

Tips and Tricks for Any%

Written by Pokeytoe, last edited 31 March 2021 (added Super Jumps, heart skips, and Emanate warning)

About

Work in progress:

The guide is far from done.

This guide aims to contain all known tips and tricks for the Any% categories that are not covered by the [map guide](#) or related to builds. If you know of a trick not listed in this guide, please join the [diablo 3 discord channel](#) and ping me or send me a message on speedrun.com.

For each trick, I've tried to give credit to the guides/people that made me aware of it or who documented it before me. As some of the tricks are really old and have been reported by several people over time, the credit is mainly how I learned about the trick more than historic correctness.

Use the **NG** or **NG+** tag under a trick's title to see whether it's relevant for Any% NG or Any% NG+ (or both).

Some of the resources used:

[Pukeattack's guide](#)

[Garfm's guide](#)

[Garfm's video guide](#)

Main sections

[Tricks for all platforms](#)

[PC only](#)

[Console only](#)

[Co-op only](#) (todo)

Tricks for all platforms

General

Map guide

NG and NG+

Some of the largest time saves comes from learning the maps listed in the [map guide](#). If you don't know where to start, check the section *for new runners* in that guide.

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Use the minimap

NG and NG+

It can sometimes be easier to navigate a map by keeping your eyes on the minimap, especially for fast categories like Monk NG+.

This is even more important in console NG+ runs where your character isn't locked to the center of the screen: If you manage to run so fast that you can't see your character on the screen at all, the minimap will still be updated (see the image below for an example).



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Act 1

Easy experience

The Slaughtered Calf Inn, NG

Grab the book "New Tristram" at the entrance. If you're playing on normal difficulty, this book will be enough to get you to level 2.

- From Garfm's video guide

Don't follow Cain

Leoric's Passage, NG

After saving Cain, don't wait for him to open the secret passage. Use the map instead to teleport to New Tristram.

- From Garfm's video guide

Haedrig level up trick

Cellar of the Damned, NG

After Haedrig has killed his wife, don't talk to him. Run down a bit until the "checkpoint" mark appears and then leave the game. Change the difficulty to torment 6 and re-enter the game. Use the portal to go back to the cellar and talk to Haedrig to gain several levels. Change the difficulty back to normal before you enter The Weeping Hollow.

Note: Strictly speaking, this trick is not possible in a "true" new game experience as torment 6 wouldn't have been unlocked. However, since the trick saves an enormous amount of time and makes NG runs less tedious, it has been allowed by the Diablo 3 speedrunning community.

- From Garfm's guide

Listen for the right crypt

Defiled Crypt, NG and NG+

The ambient sounds in the right crypt differ slightly from those in the wrong crypts.

- From Garfm's guide

Skip Cain after getting the crown

New Tristram, NG and NG+

After delivering the crown to Haedrig, use the waypoint to go to Cathedral Garden and enter Leoric's Passage. Keep clicking the Ornate Door until it opens.

- From Pukeattack's guide

Don't help the templar

Cathedral Level 3, NG and NG+

Run past the templar when you see him. If done correctly, he will automatically be freed and follow you (this trick may fail sometimes but I'm not sure when or why).

- From Pukeattack's guide

Don't talk to Karyna

Highlands Crossing, NG+

You don't have to talk to Karyna after freeing her from Queen Araneae. See the [map guide](#) for more details.

- From Pukeattack's guide

Skip Leoric's Manor

Leoric's Manor, NG and NG+

If you're using a class that has an ability to jump over/through walls, you can skip the cultist fight in Leoric's Manor. Go to the far left corner and jump/dash through the wall.

- From Garfm's video guide

Act 2

Don't talk to the enchantress

Sundered Canyon, NG and NG+

Run past the enchantress the first time you meet her. She will automatically appear, when the road is blocked further ahead.

- From Garfm's video guide

Don't save the Iron Wolves

Sundered Canyon, NG and NG+

After the enchantress has removed the first illusion, you don't have to save the Iron Wolves from getting attacked by the lacuni. Just run past them to the Howling Plateau.

- From Pukeattack's guide

Make Captain Davyd open the gate faster

Khasim Outpost, NG and NG+

After you've talked to Captain Davyd, talk to him again and cancel the conversation to open the gate immediately.

- Thanks to the Australian speedrunners

Talk to Leah to interrupt Adria

Hidden Camp, NG and NG+

When you return to the camp after getting Kulle's head from The Forgotten Ruins, Adria will often say the sentence "if you keep holding back, then you'll never improve". You can interrupt her by talking to Leah and then click on Adria again as Leah starts to speak.

