

HC Speedrun Guide

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Notes:

Roles:

1. Tele Sorc –
2. Oak Druid –
3. Paladin –
4. Trap Assassin #1 –
5. Damage Sorc #1 –
6. Damage Sorc #2 –
7. Necromancer –
8. BO Barb –

Generic:

1. Experience Shrines go to **TELE SORC**
2. Stat allocation: By the end of normal, 35 strength points is enough for a large shield (ancient's pledge), the rest of your points should be in vitality.

Items of importance:

- 10% Faster Cast Rate jewelry, wands and sorceress orbs
- 3 Socket Shields (Large or Kite are sold at A2 Norm) – NM requirement
 - Shopped by non-damage dealer during Act 4
- 2 Socket armors (sold in A1 Norm)
- 2 Socket staves



Act I

1. **Trap Assassin # 1** creates a game and runs to Cold Plains WP (leave TP as passing den if applicable) while the rest start clearing den. **Tele Sorc** will create a TP for the assassin to join when assassin is back in town.
2. **Everything** must be picked up as we clear early areas and sold for **mana potions**, do not neglect stamina potions either!!
3. **Druid** opens a TP at end of den. We enter, and begin our first town process
 - a. *Sell everything unnecessary and buy mana pots*
 - b. **Purchase some form of belt and 5 stamina potions.**
 - c. *Purchase a second TP scroll.*
2. **Barb** and **pally** and **Necro** need to get javelins All enter CP TP, we herd and kill large groups only, skipping most of the monsters we encounter. Only kill what the **Tele Sorc** tells you too!
3. Upon entering Stony Field, we clear the stones
****Always stay a distance from Rakanishu, he's tough.*
 - a. **Paladin** creates a TP at the stones
 - b. Clearing Underground Passage unique packs and large hunter groups only, In the Dark woods when we get to the tree, **Druid** grabs scroll and (barb) makes a TP
 - c. **This next step is important, so pay attention:**
 - d. Once the tree is cleared, and we have the scroll, **Trap Assassin #1** split off from the group to grab the Forgotten Tower location, leave a TP and get the Black Marsh WP
 - e. While that's happening, the rest of us proceed to Town Process II followed by entering **Paladin's** TP and clearing Tristram, **Damage Sorc #1** makes a TP out of Tristram (remember to save the leg for cows fire sorc!).
 - f. Enter **Trap Assassins #1** TP and clear tower and get Tal and/or Eth rune please!
 - g. We will most likely not be level 12 yet. This means the **Trap Assassin #1** creates a new game with **Damage Sorc #2**, **Tele Sorc** and **Druid** clearing Tristram while the rest get started on Countess. They join for the remainder of the Countess run.
4. We make a new game and the group splits up one more.
 - a. **Trap Assassin #1** runs to Catacombs Level 2 WP and andariel
 - b. **Druid** and **Necro** do countess runs together at P8
 - c. **Damage Sorc #2** and **Paladin** do countess runs together at P8
 - d. **Tele Sorc**, **Damage Sorc** and **BO Barb** do countess runs together at P8

If we do not have Tal + Eth for Stealth we need to do some single player fast runs before starting Act II

*Hopefully we have a ral or two for the **Tele Sorc** and maybe Tir Ral for Leafs*

5. We kill andariel, and move on to Act II
6. At this point, the **Damage Sorc** should re-spec from Charged Bolt to Fireball

Time Target: 25 minutes

Expected Level: 14

Act II

1. Split into three groups
 - b. **GROUP 1** – Trap Assassin #1, BO Barb, Damage Sorc – **Radament**
 - c. **GROUP 2** – Druid, Paladin, Necro – **Cube**
 - d. **GROUP 3** – Tele Sorc and Damage Sorc #2 – **Amulet**
2. The groups run to clear their objectives, letting everyone know of their progress along the way
3. Once both objectives are complete:
 - a. **Everyone** grabs a cube and skill book
 - b. Reunite into a party of 8 and get to **Amulet** and **Summoner**
4. **This next step is important, so pay attention:**
 - a. **Everyone** except **Tele Sorc** continues to the tomb
 1. **Tele Sorc** teleports to **Staff** and TPs when he is at the end. **Someone** comes help clear maggot lair at staff if needed.
 - b. We reunite in the tomb, clearing it for EXP and killing Duriel
 - c. We then split into the **same groups** as the start of Act II and clear tombs until **Tele Sorc** is level 23.

*We cannot join the **Tele Sorc** in Act II until the lowest level is 22.*

NOTE: *If you get to 23 and are still waiting on someone to reach 22 then you can shop for life and res gear from Farah or Charsi*

5. **Tele Sorc** will make a new game and tele for the organs alone.
6. Rest of the group does tomb runs for experience in P8

The **Tele Sorc** has to be the best geared character that means:

- Everyone drops their fire / light resistance items for **Tele Sorc**
- We need a Stealth for the **Tele Sorc** and some FCR rings/amulet/wand (shoppable) combo to get 37+ FCR
- We need to *hopefully* get a Ral or two for a helmet/shield

Time target: 25 minutes (50 minutes total)

Expected level: 23

Act III

1. When the **Tele Sorc** is finished collecting the organs, she lets us know and we return to **her game**. She does not join the main group since she has certain quests activated.
 - a. We complete the stat quest book in the Ruined Temple
 - b. We kill Travigal
 - c. Complete Golden Bird Quest for +20 life
 - d. **Tele Sorc** turns in Gidbin for rare rings
 - e. **Tele Sorc** teleports to Durance 2 WP and then level 3, we kill Mephisto.

