

Sprinter Guide — Town Camper

Act I

	Town Camper Actions	Reminders for Runners
1. The Fallen Star		
Kill the risen dead attacking the gates	Rumford at gates (anyone)	
Talk to Leah in the Slaughtered Calf Inn	Stay at gates	
Kill the Risen		
Talk to Leah in the Slaughtered Calf Inn		
Talk to Captain Rumford at the gate to New Tristram	Rumford at gates (anyone)	
Kill the Wretched Mother	Move to town centre	
Kill the Wretched Queen in the Old Ruins		
Use the Old Ruins Waypoint	Rumford in town centre	
Talk to Captain Rumford in New Tristram		
2. The Legacy of Cain	Leah in town centre	Target 1:15
Use the New Tristram Waypoint to go to the Old Ruins		
Go to the Old Tristram Gate		
Find Adria's Hut		
Search Adria's Hut		
Enter the Hidden Cellar in Adria's Hut		
Explore the Hidden Cellar		
Kill Captain Daltyn and the Risen		
Talk to Leah in the Hidden Cellar		
Go to the Cathedral		
Enter Cathedral Level 1		
Search for signs of Deckard Cain in the Cathedral.		Cellar is next, Stragglers return for Haedrig
Kill the skeletons attacking Deckard Cain	Skip EVENT	
Talk to Deckard Cain in Leoric's Passage		
Follow Deckard Cain		
Talk to Leah in New Tristram	Leah in town centre	
3. A Shattered Crown	[Cain in town centre]	Target 2:30
Talk to the blacksmith Haedrig Eamon	Move to forge	
Kill the Ravenous Dead in the Cellar of the Damned		Weeping Hollow is next
Kill Mira Eamon		
Talk to Haedrig Eamon in the Cellar of the Damned		
Open the Northwest Gate		
Find the Cemetery of the Forsaken in the Weeping Hollow		
Search for the Chancellor's Altar beneath the Cemetery of the Forsaken		Cathedral L2 is next, Stragglers to Ornate Door via Cathedral Garden
Kill Chancellor Eamon		
Take the Skeleton King's crown from the Chancellor's Altar (0/1)		
Use the Town Portal to return to New Tristram	Haedrig at forge — three phases	
Talk to Haedrig Eamon		
4. Reign of the Black King	Cain in town centre	Target 4:15
Use the New Tristram Waypoint to return to the Cathedral Garden		
Enter Leoric's Passage		
Go to the Cathedral Level 2 through the Ornate Door		
Descend through the Cathedral		
Give aid to the Warrior		
Find the Warrior's Stolen Items		
Find and kill Jondar		
Join the Templar		
Search for the Royal Crypts		
Find the Crypt of the Skeleton King		
Enter the Crypt of the Skeleton King		
Kill the Returned	Skip EVENT	
Place Leoric's crown on the Skeleton King		Fields of Misery are next, Stragglers to Cemetery gate

