

Sprinter Conquest Guide for Diablo III

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

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Introduction

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

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

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

The guide has five parts:

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

Using This Guide in Action

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

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

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

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

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

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

Before You Start

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

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

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

Sprinter Guide — 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**)

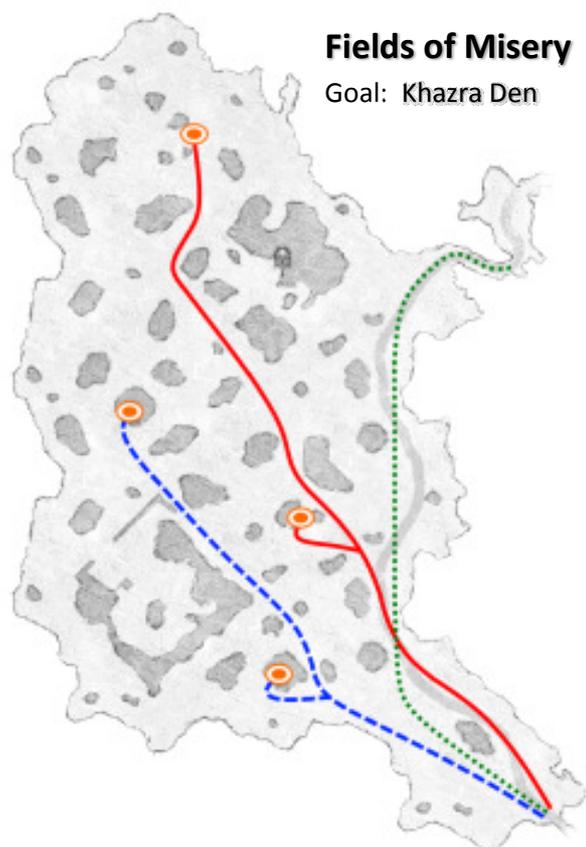
Target: 4:15

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

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

Target: 7:15

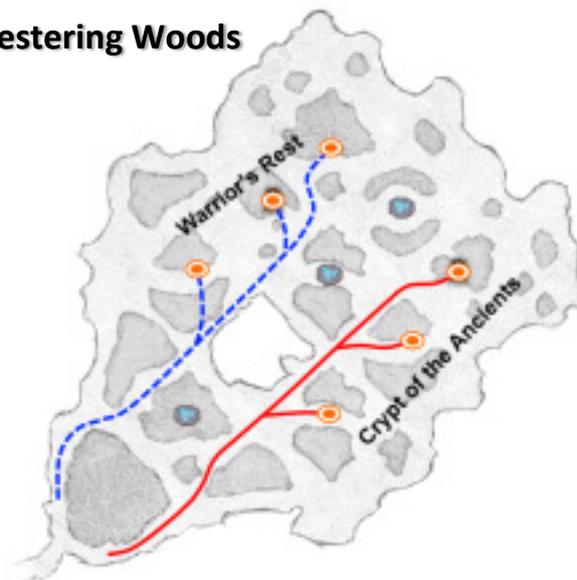
5. **Fields of Misery** ☞ **Khazra Den** (take **Sword**)



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

Festering Woods (take **Beacons**)

Festering Woods



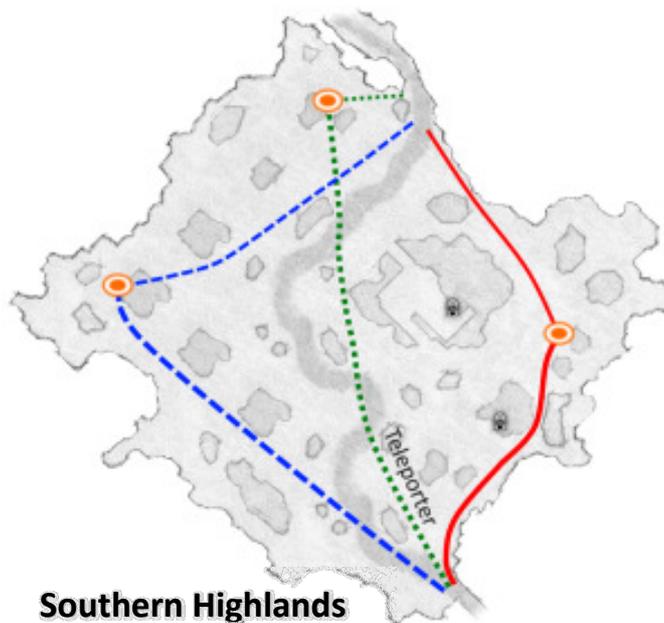
Drowned Temple: Place Beacons, enter, take Sword

