as a tablet.

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

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

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

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

Before You Start

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

- Assemble your party in Adventure Mode.
- Equip and test your *Sprinter* build.
- Determine who is **RUNNER 1**, **2** and **3**, and the **TOWN CAMPER**, and if anyone can Teleport.
- Ensure "**Automatically Skip All Cut Scenes**" is selected in Gameplay Settings.
- Assign **Mouse Wheel Down** to "**Close All Open Windows**" (in addition to **Space**), to help skip dialogue quickly.
- Set the chat window to **Party Chat** only.
- **TOWN CAMPER**, ready your stop watch.

- Once ready to go, everyone **Leave Game**.
- Party leader, select **Campaign Mode** and double-check **Normal** difficulty.
- Ensure everyone is **ready** before starting the game — and the stop-watch.
- Go!

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.

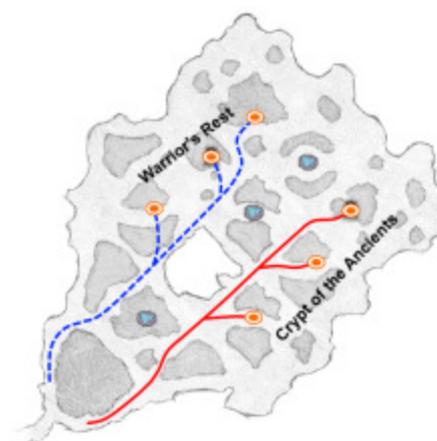
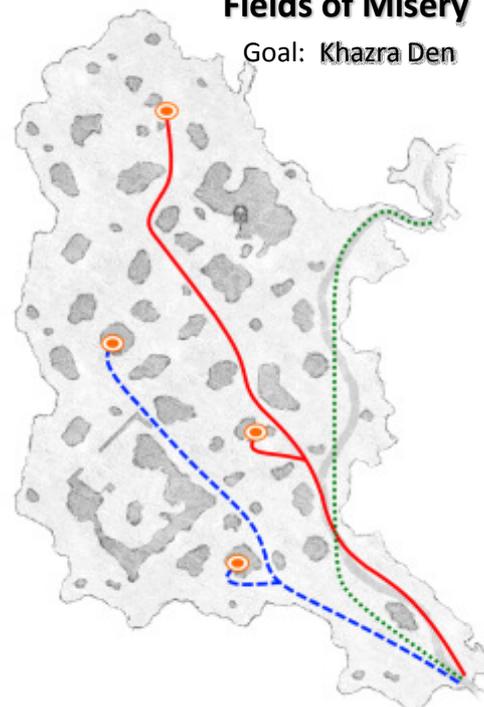
RUNNER 3: talk to **Priest**, enter **Wortham Chapel Cellar**, stop next to altar, skip **Maghda** dialogue, **skip EVENT**, TP to other Runners.

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.

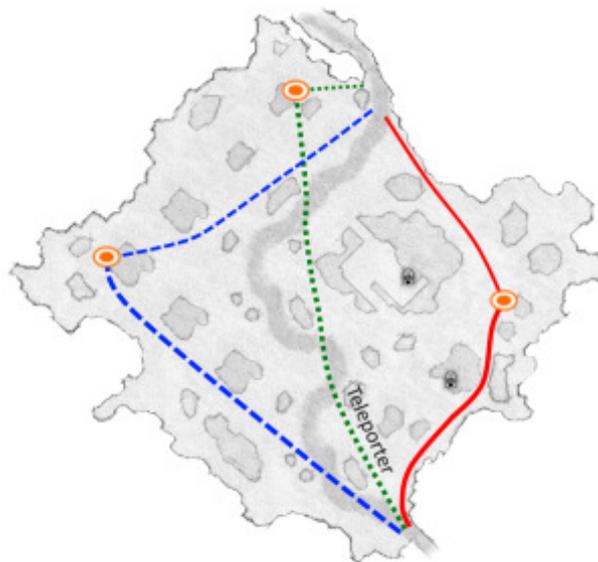
TELEPORTER takes centre path; teleport up levels when gate opens.

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.

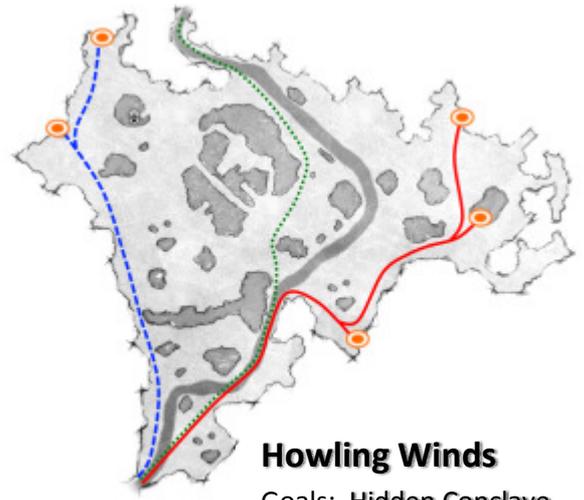
RUNNER 3 talk to **Asheara** to open gates. **RUNNER 2** or **TOWNER** talk to Enchantress

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.