Kill the Skeleton King		
Enter the Desolate Chamber		
Talk to the Stranger in the Desolate Chamber		
Return to New Tristram		
Talk to Deckard Cain	Cain in town centre	
5. Sword of the Stranger		Target 7:15
Go to the Fields of Misery	Cain in town centre	
Search for the Khazra Den in the Fields of Misery		
Find the Glowing Sword Shard in the Khazra Den		Old Mill is next, Stragglers to gate
Kill the cultists surrounding the Glowing Sword Shard		
Take the Glowing Sword Shard (0/1)		
Take the sword piece back to Cain	Cain in town centre	
6. The Broken Blade		Target 8:15
Go to the Drowned Temple		
Follow the Scoundrel		Towner takes L Beacon, Straggler on R
Talk to the Brigand		
Kill the brigands		
Speak with the Scoundrel		
Take the Scoundrel north to the waypoint		
Go to the Drowned Temple		
Talk to Alaric	WP to Drowned Temple	
Go to the Festering Woods		
Retrieve the Beacon of Honor from Warrior's Rest (0/1)	Wait by left Beacon	
Retrieve the Beacon of Light from the Crypt of the Ancients (0/1)		
Beacons placed on Pedestals: 0/2	Place left Beacon	
Enter the Drowned Temple	WP/TP to town	
Explore the Drowned Temple		Wortham is next, Straggler to Ferryman
Kill Ezek the Prophet and the skeletons		
Talk to Alaric in the Drowned Temple		
Secure the Glowing Sword Shard		
Get the Glowing Sword Shard		
Return the Glowing Sword Shard to New Tristram		
7. The Doom in Wortham		Target 10:15 [Abort over 10:30]
Talk to the Ferryman	Stranger in town centre Move near Cain's House	
Travel to the center of Wortham		
Kill the cultists outside the chapel		
Kill Urzel Mordreg		
Kill the Dark Berserkers: 0/3		
Talk to the Priest		
Enter the Wortham Chapel Cellar		
Search for the Sword Hilt		
Enter Cain's House in New Tristram	Enter Cain's House , EVENT	
8. Trailing the Coven		Target 11:00
Enter the Caverns of Araneae above Wortham	Leah in town centre — run	
Search for the Chamber of Queen Araneae		Ignore Karyna once she's outside
Talk to the woman trapped in the web	Join Araneae EVENT	
Kill Queen Araneae		
Harvest the Pool of Venom in the Chamber of Queen Araneae		
Free Karyna with the venom		
Go out into the Highlands Crossing	[Exit to Highlands Cr.]	
Talk to Karyna	[Karyna]	(Not required, but can aid the search.)
Find the Khazra Staff	TP to town	
Approach the Khazra Barricade		
Find Leoric's Manor Courtyard		
Enter Leoric's Manor		
Explore Leoric's Manor		
Kill the cultists		

9. The Imprisoned Angel	Leah in town centre	Target 13:00
Enter Halls of Agony Level 1		
Enter Halls of Agony Level 2		
Go to the Highlands Passage		
Enter the Cursed Hold		
Talk to Queen Asylla	[TP to 1 (Cursed Hold)]	(Runners unlikely to need help here.)
Prisoners' Remains freed: 0/6	[Wait for Warden]	(Get in position to kill Warden.)
Kill the Warden	[Cancel Asylla's speech]	
Search for the Chamber of Suffering	[TP to town]	
Kill the Butcher	Join Butcher EVENT	
Find the Stranger	TP to town	
Kill the cultists surrounding the Stranger		
Talk to the Stranger		
10. Return to New Tristram		Target 15:45
Talk to Tyrael in New Tristram	Tyrael in town centre	
Talk to the Caravan Leader	Caravan Leader by forge — run, then retreat	

Act II

1. Shadows in the Desert		Target 16:00 (Better is 15:00) [Abort over 16:30]
Go to the Caldeum Bazaar	Go to Ravan at gates and TP back to town	Run past Enchantress when you first see her
Talk to Asheara		
Go through the Sundered Canyon		
Kill the ambushing cultists		
Talk to the Enchantress in the Sundered Canyon		Run past Iron Wolf Jarulf and Lacuni
Kill the lacuni attacking the Iron Wolves		
Talk to Iron Wolf Jarulf		
Disrupt the Hidden Conclave ritual		Runner 3 to bridge
Disrupt the Secret Altar ritual		
Go to the Black Canyon Bridge		
Talk to the Enchantress		
2. The Road to Alcarnus		Target 17:15
Cross the Black Canyon Bridge		Open cage in cellar and cancel conversation before leaving
Find Khasim Outpost		
Talk to Lieutenant Vachem		
Enter the Command Post		
Kill the demons in the Command Post		
Open the Locked Cage		
Kill the disguised demons in Khasim Outpost		
Talk to Captain Davyd in Khasim Outpost		
3. City of Blood		Target 18:00
Travel through Khasim Outpost's east gate	[Go to Ravan at gates and TP back to town]	(Last chance to set up portal.)
Find Alcarnus		
Find the Lair of the Witch in Alcarnus		
Kill Maghda	Skip EVENT	
Return to the Hidden Camp		
4. A Royal Audience	Tyrael in town	Target 18:45
Talk to Asheara at the Gates of Caldeum	Enter portal, talk to Asheara at Ravan	(Organised Runners won't need help here.)
Talk to Asheara to enter the Imperial Palace	Asheara at Gates of Cald.	
Kill the demons in the Imperial Palace	Join EVENT	
Escape the Imperial Palace	TP to town	
Demon Summoners destroyed: 0/4		
Escape to the Sewers of Caldeum		

