

BK's Comprehensive Leveling Guide

Welcome to Path of Exile! I know this game can be daunting, but I'm here to help you get started. The following is a generic leveling guide that will walk you through all ten acts step by step, letting you know which quests to complete, which to skip, and some boss mechanics to pay attention to in order to succeed.

While it would likely be more beneficial to follow a leveling guide for your intended build, a majority of guides don't feature a robust leveling section.

COLOR KEY:

QUEST NAME

ZONE WITH WAYPOINT

ZONE WITHOUT WAYPOINT

QUEST ITEM

LAB TRIAL LOCATION

IMPORTANT TIPS AND TRICKS

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-= ACT I =-

You awake from a recent shipwreck waterlogged and clinging to life. This is where you begin your journey as an exile in Wraeclast.

Dispatch the zombie who's gnawing on your shipmate and pick up your starting skill gem. The in-game tutorial will show you more information about the gem and socket system if you're brand new.

Halfway down the coast, you'll find a Large Chest. You'll want to pick up the support gem that drops from it. Continue down to Hillock.

Hillock is fairly straightforward. He's a big, slow melee-based unique with a powerful swing. You'll DPS him down to half health, in which he will reach down and rip a sword from his chest and heal to full. Make sure you conserve your mana flask accordingly. Hillock is easy to kite if you have a ranged ability, and stepping to his side/back can help you avoid a few of his swings as melee.

As soon as you hit town, you'll turn in [Enemy at the Gate](#) and you'll choose a skill gem reward reward. Next, check the vendor items that are 3-linked and the appropriate colors for your build. Also don't forget to check for boots with the movement speed mod "Runner's" while you're there!

Next you'll proceed out the door to [The Coast](#). A short walk from the waypoint is [Tidal Island](#). To complete the [Mercy Mission](#) quest, you'll want to head in there to kill Hailrake. Try and isolate Hailrake from other mobs by kiting if you need to. He also has a powerful frontal Glacial Cascade spell which does substantial damage. He has enough mana to cast this up to three times in a row. Stay close to him, even if he retreats so you can easily sidestep the ability, as there is a brief wind-up animation that indicates that he is about to cast the spell. Pick up the [Medicine Chest](#) when it drops.

Once he is dead you may portal or logout to return to town.

When you turn in [Mercy Mission](#), you'll want to pick up a Quicksilver Flask. For your gem reward, choose a support gem that makes sense for your current skill gem or what is recommended by your guide. Mousing over gems in-game will show you a checkmark if it is able to work alongside your current skill gem.

Use the Waypoint in Lioneys Watch to return to the Waypoint in [The Coast](#). Proceed to the [Mud Flats](#).

Once you are in the [Mud Flats](#) you'll want to find the three [Glyphs](#) hidden in Rhoa Nests. Clear out Rhoads ahead of time, lest they become enraged when you loot their nests and charge you for substantial damage. The nests will be in a roughly equilateral triangle formation in the map, so once you find two, the third should be intuitive to find. There are also small, muddy creeks that wander from nest to nest you can follow as well. Once you have all three [Glyphs](#) head northeast until you find the waterwall to The Submerged Passage. **You do not need to do the quest in the Fetid Pool unless you are going to need to regret some of your passives.**

Once you enter the Passage, you will see a waypoint to which you can turn in the [Breaking Some Eggs](#) quest. Choose a skill gem as your reward. Remember, you will want to link Onslaught (if you muled or bought it) to a skill gem in order to benefit from it. Some skill gems, such as Orb of Storms are particularly good at this.

I will typically, as portal scrolls allow, find the entrance to the [Flooded Depths](#) and leave a portal up. I'll then proceed through the rest of the zone and find the exit to [The Ledge](#). From there you'll travel until you reach the waypoint, go to town, then jump back in your portal and complete the Dweller of the Deep Quest by killing the infamous Grand-Daddy Crab. He will summon adds that will use ranged abilities on you while you're fighting him, so you'll either want to line of sight them with terrain, or try and take care of them so they don't overwhelm you.

Once he is dead you may portal or logout to return to town.

Turning in [The Dweller of the Deep](#) quest awards you a Book of Skill. This book when used will grant you an additional point on the passive tree.

From [The Ledge](#) you'll proceed to [The Climb](#). If you are loading into a fresh instance of [The Climb](#), the stacked stones near the waypoint show the way to the next area. Don't forget to rescue Navali if it is a league start! The unique goat boss that guards her has a frontal fire attack you'll want to avoid. After this you'll proceed to [The Prison](#).

Take the Waypoint from [The Prison](#) back to town and pick up any additional support gems that may be available to you at this time. If you were fortunate enough to get a three link by now, most skill gems can properly utilize it now.

At this point you should fall into a comfortable rhythm of using your primary ability. Don't forget to do your [First Labyrinth Trial](#), located here as well. There's an [Upper Prison](#), and [The Warden's Quarters](#).

After a quick chat with Piety, proceed to The Warden's Chamber and prepare to fight Brutus. Brutus has several abilities. First is his hook, which will pull you into melee range of him. He will periodically slam the ground dealing AoE damage around him, in addition to slamming the ground to send a frontal cone of damage out. Lastly, he'll stomp his foot, which will summon spikes from the ground. Some cages will fall to the ground adding a few skeletons to the fight. **You will definitely want to have at least one Large Life Flask for this fight as his melee slams do substantial physical damage.**

Once he is dead you may portal or logout to return to town.

Once in town, speak to Tarkleigh to turn in [The Caged Brute](#) and select a skill gem reward. From town, take the Waypoint to [Prisoner's Gate](#), which auto-fills when you defeat Brutus. Following the road will only lead you to Piety, who will block your path. Instead, look for the map to naturally bottleneck. Once it opens up again, you'll be able to locate the entrance to [The Ship Graveyard](#).

This is a big zone, so expect to do some running around. You can choose to complete [The Marooned Mariner](#) quest in order to earn a Book of Skill from Fairgraves, which involves [The Ship Graveyard Cave](#) side area. Otherwise, locate the waypoint and proceed to [The Cavern of Wrath](#).

Head straight through to [The Cavern of Anger](#) and then to [Merveil's Lair](#). If you are low on health and have not found any decent magic or rare items with a touch of resists, this is a good point to use some of the essences and currency you've found along the way to prepare for the fight. If you hit level 12 before encountering Merveil, there's another assortment of skills available from the vendor. Pick up a skill gem reward from turning in [The Siren's Cadence](#).

Merveil has been touched up a bit and is a compelling fight at these early levels. She is a gear and damage check as well, introducing new players to the rather punishing damage that can result when you do not have sufficient elemental resistances. You'll want to make sure you've picked up, created, or bought at least one Sapphire Ring before heading into the fight.

Phase one starts with her humanoid form, in which she has three major abilities, an ice barrage of multiple projectiles, an ice storm which rains down projectiles directly over you, and a teleport. She also summons adds in the form of golden statues which are slow but hit for substantial damage.

Phase two begins with her revealing her sea witch form. Her abilities also change. She has a projectile that will pelt you down if you try to range her. If you're close to her she will have a frontal wave ability that has a wind-up animation, and a screech

that will slow you as well as deal moderately high damage to you. Her arena fills with geysers and adds. Be careful of the bright red adds, as they will self-detonate once they are in range of you.

Once she is dead you may portal or logout to return to town, or run out the shattered wooden door behind where she originally stood.

-= ACT II =-

Proceed north through the forest towards town and immediately head to the right out to [The Old Fields](#). This area contains a side area, [The Den](#). By completing the quest here to kill the bear, you can get another Quicksilver Flask from Yeena. This Quicksilver Flask is significant because the Adrenaline suffix for extra movement speed can be rolled on this one. Once you exit [The Den](#), proceed to [The Crossroads](#).

Follow the road from the entrance of the zone until you get to the way point. From this location, you will see roads which lead North, East, and South. North always leads to the [Chamber of Sin](#), East always leads to [The Broken Bridge](#) and South always leads to [The Fellshrine Ruins/The Crypt](#).

You may proceed through these three areas however you wish. **Do note that you do not need to complete the Through Sacred Ground quest in The Crypt Level 2**, as you only enter [The Crypt](#) Level 1 in order to complete the [Labyrinth Trial](#) located there.

Heading East, you can follow the road to [The Broken Bridge](#). Once in this zone you can continue to follow the road, as it will take you past the waypoint for this area to the bridge where the bandit Kraityn resides. You will either help Kraityn or kill Kraityn for progress on Deal with the Bandits from Eramir and take his [Amulet](#).

Once he is dead you may portal or logout to return to town.

Returning to the Crossroads Waypoint, proceed North towards the [Chamber of Sins](#). Once inside, locate the waypoint near the ruined map device. Whichever hallway aligns with the waypoint will lead you to the [Chamber of Sins Level 2](#).