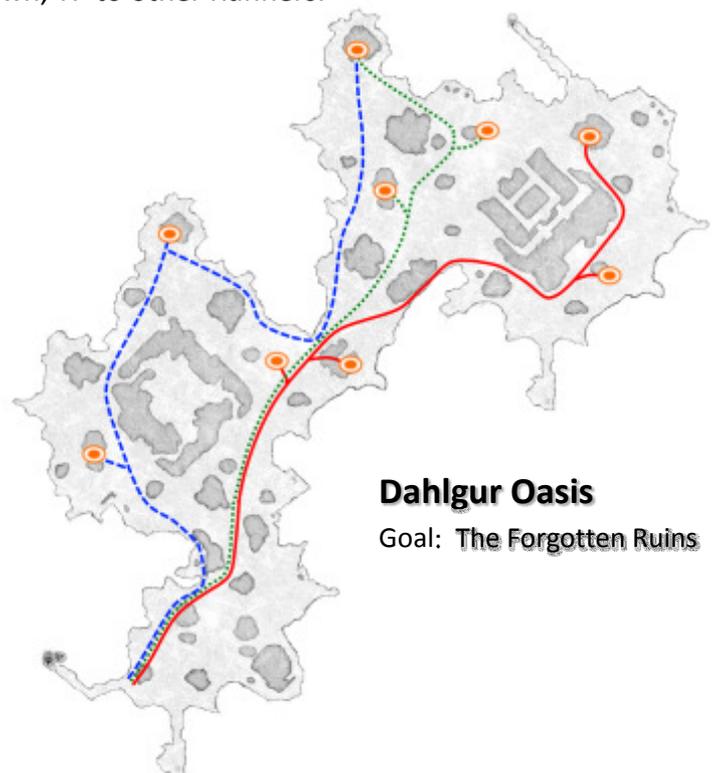
Search for Forgotten Ruins.

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.

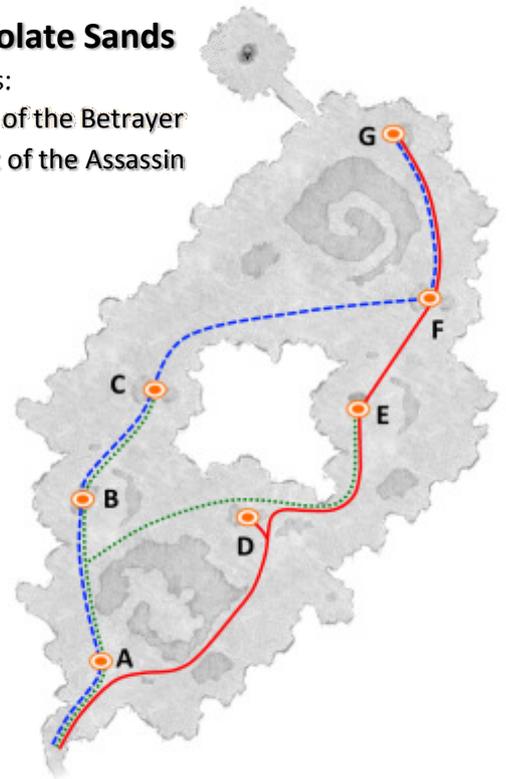
FINDERS signal 'c' or 'v'. Aim is to have one Runner in Cave and two in the Vault (because it's more difficult to search).

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.

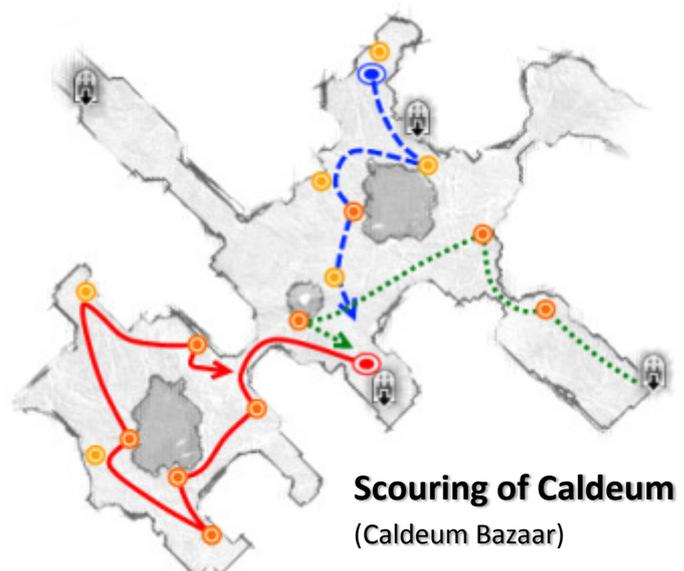
FASTEST GATER talk to **Asheara** by **Flooded Causeway**, skip dialogue, head West through gate.

