



Author
havoc616

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Path of Exile 2 Campaign Walkthrough

Early Access

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Our Path of Exile 2 Campaign Guide walks you through the game's first three Acts. This general guide is designed to work for any class or build. It covers each Zone, Quest, and Boss to streamline campaign progression. There are 3 acts available in the early access, but there will be 6 Acts for the full release of the game. As a temporary measure for early access, you complete Acts 1 to 3 twice in both Normal and Cruel difficulties to reach the endgame.

! Warning

There are Storyline Spoilers ahead! Proceed at your own risk!

Early Access

Path of Exile 2 is currently in early access, which means updates occur frequently, and details are subject to rapid change. Pin the post to be notified of future updates.



Act 1

As the game opens, the Iron Count sentences you to death, and then, after narrowly escaping execution, you begin Act 1 on a beach. If this sounds familiar, that's because these are the same story beats you experienced at the beginning of the original Path of Exile campaign. From here, you continue by exploring dark forests, dank sepulchers, and blighted landscapes in an attempt to track down the Seed of Corruption and confront the twisted horrors hiding in the Count's mansion.



The Riverbank

Waypoint: No

Boss: Bloated Miller

Quests: Reaching Clearfell (Uncut Skill Gem Level 1)

This is where the game begins. Select a movement type, walk forward and speak to the wounded man. Defeat the Zombie to loot your starting weapon, then equip it before progressing forward.

Toward the middle of the zone, you find a Large Chest containing your first Skill Gem.

Follow the tutorial prompts:

- To socket your Skill Gem into the Skill Gem Panel (Default Hotkey: G)
- Left Click the Skill Icon & Place it on your Skill Bar

Continue travelling forward until you find The Bloated Miller.

Defeat the Bloated Miller, collect your loot, and head to The Clearfell Encampment.

The Clearfell Encampment (Town)

NPCs: Renly; Una; Finn

The Clearfell Encampment is the first town in Path of Exile 2.

Towns are safe zones and serve as a central hub, featuring:

- A Waypoint
- Your Stashes
- A Healing Well
- & NPCs

NPCs act as vendors, progress various questlines, or offer quest rewards.

The Clearfell Encampment has 3 NPCs by default:

- **Renly:** Sells Weapons, Body Armours, Helms, Gloves, Bloots, Shields, Quivers & Belts.
- **Una:** Sells Sceptres, ES Shields, Wands, Staves, Life Flasks, Mana Flasks, Wisdom Scrolls, Rings, Amulets & Charms. Una can also Disenchant Magic Items & Rare Items for Transmutation or Regal Shards.
- **Fin:** allows you to Gamble Gold for Items of an unknown rarity.

Disclaimer about NPCs: Only NPCs that can be found in each town by default are listed. A temporary league may add additional NPCs you can interact with as part of that league's unique mechanic.

Clearfell

Waypoint: Yes

Bosses: Beira of the Rotten Pack (**Head of the Winter Wolf:** Grants +10% to Cold Resistance)

Quests: None

Clearfell is the second monster-inhabited zone and contains no immediate quest objectives.

In the centre of the zone, players can find Beira of the Rotten Pack; an ice themed unique boss. Defeating Beira will provide the Head of the Winter Wolf, a permanent consumable buff granting +10% to Cold Resistance. It is possible to immediately defeat Beira, as a Level 2 character; but can also be completed later.

On the right side of the Zone, players can find the entrance to the Mud Burrow along with a Waypoint. Near the top right, players can find the exit to The Grelwood.

The Mud Burrow

Waypoint: No

Bosses: The Devourer (Optional)

Quests: Treacherous Ground (**Uncut Support Gem Level 1, Gold**)

The Mud Burrow is a narrow winding zone with an optional quest to Defeat the Devourer. The Devourer is a physical and chaos themed boss. The Devourer's abilities are telegraphed and can be avoided with careful positioning and movement. The Devourer's chaos projectile barrage in particular can be avoided with Dodge Roll invincibility frames.

The Grelwood

Waypoint: Yes

Bosses: Gerung, the Brambleghast (Optional), Areagne, Forgotten Witch (Optional)

Quests: Secrets in the Dark

Points of Interest: Tree of Souls, The Red Vale

The Grelwood is an open forested area and is host to a multiple zone questline.

Players can choose to either

- Search the Grelwood for the Tree of Souls before progressing to the Red Vale.
- Or can first progress to the Red Vale and search for the Tree of Souls afterward.

Areagne, Forgotten Witch, is an optional miniboss that can be difficult to defeat on a low level character, due to her frequent use of teleportation, cold degens and curses. Defeating Areagne for the first time rewards an Uncut Support Gem Level 1. Located inside her hut is a Cauldron, which drops a Medium Life & Mana Flask. Note: you can open the Cauldron without defeating Areagne.

Author's Note: It is recommended you search for the Red Vale first but if you encounter the Tree of Souls first, then lucky you!

The Red Vale

Waypoint: Yes

Bosses: The Rust King

Quests: Secrets in the Dark

Points of Interest: 3 Obelisks of Rust

The Red Vale is an open zone and contains 3 Obelisks of Rust. When interacting with an Obelisk of Rust, a wave of monsters spawn that need to be defeated to acquire 3 **Runed Girdle** quest items.

Upon interacting with the third and final Obelisk of Rust, The Rust King spawns instead of a wave of monsters. Defeating the Rust King drops the last **Runed Girdle**.

After acquiring all three **Runed Girdles**, head to town and speak to Renly, to acquire the **Runed Spikes** quest item. Afterward, return to the Old Forest and search for the Tree of Souls.

Return to The Grelwood

Waypoint: Yes

Bosses: Gerung, the Brambleghast (Optional)

Quests: Secrets in the Dark

Points of Interest: Tree of Souls, The Grim Tangle

After acquiring the **Runed Spikes**, return to the Grelwood and search for the Tree of Souls, Summon Una (if you haven't already), and stab the **Runed Spikes** into the three Runic Seals.

Speak to Una, head to town, and speak to Una again to complete the Secrets in Dark Quest. Afterward, head back to the Grelwood and search for The Grim Tangle.

The Grim Tangle

Waypoint: Yes

Bosses: Ervig, Rotted Druid (Optional)

Quests: The Mysterious Shade

The Grim Tangle is another narrow winding zone and contains no immediate quest objectives. Players should navigate through the zone, in search of the Cemetery of the Eternals.

Cemetery of the Eternals

Waypoint: Yes

NPCs: Lachlann the Lost

Quests: Sorrow Among Stones

Points of Interest: Tomb of the Consort, Mausoleum of the Praetor

The Cemetery of the Eternals is an open area and is host to another multiple zone questline. Players need to search for the Tomb of the Consort & the Mausoleum of the Praetor, defeating the bosses inside, before returning to the Cemetery of the Eternals and speaking to Lachlann the Lost.

Author's Note: There is no meaningful difference in which zone you complete first. Completing the zones in the order you find them is recommended!

Tomb of the Consort

Waypoint: Yes

Bosses: Asinia, Praetor Consort

Quests: Sorrow Among Stones

The Tomb of the Consort is another underground zone and is home to Asinia, Praetor Consort.

Search for and defeat Asinia, to acquire [Asinia's Memorial Key Piece](#).

The Mausoleum

Waypoint: Yes

Bosses: Draven, Eternal Praetor

Quests: Sorrow Among Stones

The Mausoleum of the Praetor is another underground zone and is home to Draven, Eternal Praetor.