The [Labyrinth Trial](#) for this area will usually be found West or North West, and Piety and Fidelitas will be found North East. You can spot the lore book to know you're

headed in the right direction for the trial, and there is a tell-tale L-shaped tile that gives away the correct path to Piety/Fidelitas. If ranged/summons Fidelitas can be caught up in a game of chicken if you lead him to the table and stay on the other side of it from him. Don't forget to loot the **Baleful Gem** from the Transmutia device.

Once he is dead you may portal or logout to return to town.

Turn in Intruders in Black to Greust by showing him the **Baleful Gem**, and choose a skill gem reward.

Now you'll head West from town to **The Riverways**. Using a movement skill to cross over the broken bridges, follow the road until you see the waypoint. Near here you will find two trail markers on either side of a ruined/overgrown road.

Follow this overgrown road to the entrance of **The Wetlands**. This area contains Oak's fort, whom you will help or kill for progress on Deal with the Bandits for Eramir and take his **Amulet**. Oak's fort is located roughly in the center of the map, with the waypoint of the zone found on the outer edge, usually Northeast or Northwest relative to Oak's fort. Once you obtain this waypoint, return to **The Riverways**.

Following the paved road from **The Riverways** waypoint will lead you to **The Western Forest**. Once in the **Western Forest** follow the road until you see the Waypoint and Torch. This indicates which side of the zone Alira's camp is on, and by helping or killing her and taking her **Amulet**. If you have fulfilled Eramir's quest to Deal with the Bandits, instead of siding with any of the Bandit Leaders, you will be awarded two skill points and when you return to town in lieu of their individual buffs. Bandit choices are never permanent and you can use a vendor recipe to change it later if you feel like you've made a mistake.

Follow the road all the way to the Blackguard Encampment and complete **The Way Forward** by killing Captain Arteri for the **Thaumetric Emblem** which removes Piety's roadblock. This will award you a Book of Skill from Bestel in Act I.

In the opposite direction from Alira's camp is the **Weaver's Chambers**. In a game of hot or cold, the more densely the trees and surrounding shrubbery are smothered in webbing, the closer to her chambers you are.

Once within **The Weaver's Chambers**, following the outermost path will normally take you to her boss arena. She will drop **Maligaro's Spike** upon defeat. Her fight is fairly straightforward, but you'll want to make sure you have a clear skill/ability, as there are a lot of adds during this fight and can quickly overwhelm a character that's only single target-oriented. She hits fairly hard, so make sure you're using the highest level flasks you can equip.

Once she is dead you may portal or logout to return to town.

Turn in [Sharp and Cruel](#) to Silk in town to open up access to a variety of support gems. Take your time to look at Yeena's inventory after making an initial selection from Silk.

Head back to the Waypoint in the Wetlands, using [Maligaro's Spike](#) & the [Baleful Gem](#) to gain access to [The Vaal Ruins](#).

Clear the ruins until you find a strange sphere blocking your path, and click it to proceed across the bridge and out of the zone and toward the [Northern Forest](#). The darkness that cloaks the Town and map will persist until you find a way to eradicate it!

[The Northern Forest](#)'s waypoint should be somewhat near the entrance to the zone to the right. From here, proceed north until you find [The Caverns](#). I generally follow the right outer map boundary to find the next zone. If you are a brand-new player, you can acquire your first hideout by zoning into [The Dread Thicket](#) and looking for Helena.

[The Caverns](#) is another large zone with half of it being a cavernous layout, and the entrance to the bottom portion of the Vaal ruins housing the waypoint just inside the door. Continue upwards through the many levels of the pyramid to arrive at [Pyramid Apex](#), which houses the Vaal Oversoul. After the initial level leading into the Pyramid, every subsequent staircase can be found by following the diagonal from the previous one. By placing [The Apex](#) in the pedestal in the ground, you initiate his encounter.

Vaal Oversoul has abilities centered around which of his arms he is currently using. The initial arm will summon adds, which you will want to quickly dispatch to keep him from going underground. When he submerges, he'll be back after a short time. His Lazer arm can deal pretty significant damage, so you'll want to walk in a circle around the boss or back and forth through him to avoid being zapped by it. The bludgeoning arm, though very obviously choreographed, can also lead to death if you are not watching for the attack. Rocks fall from the ceiling to encourage you to move around the arena. Standing in them is not advised.

Once he is dead you may portal or logout to return to town.

-= ACT III =-

Arriving at the waypoint in Act III, make your way to Clarissa and free her from her captors and continue on to Sarn. Once you arrive in Sarn, proceed immediately to [The Slums](#), as you do not need to talk to any NPCs at this point.

Once in [The Slums](#), you'll be looking for the entrance to [The Crematorium](#). Typically I will follow the left outer map boundary, but there may be more effective methods for finding this zone. Note mentally the location of the sewer grate if you stumble across it. If you clear [The Crematorium](#) and return to Sarn quickly, your instance will not have reset and you can head directly to it.

Once in [The Crematorium](#), you'll want to make sure you complete the [Labyrinth Trial Located](#) in this zone. After that, proceed to locate Piety and her Blackguards who will fight you. Her fight at this encounter has not changed, but you may still want to ensure you have some Lightning Resist via a Topaz ring before you face her. Loot the [Bracelet](#) from Tolman's corpse.

Once she retreats you may portal or logout to return to town.

Talk to Maramoa to turn in [Lost in Love](#) and choose a skill gem for a reward. These gems usually introduce auras, curses, or other skill gems. Head over to Clarissa and purchase any additional gems you may want, as she will now have a selection in stock.

Clarissa will also give you a [Sewer Key](#), which you will head back to [The Slums](#) and unlock the Sewer Grating in order to enter [The Sewer](#).

While in the [The Sewer](#), Hargan wants you to collect [Three Platinum Busts](#). One will always be found prior to getting to the waypoint, and the other two will be beyond the waypoint. After obtaining all Three Platinum Busts, you may turn these into Hargan the next time you are in town.

Exiting [The Sewers](#), you will proceed to [The Marketplace](#). This is a large zone divided into two large halves. Once you obtain the waypoint, proceed into [The Catacombs](#) in order to grab your next [Labyrinth Trial](#). When you have completed the trial, you may portal or log out to return to town, then take the waypoint back to [The Marketplace](#).

Find the entrance to [The Battlefront](#) by following the right outside boundary as it is usually located in the East or North East area of the zone. [Unless you have dire need](#)

of a rare ring, ignore the lootable quest box, as it is tied to the Fairgrave's quest and does not need to be completed.

[The Battlefront](#) is a static zone so the waypoint and the lootable container containing [The Ribbon Spool](#) will always be in the same location. Grab the spool and head to the northwest corner of the map towards [The Docks](#).

While in [the Docks](#), you are searching for the lootable container which contains [Thaumetic Sulphite](#). Once you have this you may portal or log out to return to town and return to [The Battlefront](#).

Make your way to [The Solaris Temple](#) and make your way to [Level 2](#) in order to find and talk to Dialla, and turn in [The Gemling Queen](#), [The Ribbon Spool](#) and [Fiery Dust](#) quests. Take the amulet reward depending on what stat you need more at the time. With the [Infernal Talc](#) in hand, use the waypoint to return to [The Sewers](#), and burn down the blockage. This will allow access to [The Ebony Barracks](#).

Follow the stairs up to where General Gravicius awaits. Though a fairly minor boss, his Firestorm can surprise you if you do not have any fire resistance on your gear. If you're melee, watch out for his Molten Shell, too. By killing him, you complete the quest [Sever the Right Hand](#). Take whichever quest reward you would like. Proceed to [Temple of Lunaris](#).

Head to [Temple of Lunaris Level 2](#) to face off against Piety. Long, narrow staircases and big golden double doors always mean you are headed in the right direction. Piety is a bit scarier now since the re-work, and she deals all three elemental damage types, so make sure you top up your resistances as currency, essences and crafts allow. In her human form, her abilities and attacks are the same as you encountered her earlier. Different portals will appear around the arena, and as you are damaging her, you'll want to destroy any of the portals that are near her. If she touches a blue portal, she will gain the ability to use Ice Shot. While she is using Ice Shot, she will remain stationary, which will allow you to LoS around a corner or behind a pillar. If hiding behind a pillar, precise character placement is needed as Ice Shot has some AoE and you can be hit by the "splash" of damage as the arrow impacts. If Piety touches a red portal, she will gain claw weapons, increased movement speed, and a powerful melee attack which debuffs you. It is recommended to save charges of your Quicksilver Flask to kite her and avoid taking damage from her during this phase. You will get the [Tower Key](#) to progress the questline.

Once she is dead you may portal or log out to return to town.