		Target 19:45
5. Unexpected Allies		
Find the Wretched Pit		Next is Flooded Causeway, Stragglers to entrance
Kill the snakemen guarding Adria	<u>Skip EVENT</u>	
Talk to Adria in the Wretched Pit		
Talk to Adria in the Hidden Camp	Adria in town	
6. Betrayer of the Horadrim	Leah in town	Target 20:15
Find the oasis gate in the Flooded Causeway		
Talk to Emperor Hakan II in the Flooded Causeway		
Find Dahlgur Oasis		
Enter the Forgotten Ruins in Dahlgur Oasis		
Find Zoltun Kulle's Head		Don't talk to Hakan from now on
Get Zoltun Kulle's Head (0/1)		
Talk to Adria in the Hidden Camp	Adria in town	
7. Blood and Sand	Kulle in town — twice	Target 22:00
Enter the Ancient Waterway in Dahlgur Oasis	TP to fastest	
Western Flow Control lever pulled: 0/1	Wait in Ancient Waterway	
Eastern Flow Control lever pulled: 0/1		
Open the entrance to the Waterlogged Passage		
Enter the Waterlogged Passage from the Ancient Waterway	Enter Waterlogged Passage	
Kill the Betrayed	Kill Betrayed	
Break the Talking Barrel	Activate Talking Barrel	
Talk to Covetous Shen	Talk to Covetous Shen	
Find the Crucible in the Hidden Aqueducts		Cave of the Betrayer needs two
Kill Gavin the Thief		
Pick up the Crucible (0/1)		
Go to the Ancient Path		
Get the Blood of Zoltun Kulle from the Cave of the Betrayer (0/1)	TP to Runner 1, go to	(Let the Runners know when you reach the Archives so they can use you for TP.)
Get the Blood of Zoltun Kulle from the Vault of the Assassin (0/1)	Archives entrance	
8. The Black Soulstone		Target 24:45
Search for the Archives of Zoltun Kulle in the Desolate Sands	Enter Archives , trigger WP	
Go to the Terminus		
Unknown Depths Shadow Lock opened	Wait by entry to Realm of Shadow	
Storm Halls Shadow Lock opened		
Enter the Realm of Shadow through the Terminus	Go to Leah by sand pit	Last Runner wait by Soulstone Chamber
Find Zoltun Kulle's Body (0/1)		Scouring is next, two wait inside Flooded Causeway
Talk to Leah in the Terminus	Leah next to sand pit	
Enter the Soulstone Chamber through the Terminus		
Talk to Zoltun Kulle	<u>Skip EVENT</u> , TP to town	
Kill Zoltun Kulle		
Get the Black Soulstone		
Talk to Adria in the Hidden Camp	Adria in town	
9. The Scouring of Caldeum	Leah in town	Target 26:45
Find Asheara in the Caldeum Bazaar		
Talk to Asheara		
Lead Caldeum refugees to the Flooded Causeway		
10. Lord of Lies		Target 27:30
Enter the City of Caldeum with Leah and Adria		
Go to the Imperial Palace		
Kill Belial	<u>Skip EVENT</u>	
Obtain the Soul of Belial in the Imperial Palace		
Talk to Tyrael at the Hidden Camp	Tyrael in town	
Talk to the Caravan Leader to leave Caldeum	Caravan Leader near Bazaar entry, then retreat	