Search for and defeat Draven, to acquire [Draven's Memorial Key Piece](#).

Return to the Cemetery of the Eternals

Waypoint: Yes

NPCs: Lachlann the Lost

Bosses: Lachlann of Endless Lament

Quests: Sorrow Among Stones, Mysterious Shade

Points of Interest: The Memorial Gate

After acquiring both Memorial Key Pieces, return to the Cemetery of the Eternals and open the Memorial Gate near Lachlann the Lost. Follow Lachlann the Lost to his family's grave site, where he transforms into Lachlann of Endless Lament.

Defeat Lachlann of Endless Lament and pick up Count Lachlann's Ring. Head forward to the Hunting Ground, take the waypoint to town, speak to Una, and witness the revival of the Hooded One.

The Hunting Grounds

Waypoint: Yes

Bosses: The Crowbell (Optional) ([2 Weapon Set Passive Skill Points](#))

Quests: None

Points of Interest: Freythorn, Ogham Farmlands

The Hunting Grounds is an open zone inhabited by extremely dangerous monsters, extra care is required to progress forward safely. The Crowbell is an optional boss that provides 2 Weapon Set Passive Skill Points if defeated. Completing the boss upon first entering the zone is possible, but players can choose to complete the boss at a later time.

Connected to the Hunting Grounds are the Freythorn and the Ogham Farmlands. It is recommended to find the Freythorn first before progressing forward, as the optional boss inside will provide +30 Spirit and a Persistent Skill Gem.

Freythorn

Waypoint: Yes

Bosses: The King in the Mists (**Gembloom Skull**: +30 Spirit, **Uncut Spirit Gem Level 4**: Creates a Persistent Buff Skill Gem at Level 4)

Quests: Ominous Altars (Optional) (A Normal Rarity **Ruby**, **Sapphire** or **Topaz** Charm)

Points of Interest: 3 Ritual Altars

Freythorn is hoisted above the Hunting Grounds, it is composed of narrow wooden walkways and filled with dangerous ritual enemies. This is home to the King in the Mists.

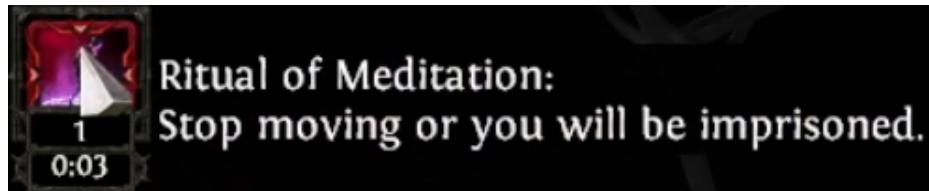
Search for the three Ritual Altars, interact with them, and defeat the newly spawned enemies to cleanse the Ritual.

After cleansing three Ritual Altars, head to the top of the zone, in search of a much larger Ritual Altar. Clear the enemies surrounding it and interact with the larger Ritual Altar to begin the final Ritual, spawning another wave of monsters. Defeat the monsters and the King in the Mists spawns.

The King in the Mists is a multi-phase, physical, and chaos themed boss, with both ranged and melee abilities. During the fight, the King in the Mists will cast either a purple or red debuff on you.

If the debuff is purple: keep moving to avoid being frozen.

If the debuff is red: stand still to avoid being frozen. Standing still can be dangerous, so either maintain distance before the red debuff is cast, or, build up the boss's stagger bar and stun them when afflicted by the red debuff.



This is the red debuff



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Author's Note: Check out our [Act 1 Boss Guide](#) if you are struggling with this encounter.

Ogham Farmlands

Waypoint: Yes

Bosses: None

Quests: The Lost Lute (Optional) (2 Weapon Set Passive Skill Points)

Ogham Farmlands is an open zone with an optional quest: The Lost Lute. To complete the Lost Lute: search for a hut containing Una's Lute, Loot Una's Lute, and speak to Una in Town to acquire 2 Weapon Set Passive Skill Points.

Ogham Village

Waypoint: Yes

Bosses: The Executioner

Quests: The Trail of Corruption (Uncut Skill Gem Level 5), Finding the Forge (Optional) (Unlocks the Salvage Bench)

Ogham Village is a fiery village and contains the Executioner, a required boss to progress forward; and an optional but recommended quest, Finding the Forge which unlocks the Salvage Bench.

To complete Finding the Forge: search for Renly's [Smithing Tools](#) and bring them back to Renly in town.

To complete the Trail of Corruption, search for and defeat The Executioner. The Executioner is a physical and fire themed boss, with extremely lethal slam abilities. Pay careful attention to the Executioner's animations to either walk out of or Dodge Roll away from his abilities.

After defeating the Executioner, free the prisoner at the top of the platform, travel forward to the Courtyard, and take the Waypoint to town to speak to Leitis for an Uncut Skill Gem Level 5.

The Manor Ramparts

Waypoint: Yes

Quests: None

Bosses: None

The Manor Ramparts is an open zone with no quests or bosses. Progress forward and search for the Oghman Manor.

Oghman Manor

Waypoint: Yes

Bosses: Count Geonor (Unlock Act 2), Candlemass (**Candlemass' Essence:** Grants +20 to Maximum Life)

Quests: The Mad Wolf of Ogham

The Oghman Manor is a multi-floor indoor zone that contains Count Geonor, a required boss to progress forward; and an optional but recommended boss, Candlemass, that grants a +20 to Maximum Life buff.

Candlemass is located on the first floor and is a fire themed boss, with both ranged and melee attacks.

Count Geonor, is found on the final floor and is a multi-phase, physical and cold themed boss.

During the first phase, Count Geonor fights you in both human and wolf form. Upon lowering Count Geonor to below half health, he permanently transitions to wolf form and disappears into an arena-wide fog.

During the fog phase normal monsters spawn to provide flask charges. As the fog phase progresses, Count Geonor speaks various voice lines; and at the end of each voice line lunges at you from the fog.

After the fog dissipates, Count Geonor returns in wolf form, with extra abilities. Carefully watch his animations and pay attention to arena-wide AoE abilities.

After defeating Count Geonor, return to town and speak to the Hooded One, selecting the “Follow the Beast’s trail” dialogue option to progress to Act 2.

Author's Note: Check out our [Act 1 Boss Guide](#) if you are struggling with this encounter.

Act 2

You pursue Countess Oriana and the Seed of corruption into Act 2. This takes you to the Vastiri plains where you explore vast deserts, ancient ruins and twisting underground caverns. Here, you encounter the Ardura Caravan, a Maraketh tribe. They are locked in battle with the Faradun who of late have gained a significant amount of power. The Faradun are wielding corruption, but the Ardura have a secret weapon; You. During this act you have a bit more freedom to pick the order in which you complete objectives.



Vastiri Outskirts (Combat Town)

Waypoint: Yes

NPCs: The Hooded One; Zarka

Bosses: Rathbreaker

Quests: Earning Passage (Uncut Skill Gem Level 5)

The Vastiri Outskirts is the first town in Act 2. You find Hyenic Raiders attacking at the edge of town, transitioning into a combat zone.

Search the combat portion of the Vastiri Outskirts for Rathbreaker; a physical themed boss. Defeating Rathbreaker during progression can be challenging; that said here are some tips:

Before the fight:

- Consider equipping various armour pieces for physical damage mitigation and life recovery to stay near full HP.
- Equip a single target ability for Rathbreaker, an AoE ability for swarming enemies, and a crowd control ability for safety.

