

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!

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 Siegebearer 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:

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Find me on the Diablo forums as Starlite.

Good luck!