Act III

1. The Siege of Bastion's Keep	Tyrael in Watchtower	Target 29:00 (Better is 28:00)
Signal Beacons in the Skycrown Battlements lit: 0/5	TP to town	Runner 1 gets Beacon 5 and straight to Sargent Dalen
Find Sergeant Dalen in the Skycrown Battlements		
2. Turning the Tide	Tyrael in town	Target 29:45
Catapults raised in Stonefort : 0/3		Runner 1 triggers all catapults, next runner to arrive waits for end of each event
Return to the Bastion's Keep Stronghold		Keep Depths is next
3. The Breached Keep	Tyrael in town	Target 32:30
Find the Keep Depths Level 2		
Find the Breach in the Keep Depths		Tremors is next. Slowest free Runner to wait outside Armory
Find the Bastion's Keep Larder		
Kill Ghom in the Larder	Skip EVENT	Arreat Gate is next, two to wait by gate, run past Sgt. Pale
Return to the Bastion's Keep Stronghold		
4. Tremors in the Stone	Lavail in town	
Go to the Armory	(Enter Armory)	(Be ready if no Runners in position.)
Kill the Terror Spawn	(Kill Terror Spawn)	
Talk to Leah	(Leah in Armory)	
		Target 34:45
5. Machines of War		
Go through the Arreat Gate		
Talk to Sergeant Pale outside the Arreat Gate		
Cross the Bridge of Korsikk		
Demonic Ballistae destroyed: 0/3		Runner 1 aim for Rakkis Crossing and talk to Tyrael when he appears
Trebuchet destroyed: 0/1		
Find Rakkis Crossing		
Talk to Tyrael		
		Target 35:15
6. Siegebreaker		
Find the demon gate at the Edge of the Abyss		
Kill the Siegebreaker Assault Beast	Join Siegebreaker EVENT	
Talk to Adria near the demon gate	[Adria in centre of Edge]	(Can ignore Adria.)
		Target 36:00
7. Heart of Sin		
Go through Arreat Crater and find the Tower of the Damned	[TP to town]	(Can join search, if desired.)
Find the Sin Heart in the Heart of the Damned		
Kill the Daughters of Pain		
Destroy the Sin Heart		
Find the Tower of the Cursed		
Find the Sin Heart in the Heart of the Cursed		
Kill Cydaea	Join Cydaea EVENT	
Destroy the Sin Heart	TP to town	Target 39:00
Kill Azmodan in the Heart of Sin	Go to Keep Tower , TP to town from Armory entry	Towner gets finishing event -- don't TP, just accept
Get the Soul of Azmodan	Skip EVENT	
Return to the Bastion's Keep Stronghold		
Talk to Lieutenant Lavail	Lt. Lavail in town	
Enter the Armory	Enter portal and retreat to Armory	
Go to the Keep Tower	Enter Keep Tower , EVENT	
Enter the Portal to Heaven	Enter portal and retreat	

Act IV

		Target 40:00 (Better is 38:00)
1. Fall of the High Heavens		
Talk to Tyrael at the Diamond Gates	Wait	
Enter the Vestibule of Light		
Kill Iskatu and his minions	Join Iskatu EVENT	
		Target 40:30
2. The Light of Hope		
Find Itherael		
Talk to Itherael	TP to Runner 1	
Find the Library of Fate in the Gardens of Hope	Wait by middle Growth	(Left Growth, if Runner insists.)
Enter the Library of Fate		
Kill Rakanoth	Skip EVENT	
Destroy Auriel's Prison in the Library of Fate		
Talk to Auriel in the Library of Fate		Target 41:15
Return to Gardens of Hope 1st Tier		
Find and destroy the Corrupt Growths to reveal the hidden Hell Rift portal in the Gardens of Hope 1st Tier	Destroy Growths , enter Hell Rift if found	
Destroy the Rift Oculus in the Hell Rift		
Use Auriel's portal to leave the Hell Rift	Use portal to exit!	
Enter the Gardens of Hope 2nd Tier	TP to Runner 1	
Find and destroy the Corrupt Growths to reveal the hidden Hell Rift portal in the Gardens of Hope 2nd Tier	Destroy Growths to North, enter Hell Rift if found	
Destroy the Rift Oculus in the Hell Rift		
Use Auriel's portal to leave the Hell Rift	Use portal to exit!	
Find the portal to the Crystal Colonnade		
Talk to Tyrael	(Tyrael by Cr. Col. entry)	
Enter the Crystal Colonnade	Join EVENT	
3. Beneath the Spire		
Find Imperius at the Crystal Colonnade	(Run to Imperius)	
Talk to Imperius at the Crystal Colonnade		
Enter the Gateway to the Silver Spire	TP to Runner 1	
		Target 42:45
4. Prime Evil		
Cross the Great Span of the Silver Spire	Help find Great Span	
Kill Izual	Join Izual EVENT	
Climb to the Pinnacle of Heaven in the Silver Spire	TP to Runner 1, help find Pinnacle	Target 43:30
Talk to Tyrael	Join EVENT , Tyrael in Pinn.	
Go to the Crystal Arch	(Enter Crystal Arch)	
Find Diablo	Join Diablo EVENT	
Kill Diablo		
Kill the Shadow of Diablo		
Kill Diablo		
Destroy Diablo		Our position will reset after animation
Talk to Auriel and bring your quest to an end	Talk to Auriel and retreat	Run past Lorath