During the fight:

- Avoid positioning near the Cliffs at the top of the arena. As ranged enemies above throw javelins at your character if you come within range.
- These enemies also fire a rectangular javelin barrage, regardless of your position in the arena. The rectangular javelin barrage progresses quickly but not instantly, giving you time to reposition.
- Pay careful attention to Rathbreaker's animations and attack patterns; as they are all avoidable with timed dodge-rolls or pre-planned movement.
- During the fight, Rathbreaker may occasionally summon a swarm of Hyena demons. Consider saving crowd control or AoE abilities to avoid getting surrounded.

- After defeating Rathbreaker, the fight isn't over! Ranged enemies from the cliffs above jump down into the arena, joined by a final swarm of Hyena demons.

If the fight is too difficult and the tips above do not help, consider farming the combat area before the boss for character levels and gear upgrades.

After defeating Rathbreaker and the final swarm of enemies, return to the Vastiri Outskirts and speak to Zarka to unlock the Ardura Caravan and for an Uncut Skill Gem Level 5.

Author's Note: Check out our [Act 2 Boss Guide](#) if you are struggling with this encounter.

The Ardura Caravan (Town)

NPCs: The Hooded One; Shambrin; Zarka; Sekhema Asala

The Ardura Caravan is the second town in Act 2.

Speak to the Hooded One and Sekhema Asala to unlock the Desert Map. Interact with the Desert Map and travel to the Mawdun Quarry, to investigate the Trail of Corruption.

Note: Quest Locations have a Golden Chisel above the zone icon to help locate the next area to travel to.



The Golden Chisel

The Ardura Caravan has 4 NPCs by default and 1 unlockable NPC as the quests progress:

- **The Hooded One:** Identifies items for free and Refunds Passive Points for Gold.
- **Shambrin:** Sells Weapons, Body Armours, Helms, Gloves, Bloots, Shields, Quivers & Belts.
- **Zarka:** Sells Sceptres, ES Shields, Wands, Staves, Life Flasks, Mana Flasks, Wisdom Scrolls, Rings, Amulets & Charms. Zarka can also Disenchant Magic Items & Rare Items for Transmutation or Regal Shards.
- **Sekhema Asala:** is frequently spoken to progress various quests.
- **Risu:** allows you to Gamble Gold for Items of an unknown rarity. She does not initially appear by default and is unlocked after defeating Rudja, the Dread Engineer.

Mawdun Quarry

Waypoint: Yes**Bosses:** None**Quests:** The Trail of Corruption

The Mawdun Quarry has a mix of both narrow passages and open areas. It also contains no immediate quest objectives. Players should navigate through the zone, in search of the Mawdun Mine.

Mawdun Mine

Waypoint: Yes**Bosses:** Rudja, the Dread Engineer**Quests:** The Trail of Corruption

The Mawdun Mine is a narrow winding zone and is home to Rudja, the Dread Engineer; a fire themed boss, with hard-hitting ranged and melee abilities. Defeating Rudja requires careful positioning and timely dodge rolls. Equipping a Ruby Charm or gear with extra Fire Resistance is recommended.

After defeating Rudja, free Risu, Faridun Defector from their cage and speak to them. Return to town, head to the lead cart and speak to both Risu & Sekhema Asala. Then use the Desert Map to travel to the Halani Gates.

The Halani Gates

Waypoint: No**NPCs:** Sekhema Asala**Quests:** Trail of Corruption

The Faradun have closed the Halani Gates! Speak to Sekhema Asala and return to the Ardura Caravan.

Head to the lead cart, speak to both Risu & Sekhema Asala, and use the Desert Map to travel to the Traitor's Passage, an alternate entrance to the Halani Gates.



The Traitor's Passage location appears as the Halani Gates on the Desert Map.

Traitor's Passage

Waypoint: Yes

Bosses: Balbala, The Traitor (Optional: Djinn Barya)

Quests: Trail of Corruption

The Traitor's Passage is a dark cavernous zone, with the primary objective being to search for an entrance to the Halani Gates.

While exploring the zone, players may encounter Balbala, the Traitor. Defeating Balbala drops a Djinn Barya and unlocks the [Trial of the Sekhemas](#); the first available method for ascension.

During progression, defeating Balbala may be difficult. It is recommended to acquire extra levels and gear before attempting the fight.

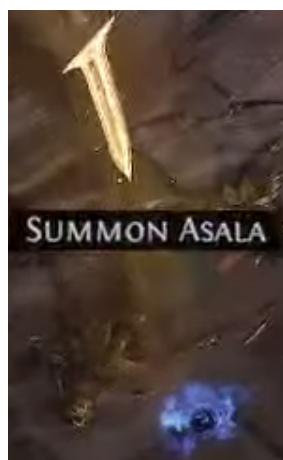
The Halani Gates

Waypoint: Yes

Bosses: Jamanra, the Risen King ([Uncut Skill Gem Level 7](#)), L'im the Impaler (Optional: [Uncut Skill Gem Level 6](#))

Quests: Trail of Corruption

The Halani Gates is an outdoor zone featuring three gates separated by desert-like areas. Begin by searching for the Summon Asala quest object, who opens gate levers as you protect her from attacking enemies. The primary objective is to open all three gate levers to catch the corrupted caravan.



Interact with this object to summon Asala.

Upon reaching the third gate lever, it becomes clear that it has been destroyed by the beast. Progress forward to find Jamanra, the Risen King; a physical and lightning themed boss.

Attempt to defeat Jamanra, who at low HP retreats to the corrupted caravan. In the corner of the arena, stairs appear, take them and chase the corrupted caravan into the sandstorm.

Unfortunately, the sandstorm is impassable for now, return to the Ardura Caravan and speak to Zarka for an Uncut Skill Gem Level 7. Afterwards, head to the lead card and speak to Sekhema Asala to unlock the next three quest objectives.

Author's Note: The next three quest objectives can be completed in the order of your choosing. However, traveling to the Mastodon Badlands and Keth, before travelling to the Valley of the Titans is recommended, to simultaneously complete the Ancient Vows; an optional quest that provides a permanent character buff. The goal is to complete all three quests for the [Horn of the Vastiri](#) quest item.

Mastodon Badlands

Waypoint: Yes

Bosses: None

Quests: [A Theft of Ivory](#) ([Mastodon Tusks: Uncut Support Gem Level 1](#)), [Ancient Vows](#) (Optional: [Sun Clan Relic](#))

Use the Desert Map to travel to the Mastodon Badlands, an open area, inhabited by ritualistic summoners, shielded beasts and more. Search the Mastodon Badlands for the entrance to the Bone Pits.

The Bone Pits

Waypoint: Yes

Bosses: [Iktab, the Deathlord](#) & [Ekbab Ancient Steed](#)

Quests: [A Theft of Ivory](#) ([Mastodon Tusks: Uncut Support Gem Level 1](#)), [Ancient Vows](#) (Optional: [Sun Clan Relic](#))

The Bone Pits is another open zone, similar in nature to the Mastodon Badlands. The primary objective is to find and defeat Iktab, the Deathlord & Ekbab, Ancient Steed to acquire the [Mastodon Tusks](#) quest item. Once you've acquired the [Mastodon Tusks](#), return to the Ardura Caravan and speak to Zarka for an Uncut Support Gem Level 1.

While searching for Iktab & Ekbab, you may find a [Sun Clan Relic](#). It is recommended to clear the zone until you find it, to then eventually complete the Ancient Vows quest.

