Sprinter Conquest Guide — Explanatory Notes and Tips

Version 3.0 (January 2017) for Diablo III patch 2.4.3 (Season 9)

Contents

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.

A group usually consists of three **Runners** and one **Town Camper** (a.k.a. Towner, a.k.a. Townie). This guide details what the Town Camper and Runners need to do to coordinate a successful run.

The guide has five parts: advice and explanatory notes, a guide for the Town Camper (at the level of quest stages), a Runner guide (at the quest level), a Concise Runner guide (just the bare essentials), and a Time Record table.

If you find reading difficult, feel free to skip the introduction and just print the tables.

Advice for All Players

For best ease-of-use, **print out** either the Town Camper or Runner Guide (not the introduction) as single-sided pages and staple. The Town Camper should also print the time recording sheet, but keep it separate.

I've assumed that the Runners are using speed builds but can still kill bosses near-instantly on Normal. I've also assumed that everyone is familiar with the story, and that the Town Camper is fast enough to cover in certain areas, if needed.

In-Game Actions and Roles

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

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

Runners need to figure out their **relative speeds**. One way is to time Rakkis Crossing, from the Adventure Mode Waypoint to clicking the area transition to Edge of the Abyss. An optimised build can achieve 30 seconds, but anything up to 45 seconds should be okay. The fastest Runner becomes Runner 1; 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.

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

Some **boss fights** require one Runner to stay behind for a **conversation** or to pick up an item The player initiating the event should do this.

Finding and Signalling a Goal

When searching for a particular dungeon, item or entrance, 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 a dungeon or item, **signal** the other players by typing a single-character in the Party Chat window, for example:

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.

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 teleport to a Waypoint. (This will work 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 delay, unless you're in town or moving between Waypoints. If in doubt, teleport to town, then to where you need to be. (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.

- 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** 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.)

Overview of the Guides

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).

The other advantage of using a Town Camper is that it reduces the likelihood of mistakes. While it is possible to have a Runner teleport back to town early to turn in quests, it can be costly if they forget or miscalculate. The Town Camper is also able to 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 they need to 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 the Runners, partly because the Town Camper can't actually see what's going on, which can be disorienting.

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 my full list:

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

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 for 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 Level 3). Also worth knowing:

- The correct **Defiled Crypt** will not contain any Events. It may contain Drury Brown or John Gorham Coffin, but no other Uniques.

- The **Caverns of Araneae** always follow the same pattern, built around large areas joined by passages to north, south, east or west. The exit from the <u>first area</u> is always north or south (up-right or down-left) and leads over some stairs to a group of <u>four areas</u> in a diamond. The exit from this diamond is either west or east (and S-shaped) and leads to <u>one final area</u>. The stairs to Queen Araneae are then always north.

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

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 under their feet, the Town Camper has to imagine 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 emphasised in bold, where appropriate.

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, either 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. It can be useful to remind Runners what's coming up, in case they miss it on their own guide.

Executing the Tasks

The Town Camper's **main job** is to be in position when a <u>quest marker</u> appears, and to <u>skip</u> through that <u>conversation</u> 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 ready 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 one 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, as you don't need to reset your stopwatch. 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. 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 Specific Areas

Some tasks require more explanation:

A Shattered Crown: Once the Town Camper ends the previous quest by talking to Leah, the mayor's cart will move, and Runners should take Haedrig and the Cellar of the Damned. The Town Camper needs to be at the forge when the crown is picked up. The subsequent conversation with Haedrig has three phases, all of which need to be cancelled, immediately followed by talking to Cain in his usual position. A fast movement skill is useful here.

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. If the Runners haven't gotten back yet, be ready to also activate the right-hand Beacon (both have

a small animation that cannot be skipped). Then return to town by Town Portal or the Waypoint.

Wortham: The Town Camper activates the event in Cain's House once the quest instructs (if you anticipate, you'll be kicked back out automatically), then immediately speaks to Leah. Any kind of fast movement will help here.

The Cursed Hold: Killing the Warden can give the Runners a head start on the next area.

City of Blood: There's not much for the Town Camper to do in Act II before Maghda. 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, talk to her and skip through, then walk with her to the gates. The Runner guide anticipates this whole sequence, but even if they don't, a Runner will likely arrive before Asheara reaches the gates. The Town Camper can still talk to her again to start the Royal Audience event — which should be joined, in any event.