Act V

		Target 45:00 (Better is 42:00)
1. The Fall of Westmarch		
Enter Westmarch	Enter The Wolf Gate, ...	Next is Westmarch Commons
Find the Zakarum Cathedral	... watch map, ...	
Defend the Zakarum Cathedral	TP to Runner 1	
Talk to Tyrael	(Tyrael outside Cathedral)	
Search the Zakarum Cathedral	Enter Cathedral	(Must enter Zakarum Cathedral)
Kill Kasadya		
Talk to Tyrael		
Leave the Zakarum Cathedral	Exit Cathedral	

2. Souls of the Dead		Target 46:30
Go to Westmarch Commons	General Torion in town (Trigger WMC WP)	
Find the Soul Crucible in Gideon's Row		
Corpse Piles destroyed: 0/4	TP to Finder	
Kill Drygha		
Destroy the Soul Crucible		
Search the Writhing Corpse Pile	Writhing Corpse Pile in Gideon's Row	
Talk to Myriam the mystic	Myriam in Gideon's Row	
Go to Briarthorn Cemetery	TP to town	Target 48:00
Find the Master Soul Crucible in Nobles' Rest Courtyard		Next is Westmarch Heights, Stragglers to entry once Nobles' Rest found
Corpse Piles destroyed: 0/6		
Kill Catharis		
Destroy the Master Soul Crucible		
Talk to Myriam		
Return to the Survivors' Enclave		
3. The Harbinger	Tyrael in town	Target 49:00
Enter Westmarch Heights	(Trigger WMH WP)	Only Finder takes Urzael, others return
Find the Tower of Korelan		Next is Blood Marsh, one Straggler to entry, one to Myriam's stall
Kill Urzael	Skip EVENT	
Talk to Malthael		
Return to the Survivors' Enclave		
Talk to Tyrael	Tyrael in town	(Then Myriam , in case Runners forget)
4. The Witch	(Myriam at her stall)	Target 50:30
Find the entrance to the Tomb of Rakkis in the Overgrown Ruins		
Kill the enraged boggits		
Search for the Nephalem Guidestone in the Blood Marsh		
Use the Nephalem Guidestone in the Blood Marsh		
Use the Nephalem Guidestones to find the passage to the Ruins of Corvus	TP to Runner 1 and look for Guidestones	
Enter the [Element] passage to the Ruins of Corvus	TP to town	
Find the Ruins of Corvus		Next is Pandemonium Gate, only Finder takes Adria and then talks to Lorath
Find the entrance to the Great Hall		
Enter the Great Hall		
Kill Adria	Skip EVENT	
Talk to Lorath Nahr		
Talk to Tyrael in the Survivors' Enclave	Tyrael in town	
5. The Pandemonium Gate		
Go to the Pandemonium Gate	Enter portal (Run, kill all)	
Kill Lamiel and the reapers		
Talk to Imperius	Imperius in Pand. Gate	
Go to the Path of War		Time bubble = Siege Rune
6. The Battlefields of Eternity		Target 54:00
Find Imperius	TP to Runner 1	
Go to the Abandoned Siege Camp		
Retrieve the Siege Rune	(Get Siege Rune)	
Talk to Imperius		
Siege Runes retrieved from the Battlefields of Eternity : 0/2	TP to Runner 1, search for events	
Find the entrance to the Ram in the Siege Outpost		
Kill Thilor		
Talk to Tyrael		