Keth

Waypoint: Yes

Bosses: Kabala, Constrictor Queen (Optional: 2 Weapon Set Passive Skill Points), Ancient Vows

(Optional: Kabala Clan Relic)

Quests: The City of Seven Waters (The Essence of Water: Uncut Support Gem Level 1)

Use the Desert Map to travel to Keth, an open desert-like area, inhabited by skeletal enemies, scarabs, golems and more. The Scarabs and beetles in Keth are lightning enchanted, so take care when encountering them.

Search Keth for the entrance to the Lost City. While doing so, you may encounter Kabala, Constrictor Queen, an optional boss who rewards 2 Weapon Set Passive Skill Points if defeated.

The Lost City

Waypoint: Yes

Bosses: None

Quests: The City of Seven Waters (The Essence of Water: Uncut Support Gem Level 1), Ancient Vows (Optional: Kabala Clan Relic)

The Lost City is an underground area with no quests or bosses. Progress forward and search for the Buried Shrines.

While searching for the Buried Shrines you may find a **Kabala Clan Relic**. It is recommended to clear either the Lost City or the Buried Shrines until you find it, to then eventually complete the Ancient Vows quest.

Buried Shrines

Waypoint: Yes

Bosses: Azarian, The Forsaken Son

Quests: The City of Seven Waters (The Essence of Water: Uncut Support Gem Level 1), Ancient Vows (Optional: Kabala Clan Relic)

Points of Interest: Elemental Shrine (A Magic Rarity **Ruby**, **Sapphire** or **Topaz** Ring)

The Buried Shrines is another underground area and is home to Azarian, The Forsaken Son; a fire themed boss. Defeating Azarian requires strong positioning, timely dodge rolls and extra fire resistance.

Before fighting Azarian, players can search for the Elemental Shrine, a room which contains 3 Offerings. Choosing an Offering grants a resist ring:

- Fire: **Ruby** Ring
- Water: **Sapphire** Ring
- Lightning: **Topaz** Ring

Selecting the Offering of Fire for a Ruby Ring is recommended to gain extra fire resistance before battling Azarian.

In the four corners of Azarian's arena are large destructible pots that when destroyed, engulf a corner of the arena with burning ground. If all four pots are destroyed, a safe area is solely present in the centre of the arena. The burning ground can be mitigated with life regeneration or fire resistance, or avoided entirely by carefully positioning Azarian, to prevent his attacks from breaking the pots.

After defeating Azarian, the entrance to the Water Goddess opens. Speak to the Water Goddess, interact with the [Everburning Cinders](#), ignite the Goddess and loot The Essence of Water quest item. Return to the Ardura Caravan and speak to Zarka for an Uncut Support Gem Level 1.

While searching for Azarian you may find a [Kabala Clan Relic](#). It is recommended to clear either the Lost City or the Buried Shrines until you find it, to then eventually complete the Ancient Vows quest.

Valley of the Titans

Waypoint: Yes

Bosses: None

Quests: [A Crown of Stone](#), [Ancient Vows](#) (Optional: 30% increased Charm Charges gained or 15% increased Mana Recovery from Flasks)

Points of Interest: 3 Ancient Seals

Use the Desert Map to travel to the Valley of the Titans, an open red-sanded zone, with colossal skeletal giants, skittering golems and more. Search the Valley for 3 Ancient Seals. Interacting with the third Ancient Seal opens the entrance to the Titan Grotto. The point of view zooms out as you approach its entrance.

While progressing through the zone, you can find a Relic Altar near the waypoint. Place the previously found Kabala Clan and Sun Clan Relics into the Altar to choose between the following two character buffs:

- 30% increased Charm Charges gained
- 15% increased Mana Recovery from Flasks

If you would like to change your buff you can always return to the Altar and select a different option.

The Titan Grotto

Waypoint: Yes

Bosses: Zalmarath, the Colossus

Quests: [A Crown of Stone](#) ([Flame Ruby: Uncut Support Gem Level 1](#))

The Titan Grotto is an underground zone inhabited by electrocuting bats, large spiders, goliaths, and more. Players need to search for and defeat Zalmarath, the Colossus; a physical themed

boss.

During the fight, Zalmarath casts various arena-covering or arena-altering abilities. Players need to position carefully to avoid damage from either Zalmarath or the environmental dangers he activates. Search for the three Ritual Altars, interact with them, and defeat the newly spawned enemies to cleanse the Ritual.

After defeating Zalmarath, loot the Flame Ruby quest item, return to the Ardura Caravan and speak to Zarka for an Uncut Support Gem Level 1 and the [Horn of the Vastiri](#) quest item.

Afterwards, use the Desert Map to travel to the Halani Gates. Then, head to the top of the Ardura Caravan and Sound the Horn to clear the Sandstorm



Sound the Horn at the top most point of the Ardura Caravan.

Once you've cleared the Sandstorm, speak to Sekhema Asala and use the Desert Map to travel to Deshar.

Deshar

Waypoint: Yes

Bosses: None

Quests: [The Trail of Corruption](#), [Tradition's Toll](#) (Optional: 2 Weapon Set Passive Skill Points)

Deshar is an open zone, inhabited by undead enemies, poisonous vultures, porcupine goliaths and more. Search for the Path of Mourning, and optionally for the Fallen Dekhara for 2 Weapon Set Passive Skill Points.



After interacting with the Fallen Dekhara, you can loot the Final Letter. Return it to Shambrin in town for your reward.

Path of Mourning

Waypoint: Yes

Bosses: None

Quests: The Trail of Corruption

The Path of Mourning is built above Deshar, composed of interconnected rooms and narrow fortified walkways. There are no quests or bosses in this zone. Progress forward and search for the Spires of Deshar.

The Spires of Deshar

Waypoint: Yes

Bosses: Tor Gul, the Defiler

Quests: The Trail of Corruption

Points of Interest: Sisters of Garukhan (Optional: +10% Lightning Resistance)

The Spires of Deshar is another elevated zone and is home to Tor Gul, the Defiler; a physical, fire and poison themed boss.

Search for and defeat Tor Gul, then return to the Ardura Caravan, speak to Sekhema Asala, and use the Desert Map to travel to the Dreadnought.

Before leaving the zone, make sure to locate the Sisters of Garukhan. Interact with it to gain +10% Lightning Resistance.

The Dreadnought

Waypoint: Yes

Bosses: None

Quests: The Trail of Corruption

The Dreadnought is a series of moving connected carts with no quests or bosses. Fight your way forward to the Dreadnought Vanguard.

Author's Note: Author's Note: Farming extra levels and upgrading gear in either the Dreadnought or the Dreadnought Vanguard is recommended due to the high monster density and the upcoming difficulty of the final act boss.

Dreadnought Vanguard

Waypoint: Yes

Bosses: Jamanra, the Abomination

Quests: The Trail of Corruption

The Dreadnought Vanguard is the final zone in Act 2. Continue to fight your way towards the lead cart, to begin the final battle with Jamanra, the Abomination; a physical and lightning themed boss.

During Phase 1 of the fight, Jamanra attacks with a mix of lightning spells and environment altering abilities:

- Jamanra most often throw exploding lightning bolts or casts various AoE lightning tendril-like spells
- As the fight progresses Jamanra summons two moving lightning pylons that arc between each other. There are two lightning pylon variations, one variation aggressively chases the player, requiring consecutive dodge rolls to avoid.
- Jamanra may also summon an arena-wide gust of wind. Stand near Sekhema Asala to shield your character, while clearing the newly spawned trash monsters for flask charges.