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]

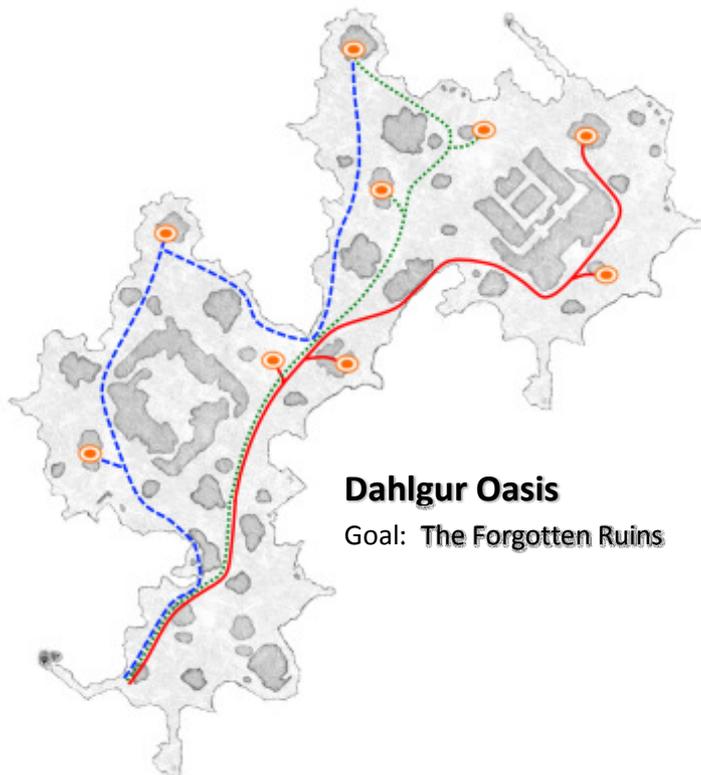
Act II

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



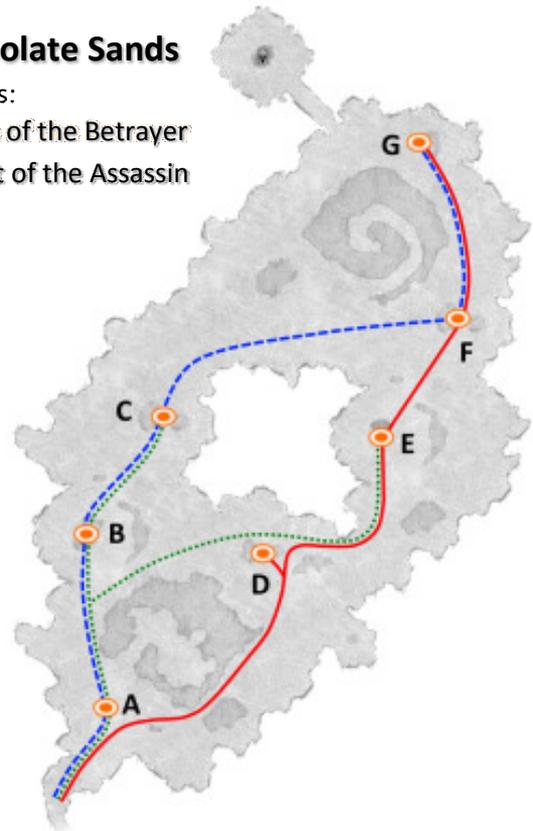
Forgotten Ruins (2 RUNNERS search for Head) T: 22:00

7. Ancient Waterway ⇒ Flow Controls ⇒ Shen ☞

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

Desolate Sands

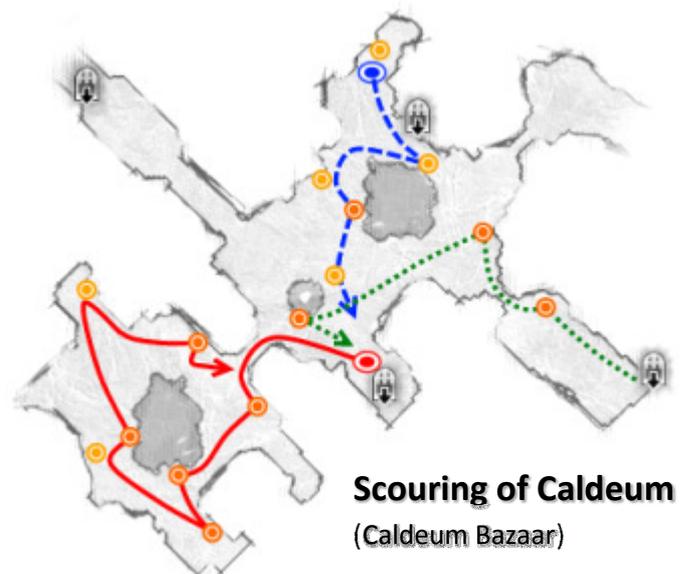
Goals:
Cave of the Betrayer
Vault of the Assassin