7. Breaching the Fortress		Target 56:00
Board the Ram		
Breach the fortress gate	Join Ram EVENT	Run past Tyrael in PF
Kill Mordrath and destroy the Siege Hooks		
Destroy the fortress gate		
Enter the Pandemonium Fortress	Enter Pand. Fortress	
8. Angel of Death		Target 57:15
Talk to Tyrael	[WP to town]	
Go to the Spirit Well		
Find the Soul Prison in Pandemonium Fortress Level 2	TP to Runner1, help search	(Search East and South, or any other gap)
Kill Guardian Seraziel	TP to Runner 1	
Destroy the Soul Prison chain		
Find Malthael	Help search	(Search East, looking for gaps)
Kill Malthael	Join Malthael EVENT	Achievement at end of death animation
Talk to Tyrael	DONE!	Target 60:00

Notes

Town Camper tasks in **brackets** () should be handled by Runners, but Towner can do them in a pinch.

Town Camper tasks in **square brackets** [] are optional (for various reasons).

Reminders may be communicated by the Towner to help keep Runners on track.

Reminders in brackets () are for the Town Camper only.

“**Run past** [NPC]” means there’s no need to talk to the NPC to progress the quest.

TP = Town Portal or teleport to player. **WP** = use Waypoint.

Greyed out quest text probably won’t appear, or only briefly.

Final Note

I hope you find this useful!

Please respect my copyright. You may distribute this document freely, at no charge, and with no modifications.

Thanks to Fiarrow, EternalOne and TinkRKill for the runs that netted me this conquest — and the data for this guide. Thanks to the master, TinneOnnMuin, for proof-reading, helping me test things, and filling out certain sections.

Feedback and suggestions are always welcome. Contact details and the latest version of this guide are available at:
paulius.50webs.com/diablo3.html (quick link: goo.gl/dsru6o)

Find me on the Diablo forums and in-game as Starlite.

Time Record for *Sprinter Conquest*

Quest	Target												
Act I													
1. The Fallen Star													
2. The Legacy of Cain	1:15												
3. A Shattered Crown	2:30												
4. Reign of the Black King	4:15												
5. Sword of the Stranger	7:15												
6. The Broken Blade	8:15												
7. The Doom in Wortham	10:15												
8. Trailing the Coven	11:00												
9. The Imprisoned Angel	13:00												
10. Return to New Tristram	15:45												
Act II		<i>15-16</i>											
1. Shadows in the Desert	16:00												
2. The Road to Alcarnus	17:15												
3. City of Blood	18:00												
4. A Royal Audience	18:45												
5. Unexpected Allies	19:45												
6. Betrayer of the Horadrim	20:15												
7. Blood and Sand	22:00												
8. The Black Soulstone	24:45												
9. The Scouring of Caldeum	26:45												
10. Lord of Lies	27:30												
Act III		<i>28-29</i>											
1. The Siege of Bastion's Keep	29:00												
2. Turning the Tide	29:45												
3. The Breached Keep	32:30												
4. Tremors in the Stone													
5. Machines of War	34:45												
6. Siegebreaker	35:15												
7. Heart of Sin	36:00												
(Cydaea dead)	39:00												
Act IV		<i>38-40</i>											
1. Fall of the High Heavens	40:00												
2. The Light of Hope	40:30												
(Rakanoth dead)	41:15												
3. Beneath the Spire													
4. Prime Evil	42:45												
(Izual dead)	43:30												
Act V		<i>42-45</i>											
1. The Fall of Westmarch	45:00												
2. Souls of the Dead	46:30												
(Rescue Myriam)	48:00												
3. The Harbinger	49:00												
4. The Witch	50:30												
5. The Pandemonium Gate													
6. The Battlefields of Eternity	54:00												
7. Breaching the Fortress	56:00												
8. Angel of Death	57:15												
	60:00												

Timer started when "Switch Hero" disappears — probably 15s earlier than game timer.

Times indicate start of each quest. (Ranges in *italics* are recommended times from the forums.)

Target estimates assume the upper end of the cumulative range from the forums, but can be caught up with luck.