Upon reaching ~60% HP, Jamanra decapitates the head of the cart, allowing the Countess escape with the Beast, leaving you to face him in a small circular arena for Phase 2 of the fight.

Phase 2 is similar to Phase 1, but introduces a couple of AI and ability changes:

- Jamanra primarily attacks with his very large sword; either sundering the ground or cleaving a large area in front of him.
- The sunder attack has a long wind-up, that is telegraphed by Jamanra enchanting his sword, raising it above him, and slamming it into the ground. This triggers an AoE explosion near the

boss, followed by a rapidly moving shockwave. Keeping your distance gives your character more time to Dodge Roll out of the damaging area.

- The cleave attack follows a similar pattern, where he first enchants his sword, before cleaving the area in front of him in a semi-circle pattern. To avoid damage, players can either play in melee range and Dodge Roll behind him or play at range and use Dodge Roll invincibility frames.
- Jamanra continues casting various targeted and AoE lightning spells, now with greater potency.
- The Lightning Pylons from Phase 1 also return in Phase 2, however this time they are stationary. Travelling through the electrical gates between them, inflicts the shocked debuff, increasing damage taken.
- Lastly, in addition to all of his direct abilities, Jamanra also summons moving tornadoes or lightning portals. The tornadoes slowly damage your character if you stand inside them. The lightning portals fire a stream of lightning bolts, again damaging your character.

After defeating Jamanra, Sekhema Asala appears, speak to her, so she can strike one final blow. Afterwards, return to the Ardura Caravan, speak to the Hooded One, and at last, to Sekhema Asala, selecting the “Travel to the Sandswept Marsh” option to progress to Act 3.

Author's Note: Check out our [Act 2 Boss Guide](#) if you are struggling with this encounter.

Act 3

The Jungles around Utzaal hide many secrets, including lost knowledge on how to control corruption. In pursuit of this knowledge, you need to explore the vast jungles and expansive zones. You team up with Alva Valai to search for the lost Vaal city of Aggorat. Battle jungle monstrosities, mindless constructs and the risen dead. Then, buckle in for a time-traveling finale where you go back to experience Aggorat in all of its glory.



Sandswept Marsh (Combat Town)

Waypoint: Yes

NPCs: The Hooded One; Zarka

Bosses: Rootdredge (Optional: Uncut Skill Gem Level 9)

Quests: Legacy of the Vaal

Points of Interest: Orok Campfire (Optional: Lesser Jeweller's Orb), Hanging Tree (Optional: Magic Rings)

The Sandswept Marsh is the first town in Act 3. Look for a natural crossing at the edge of town and take it to transition into a combat zone. The primary quest objective is to cross the Sandswept Marsh, in search of a Ziggurat.

There are however, two secrets and one optional boss, which may provide valuable upgrades for your character:

- Orok Campfire: **Basket** containing Lesser Jeweller's Orb
- Hanging Tree: Corpses containing Magic Rings
- Rootdredge: A unique physical & fire themed boss that drops an Uncut Skill Gem Level 9

Ziggurat Encampment (Town)

NPCs: The Hooded One, Alva, Oswald, Servi

The Ziggurat Encampment is the second town in Act 3.

Speak to the treasure hunters, Alva and Oswald, and then to the Hooded One to learn more about lowering the water levels. Take the exit to the Jungle Ruins, near the top of the town.

The Ziggurat Encampment has 4 NPCs by default:

- **The Hooded One:** Identifies items for free and Refunds Passive Points for Gold.
- **Alva:** accompanies you for various quests.
- **Oswald:** Sells Weapons, Body Armours, Helms, Gloves, Bloots, Shields, Quivers & Belts. Oswald can also purchase Idols for Gold.
- **Servi :** Sells Sceptres, ES Shields, Wands, Staves, Life Flasks, Mana Flasks, Wisdom Scrolls, Rings, Amulets & Charms. Servi can also Disenchant Magic Items & Rare Items for Transmutation or Regal Shards. Furthermore, Servi can also provide “Local Knowledge,” a special version of the world map with information icons; click on an icon to hear zone specific dialogue.

Jungle Ruins

Waypoint: Yes

Bosses: Mighty Silverfist (Optional: 2 Weapon Set Passive Skill Points)

Quests: Legacy of the Vaal

Points of Interest: Venom Crypts, Troubled Camp, Jungle Grave

The Jungle Ruins is an open forested area. The primary quest objective is to search for the Matlan Waterways.

There are however, two secrets, one optional unique boss and one side zone that are of potential interest:

- Troubled Camp: has a Vendor that may sell items of interest & drops rare items from a chest.
- Jungle Grave: is a gravesite that when interacted with, summons Servi, who allows you to select one unidentified rare belt as a reward.
- Mighty Silverfist: is a hard-hitting physical damage boss that provides 2 Weapon Set Passive Skill Points if defeated. Precise Dodge Rolls are required to avoid either his swing or slam attacks. Mighty Silverfist also has a damaging Roll ability which is especially lethal if your character is low on armour.
- Venom Crypts: is an optional but recommended side zone that when completed, provides a permanent character buff. The entrance to the Venom Crypts is located near the Waypoint in the Jungle Ruins.

The Venom Crypts

Waypoint: No

Bosses: None**Quests:** The Slithering Dead (Optional: 25% increased Stun Threshold, or 30% increased Elemental Ailment Threshold, or 25% increased Mana Regeneration Rate)

The Venom Crypts is an overgrown underground tomb, inhabited by venomous cobras, tentacle miscreations, rats and more. Search the Venom Crypts for Corpse-snake Venom and return it to Servi in town, who offers you a permanent character buff as a reward:

- 25% increased Stun Threshold
- 30% increased Elemental Ailment Threshold
- 25% increased Mana Regeneration Rate

Warning: you cannot change your choice later on!

Infested Barrens

Waypoint: Yes**NPCs:** Alva**Bosses:** None**Quests:** Legacy of the Vaal**Points of Interest:** Troubled Camp, Chimeral Wetlands, The Azak Bog

The Infested Barrens is an outdoor zone that combines a forested jungle with narrow anthill columns.

The primary quest objective is to search for the Matlan Waterways, however it is currently submerged underwater! Collect the waypoint near its entrance, summon and speak to Alva, and search for the Chimeral Wetlands.

Also connected to the Infested Barrens is the Azak Bog, an optional side zone with a unique boss that provides +30 Spirit and a Persistent Skill gem.

Additionally, while exploring the zone you may find another Troubled Camp. Similar to the Jungle Ruins, the Troubled Camp has a Vendor that sells items and a chest that drops a rare item.

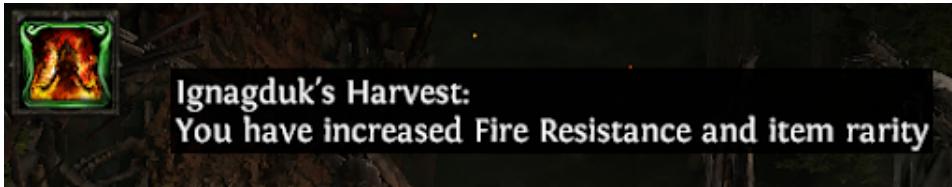
The Azak Bog

Waypoint: Yes**Bosses:** Ignagduk, the Bog Witch (Gemrot Skull: +30 Spirit, Uncut Spirit Gem Level 10: Creates a Persistent Buff Skill Gem at Level 10)**Quests:** Tribal Vengeance (Optional: A Magic Rarity Thawing, Stauching, Antidote, Dousing or Grounding Charm)**Points of Interest:** Flameskin Ritual

The Azak Bog is an outdoor zone, featuring narrow wooden walkways, wooden encampments, dangerous fire themed enemies, and the unique Boss: Ignaduk, the Bog Witch.