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**.

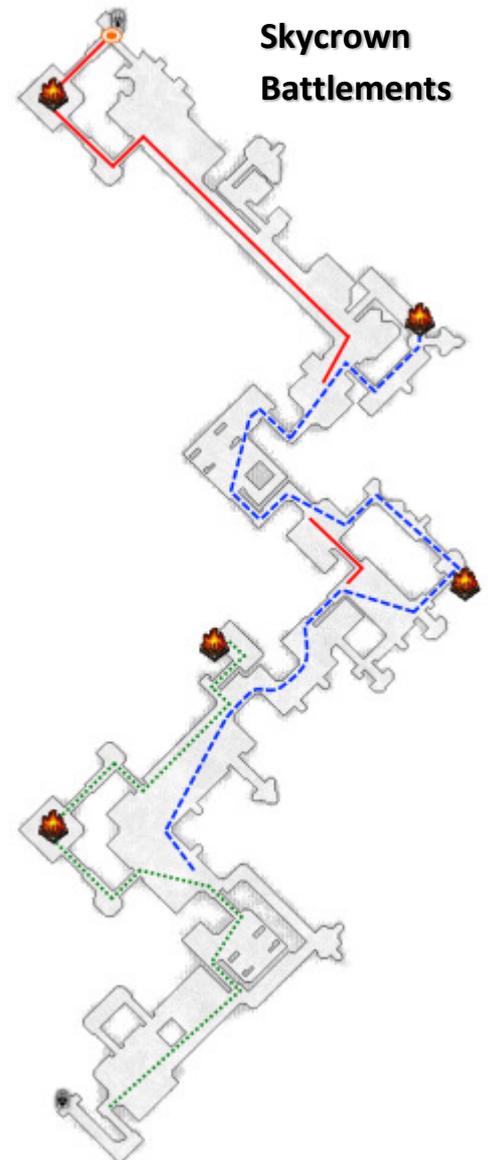
FINDER signals, others TP to Finder. Search for **The Larder**.

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**.

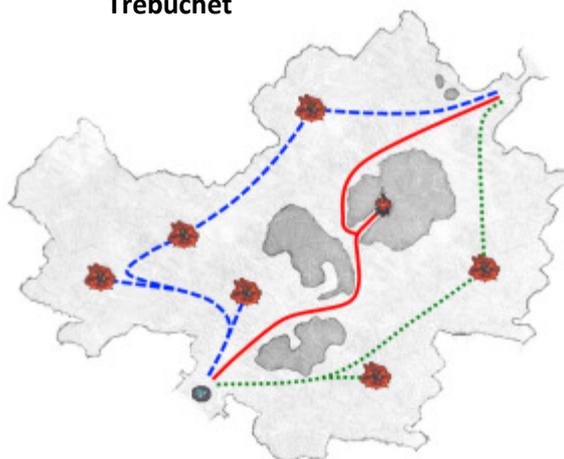
Find and destroy **Ballistae** and **Trebuchet**.

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**.

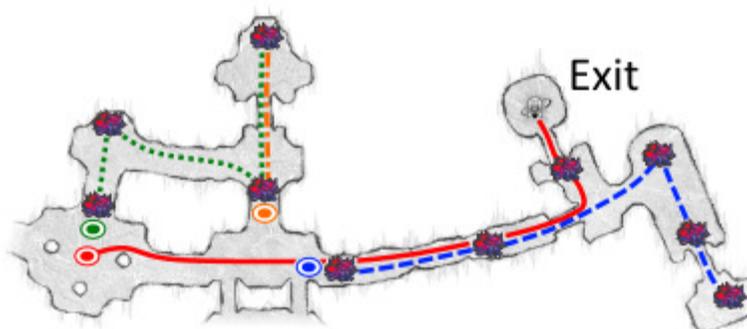
Destroy **Corrupt Growths** to find **Hell Rift**.