Turning the quest Piety's Pets into Grigor on the far left side of Sarn will net you another Book of Skill. From here, return to the waypoint for [The Ebony Barracks](#).

Follow the right outer map boundary from the waypoint to find the entrance to [The Imperial Gardens](#).

There is quite a bit to do here. The layout is not static but generally speaking, [The Library](#) and [Labyrinth Trial](#) will be on the left hand side, with the entrance to the Sceptre of God located to the top right of the map.

[The Library](#) quest is important if you are wanting to use gems not available to your class. There's also a selection of gems that will only come from the Library until A6, such as Second Wind.

From here you may choose to do your first Labyrinth Run to get your first Ascendancy passives, or wait until a later time, but with the completion of the [Labyrinth Trial](#) you will now have [Normal Labyrinth](#) unlocked. You access this by returning to Sarn, and clicking on the Statue of the Goddess and the associated Plaque. Once inside this zone, be sure to pick up the waypoint to make it easy to return here in the future.

Proceed to [The Sceptre of God](#), which has several levels and a Waypoint. If this is your first playthrough, don't forget to interact with the trapped Scion in the Upper Sceptre of God to unlock her as a playable character. Ascend further to the top of the tower and prepare to face Dominus.

For Dominus you really need to make sure you have adequate lightning resistance and a Staunching flask of some sort. His pre-fight adds do a combination of lightning and physical abilities. Dominus' fight is generally straightforward and has two phases. In his first phase, move out of the way of his channeled lightning spell, move out of his pylons, and if he teleports near you, make sure you get away from him as soon as possible. During this phase he has the infamous 'Touch of God!' ability which if you are in melee range of him, it will not end well for you. His second phase is a little more straightforward. You will have to stay under his bubble, or staunch off any bleeds if you must leave the bubble for any reason. You'll be facetanking several melee hits while under the bubble, so be sure to not spam your life flasks but use them smartly and sparingly to make sure you can last the entirety of the fight.

Once he is dead you can instantly proceed to the next area, and can ignore Dialla.

-= ACT IV =-

Proceed through [The Aqueducts](#) to Highgate, and immediately exit to the left of the map to [The Dried Lake](#). Follow the left outer map border until you spot a circular encampment with a lore book map icon, which indicates Voll's location. Voll is straightforward with three very obvious scripted attacks. A charge, an overhand slam, and an add phase. Pick up [Deshret's Banner](#) and either portal or log out to return to town.

Interacting with the golden barricade with [Deshret's Banner](#) in your inventory will complete the Breaking the Seal quest and grant access to [The Mines Level 1](#). Proceed through this area, completing Niko's quest if you wish, to [The Mines Level 2](#). Once in Level 2, make sure you seek out and find The Spirit of Deshret. Once free, you will have completion on the [Indomitable Spirit](#) quest, which can be turned into Tasuni for a Book of Skill the next time you return to town.

Level 2 connects to [The Crystal Veins](#), which has a waypoint near Dialla and two portals. One leads to [Kaom's Dream](#) and the other to [Daresso's Dream](#). It does not matter which of these you do first and completion on both is needed to advance the questline from here.

[Kaom's Dream](#) starts the [King of Fury](#) quest, which requires you to retrieve the [Eye of Fury](#) from Kaom himself. Make your way through [Kaom's Dream](#), following the outside border of the map as this layout snakes around quite a bit. There is a large cluster of unique totems to be aware of, as they can do significant damage to an unsuspecting player with uncapped fire resistance. Once you find the entrance to [Kaom's Stronghold](#), there will be a waypoint just inside the door.

Proceed in a similar fashion to [The Caldera of the King](#) to fight Kaom. Kaom has several scripted attacks, including a fiery sunder attack, sending a physical and fire attack across the floor, and a Leap Slam to a player's location. In addition he summons both humanoid and raging spirit adds. The most challenging part of Kaom is his arena, which pelts out fiery projectiles for the duration of the encounter. Initially, only $\frac{1}{3}$ of the arena is covered, but as Kaom loses 50% of his health, the arena will be $\frac{2}{3}$'s covered by projectiles until the fight is through, giving you very little space to navigate to avoid Kaom's attacks. He will drop the [Eye of Fury](#) upon defeat.

Once he is dead you may portal or log out to return to town.

Return to [The Crystal Veins](#) and proceed to [Daresso's Dream](#). Similar to Kaom's dream this first area does not have a waypoint, and while more linear overall in

nature. The unique boss in this area, Barkhul, is comparatively weak when compared to the danger totems. Once you enter [The Grand Arena](#), it switches from a dirty, muddy area, to multiple Arena's with passageways connecting them. These are always stagnant, so you can follow the same path to get to Daresso.

You will go forward through the hallway, across the arena, forward through the hallway, across the arena, head north through the hallway, across the arena (defeating a trio of mini-bosses, just kite then along the outside of the arena), then forward through the hallways again until you reach [The Ring of Blades](#) where Daresso awaits.

Daresso can be scary at times, but he has a pattern of abilities that can be completely negated with good kiting/positioning. He will teleport and do a physical/cold slashing attack which can be sidestepped, even if he clips you with the teleport and initial attack as the attack plants his feet. He will also use an ability to summon ice clones of himself in a circle with converge and deal massive amounts of damage to anything in the center of the circle, and this can be sidestepped or you can use Flame Dash to get out of the center. The arena will occasionally be covered in what is lovingly referred to as "sword balls" which hurt quite a bit and should be avoided. Their location isn't static as they can be summoned all over the arena and will expire when their duration is over. Lastly, Daresso will periodically channel to recover lost life. Use this time while he is kneeling to precast, lay mines, etc, as your class/skill allows. He will drop the [Eye of Desire](#) upon defeat.

Once he is dead you may portal or log out to return to town.

Giving both [Eyes](#) to Dialla will allow her to activate the Rapture Device, which grants access to [The Belly of the Beast Level 1](#). Note that you do not have to wait for her animation/dialogue and the zone is enterable, even before all the crystals fall away. Turning in quests to Oyun and Dialla at this point will yield gem rewards. Make your way through to [The Belly of the Beast Level 2](#), and towards [The Bowels of the Beast](#), which is the arena which houses Piety, the Abomination. Her boss fight is fairly straightforward but after the rework she can hit like a truck and her adds are now quite tanky. Stay out of her red ball lightning, and run clockwise when she channels her beam. It will always rotate in this manner and she will complete a total of 3 rotations from her starting point. She has one major melee ability which uses all of her... face tentacles... to slap the shit out of you. It can hurt. Likewise, you'll want some clear to take care of the adds, which can cover the arena in ground detonations if you aren't able to clean them up as they spawn. Once you have subdued Piety and she agrees to help you defeat Malachai, you can proceed to [The Harvest](#).

Once you arrive in [The Harvest](#), you will quickly dispose of Maligaro, Shavronne and Doedre to get the corresponding quest items in order to complete the [Corpus](#)

Malachus quest and enter [The Black Core](#). Maligaro's fight features chaos damage which at this point you will have very little resistance against, so be careful! His other attacks deal both physical and fire damage. Avoid the desecrates which are bright purple, and the corresponding corpse explosions. He drops [Malachai's Heart](#) when defeated. Shavronne deals mostly lightning damage which must simply be sidestepped in the form of a type of storm call like attack, a ball lightning, and a lightning barrage. She drops [Malachai's Entrails](#) when defeated. Lastly, Doedre can be somewhat dangerous. Her red orb projectiles do substantial physical damage and can bleed you if you are under the effect of the Vulnerability curse zone (Red). Kiting her to the Enfeeble (Green) and fighting her there is typically my go-to strategy, as Temporal Chains (Purple) is too frustrating and Vulnerability (Red) is too much of a risk. Also, don't use any curses on her, as she gains Unholy Might (30% Extra Chaos Damage) after consuming the curse. She drops [Malachai's Lungs](#) upon defeat.

Once you have all three organs, return to Piety to turn in Corpus Malachus and gain access to [The Black Core](#).

The Malachai fight has two stages and generally speaking the first stage is a bit scarier than the second. Periodically during this encounter you will have to re-defeat Piety, so make sure to lock her down. Malachai himself has the following abilities in the first stage: a massive overhand slam with a choreographed wind up that deals massive amounts of damage, a teleport slam where he teleports to a location and explodes back into existence dealing substantial damage, a tentacle portal which can damage and chill in a cone area in front of him. He also lobbs a physical projectile at you that can hurt quite a bit, and the red glyphs on the floor hurt when you run over them. After helping Piety two times, Malachai will kill her then retreat further into the beast for the second stage of his fight.

The second stage is less scary. There's a near-constant supply of adds for flask charges. Malachai will teleport to each of the three hearts and become immune until you kill it. The only difference in his AI is that there is no overhand slam, and at 25% health he will put a ring of degen on the ground which can really hurt if you get caught in it and some of his other attacks at the same time.