Upon entering the zone, summon and speak to Servi to begin the Tribal Vengeance quest to defeat Ignaduk.

Ignaduk is a multi-phase, physical and fire themed boss, with many spell abilities. To mitigate Ignaduk's fire damage, in addition to equipping a Ruby Charm or fire resistance gear, players can search for the Flameskin Ritual. Interacting with all the effigies surrounding the ritual temporarily buffs your characters with Ignaduk's Harvest: significantly increasing fire resistance.



Acquiring Ignaduk's Harvest can significantly reduce the difficulty of the upcoming boss fight.

During Phase 1, Ignaduk alternates between casting fire or bone spells and riding her broomstick.

- While on her broomstick, she circles the arena and charges at the player. Targeting Ignaduk during this ability can be difficult, but positioning near a summoned bone wall causes her to knock herself off when she charges into it.
- While stationary, Ignaduk has a preference for casting bone projectiles, that can be avoided with Dodge Roll invincibility frames
- Ignaduk may also cast Red Runes that explode any summoned bone wall in its radius.

Once below 75% hp, Ignaduk transitions to Phase 2, igniting the effigies around the arena and discarding her broom for a new set of fire spells: flame walls, fireballs, incinerate and a devastating infernal corridor.

- Flame walls, when summoned, appear in pairs of two, cross-sectioning the arena.
- Fireball and Incinerate abilities have a small telegraphed cast time, giving time to dodge either the projectiles or stream of flame.
- Ignaduk's infernal corridor begins with the appearance of two bone walls. To survive, players should either position behind Ignaduk, or far away from the exit blast. The incoming infernal flame exits the corridor in a V-shaped pattern, thus extra care and quick decision making is required to survive.
- Additionally, the red runes that appeared in Phase 1 are now cast in greater quantities.

After defeating Ignaduk, loot the Gemrot Skull and consume it for a +30 Spirit Buff and an Uncut Spirit Gem Level 10. Head to town and return Ignaduk's Ghastly Spear to Servi for a Magic Rarity Charm:

- Thawing Charm: Used when you become Frozen
- Stauching Charm: Used when you start Bleeding
- Antidote Charm: Used when you become Poisoned

- Dousing charm: Used when you become Ignited
- Grounding Charm: Used when you become Shocked

Select one and progress further.

Chimera Wetlands

Waypoint: Yes

Bosses: Xylucian, the Chimera

Quests: Legacy of the Vaal

Points of Interest: Ravaged Camp, Toxic Bloom, Temple of Chaos

The Chimera Wetlands is a dense jungle filled with toxic flora and undead explorers, and is home to Xylucian, the Chimera; a tri-elemental, physical and chaos themed boss.

Begin by searching the Chimera Wetlands for the entrance to Jiquani's Machinarium, guarded by Xylucian; a challenging boss with a large array of abilities and mechanics. Xylucian's abilities are telegraphed by which head he uses to attack:

- From the centre head: he can cast a flamethrower in a cone shaped attack pattern.
- From the left head: he can fire lightning spark projectiles.
- From the right head: he can channel a freezing breath, creating a large area of chilled ground.

Furthermore, Xylucian can also:

- Fly into the air, creating a wall of frost or tracking the player with flames.
- Returning from the air, Xylucian slams the ground, triggering a large physical area of effect explosion
- At every 25% health breakpoint, Xylucian flies to a pillar, firing a volley of fireballs or poison needles at the player. Break the stone platform under him to temporarily stun him.

After defeating Xylucian, loot the Chimera Inscribed Ultimatum quest item and progress forward to Jiquani's Machinarium.

Connected to the Chimera Wetlands is the [Temple of Chaos](#); the second available method for ascension. During progression, completing the Temple of Chaos may be difficult. It is recommended to acquire extra levels and gear before attempting the ascendancy trial.

While exploring the Chimera Wetlands, players may encounter the following two secrets

- Ravaged Camp: contains a chest that drops a rare item.
- Toxic Bloom: contains a Rare Monster that drops a Magic Amulet when killed.

Jiquani's Machinarium

Waypoint: Yes**NPCs:** Alva**Bosses:** Blackjaw, the Remnant (Optional: **The Flame Core:** Grants +10% to Fire Resistance)**Quests:** Legacy of the Vaal**Points of Interest:** 4 Small Soul Cores

Jiquani's Machinarium is an underground puzzle-like zone that requires Small Soul Cores to unlock different sections:

- One Small Soul Core is required to unlock the initial puzzle.
- A second Small Soul Core is required to unlock the entrance to Jiquani's Sanctum.
- The third and fourth Small Soul Cores can be used to gain access to the optional boss: Blackjaw, the Remnant or a secret room with loot.

Blackjaw is a physical and fire themed boss; who uses a combination of devastating slams and fire spells which can be avoided with either Dodge Roll invincibility frames or careful positioning. Defeating Blackjaw provides a Flame Core, which when consumed provides a permanent +10% to Fire Resistance buff.

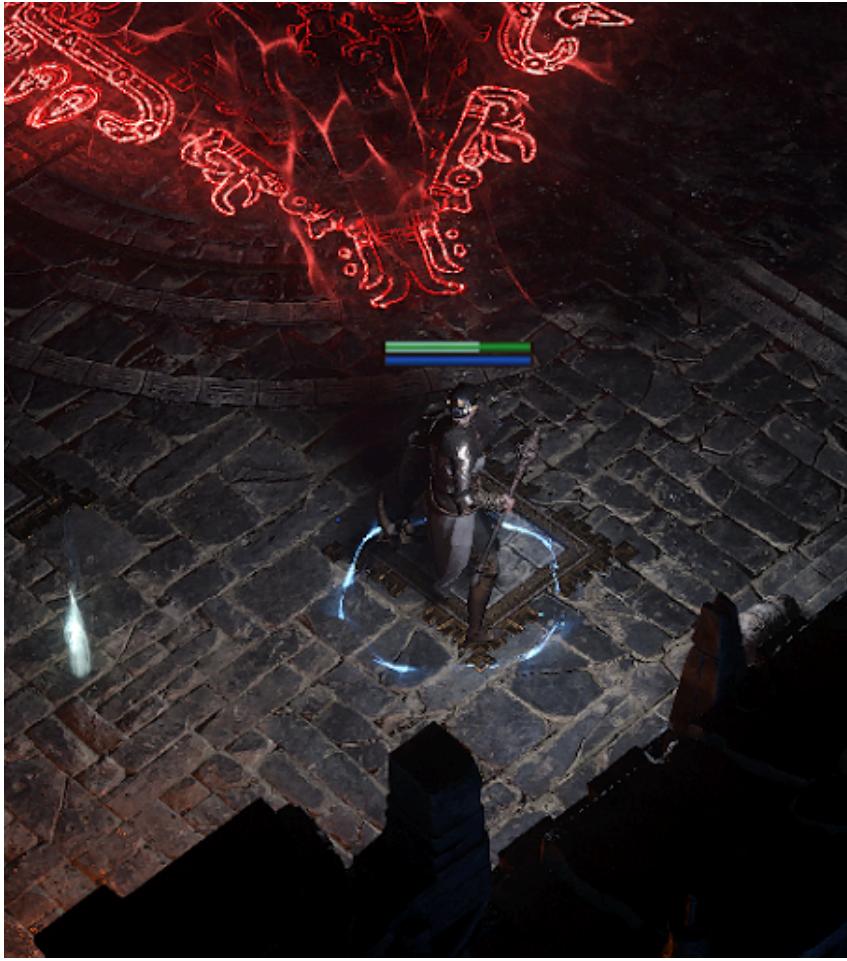
Jiquani's Sanctum

Waypoint: Yes**NPCs:** Alva**Bosses:** Zicoatl, Warden of the Core**Quests:** Legacy of the Vaal**Points of Interest:** 2 Medium Soul Cores, Paquate's Mechanism

Jiquani's Sanctum is another underground puzzle-like zone that requires two Medium Soul Cores to activate Zicoatl, Warden of the Core; a physical and lightning themed unique boss.