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Act 3

Teleport to town at the beginning of the act

Bastion's Keep Watchtower, NG and NG+

Instead of talking to Tyrael and running through The Armory, it can sometimes be faster to teleport to town immediately. Whether it's faster depends on class, build used and loading times.

- Unknown origin, specified by NewProject64 and Hanoumato

Run past the catapults

Stonefort, NG and NG+

You can activate a catapult quest and continue to the next before the quest has finished. Just make sure that no enemies (especially elites) are around as you risk softlocking the game otherwise.

- From Pukeattack's guide

Don't talk to Adria after Siegebreaker

Edge of the Abyss, NG and NG+

Continue through the door immediately after killing Siegebreaker. You don't have to wait for Adria to appear.

- From Pukeattack's guide

Heart skips

Heart of the Damned & Heart of the Cursed, NG

After destroying each of the two Sin Hearts, you have to run down a long set of stairs. However, the waypoints to Arreat Crater Level 2 and The Core of Arreat open immediately after destroying the hearts and you can use these to save a bit of time: Instead of running down the stairs, teleport to town the moment the heart begins its death animation and use the opened waypoint. The first heart skip in Heart of the Damned is usually co-op only, as there are too many enemies, which prevents you from teleporting home.

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Act 4

Be careful with the Emanate effects

The Crystal Arch, NG+

The follower rework in patch 2.7.0 introduced Emanate effects. When creating a build for NG+ runs, remember that your follower is captured just before the Diablo fight, which means that any Emanate effect you had will disappear. For Gloves of Worship, this means that you will lose all shrine buffs.

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Act 5

Don't talk to Victor

Old Westmarch Storehouse, NG and NG+

Ignore Victor when he tells you to stop in the storehouse.

- From Pukeattack's guide

Talk to Tyrael while he is running

Cathedral Courtyard, NG and NG+

After killing the enemies at the Cathedral Courtyard, you can click on Tyrael as he runs and talk to him before he stands still at the cathedral. The same can be done inside the cathedral after killing Kasadya.

- Thanks to Garfm for this tip

Get to Myriam faster

The Survivors' Enclave, NG

After you've defeated Urzael, you need to talk to Tyrael and then Myriam. You can save some seconds/resources after talking with Tyrael by opening the map and teleporting to the waypoint in town instead of running down to Myriam.

- Thanks to Garfm for this tip

Whether to use the Guidestones or not

Paths of the Drowned, NG and NG+

There are two main strategies in Paths of the Drowned: Find the Guidestones to find the right path or guess. If you're up for guessing, you can take a look at the map to see all the possible entrances, which are visible even when the entire map has not been uncovered.

- From Garfm's video guide

Use the map to get to the Abandoned Siege Camp

Path of War, NG and NG+

After you pick up the Siege Rune, open the map and teleport directly to the waypoint.

- From Garfm's video guide

Don't talk to Tyrael in Pandemonium Fortress Level 1

Pandemonium Fortress Level 1, NG and NG+

You don't have to wait for Tyrael to stand still and then talk with him. Just continue down the stairs.

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Don't talk to the ghost

Pandemonium Fortress Level 1, NG and NG+

When you see your ghost buddy/mentor/relative, don't stop to talk with them. Once you progress, they will automatically start talking to you.

- From Pukeattack's guide

PC only

General

Skip cutscenes automatically

NG and NG+

Enable the setting "Automatically Skip All Cut Scenes" in the Gameplay tab.

- From Garfm's guide

Skip talking

NG and NG+

In the Key Bindings tab, there's a binding called "Close All Open Windows". Assign this to a key you can spam, e.g. the mouse wheel or space bar, and do this whenever an NPC is talking.

- From Garfm's guide

Reduce loading times, PC

NG and NG+

Install Diablo 3 on an SSD.

- From Garfm's guide

Super Jumps

NG and NG+

There are many places where you can save some seconds by using a "jump skill". The list of jumps below is not an exhaustive list of all possible jumps in the game but rather the jumps that are either 1) tricky to perform, 2) not obvious, or 3) not possible to do with all jump skills.

The images show the location of your character before the jump. The blue arrow shows where you need to place your cursor according to your character and the yellow arrow on the minimap shows where you should end up after the jump.