Betrayer of the Horadrim: The summoning of Zoltun Kulle at the end of this quest involves a multi-phase, multi-NPC conversation that needs to be cancelled quickly.

Desolate Sands: While the Runners search underground, the Town Camper can move to the Archives entrance. Let the Runners know you've arrived so they can teleport straight to you.

The Black Soulstone: If the Town Camper stands by the entry to the Realm of Shadow, it can trigger the portal animation more quickly if both Shadow Locks are found at about the same time. Once the animation starts, move to Leah, ready to talk to her. A Runner should be back in time to start the Zoltun Kulle fight, because it's immediately followed by two conversations in town.

The Scouring of Caldeum: It's arguable that coming late to this party will actually slow things down! However, the Runners are able to move into position before the quest starts.

Turning the Tide: This quest has a hard minimum length. The fastest Runner needs to trigger every catapult-raising event as they run past — and kill the initial Demon Troopers at the first event — before manning the final event. The first catapult will finish last (and someone needs to stay there right until the end and cancel

the final dialogue), but will go slightly faster if no recruits are attacked.

Tremors in the Stone: This sequence cannot be anticipated. A Runner needs to wait _outside_ the Armory until the Town Camper finishes talking to Lieutenant Lavail.

Finishing Act III: The Town Camper can join the Cydaea event, then immediately return to town. Enter the Armory, walk through and enter the Keep Tower, then Town Portal back (try not to be between areas when the Azmodan event starts). Skip the Azmodan event. After talking to Lieutenant Lavail, enter your portal, enter the Armory, then re-enter the Keep Tower to trigger the end-of-act event. Everyone should join this event, since it moves them to the Keep Tower, ready to enter the Portal to Heaven.

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 work for Barbarians, who get a guaranteed stream of monsters inside the Hell Portal to keep Furious Charge active. Don't forget that you must leave quickly 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.

The Fall of Westmarch: The goal for the Town Camper is to enter the Zakarum Cathedral when everyone else does. Enter The Wolf Gate and watch the map. Teleport to the first Runner when they reach the cathedral forecourt and be ready to talk to Tyrael. Enter the Zakarum Cathedral and wait by the door. Exit as soon as possible and talk to General Torion before the first Runner reaches the entrance to Westmarch Commons.

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!

After Urzael: Urzael's death is followed by three conversations in quick succession. First, Urzael's slayer must speak to Malthael. Then the Town Camper talks to Tyrael in his usual position. Then a Runner talks to Myriam at her stall. Finally, a Runner enters the Blood Marsh. Ideally, both Runners will be in position, but one can handle it.

Blood Marsh and Battlefields of Eternity: A fast Town Camper can help the search in both these areas, but it can be difficult to coordinate. In the Paths of the Drowned, it can be especially useful if the Town Camper can find some Nephalem Guidestones!

The Pandemonium Gate: The Town Camper skips the Adria fight. Adria's slayer speaks to Lorath before returning to town. The Town Camper talks to Tyrael, then enters the portal to the Pandemonium Gate. If the Runners are slow, a fast Town Camper might kill everyone inside before they arrive. More important, the Town Camper should be in position to talk to Imperius when he arrives.

Path of War: This area has a bunch of enforced delays. Teleport ahead to one of the Runners and concentrate on picking up the Siege Rune after Belphegor is slain at the third gate, since this is easy to overlook.

Pandemonium Fortress: Runners often overlook the south-east corner of the map on Level 1, as it's a less common location for the exit. Use the Waypoint to return to town, then immediately teleport to one of the Runners. Assess the map and fill in any gaps. On Level 2, keep an eye on the map and provide direction if you see anything, then announce whoever finds the Death Gate sequence, but don't be fooled: some XP events also have Death Gates.

Notes on the Runner Guide begin on the next page, for your convenience.

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 sparse, 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 **Concise Runner Guide** follows the main Runner Guide, pared back to just the essentials.)

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.

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 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. 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.

Terminology — Player Roles

The Runner guide uses short-hand to refer to the various players and their changing roles. (This list is repeated at the start of the guide.)

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 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.

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.

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

Map Short-Cuts for Teleporters

Runners with a **teleport**-like ability (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.

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 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.