Defeating Zicoatly provides a Large Soul Core, which is used to open the entrance to the Matlan Waterways. Begin by summoning and speaking to Alva, located near the start of the area and then search for two Medium Soul Cores. The Soul Cores are randomly located and need to be placed into two separate generators. Once you've activated the generators, speak to Alva once more and interact with the Large Soul Core to begin the fight.

Zicoatl has a wide array of physical and lightning abilities. Most abilities have a telegraphed windup that can be avoided by playing in melee range and Dodge Rolling behind the boss. One of Zicoatl's most lethal abilities is his triangular expanding slam. Stand near the vertices to avoid taking damage.



Position yourself near the vertices to stay safe!

After defeating Zicoatl, loot the Large Soul Core, return to the Infested Barrens and interact with the Stone Altar to resurface the entrance to the Matlan Waterways.

Note: while clearing Jiquani's Sanctum you may discover a corruption altar, allowing the player to unpredictably modify an item.

The Matlan Waterways

Waypoint: No

Bosses: None

Quests: Legacy of the Vaal

Points of Interest: Narag's Hut (Optional)

The Matlan Waterways is an open zone composed of a series of interconnected canals. Players need to interact with many levers to drain water-filled sections to progress forward.

At the end of the zone, players encounter one final, larger lever. Interact with it, return to town, speak to Alva at the base of the Ziggurat and enter the Drowned City.

Note: While progressing through the Matlan Waterways, players may find Narag's hut. Host to a rare enemy that drops a rare weapon.

The Drowned City

Waypoint: Yes

Bosses: None

Quests: Legacy of the Vaal

Points of Interest: Secret Gold Cellars

The Drowned City is an open zone composed of water-damaged ruins and is inhabited with large packs of cannibals, colossal volatile enemies who explode on death and more. This zone also introduces the drowning mechanic, a moving teal orb that reduces vision, and if you stand in it for too long, brings your character to a short and timely end.

The primary quest objective is to travel to the Apex of Filth. However, players can also choose to enter the Molten Vault, an optional side zone.

While navigating the Drowned City, you may come across underground cellars, filled with enemies, gold and loot.

The Molten Vault

Waypoint: Yes

Bosses: Mektul, the Forgemaster (Optional)

Quests: Treasures of Utzaal (Uncut Skill Gem Level 10, Unlocks the Reforging Bench)

The Molten Vault is an indoor forge inhabited by Mektul, the Forgemaster; a physical and fire themed boss. Defeating Mektul rewards the player with an Uncut Skill Gem Level 10 and unlocks the Reforging Bench.

To find Mektul, begin by searching for a large vat of molten gold. Pull the nearby lever to open the path forward. Follow the flow of molten gold, exploring side rooms as alternate paths, when reaching dead ends. Continue following the flow of gold until you reach the boss Arena. Pull the Sluice Gate Lever and take the lift down to Mektul.

Mektul is a challenging boss with a strict time limit. Players may need to improve their gear and level up before attempting the fight. His abilities include:

- Multiple quick attack and slam animations: that require mindful dodging to avoid.
- A Leap Slam: that deals AoE damage, queued if players stray too far from him.
- A Charged Slam: where Mektul charges his left arm and releases a straight-line attack.
- Molten Gold Waves: If pulled too far from the molten gold, he retreats to it and starts releasing waves of molten gold. This phase resets if he returns to the molten gold again.
- Explosive Rune Slam: Mektul channels an explosive rune that detonates at his feet.

There are stalagmites along the Aureaduct that begin to turn red and explode as the molten gold near them. They can also explode at Mektul's command when he warcries. Players have less than four minutes to defeat Mektul before molten gold completely covers the aqueduct.

After defeating Mekkul, loot the Hammer of Kamasa and return it to Oswald in town for your rewards.

Author's Note: Check out our [Act 3 Boss Guide](#) if you are struggling with this encounter.

Apex of Filth

Waypoint: Yes

Bosses: Queen of Filth

Quests: Legacy of the Vaal

Points of Interest: Cauldron Keeper (Optional)

The Apex of Filth is an open runic area, once again inhabited by large packs of cannibals, volatile exploding enemies, shamans and more. The Filthy Crone's in particular pay homage to Path of Exiles 1's Doedre and use similar abilities such as casting curses or firing physical projectile attacks.

Located in the centre of the zone is the Queen of Filth, a physical and chaos themed unique boss. Despite their appearance, the Queen of Filth is extremely mobile and requires careful positioning and timely Dodge Roll's to survive. Furthermore, similar to the Filthy Crone's encountered earlier, the Queen of Filth can cast circular patches of stationary cursed ground; avoid standing in these areas to prevent being debuffed.

After defeating the Queen of Filth, loot the Temple Door idol quest item, return to town and speak to Alva, opening the entrance to the Temple of Kopec.

While searching for the Queen of Filth, players may find the Cauldron Keeper; a friendly Filthy Crone who sells caster gear and jewellery. Players can also find Red, Green, and Blue Mushrooms, which can be placed into the Cauldron Keeper's cauldron for a Life and Mana Flask reward.

Temple of Kopec

Waypoint: No

NPCs: Alva

Bosses: Ketzuli, High Priest of the Sun

Quests: Legacy of the Vaal

The Temple of Kopec is an enclosed temple, inhabited by fiery enemies and introduces a unique environmental hazard: an indoor sun that applies a stacking burning debuff when standing in its light. Stay in the shade to avoid being burnt to a crisp.

Carefully search the corners of the Temple for stairs to ascend to the top floor, to find Ketzuli, High Priest of the Sun; a fire themed boss.

Ketzuli has a wide array of fire based spells and arena-wide abilities:

- Ketzuli can summon fireball projectiles from all sides of the arena, requiring quick repositioning to avoid damage. Just Don't Get Hit 4Head.
- Ketzuli can also summon a moving, fiery black hole orb. Avoid standing within it.
- Occasionally, Ketzuli gets excited and aggressively dash towards the player with a fiery explosion. Once the ability has finished, Ketzuli remarks in disappointment and becomes momentarily inanimate; offering the player a damage window.
- Periodically, Ketzuli raises his arms and channels a barrage of fireballs that rapidly track the player upon release. Use Dodge Roll invincibility frames to avoid taking damage.
- Ketzuli also has two distinct laser abilities. Either casting a linear fast moving laser from his head or casting a scorching beam that follows the character.