Once he is dead you may portal or log out to return to town.

Exiting to [The Ascent](#) near these two ladies will lead you to the next act. Following the road as much as possible will generally get you where you need to go aside from hugging the cliff wall on the right hand side when you get near a camp. Interact with the The Resonator which beams you to Oriath.

-= ACT V =-

After what is clearly not a terminator rip-off entrance you have now made it to Act V! Huzzah! I would consider Act V the first “scary” act due to the fact that both the mobs and the bosses in this zone are very unforgiving. The mobs in general deal a lot of physical damage, and if you are leveling quickly, you may start to notice you are getting stunned/chunked a lot more. If you have found a Granite flask at this point, make sure you’re using it!

[The Slave Pens](#) is the first zone in Act V, and the waypoint is just inside where you start. You must fight your way through The Slave Pens to find and defeat Overseer Krow, who is fairly harmless as long as you don’t eat all of his lightning bubbles for breakfast. Once defeated, a ladder will drop down granting access to The Overseer’s Tower, which is the town for Act V.

Once in town you’ll turn in [Return to Oriath](#). Pick whichever ring that will cap you your resistances.

You’ll head to [Control Blocks](#) to then continue your journey. You’ll be searching for [The Miasmeter](#) for Vilenta, and Justicar Casticus. This zone, which I believe is somewhat static, can be annoying to navigate. Luckily, if you’ve got a blink/travel skill that can traverse gaps/terrain, you can skip across the long hallways rather than being forced to walk up and down them. Simply look for sections of the fence/guard rail that are not intact and you should be able to pass right through them!

[The Miasmeter](#) will be tucked away in a box in the middle far left-ish area of the map, and the Justicar will be top right. When you defeat him, you gain the [Eyes of Zeal](#) and will now be able to access the high templar courts.

Proceed out of the [Control Blocks](#) to Oriath Square. This is a static zone so remembering relative locations will help you understand where everything is! [The Templar Courts](#) are in the top right of the map. You can blindly head in that direction and fight your way there, or, if you follow the left outer map boundary, it will take you past two future locations you will journey to later in the act. In the first square on the left hand side you will see some scaffolding with some barricades blocking it off. This is the eventual entrance for [The Cathedral Rooftop](#) and will always be here. Following the zone across the bridges, the second area to the left will have a building with some barricades in front of it, this is the eventual entrance for [The Ossuary](#) and will always be here. If you hit tab and view your zone, if you head to the right from where you started instead, that is how you get to [The Reliquary](#). You can screenshot this layout to consult after your encounter with High Templar Avarius.

Once you get to [The Templar Courts](#), use the [Eyes of Zeal](#) to gain access to the area. As per most of the act, the mobs here do a lot of physical and elemental damage and you should make sure your life flasks are the highest available and potentially try to roll a Seething or Bubbling flask as alterations allow. Also when you turn in The [Key to Freedom](#), you will be able to grab a flask reward. If you do not have blind in your build/ascendancy, I recommend picking up the Stibnite flask, as the Smoke Cloud/Blind is useful in a boss fight later on.

Make your way through [The Templar Courts](#) until you find [The Chamber of Innocence](#). This is a large zone and I will typically follow the outer map boundary in an anti-clockwise fashion until I'm able to recognize the tile that leads to [The Sanctum of Innocence](#).

The Innocence Fight is two fights in one, with some mechanics carrying over from stage one to stage two. A lot of the abilities in both stages have very obvious voice cues so sound is recommended even if you normally play without. The first stage of the fight is against High Templar Avarius, who is the living vessel for Innocence. He has a few basic attacks, most of which are choreographed and easy to spot. "Kneel!" is the voice line associated with Divine Slam, which does moderate AoE damage. "Burn!" is a Projectile attack that has a very obvious cast animation and can be sidestepped. "Rise!" means one of the large statues has been activated and will be making its way over to you. Be careful of their melee swing. At predetermined thresholds both Avarius and Innocence will teleport to the center of the chamber and become immune to damage during the add phase. Important Trivia is that there is a total of 10 sets of adds per immunity phase, and while not super important to SRS, other builds that rely on well timed cooldowns like Lightning Spire Trap can count the adds and prepare accordingly. After you defeat Avarius, Innocence emerges from his mortal vessel and he is not very happy with you. You think mortal vessels just grow on trees?

Innocence has five major abilities which include voice cues, and one very lethal one that does not. "I am the Torch!" is a channeled scorching-ray like beam that rapidly stacks damage. You can either run from this with aid of a movement flask, or if there is an unactivated statue nearby, you can hide behind it, which will keep the beam from damaging you. "I am the End!" is the voice cue for the delayed blast, which starts as a glyph on the floor and then detonates its area of effect after a short time. You should never stand in this. "I am the Storm!" is the voice cue for his divine call, which conjures 5 fiery projectiles that will rain down on a certain area and is easily avoided. "I am your God!" is probably the softest voice cue out of all of them. Especially depending on what else is going on it can be very easy to miss this one. This cue is for the so-called 'bullet hell' projectile attack he does. He will channel for a short time, releasing a sphere which floats to the ground. When it explodes, it

unleashes several concentric rings of projectiles that will kill you, sometimes even if just one hits you, definitely if you get hit by two+. There are three things you can do. The safest is to use a portal and exit the arena in order to use your immunity period to avoid damage. The second is to hide behind a deactivated statue, as they, like the Torch ability, will block the damage. However, position is key. The projectiles explode when they contact things and if you are too close to the statue, or on one side or the other you may inadvertently fall victim to this splash damage. The final method, if you are brave, is to run to the other side of the arena and play frogger. It looks a bit like this: <https://clips.twitch.tv/VainSavoryMomDatBoi> Like Avarius, Innocence has his add phases as well, which will help refill flask charges.

Once Innocence is down you do not need to interact with Sin. Exit the bottom right door to be taken back to the beginning of the **Chamber of Innocence** and after a verbal lashing from Bannon, exit to what is now the **Torched Courts**. Follow roughly the same pattern of 'outside and over' to get to **The Ruined Square**.

Now you can refer to your earlier screen shot. Head to **The Ossuary**, as the waypoint for this zone is located just outside the door. While you are in **The Ossuary**, retrieve the **Sign of Purity** from the Tomb of the First Templar.

Once the staff is in your possession, you may portal or log out to return to town. Here you'll want to manage a few quest turn ins, namely the **Death of Purity** quest from killing Innocence.

Next, use your screenshot reference to head all the way back down and over to **The Reliquary** in order to complete the Kitava's Torments quest. These are located in the "corners" of the map. Once you have the last one, portal or log out to return to town and turn in the quest for a Book of Skill.

You do not need to complete the quest The King's Feast by killing Utula unless you need a specific jewel reward from killing him, such as Poacher's Aim.

Now, return to **The Ruined Square**, following the edge of the map back down to the main square to **The Cathedral Rooftop** which is now a zone you can enter. Make your way along the rooftop until you arrive at the **Cathedral Apex** which houses Kitava.

Kitava is a difficult fight, especially for newer players. A lot of his abilities are extremely unforgivable, and unlike Innocence, there are no voice cues. First he has a Punch ability, which happens when you are in melee range of him. This one still gets me from time to time. It's quick and does massive damage. When you are farther away from him, he does a Slam ability instead, which looks similar to Punch, but creates a shockwave cone you must avoid. Swipe is another ability of his, where he drops his arm and swipes across the arena. It is slow and can be outrun, or you can

flame dash through it to the other side. If you are standing at max range from him, Kitava will routinely use Throw Debris to lob wooden boards at your location. Devouring Darkness occurs when he creates a zone of degen with slowly moving projectiles that creep across the arena leaving a very fatal degen if you stand in their area of effect. This makes the boss fight much harder as now you must plan how to avoid his mechanics with less space in the arena to maneuver. Lastly, there's the X-Blast ability which is a series of X-shaped areas marked on the ground that Kitava will activate a short time later. This can sometimes overlap with Devouring Darkness which can leave very little of the arena "safe."

Kitava also has a phase where his heart is blasted out of his chest and lands on the arena. This period is very dangerous as well as the adds spawned during this encounter can be incredibly deadly and also deal massive amounts of damage. The unique adds are mini bosses. Using the aforementioned Stibnite flask to create a smoke cloud and blind the heart adds can help trivialize this phase.

While the mechanics of the fight are easy, there are no cute tips or tricks here to negate certain mechanics or otherwise make the boss fight easier. You have to learn the appropriate responses or mitigations for each ability, prepare accordingly, and react and execute those times with a high degree of accuracy. A new player with low damage will, in softcore, likely die several times to this encounter. That's okay. Don't get discouraged.