Check the top chest for drops! It often contains goodies.

Chaos Sanctuary is level 28, level 23 is the minimum required to not receive an EXP penalty.

If multiple characters are under 22.5, we need to do false temples in Act III for EXP before doing Izual and CS.

Time Target: 10 minutes (1 hour total)

Expected level: 23

Act IV

Notes:

- Fund casters for mana potions
 - Get a better belt – You should now have a 3 row belt.
 - Get 34 strength minimum for a Ancient's Pledge Large Shield
1. **Tele Sorc** teleports to Izual, we kill ihm.
 2. **Tele Sorc** teleports to River of Flame WP
 - a. **Everyone** run to HellForge
 - b. Sell gems for gold
 3. **Tele Sorc** teleports to Chaos Sanctuary and we clear it, kill Diablo.

Everyone should now have high Fire Resistance, if not Gamble some items!

Time Target: 10 minutes

Expected Level: 24 - If our lowest is not 24 we need to get them to 24.

Act V

1. **Tele Sorc** teleports to Shenk, we kill him.
2. **Everyone** does Quest 2 for Ral, Ort and Tal runes
 - a. If we do not have 8x 3 Open Socket shields we shp too make **Ancient's Pledge**. (Charsi, Farah)
 - b. Keep in mid that a blank Kite or Large shield will receive 3 sockets from Larzuk
3. **Tele Sorc** teleports to Anya, we kill boss and get quest.
4. **Tele Sorc** teleports to Ancients, we kill them.
5. **Tele Sorc** teleports to Worldstone 2 WP, TPs.
6. **Tele Sorc** teleports to Throne, we kill baal

NOTE: Someone must leave game before Baal kill in order for us to get bugged drops on the 4-5 Baal runs we will complete.

The group splits in 2:

Baal Runners and **Cow Runners**

We must continue doing these runs until we can make a Spirit Sword for the **Tele Sorc** (**Tele Sorc** should have some stat points saved in case of needing more STR for gear)

Nightmare Act I - V

1. **Tele Sorc** teleports to Den of Evil and TPs
 - a. Continues teleporting to Andariel as party clear Den
2. We kill Andariel and drop bug her.
3. **Tele Sorc** collects staff and gets to the amulet but *DOES NOT KICK IT IN IF SEPARATE GAME*
4. **Tele Sorc** continues teleporting to Duriel, we kill him.
5. **Tele Sorc** teleports to organs and TPs at Travical, Kill Mephisto.
6. **Tele Sorc** teleports to Izual, we kill him.
7. **Tele Sorc** teleports to River of Flame WP where we do HIS Hellforge if he does not have Spirit and Insight. He will unparty to save the other's quests.
8. **Tele Sorc** teleports to Chaos Sanctuary, we kill Diablo.
9. For Act V, we will do **Anya**, the **Ancients** and optionally do Quest 1 and 2 if we need runes or sockets. We do Baal runs until we are comfortable going to Hell.

Lowest party member (Tele Sorc) should be no lower than 52 when leaving Nightmare

Annex I - Class Builds

1. Tele Sorc (FCR BP 9, 20, 37, 63)

2 = Frozen Armor

3-5 + Den saved (4 pts saved)

6 = Static, Frost Nova, telekinesis (1 pt saved)

7-11 = static (lvl 6 static now) (1 pt saved)

12 = static and nova

13 = nova (with a lvl 2 nova you can static and finish off with nova for solo play)

14-17 + Radament = Get static to a range you are comfortable with (9-10 is great), maybe 1 or 2 extra nova points depending on gear

18 + Teleport!

NM Chaos = either be putting points into frozen orb 30+ to save resepec or respec to Blizzard sorc (1 point tele with a BO and spirit and insight and greater mana potions will mean 0 issues teleporting) getting 6-7 static points is still highly recommended since we won't have a lot of + skill items to give it a comfortable range. Prioritize points into Blizz, then Cold Mastery, then Glacial Spike, then Ice Blast.