After defeating Ketzuli a Summon Alva icon appears. Interact with it and speak to Alva, who then sacrifices her blood to raise the platform, returning your character to the Ziggurat Encampment with a newly created time portal.

Follow Alva through the gateway to the Vaal Empire moments before the Cataclysm. Take the steps down to Utzaal of the past to continue your journey.

Author's Note: Check out our [Act 3 Boss Guide](#) if you are struggling with this encounter.

Utzaal (Past)

Waypoint: Yes

NPCs: Alva

Bosses: Viper Napuatzzi

Quests: Legacy of the Vaal

Points of Interest: Chaos Statue, Secret Peculiar Fortunes

Utzaal of the Past is an open area inhabited by legions of threatening Vaal enemies:

- The Eye of Winter casters are particularly dangerous. If possible, equip a Sapphire Charm or Cold Resistance gear, and avoid travelling along the Eye of Winter's trajectory.
- Larger physical damage dealing Vaal Overseers and Vaal Goliaths are also present. If your character is low on physical damage mitigation, play with extra caution to avoid their attacks.

Search the zone for Viper Napuatzzi, an incredibly difficult fight. Consider farming Utzaal or a zone of your choosing for additional gear and character levels beforehand.

During the fight Viper Napuatzzi can attack with the following abilities:

- Swap between multiple attack pattern chains that lead into an Area of Effect slam or sweep.
- Disengage from combat and shoot multiple puddles of poison out in a horizontal line.
- Raise her spear with infused lightning and throw it at the player, with multiple projectiles returning in a cone after it hits the shield wall of the arena.
- Charge an unblockable attack that summons forth serpents from her spear in a straight line.

At roughly 75% Napuatzzi slams her spear into the ground creating a chaos degen effect. She then begins floating in the air and starts calling down a Firestorm with telegraphed runes on the ground. Shortly after changing to chaos meteors with a much larger area of effect.

Once the storm ends she continues casting various chaos spells:

- Infusing the shield guard with poison, causing them to attack in various spear patterns, followed by an arena-wide spear attack that concludes with the shield guard shrinking the arena.
- Her default attacks become either a quick gatling of poison snakes or volley of multiple poison snakes in a frontal cone.
- Summons half a dozen forking snakes that bounce around the arena multiple times until dissipating.
- Leaps into the air and channels a large poison AoE slam.

Initially you can avoid spears from one side of the shield wall as they cannot reach you, but after the arena shrinks from 2 spear phases players can now be hit from both sides. This makes the fight a race against time as meteors are very difficult to dodge with the limited space provided by the arena. Once Napuatz is defeated the fight isn't over! There are stragglers of the shield wall that need to be dealt with.

After dealing with stragglers, progress forward and search for Aggorat from the Past.

While clearing Utzaal from the past, you may find a Chaos Statue, Secret Peculiar Fortunes and a Sacrificial Heart

- The Chaos Statue provides an inscribed ultimatum that can be used in the Temple of Chaos
- Peculiar Fortunes are hidden across the map, interact with them to acquire golden idols which can be sold to Oswald in town for gold.
- The Sacrificial Heart is stabbed in the next zone to acquire 2 Weapon Set Passive Skill Points.

Author's Note: Check out our [Act 3 Boss Guide](#) if you are struggling with this encounter.

Aggorat (Past)

Waypoint: Yes

Bosses: None

Quests: Legacy of the Vaal

Points of Interest: Peculiar Fortunes, Blood Sacrifice (Optional: 2 Weapon Set Passive Skill Points)

Aggorat of the past is another open area inhabited by legions of threatening Vaal enemies. The primary objective is to explore Aggorat for the entrance to the Black Chambers.

While exploring you may find an altar and a Sacrificial Dagger. Interact with the altar to place the Sacrificial Heart found in the previous zone, loot the Sacrificial Dagger and stab the Sacrificial Heart to acquire 2 Weapon Set Passive Skill Points

The Black Chambers (Past)

Waypoint: Yes**NPCs:** Alva**Bosses:** Doryani, Royal Thaumaturge**Quests:** Legacy of the Vaal

The Black Chambers of the Past hosts Doryani, Royal Thaumaturge, Act 3's penultimate boss. Search for the Testing Pit to begin the final campaign battle.

During the initial phase, Doryani casts a variety of physical or tri-elemental abilities, such as:

- Flamethrowers from his Right Hand
- Lightning arcs from his Left Hand
- A horizontal line of exploding soul gems
- A targeted crackling lance-like blast
- Or slams the ground to create a Lightning Fire nova.

Once Doryani drops below 75% HP, Phase 2 begins:

- An altar in the center of the room rises and begins rotating, firing pulsing laser beams
- Afterwards the altar lowers and charges multiple spikes around the room. When touched by a player, the spikes activate and fire arcing lightning strikes.
- Doryani can also spawn multiple stationary Solar Orbs that burn the player.
- Or can channel either a slow beam of lightning that tracks the player or a flameblast explosion at his feet, that activates any active Solar Orbs.

After dropping below 50%, Phase 3 Begins. Doryani mounts the mech titled Doryani's Triumph, which has the following moves:

- Slams the ground with either arm
- Fires a frost laser in an arc from the left arm.
- Unleashes a flamethrower in an arc from the right arm.
- Slams its head onto the ground directly in front of it.
- Strikes the ground with both arms creating a Lightning Fire nova.
- Casts a larger Flameblast around its right arm
- Charges a slam with the left hand, dealing cold damage
- Fires a barrage of lasers from its back, rapidly rotating clockwise around the arena.
- Detaches four legs from the mech, which fires a laser from the sky.
- Creates a static field around the mech, shooting forked lightning toward the outer edges of the arena.

Once Doryani's Triumph drops below 50%, Doryani flies into the air for a short time with a new set of abilities:

- The detached legs continuously reform to fire lasers from the sky.
- Fire or Lightning pillars spawn, either stationary or tracking the player.
- The mech transforms into a giant fist, following the player while gradually reducing in movement speed before slamming the ground with a massive lethal AoE.
- The right arm fires a red flamethrower.
- The left arm fires a red lightning beam in a T-shaped pattern.

After defeating Doryani's Triumph, Alva escapes from her prison and convinces Doryani to assist you in defeating the Beast. Portal to town and take the Gateway to Cruel Difficulty.

Author's Note: Check out our [Act 3 Boss Guide](#) if you are struggling with this encounter.

Cruel Difficulty

Congratulations on completing Acts 1 to 3! The Path of Exile 2 campaign is quite challenging and making it this far is not an easy feat!

Up next, your journey continues with your character washed ashore on the Riverbanks, marking the beginning of Cruel Difficulty; marketed as a New Game Plus. Cruel Difficulty offers a repeat of Acts 1 to Acts 3, with tougher enemies, adjusted monster density and new mechanics.

While the core of the campaign remains familiar, progressing forward can be challenging. If you can complete Act 1 to Act 3 once more, you'll find yourself in the endgame; unlocking the Atlas of Worlds with multiple endgame activities.

Good Luck and Stay Safe Exiles!

Act 1 & 2 Video Breakdown

Check out this video from [CaptainLance9](#) where he goes over Act 1 and 2 based on playthroughs people uploaded!



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Credits

Written by: [havoc616](#)

Reviewed by: [Tenkiei](#)

Changelog

20 de diciembre de 2024

Added hyperlinks to boss guides for challenging encounters in Acts 1–3.

9 de diciembre de 2024

Full Act 1 to Act 3 Campaign Update Complete

4 de diciembre de 2024

Post Created.