Once you have defeated Kitava, Sin will return you to Oriath. Note that your resistances have been lowered as a result of your encounter with Kitava and now it will take more investment into resistances to remain at cap. Talk to Lily to head back to Wraeclast.

CONGRATULATIONS, YOU'RE HALFWAY THERE!

- = PART II = -

Well, now any semblance of training wheels are off. The next five acts in part two are brutal, difficult, and dangerous. If you have been paying attention to mechanics and investing into your resistances and gear, you will have a much easier time. However, there are plenty who will skip certain encounters for later, such as the other various Pantheon Gods that are not part of the main Questline, opting instead to get some levels and come back to the content when they are much higher leveled and much

better geared to make it easier and/or safer. I will write the guide as if you are doing these quests in order at the appropriate time, but I will note that you can save it for later before each one if this sounds more like your cup of tea. Act VI and VII take time but from VIII on, you will be able to move along a bit more quickly.

-= ACT VI =-

Some builds will require you to unlock Lily as a gem vendor by completing her quest, [Fallen from Grace](#), which requires you to clear out all the undead from the Twilight Strand. Make sure you explore and clear thoroughly, as it can be quite a drag to run back through the zone after killing the mini boss at the far end, rather than portal or logging out to quickly return to town.

With Access to all of the available gems, you can add in certain things that might not have been originally available for your class, such as CWDT setups, Fortify, and more.

Moving on to the actual questline of Act 6, after opening up Lily as a vendor you will return to [The Coast](#). Quickly make your way to the waypoint then proceed to [The Mud Flats](#).

[Bestel's quest to Tidal Island can be skipped unless you need a belt or amulet upgrade.](#)

Once in [The Mud Flats](#), head northeast until you find The Dishonored Queen and her associated mobs. Kill her and loot [The Eye of Conquest](#). Backtrack slightly to the Northwest corner of the map, looking for the door to [The Karui Fortress](#). Make your way to Tukohama's arena in the center-ish location of the map, and double check your fire resistances. His arena involves totems that do a variety of fire-based abilities, most notably the large, centrally-located Scorching Ray totem. His totems grant him an immunity shield halfway through the fight so make sure you target those quickly, and watch out for his new ability which is a AoE slam that has a very noticeable fiery symbol which appears before the ability lands.

Once he has been defeated, you can exit the other side of his arena and head northeast until you find the exit to [The Ridge](#). You can quickly return to town to turn in [The Father or War](#) to Tarkleigh for a Book of Skill.

Quickly make your way through [The Ridge](#) to the [Lower Prison](#). There's nothing to do in this zone so you can blaze through it without worrying about missing anything too important. Just follow the road.

While in the Prison, make sure you complete the [Labyrinth Trial](#) in the area before proceeding up to [Shavronne's Tower](#). Her tower has a total of five floors, with the arena where you fight Shavronne, being the fifth and final floor.

Preparing for the Shavronne fight, it is important to double check your lightning resistance and shuffle your gear around accordingly. She has a total of three phases. The first phase you fight Brutus again, and it is not unlike the first time you fought him in the Prison. The second phase you fight Shavronne again, and it is not unlike the first time you fought her in the Harvest. However, in the third phase, the merge into Shavrutus (Brutonne?) and the combination of physical and lightning, increased area of effect and increased attack and cast speed can be quite sketchy.

Once you have killed them you may portal or log out to return to town.

Turning in [Essence of Umbra](#) to Tarkleigh can get you a Rare, 4-linked helmet which can help you socket your new gems, if needed.

Once you arrive in [Prisoner's Gate](#), following the road will take you further down the main quest line. If you are wanting to do everything in order and not skip any of the Gods, head away from the road and search for the bottlenecked area like you did in Act I. This will lead you to the [Valley of the Fire Drinker](#) side area where you can fight Abberath.

Fighting Abberath is fairly straightforward and requires moderate kiting kills and decent arena awareness. The only things you need to worry about are the meteors which periodically descend and cover an entire section of the arena, and the pools of lava left behind by his adds. Otherwise, kite him in circles during his stompy phases, and side step his ranged attacks when applicable. He is broken into two phases with a change of arena halfway through. When he leaps away and out of the arena, simply proceed out of the area to the next one. When he is dead, his baseline Pantheon power will be available to you, and turning [The Cloven One](#) into Bestel will award you a book of skill.

Once he is dead you can portal or logout to return to town.

Use the waypoint to go back to [Prisoner's Gate](#), following the road to [The Western Forest](#). There is a crafting recipe in this zone, where Alira's camp once stood in Act II,

so after you find it also grab the waypoint (which is usually along the road as well), and proceed to [The Riverways](#).

[The Riverways](#) waypoint is in the same location along the road as it was in Act II. Similarly, you can use the dual road markers and broken road to find your way back to [The Wetlands](#), which has changed quite a bit since Oak's defeat and is now home to Ryslatha.

Ryslatha is another optional Pantheon god that you may skip if you wish to complete her later, otherwise, head along the outer map boundary until you find the Spawning Ground. This fight can be particularly dangerous because she deals a lot of chaos damage and it will be rare to have any chaos resistance at this point during the leveling process unless you are deliberately sourcing it. An Amethyst flask if you've found one is definitely useful here. You'll first need to fight three pods which summon adds in the lower part of the arena to activate Ryslatha. Her spit attack is the most deadly, as it is a projectile which also has a physical component to it. She will periodically burrow and move to a different location on the map leaving a trail of eggs which will explode and leave a chaos area of effect that you don't want to stand in. The last ability she does is an acid breath that leaves pools of chaos degen on the ground. When she is dead, her baseline Pantheon power will be available to you and turning in The Puppet Mistress to Tarkleigh will award you a book of skill. It's recommended to take her pantheon before things such as Labyrinth in case you get into trouble while in a gauntlet.

Once she is dead you can portal or logout to return to town.

Once you're back in [The Riverways](#), continue along the road to [The Southern Forest](#). This is another zone with no quest or objective, so proceed to the waypoint and enter [The Cavern of Anger](#).

Just inside the door Nessa is waiting for you, loot [The Black Flag](#) from the box in front of her, then proceed through the rest of the zone in order to reach [The Beacon](#).

The Beacon is a large zone so you'll be looking for the Lighthouse Structure. Once atop it, you will need to do two escorts to properly fuel the massive torch on the top of the Lighthouse. Tossing in [The Black Flag](#) summons Weylan Roth, who gives you a ride to [The Brine King's Reef](#).

Once Weylan drops you off, follow an outside map boundary until you find the door to The Brine King's Arena. Once inside, you'll need to walk close to Nessa in order to start her dialogue then begin the encounter. This fight isn't too difficult and mostly comes down to kiting at key points and keeping your feet out of bad. His slam ability creates a cone of effect that can be sidestepped. While inside his Tidal Rush barrier

which greatly reduces incoming damage, he can only directly melee, so just kite him until it drops allowing you to damage him again. Periodically he will open his mouth allowing Nessa to sing. This floods the area greatly reducing the ability you have to move away from things. Also during this phase there are lightning strikes and cold projectiles you'll want to do your best to avoid. Some will use portals to step out of the arena, then back into it, using the damage immunity period to negate this phase. Otherwise the fight continues as-is until the third time Nessa summons the waves, which then becomes permanent, and you must defeat him in this smaller arena. At this point you want to manage your health flasks very defensively, as you cannot cleanly kite him anymore and will take damage from him or his adds during this final phase. When he is dead, his baseline Pantheon power will be available to you. It's recommended to take it right away and use it.

A quick chat to Weland and you're on your way to...

-= ACT VII =-

Upon arriving in Act VII, proceed out the doors to [The Broken Bridge](#) area. You'll want to search until you come across a large ruined building with castle-like corners which has a container in one corner which houses a [Silver Locket](#). The locket can be returned to Weylan Roth at any time, awarding an assortment of flasks. I recommend a granite flask if you do not have one already as the flat armor is very useful.

Proceed to [The Crossroads](#), and once there, the layout should be familiar to you as it is unchanged from Act II, grab the waypoint as you approach the intersection then head south to [The Felshrine Ruins](#). From here, follow the road until you reach The Crypt. Make sure you complete the [Labyrinth Trial](#) in this area before finding [Maligaro's Map](#) in the Container of Sins. Once you have the map, you can portal or log out to return to town.

Return to [The Crossroads](#) waypoint, this time heading north to [The Chamber of Sins](#). The waypoint for Chamber of Sins Level 1 will be in a similar spot as it was in Act II. Silk will meet you near the old map device, allowing you to use the map device to enter [Maligaro's Sanctum](#). Maligaro's Sanctum is full of various mob types that deal all the various elemental damages. It is imperative that you have balanced resists or resist values as close to cap as you can get. Otherwise you're in for a rough time.