Key to the 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. At that point, the **FINDER**

designation is no longer relevant, to be 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 by typing "Enter, A, Enter" 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 usually 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 are instructed whether to join or skip. Some few events are also joined by the Town Camper. If any player Skips an Event, a second dialogue box will require confirmation. If in doubt, skip any event you haven't initiated (except at the end of Act 3, Diablo and Malthael) — hopefully the guide is clear enough to dispel any doubt.

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. In fact, **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) If someone reaches the crater before the **Templar** is released, it is necessary to go back and talk to him; if he is released before then, there's no need to talk to him. 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 still will); so, ideally, the Town Camper will talk to her.

See the full list in the Town Camper notes.

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.

Maps

Some areas have **fixed map layouts**, with quest targets appearing at one of a fixed set of locations. I've put together maps of these areas, showing 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 keep an eye out for any gaps that might have been missed.

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). I've tried to choose maps with the most obtrusive options in place.

If the party includes a Teleporter, their optimal role may not reflect their raw speed on some maps.

Notes on Specific Areas

Some tasks require more explanation:

A Shattered Crown: The aim is to have one Runner handle the Cellar of the Damned while the other two wait by the gate to the Weeping Hollow. Ideally, Runner 1 will talk to Haedrig, but Runner 3 will take the Cellar. However, that's inefficient if Runner 3 handled the attack on Cain. By the time the Cellar is complete and exited, the other Runners have probably reached the Cemetery, allowing an instant teleport to the Waypoint (which won't work from inside the Cellar). In the Cemetery, check you're not entering the rare Development Hell crypt.

The correct **Defiled Crypt** will not contain any Events. It may contain Drury Brown or John Gorham Coffin, but no other Uniques.

Reign of the Black King: As mentioned, if anyone reaches the crater before the Templar is free, someone has to go back and talk to him. Other than that, this quest involves skipping a lot of dialogue for the Runners.

Chamber of Queen Araneae: 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. A teleporter should be by the gate when the Warden is killed. The Town Camper might handle 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.

Khasim Outpost: The Command Post section takes time. First, skip Maghda's dialogue, then kill the snakemen. Open the Locked Cage ASAP, and be sure to skip all dialogue before exiting. Outside, having a Runner by the gate near the Waypoint will reduce the wait for the gate guards to travel into town and decloak.

Desolate Sands: The two fastest Runners take different search routes, with Runner 3 covering any remaining locations. Once both locations are found, the third Runner joins the search inside the Cave of the Betrayer — with two large levels, the

Cave has more potential for getting misled. Ideally, the Town Camper should reach the Archives 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 (not strictly necessary).

The Black Soulstone: It's important that the Town Camper doesn't have to kill Zoltun Kulle. Two Runners should be enough to search the Realm of Shadow, so the third can stay near the Terminus.

The Scouring of Caldeum: It's safe to enter Caldeum Bazaar early. Each player must return to the Cistern 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 Siege of Bastion's Keep: Runner 1 needs to focus on getting to the end (lighting just the last beacon) so they can talk to 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: The first catapult event will always be the last to finish. Runner 1 needs to trigger the event and release the Recruits by destroying the Barricade and killing the Demon Troopers (no need to talk to Sgt. Burroughs). The Recruits then need further supervision (from Runner 2, who completes catapult 1). Runner 1 may talk to Lt. Lavail at catapult 2, en route to completing catapult 3. Runner 3 completes catapult 2. The dialogue at the end of each event must be skipped **before** returning to town.

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: Once Azmodan is dead and his soul taken, it's the Town Camper's responsibility to trigger the end-of-act event. Joining this event will bring the Runners to the Watchtower roof. If a Runner uses Town Portal or declines the event, delays will accrue.

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

Zakarum Cathedral: Ideally, Runner 1 and the Town Camper wait just inside the Zakarum Cathedral and both exit once 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.

The Witch: The transition into this quest is slightly messy. The Town Camper talks to Tyrael near the Zakarum Cathedral, then a Runner talks to Myriam at her stall, which opens the Overgrown Ruins. Another Runner should be waiting to sprint to the Boggit ambush, which is delay enough for the other Runners to catch up.

Paths of the Drowned: This area really comes down to luck, but it will generally be 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.

Battlefields of Eternity: The Siege Runes are all found under Time Bubbles. One will be an XP event, which can 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 close if you locate it (somewhere on the edge of the map). There's no need to enter any of the dungeons.

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. And to the master, TinneOnnMuin.

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

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Find me on the Diablo forums as Starlite.

Good luck!