2. Damage Sorc

2-7 = charged bolt (cb is great aoe in act 1, firebolt is not too great) (GET CB to LEVEL 7)

8 = static

9 = frost nova

10-12 = static

Radament = tk

13-17 = static

18 = 1 point teleport

19+ = more static

2. Damage Sorc #2

2-5 = charged bolt (cb is great aoe in act 1, firebolt is not too great) (GET CB to LEVEL 7)

6-7 = firebolt (fireball synergy)

8 = static

9 = frost nova

10-11 = static

12 = fireball

Radament = tk

13-17 = static/fireball (watch out for mana cost)

18 = 1 point teleport

19+ = more static/fireball

3. Oak Druid

2-5 + Den = Firestorm

6 = Oak Sage

7-10 = Firestorm

11 = Molten Boulder

12 = Fissure

13 - NM chaos = Fissure and synergies and oak sage

NM Chaos = You can either stay as fissure if you have a good team or Respec to the Tank of the Tanks. Max Oak sage and Shock Wave! Remaining points should go into Lycanthropy and then Werebear. The Goal here is to do three things. 1= Buff the party life with oak sage 2 = Stun groups of monsters with shock wave. 3 = Act as a Meat shield if Skeletons are acting funny or let monsters slip through that you can not stun.

4. Paladin

Throughout the game it is your main job to toggle auras based upon the monster groups we are facing. People should be calling out enchantments on unique mobs ASAP so you can get the appropriate resistance aura up through normal.

In acts 1 and 2 you can actually contribute to group dmg with zeal and holy fire and any scepter really. Even bow or javs can work well.

2 = Might (physical damage through act 1 is significant)

3 = Sacrifice

4 = Resist Fire

5 + Den = save (2 saved)

6 = Resist Cold and Holy Fire

7-12 = Holy fire and zeal (up to 5 hits)

12 = Light Resist, Charge, Cleansing, zeal

Up until act 3 you can focus on damage with zeal and holy fire and use the 1 point wonders in resist auras and cleansing to support the team when needed.

The skill layout here is pretty wonky, just use your best judgement. 3 points in resist fire and light will save us from venom lords and scarabs in normal, vigor will help us move through cs and in act 5 as a group faster, get holy shield to at least level 3 simply for the duration bonus. Conviction is going to be the big team helper for dmg in nm and mandatory for us to progress at a decent speed in hell. Resist auras will also be a huge help in hell, it will be your job toggle between mostly conviction and res auras in hell depending on circumstances. Don't forget to cleanse when the party is poisoned for when cursed in Chaos, and to vigor when moving safely.

5. Trap Assassin

2-5 = Fire Blast

6 + den = claw mastery + burst of speed

7 -11 = burst of speed (BoS lvl 6 = 41 FRW)

12 + = Wake of Fire and synergies

NM Chaos = Respec to Light traps! Skill points will be mainly invested into light sentry and synergies (our two sins make a large part of our dmg in hell), but some points into fade may be needed depending on gear. While mind blast and shadow warrior are good endgame skills in HC, we need you to put as many points into synergies for more dmg as you can. We have a necro, druid, pally for defensiveness, you for offensive.

6. Damage Sorc #2

2-7 = charged bolt (cb is great aoe in act 1, firebolt is not too great) (GET CB to LEVEL 7)

8 = static

9 = frost nova

10-12 = static

Radament = tk

13-17 = static

18 = 1 point teleport

19+ = more static

Pretty basic, you start as CB, then move into static, except for the countless runs you'll always have a trap assassin around you which means you'll be better off staticing while wake of fire kills them. After normal respec into a standard Fire sorceress

7. Necromancer

2 = Amp dmg

3-act II = spec in to teeth. It actually does good damage, especially in countless. No Corpse explosion at this point since the 20 mana cost is huge and the radius is tiny.

Once we get ready to move to act 2 you transition from damage dealer to support class. This means you want 1 of every curse and need to know when to use what. Have at least these ones hot keyed and ready to use when someone calls out the need for it (lower res, decrep, dim vision, amp, attract). When initially respecing you will need to get curses that are prerequisites for decrepify ASAP. You will need to get clay golem, golem mastery and lower res 1 point ASAP. The rest you will want to put into summon skele and skele mastery. You should aim for 5 skeletons initially (level 9 skill) and then pump some points into mastery to help keep them alive.

Act 1 normal, amp damage is really helpful, especially the first few levels while our damage is largely physical. Through the mid game you are almost only there for body soak and debuffs. Corpse Explosion becomes fairly helpful in hell, but because it does not scale with the increased monster health of a players 8 game, the damage is not substantial for our normal and NM portions.

8. BO Barb

2= Bash

3-5+Den = Mace mastery (need to find 2 scepters ASAP, plain ones can be shopped from akara for ~400 gold each)

6-Act III = shout

24-43 BO

30-60 BC

Just dump the points into the warcries. A couple point into mace mastery if you find a scepter early will help with the extreme early game.

Act 1, get javs and then scepters and hit stuff, you do okay damage, especially with amp damage from our necro. You have the highest life pool and will be up there closests to Rakinishu, probably the scariest part of this for you honestly. After act 2 respec, pump shout as much as is possible! We want the duration of Battle Orders to be as long as possible when you hit 24 and shout adds duration to that (in addition to the great defense bonus to everyone) Don't worry about not getting natural res until NM, your res with an ancient's pledge will make normal not an issue. In NM and Hell you are the **Tele Sorc's** bitch. You and the sorc need to both be aware of how long your BO duration is currently at so that you can join his game, or enter his TP before it runs off!