The Maligaro fight is not very complicated. All but the random teleport spell near the end of the fight are very obvious and easily avoidable. He has a few phases, and summons two adds during the fight at different times during the fight. The first add is a Chaos Spider that does AoE chaos damage that should be avoided. The second add is a redeux Fidelitas who now has a reduced damage taken barrier which he can use. Overall Maligaro will alternate between a 5-bolt attack where he raises his hand and fires 5 beams in the direction he is facing, and a teleport swipe attack where he will hover in the air for a brief moment before attacking. Both of these are easily side stepped. After both adds are dead he will do the purple teleport ability, to which, I'm unsure if there is any tell or pattern or way to avoid it. Keep those health flasks ready. He will drop **Black Venom** upon defeat.

Once he is dead you will want to portal in order to return to Silk and turn in the quest Web of Secrets. He will give you the **Obsidian Key**. Similar to Act II, the hallway in line with the waypoint will direct you to **The Chamber of Sins Level II**. While in this zone, don't forget to complete your final **Labyrinth Trial** needed for Cruel Labyrinth and your second ascendency. The exit to **The Den** is in the same location where Piety and Fidelitus were in Act II. Head up and around to the area where Piety had stood, using the key, and exit the area.

The Den is roughly the same layout it was before, grab the waypoint just inside the door then proceed on your way. You need not complete any objectives or kill any particular mobs here, so simply find the exit to **The Ashen Fields**.

The Ashen Fields is an easy zone to navigate. Simply follow the road to the old **Forest Encampment** where Greust awaits you.

Greust, under the influence of Ralakesh, is now aggressive towards the player and a boss of this Act. There are still some inherent dangers to the fight. The first thing to look for is a dark red blast rain which comes from an archer on the southern wall. It can do a surprising amount of damage. Both the Wolf and Hellion adds can deal substantial damage. The wolf will buff others with his howl and the Hellion has a Ground Slam ability. Once his puppers get low on health, Greust will enter the arena. His Spear Throw ability does high physical damage and inflicts a bleed. This combined with getting caught in the Blast Rain can quickly be Fatal. His other ability, Spear Barrage, does physical damage but does not have a bleed component. You can LoS the barrage with the large central totem. The totem of Ralakesh will occasionally grant Greust a damage reduction shield. This is another fight where movement is king and your kiting skills will pay off. When he is dead, his baseline Pantheon power will be available to you. You can turn in **The Master of a Million Faces** quest to Eramir for a Book of Skill.

From there proceed to [The Northern Forest](#). After finding the waypoint, search the map for [The Dread Thicket](#). [The Dread Thicket](#) contains two quests. First you must scout the zone to find [Fireflies](#) for Yeena. Secondly, in the [Den of Despair](#), you can fight the next God, Gruthkul. Gruthkul is not a main objective of the primary questline, so you can choose to defeat her now or at a later date. Gruthkul is one of the scarier bosses to fight at-level. I sometimes leave her til later if I'm having bad leveling RNG with gear.

Unless you really need an amulet upgrade, you do not need to do the quest [In Memory of Greust](#) from Helena.

She has several abilities, all which deal significant damage. The first is Upheaval, where she raises her claws and slams the ground creating an area of high physical degen which slows movement speed substantially. Her Roar ability is a channeled spell that launches a series of physical projectiles which are somewhat wispy in appearance and hard to see. She also occasionally emits a despair aura which stacks on you and slows you if you remain within melee range of her. Her Slam ability is very easy to spot as she raises herself up fully on her back legs. This ability is easily sidestepped. Like most boss fights, kiting is king here, and paramount to your success if ranged/caster/summoner. When she is dead, her baseline Pantheon power will be available to you. You can turn in [The Queen of Despair](#) quest to Eramir for a Book of Skill. If you gathered your [Fireflies](#) prior to entering Gruthkul's arena, you may portal or log out to return to town. Otherwise resume gathering the last few bugs you need.

Return to [The Northern Forest](#), and head north until you find the exit to [The Causeway](#). Here you will encounter Alva. Completing her quest here will allow her to be invited to your hideout. You can do this or return to [The Causeway](#) at any point in the future to unlock her. Towards the end of the zone, keep an eye out for a container containing [Kishara's Star](#). Turn this into Weyland for a Book of Skill. After this zone, you will enter [The Vaal City](#).

Easily one of the largest and most frustrating zones in the leveling process, you must find your way through the maze of ruins to find the central pyramid, waypoint, and Yeena. Luckily, there are only a few ways this zone can map out. Use [these pictures](#) [Karv](#) made to find the center quickly. When you turn in the Lighting the Way quest to Yeena, she uses the [Fireflies](#) to transform into a fiery fox and burns the thick webbing that blocked the entrance to [The Temple of Decay Level 1](#). Making your way through this zone and [The Temple of Decay Level 2](#), you'll soon find yourself outside the boss arena which contains Arakaali, aptly named [Arakaali's Web](#).

Arakaali's arena presents as much danger as she does, with a grid-like system of chaos crystals that shoot beams of chaos damage across the arena. Getting caught

by one of the beams can chunk away a sizable portion of your damage. Remember in these fights that deal a lot of Chaos damage, you will not have the resistance necessary to mitigate a substantial part of the incoming damage, and thus you must be extremely careful to avoid mechanics. Arakaali has no basic melee attack. She will always use one of her abilities. Her first ability, if you are in melee range is a Cleave attack. She will pull one of her front legs into the air and then swipe across the corner in melee range. If you are outside of melee range from her, she will lob a single projectile at you semi-regularly that does both chaos and physical damage. Next is her Web ability, which launches a cocoon to the ground that explodes dealing damage and leaving behind an aoe effect which will stack slowing effects on the player. Acid Spit is an AoE cone of chaos and lightning damage and the ground effect from this attack will persist for some time. Periodically beams coming from outside of the arena will weave a patchwork of danger, which serves to funnel the player towards the only safe zone, which will be in melee range of Arakaali. During the fight she will continually release cocoons that will summon adds but these can be taken care of easily.

At 50% she viciously murders Silk by eating him, which fuels some of her new abilities in stage two. Her first new ability is called Rip Tide, where she stomps her front legs, causing Chaos projectiles from the other side of the arena to converge on her location. The projectiles move surprisingly fast. Her second ability is some chaos lazer beams of her own, which strike several times in an AoE cone in front of her and can be sidestepped. Once she is defeated you will have completed the Mother of Spiders main quest, and her baseline Pantheon power will be available to you.

Once she is dead you may portal or logout to return to town and use a waypoint to proceed to the next act.

- = ACT VIII = -

Act VIII is home to one of the most deadly bosses in the game, Doedre. Once you arrive in Sarn again, head over to the left hand side to gain access to The **Toxic Conduits**. Lots of mobs deal chaos damage in the areas coming up to Doedre, so be extremely careful. From the **Toxic Conduits** proceed to **Doedre's Cesspool**. Continue onwards until you find Doedre's arena, which is named **The Cauldron**.

Doedre is a very scary boss, particularly on hardcore, because her mechanics have a high RNG element and low predictability. You'll definitely want to have two health flasks (one instant if possible) and a Granite flask on as well. You can portal out to play

it safe and refill flask charges during the encounter. Her abilities include a warp, where she will disappear and then explodes back into existence on top of the player for devastating amounts of damage. She is locked in the arrival animation once she starts so it's possible to dodge it with good reaction times. Staying close to her cuts down on her use of this spell. However by standing closer to her, you line yourself up to be hit by multiple other abilities of hers. She continually tosses out three projectiles which hit for moderate physical damage. Other times, she will conjure several aoe blood bubbles on the floor that will explode over time.

Like Arakaali, Doedre's arena presents just as much threat as she does, and the combination of bad management of arena effects and boss damage is often deadly. Like her totems in her other encounter, the colors reflect what type of effect to expect. Red (Vulnerability) arena randomly spawns bubbles that pop and will apply a stacking debuff that increases damage taken by up to 100%. Green (Enfeeble) arena has randomly spawning mobs which apply a stacking debuff that make you deal less damage by up to 70% reduced damage dealt. Purple (Chains) arena has purple clouds that apply a chaos damage degen and stacking debuff which makes you slower to a maximum of 70% slowed. Some strategies revolve around doing as much damage as possible and changing the arena color as often as possible before the effects stack up too much against you. However, for most leveling characters without good physical mitigation, red phase should be a hard pass as soon as the handle to the cauldron can be turned again.

Once she is dead, follow the door that opens to the waypoint, and head to the right towards [The Quay](#). Here you'll want to loot the [Ankh of Eternity](#) in order to help Clarissa attempt to restore Tolman. Clarissa is located in an area called [Resurrection Site](#). She will channel the power of the Ankh and it will summon waves of zombies until Tolman becomes active. Once he is active, just kite him around the arena as there's a mobile detonate dead ability that will track on you. This completes the [Love is Dead](#) quest for one Book of Skill. Exit the arena when done and continue onwards to the [Grain Gate](#).