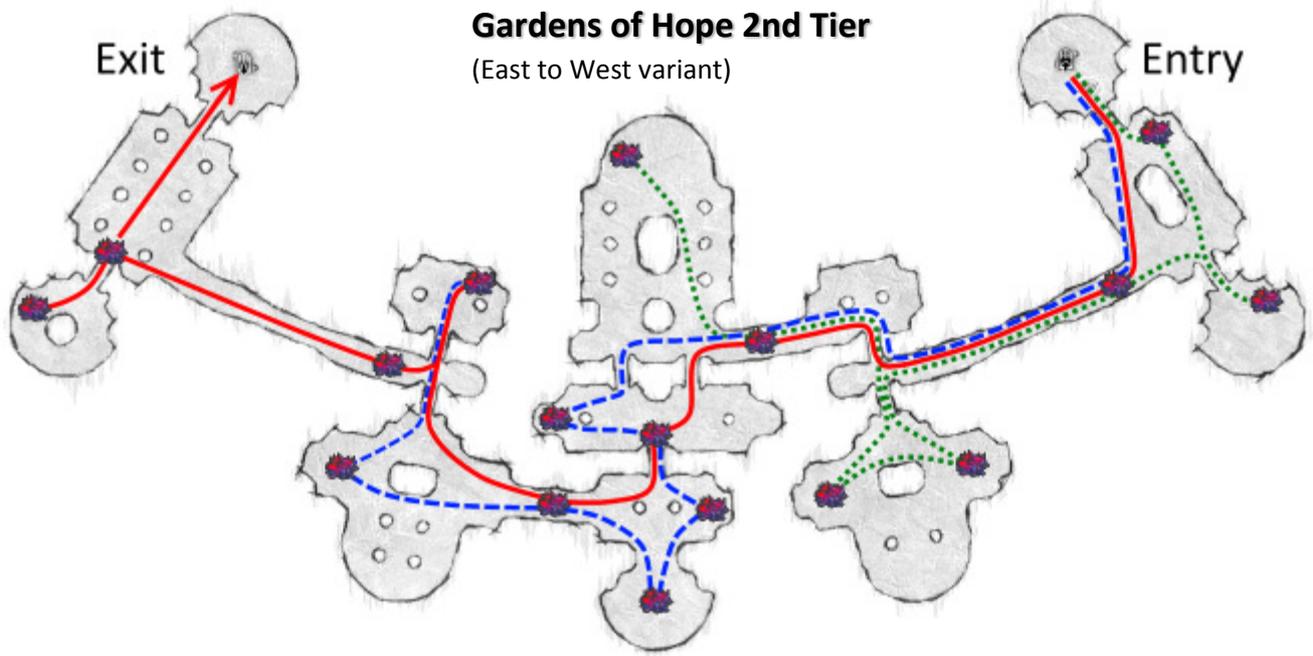
RUNNER 1 head for **2nd Tier**, **RUNNER 2** head East and South, **RUNNER 3** head North and East, **TOWNER** head North.

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.

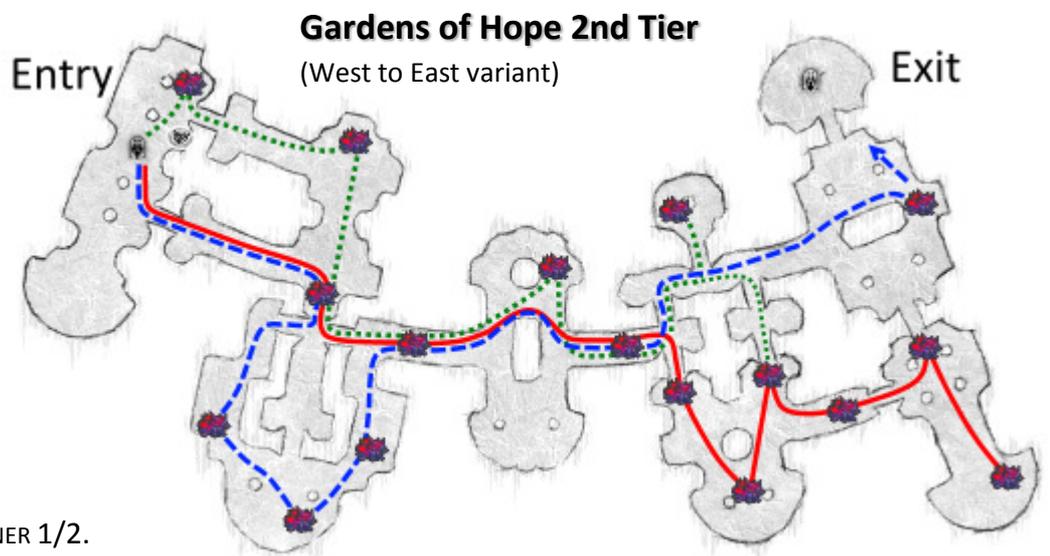
RUNNER 2 take the South section near the centre.

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!

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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.