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 ☞

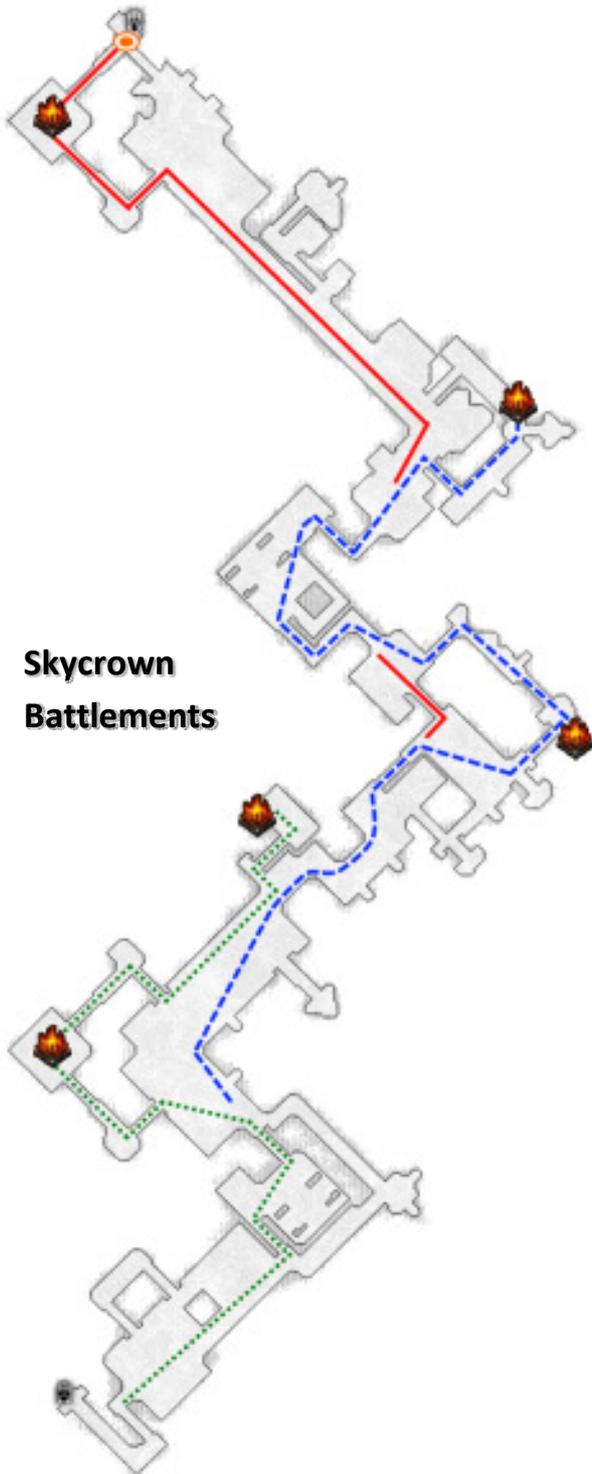
Target: 29:00 [28:00]

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** 🗨

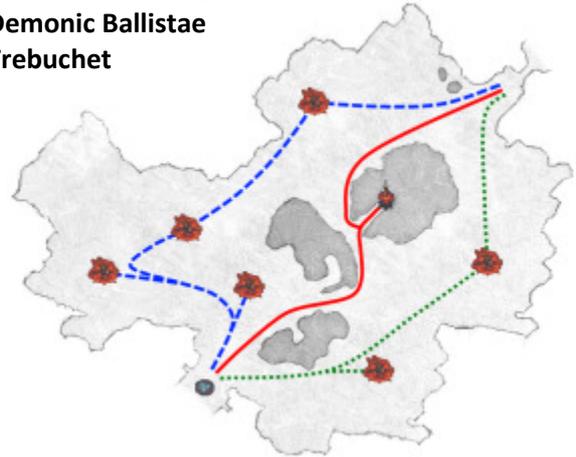
Target: 34:45

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 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.