Navigating the [Grain Gate](#) is fairly easy due to clues left in the form of mangled bodies. Fun! To find the way to [The Imperial Fields](#), check each doorway for either a murdered corpse of some chunky bits of one. If you find one, proceed to that next area and start looking for the next bloodied doorway. In this zone you'll want to find and eliminate the Gemling Legion for Maramoa. They only activate when you get relatively close to them, so you can take a bit of time to set up then dispatch them quickly.

Once you find the exit to [The Imperial Fields](#), follow the road to the waypoint, then continue to head up the center of the map until you find [The Solaris Temple](#). On the base floor of the Solaris temple you will find a waypoint, don't forget to grab it before

proceeding to [The Solaris Temple Level 2](#). Returning to the area where Dialla once stood, find Dawn, Harbinger of Solaris in the arena. Avoid his melee and his Scorching Ray (which has a very fast cast speed and thus turn radius), as well as the Fire placed on the ground by the Sun Orb, and the Beams of Fire that shoot down from the ceiling. He summons a cluster of swords on occasion, which deal physical damage. When defeated, the [Sun Orb](#) will drop from its location in the center of the room.

You may portal or log out to return to town at this point, then Return to the Waypoint in the [Temple of Solaris](#). If you've fought Dawn quickly enough, your instance of the temple may be active and you'll be able to explore the last undiscovered part, which will lead you to [The Solaris Concourse](#). Head down the main steps in order to find the waypoint, then proceed until you find [The Harbor Bridge](#).

Run across the Harbor Bridge and you'll find [The Lunaris Concourse](#). Head directly left along the outside map boundary to find access to the [Bath House](#). Head right once you're inside the door and follow it until you find the [Labyrinth Trial](#) for that area. Return to the beginning of the trial and double back some for the Entrance to the [High Gardens](#) if you passed it. At the end of this zone, you'll find the arena containing Yugul, Reflection of Terror. He is a bit of a scary boss mostly due to arena awareness. It is a very cluttered fight. There are mirror balls that slowly chase you which deal cold damage over time and slow you. Then there are turrets which pop out of the mirror pools which fire mirror projectiles at you. Yugul has several add phases, with the death of his adds spawning more mirror balls. It is a challenge to kite him, and stay out of all the other various effects. He has a charge effect, that is not unlike a shield charge, and a big chomp ability which is fairly choreographed and easy to spot. It does, however, do fairly substantial damage. Once he is defeated you will have completed the Reflection of Terror main quest, and his baseline Pantheon power will be available to you. Turn this quest into Hargan for one Book of Skill.

Once he is dead you may portal or logout to return to town.

Return to [The Lunaris Concourse](#), and ascend the stairs until you reach [The Temple of Lunaris](#). Similar to the Solaris Temple, head to [The Temple of Lunaris Level 2](#), find the arena and defeat Dusk, Harbinger of Lunaris. His fight isn't very difficult, consisting of projectile attacks that do cold and physical damage. There's a barrage ability that can be dangerous if you do not have chill and freeze immunity from a flask, as the first few hits can freeze/chill, locking you in place or slowing you down to not be able to get out of the others. The Moon Orb in the center of the room creates a dark vortex degen area which does fairly substantial damage over time and should be avoided. Once defeated, The [Moon Orb](#) will drop from its location in the center of the room.

You may portal or logout to return to town before returning to the Lunar Concourse once more. Re-enter the [Harbor Bridge](#) and run to the center of the bridge and Enter the [Sky Shrine](#). Here you will fight Solaris and Lunaris.

This is one of my favorite fights in PoE. At first the sisters burst out of the statue and begin fighting each other. They will mostly ignore you but you can cannon fodder to their abilities if you're not careful. Quickly DPS one sister to get her to leave the Arena.

While Lunar is the only sister active, she will continually throw her glaives at you which can be relatively easy to side-step. Solaris will periodically cover the arena in fire while she is in orb form. If in melee, Lunar can do a powerful combo attack where she hits three times in a row with her glaives. Another ability she uses is similar to cyclone, where she spins forward, releasing glaive projectiles as she travels along the path.

While Solaris is the only sister active, she will continually do a quick fire lance attack, as she does not have a regular melee attack. Lunar will periodically do a spell barrage, raining down projectiles down from the sky in a converging S shape while in orb form. Lunar will also leave behind areas of dark vortex degeneration, like her Harbinger. Solaris has other abilities, including a spear thrust which she uses when you are in melee range of her, and deals pure physical damage. She also does a Shield beam where a stationary scorching ray beam erupts from her shield as she holds it in a forward position. Lastly, she does an Energy Lance attack that sends a beam out that will split four ways, three times total, which essentially will cover half of the arena in a grid. Recognizing her wind-up animation and getting behind her will keep you from getting hit by this every time.

This will phase back and forth until one sister is dispatched. Whichever dies first will empower the other, and the living sister will now be granted the ability to self cast her "orb form" abilities at will.

With both sisters defeated you will be able to use their baseline pantheon powers. Exit the [Sky Shrine](#) to the [Blood Aqueducts](#).

You're on the home stretch, now! You'll be in maps soon™

-= ACT IX =-

A few quick trips up and down the [Blood Aqueducts](#) will allow you to gain experience efficiently, possibly upgrade gear, and level your gems. There is the added bonus of farming up a few Humility cards as well, if you're going for a Tabula Rasa. When you're feeling comfortable you can proceed with the rest of the Act.

Once you're in Highgate, head all the way up the stars to where you exited Act IV. This time follow the right outside map boundary to make quick work of pathing through [The Descent](#) until you arrive in [The Vastiri Desert](#). You'll want to look for the waypoint, then wander north or south until you find the Shrine that houses the storm blade. Touching the pillar in the middle will start the encounter, and once you defeat all the adds, the [Storm Blade](#) will drop. Head east until you hit the right side map boundary and look for the entrance to [The Oasis](#). Portal from here, turn in the Storm Blade Quest, talk to sin, then talk to the couple again to get [Bottled Storm](#). Run back to your portal and enter [The Oasis](#).

Follow the outer map boundary until you find the entrance to the arena which houses Shakari for the quest Queen of the Sands. She is not part of the main quest line and can be skipped until later if you prefer.

The Shakari fight is actually more frustrating than it is difficult. In her first phase she has fairly straightforward attacks. A tail slash, which is in melee range. A burrow and emerge attack where she goes underground and emerges under the player or where the player previously was. She also has a charge tail slam which has a very obvious channel animation before she deals massive damage to a circular area. This can be avoided by sidestepping the circle or running behind her. At half health she retreats, initiating a gauntlet of scorpion adds while she performs a sunder like ability, for the length of the gauntlet. Once to the other side and in the next arena, she begins stage two of her encounter. In addition to her already described abilities, she now has a chain burrow, where she will Free Willy all over the damn arena for 4 to 5 jumps. She also has an immune phase where she burrows in the sand, leaving her tail above the surface using the sunder like attack and summoning adds. Eventually, you'll get her down, and her baseline Pantheon power can be used right away.

Once she is dead you may portal or log out to return to town.

Head back to [The Vastiri Desert](#), and head north until you see the exit for [The Foothills](#).

You need not do the Calendar of Fortune quest unless you are needing regret points.

Travel along [The Foothills](#) until you find the waypoint and entrance to [The Boiling Lake](#). You'll want to head north until you encounter The Basilisk. Stay behind him as much as possible to avoid a majority of his attacks, including a channeled slow that will encase you in stone at a certain threshold of stacks. Once dead, you can loot [Basilisk Acid](#) from him, and log you may portal or log out to return to town.

Return to [The Foothills](#) waypoint and proceed to [The Tunnel](#). Don't forget to do your [Labyrinth Trial](#) while you are in this zone. When done, continue onwards to [The Quarry](#).

Once in [The Quarry](#), head up to the center of the map and grab the waypoint near Sin. The head east until you hit the outermapped boundary and search for the two side areas needed. The first is the arena that houses Garukhan and Kira. Garukhan is a Pantheon boss and can be saved for a later time.

The Garukhan fight only requires arena awareness and a staunching flask. Her abilities are fairly mild. Her first ability is a Charged Dash that is not unlike the skill gem. She then does a 3-hit Combo attack which consists of a slash, an AoE burst then another slash. Her more annoying ability is a Sandstorm Ambush where she creates a large tornado, then essentially phase walks to you and begins attacking you again. She cannot be targeted or damaged during this phase. At 66% and 33% Garukhan summons adds to fight for her, including Kira. The final 33% of Garukhan's life is marked by her ability to summon more clusters of tornadoes and you'll have to keep an eye out for safe areas free of twisters to fight her. Once Kira has been defeated, she drops the [Sekhema Feather](#) which is needed to complete the [Ruler of Highgate](#) quest. Once Garukhan is defeated her baseline Pantheon power can be used right away. You may portal or log out here to return to town, then return to [The Quarry](#).