The jump skills are:

- **Barbarian: Leap** (unlocks at level 8)
- **Crusader: Falling Sword** (unlocks at level 19)
- **Monk: Dashing Strike** (unlocks at level 9)
- **Necromancer: Blood Rush** (unlocks at level 30)

- Wizard: **Teleport** (unlocks at level 22)

Act 1, Highlands Passage, the area before saving the six prisoners in the Cursed Hold



Act 2, Alcamus, close to Maghda



Act 3, Skycrown Battlements, between the 3rd and the 4th Signal Beacon (Crusader only)



Act 3, Heart of the Damned, close to the entrance



Act 5, The Survivors' Enclave, after talking to Myriam when Urzael has been killed. *Place the cursor so the word 'Mystic' is displayed on the minimap (Crusaders can just place the cursor in the upper right corner of the screen).*



Act 5, Pandemonium Fortress Level 1, next to Tyrael (Crusader only)



- Thanks to Garfm, Zerachiel, meatr0o, Heckson, NewProject64, pwn1983, and NaiveSquirrel for these jumps

Act 1

The Leah jump

The Old Ruins, NG and NG+

If you don't interrupt Leah after killing the Wretched Queen, you can make her appear at the gates instead of the waypoint (trick may sometimes fail, reason unknown).

- From Garfm's video guide

Skip the Manglemaw fight

Defiled Crypt Level 2, NG

When Manglemaw appears, there's a small area at the top of the door you can click to skip the fight.

- From Garfm's video guide

Skip the pickup animation in Khazra Den

Khazra Den, NG and NG+

Use an ability at the same time you try to pick up the sword piece.

- From Garfm's video guide

Skip the orb animation in Drowned Temple

Drowned Temple, NG and NG+

Use an ability at the same time you try to place the orbs.

- From Garfm's video guide

Skip the sword pickup animation in Drowned Temple

Drowned Temple, NG and NG+

Use an ability at the same time you try to pick up the sword piece.

- From Garfm's video guide

Console only

General

Reduce loading times, console

NG and NG+

Use the digital version of the game downloaded to the console's internal storage (tested with Nintendo Switch).

- Thanks to Skytso for this tip

Skip dialog boxes faster

NG and NG+

For any sequence of dialog boxes, you can skip the entire sequence with the Y button (Switch) or square button (PS4).

- Thanks to BehindTimes for this tip

Animation cancelling for stationary attacks

NG

Certain attacks will force your character to stand still for a short moment of time, e.g. the crusader's Shield Bash. If you perform a dodge roll immediately after casting your skill, you can (if performed correctly) do the attack *and* dodge roll almost at the same time to keep moving. While the animation cancelling seems to be applicable in general, it is currently unknown whether it is useful for other classes and/or skills.

- Thanks to TheLaughingMax for this tip

Act 1

Skip the Mira/Haedrig talk

Cellar of the Damned, NG+

When Haedrig starts to apologise to Mira, run down past the door frame. When you hear a small sound indicating quest progress, return to Mira and kill her.

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Skip the Jondar/templar talk

Cathedral Level 3, NG+

When Jondar asks for forgiveness, run up the stairs and wait a moment. Run down the stairs again and the templar should finish Jondar immediately.

- Pokeytoe

Skip the pickup animation in Khazra Den

Khazra Den, NG and NG+

Use a dodge roll immediately after you've picked up the sword piece.

- Thanks to TheLaughingMax for this tip

Skip the scoundrel talk

The Old Mill, NG+

When the scoundrel starts talking about Sasha, run down the hill and up again to cancel this part of the talk. When Nigel starts talking, run down past the gates and return to talk with the scoundrel. Manually close the next part of the dialog and then run down past the gates again to make the scoundrel open the next gates.

- Pokeytoe

Skip the orb animation in Drowned Temple

Drowned Temple, NG and NG+

Use a dodge roll immediately after you've placed the first orb.

- Thanks to TheLaughingMax for this tip

Skip the Leah talk

Drowned Temple, NG+

When Maghda disappears, run down to where Alaric was and wait until you get a "quest complete" popup. Then return to pick up the sword piece.

- Pokeytoe

Skip the sword pickup animation in Drowned Temple

Drowned Temple, NG and NG+

Use a dodge roll immediately after you've picked up the sword piece.

- Thanks to *TheLaughingMax* for this tip

Skip the Karyna talk

Chamber of Queen Araneae, NG+

When Karyna starts asking for help, run down to the entrance of the room to make Queen Araneae appear. After you've freed Karyna, run down to the entrance again and wait a moment to make her walk towards the exit.

- *Pokeytoe*

Act 2

Make the cultists appear

Sundered Canyon, NG+

When the enchantress warns you about cultists approaching, run down the road and back again to make them appear faster.

- *Pokeytoe*

Skip the Adria/Leah talk

City of Caldeum, NG+

When Adria starts talking to Leah before Belial, run in the opposite direction of the boss chamber until both are no longer visible on the screen. Return and the door will open shortly after.

- *Pokeytoe*

Act 4

Skip the Tyrael/Imperius talk

The Diamond Gates, NG+

When Tyrael starts talking, run back to the stairs to make him stop.

- *Pokeytoe*

Co-op only

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