From the waypoint head in the opposite direction from Garukhan's arena and start scouting for the entrance to [The Refinery](#). Scout the zone until you find the arena containing General Adus. His damage is lightning or phys and lightning, depending on ability. This boss fight is reminiscent of the Arakaali fight, with area of effects to avoid and the arena being cordoned off by lightning bolts, rather than chaos beams. Once he has been defeated head to the next room to grab the [Trarthan Powder](#). From here you may portal or log to return to town then back to [The Quarry](#).

With both items, Sin is able to open the pathway back inside [The Belly of the Beast](#). Quickly make your way through the zone which must smell completely terrible, and brave [The Rotting Core](#). Make your way into the [Black Core](#) and meet Sin. Here, he creates portals to each of the Depraved Trinity's realms.

Each of the corresponding zones have features that reflect the associated boss. Doedre's realm has totems, Shavronne's has lightning based mobs and lightning effects, and Maligaro's is full of chaos spitting spiders and bright purple wandering blade vortexes.

The fights are all reminiscent of previous fights against the trio except each has one major difference in their encounter. Doedre's Totems now can be destroyed which is very bad when she does her channeled scream attack. She'll teleport to the middle of the arena and unleash waves of damage which can be LoS'd by hiding behind one of her totems. Minions, totems, etc run the danger of killing off all of her totems, so make sure to have a portal ready to step out of the arena during this phase if you play in HC. Maligaro splits into clones and has a glaive throw. Shavronne now conjures a massive ball of lightning that will linger in an area for a time.

Now that you've defeated each of the three, now it is time to fight them all stitched up together. They will cast Storm Call, creating a spiral formation which will explode after a short time. They will also cast Blade Blossom which imbeds blades in the ground which fly upwards after a short delay. In addition, they will also cast Blood Projectiles which goes damage on impact and then again when they explode. Some more abilities include Sludge which creates a lasting area of effect which behaves like one of Doedre's cauldron arena and grants the respective debuff if you touch it. Lastly, they will conjure the large lightning balls but they will be red, and will restrict an area of the arena. Clever players can make these all stack up together on top of each other. At 75%, 50% and 25% health, they will retreat, summoning six scorpion adds that are easily dispatched. As soon as you see the blood start to rush in, you may portal or logout to proceed to the next Act.

YOU'RE ALMOST THERE!

- = ACT X = -

At long last, the final act. Once you zone into the waypoint in town, immediately head up the ladder to [The Cathedral Rooftop](#) to rescue Bannon once more. Turning in this quest will let you pick out another flask, should you need it. Otherwise run down the rooftop, descend the latter and make your way back to [The Ravaged Square](#). Head North along the left outer boundary just like in Act V to find the Ossuary and the waypoint. From there make your way back to the [Torched Courts](#) to

the [Desecrated Chambers](#) for another showdown with Avarius. If you're low on health and physical mitigation, he can be a bit tough so be wary of his degen beams and slash attack. Once he has been dispatched, you will want to take [The Staff of Purity](#) from him, and either portal or log out to return to town. Give the staff to Bannon who is then able to transform into Innocence. If you are in dire need of chest armor, this completes the Quest Death and Rebirth, to which Lani will award you with a 4L item.

The Vilenta rewards a Book of Skill and should be prioritized. She is located in the south of the zone in [The Prison Blocks](#). Vilenta can be tricky because she does high amounts of physical damage. Her immunity phase is also erratic and hard to anticipate. She has several abilities; The first is one where she slings a cluster of explosive projectiles at you. Another ability she does is a channeled beam which causes beams from all the associated thaumaturgy devices around to link up in unpredictable patterns. These beams must be avoided. A third ability of hers is a channeled barrage of smaller versions of the explosive projectile, and these cascade from her fairly quickly. Occasionally beams will channel thaumaturgy into her, increasing her size, attack speed and damage. While empowered she gains a mini sunder ability that ends in a tiny Kitava X explosion, and an overhand slam. While she is in the air, adds will pour into the arena and she will conduct a number of sweeping aerial strikes. These phases and abilities repeat until she is dead. Once she is dead you may portal or log out to return to town, turning in Vilenta's Vengeance to Lani for a Book of Skill.

[The Ossuary](#), next to the waypoint, is the location of your last [Labyrinth Trial](#) needed for Merciless Lab, which you can do before, or after Kitava. It is important to note your total resistances are bumped down again after facing Kitava again, if your damage and survivability is feeling pretty good, it's typically a good idea to do it before if SC.

Once all of that is sorted, head north from the Ravaged Square waypoint and Innocence will be waiting. He'll clear the horns of Kitava granting you access to [The Canals](#). Move through this area to [The Feeding Trough](#) and prepare yourself for the last fight in Story Mode. Sin and Innocence await you outside the arena and will enter and "assist" you through the fight.

This encounter with Kitava is similar but far more deadly than his Act V debut. This fight should not be taken lightly. An inexperienced player, even with reading this guide can still expect to die in this fight several times. If new and HC, this fight will leave you in abject pants-shitting terror your first time through. That's okay, too.

Once you enter the arena, you'll see some of his new spells, the first of which is Death Breath. It is a cone of fire damage that can be pointed in the center, left, or right depending on where the player was standing when he began his cast. You can side step it to move to a safer part of the arena. Next is the return of Devouring Darkness

which is the creeping degen that covers a good portion of the arena. Another new ability he has is Beam Sweep, where he channels and releases a laser beam from left to right across the arena. Sometimes he will do one, sometimes he will do a couple in a row depending on where the player is standing. The Swipe returns to the menu, with Kitava dragging his arm across the arena dealing physical damage. He can swipe left or right, but cannot superlike. During this encounter he will summon Kitava's Heralds which are the big winged mobs with the painful projectile attack, just in case you ran out of things to dodge and avoid. The X-Blast returns as well, which is the ability that has 4 converging chain explosions that does significant damage and should be avoided. His "tell" for using this ability is that he will turn over one of his hands briefly and it will start to glow red before he casts it.

At 80% health, Sin and Innocence channel on Kitava, exposing his heart. The heart summons a cluster of adds, but there are two unique adds that should be watched for. The first is the Shaman of the Feast, which has a painful physical projectile and barrage ability. The other unique add is Champion of the Feast which has a sunder-like ability that explodes at the end and uses flicker strike.

Once the heart reaches 75% Kitava scoops it back into his chest. At 60% life, when he lets go of Sin, Kitava gains a new ability, aptly named the X-Nuke. He marks several areas of the arena with X-shaped glyphs, then raises his hands in the air to detonate them. These should be avoided at all costs. Kitava can now also place his infamous Disco Ball, which can be summoned in the center, left or right of the arena, depending on where the player was when he began casting it. The disco ball will randomly fire beams beneath it, essentially restricting a portion of the arena from use. While you can duck under a disco ball briefly, prolonged time under it can be quite detrimental.

At 40% health, Sin and Innocence channel on Kitava, exposing his heart, which prompts another heart phase, which is indifferent to the one at 80%.

Once the heart reaches 50% Kitava scoops it back into his chest. He snags Innocence from the air this time for a while. At 20% he releases innocence, gaining a few last abilities. His disco balls now have a 33% reduced cooldown, meaning sometimes there could even be two disco balls up at the same time. His Death Breath is now arena-wide save a tiny sliver of platform opposite to the side he casts on. So if he 420's it from left to right, then you need to get to the right side of the area and smoosh yourself up against the invisible wall there. The 'blaze it and praise it' also has a very distinct sound cue that sounds like something striking metal and a bull whip at the same time.

When Kitava reaches 0%, his heart is ejected from his chest one last time and players must DPS it from 50% down. This last phase is particularly dangerous because twice as many adds are summoned including two Shaman of the Feast.

Once the heart reaches 0%, Sin and Innocence skewer it, causing Kitava to perish, and a portal to Oriath forms after you speak with Sin.

-= CONGRATULATIONS =-

Proceed to the epilogue and don't forget to pick up the last Book of Skill that awards two points and the movement speed recipe in town! It's located on the left side of the stairs behind Sin and Innocence. You're all done! Just do some annoying quests for Kirac and you're golden!

I hope this guide has been both informative and helpful. If you enjoyed this guide, please do me a favor and check out my various social media and streaming accounts and resources.

- Twitch: <https://www.twitch.tv/brittleknee>
- Youtube: <https://www.youtube.com/brittlekneetv>
- Twitter: <https://twitter.com/brittlekneetv>
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Thank you so much and have a great time leveling!

