

# This video

- Most efficient informations I can give about campaign for leaguestarts
- No specific guide for a build but a general campaign guide

# General

1. Have a plan which gems you get in the guaranteed spots in campaign.
2. Check vendors
3. Exp managing in poe2
4. See 1.

# General

Regex:

"move|to att|uali|sock|um li"

Riverbank

Follow the river to find miller

# Clearfell Encampment

Renly: Grab lvl 1 skill gem, often frost bomb.

Can Check for MS boots, you'll stay level 2 if there's some, or hit level 3 by Devourer kill if none.

-> For that: open shop without clicking out or Renly does his slow walk

# Clearfall

Hug outside wall, run a circle  
until you find everything.

(+1 Skill Gem (Lvl 1))

# Mud Burrow

Early Checkpoint = Hatchery close +  
Blue pack reset angle

Hug any outside wall to find burrower  
(Lvl 2 Skill Gem + Support gem)

Tp out, check vendors

# Grelwood

Press U to find red vale (Act 1 & 3 relevant)

4 Events in diamond shape, all of those not close to outside walls but rather central in the zone. Get all wp before running red vale.

(+1 support from witch (+medium flasks) and technically lvl 2 gem from boss)



# Red Vale

Complicated, but 1 on one island and  
2 on the other island

-> Cross bridge after finding one  
girdle.

Refined/Rusted Arms = better  
weapon

(+lvl3 skill gem from king)

# Grim Tangle

Res at checkpoint when Una  
starts to sing.

Exit to cemetery direction =  
press U

Druid = supp gem

# Cemetery

Hug outside wall, but with space to wall  
to see more

Enter one tomb -> exit it, enter next  
tomb -> clear it -> go back to first tomb  
you found -> create new instance -> Both  
zones lvl 9 aka good chance for lvl 11  
weapon and better exp.

+ Iron or Lazuli Ring

# Tomb of the Consort

Support gem, hugging wall is  
okay, try to get space from  
spawn.

# Mausoleum of the Preator

Most of the times -> opposite  
Quadrant, if not then it is at least  
never in starting quadrant

Riches are worth to go for on  
leaguestart if found.

Tp instantly when draven dies, his  
spirit escaping his body cancels  
portaling.

After second tomb boss

Tp out -> Waypoint to cemetery,  
open the door, res at  
checkpoint

+lvl 3 skill gem

# Hunting Grounds

Hug outside wall until you find  
checkpoints.

(+support from yellow affliction  
rare mob  
+ lvl 4 gem ritual)

# Hunting Grounds

Ritual can be reset to exp  
efficiently

(+support from yellow affliction  
rare mob  
+ lvl 4 gem ritual)



# Farmlands

Lute: Go exact direction the entrance is pointing to

Grab Lute -> tp back

-> If lvl 10: check Una in town for greater life flask

# Hunting Grounds

After crowbell -> use 2 points in weapon swap to shield charge, get any shield at any point in the run before and put it in offhand or stash.

Freythorn  
GL LMAO but..

When you find the boss ritual,  
dark swirls indicate the direction  
of the rituals.

(+30 Spirit from King +Lvl4 Spirit  
Gem)

Back to Farmlands

WP in, CP to Una's Hut  
checkpoint.

General exit direction = Press U

(Crop circle = Lvl 4 gem)

# Village

Press U to see executioner direction.

Smithing tools make a sound when dropped.  
If you hear random sound you are close.

Else for smithing tools: Hug Wall.

Also: Guaranteed dmg rune from white chest  
at tools.

(+supp gem from executioner and lvl 5 gem  
from leitrus in town)

# Ramparts

Often a U turn, always okay to just follow “main ways”, but also very good exp zone if you don’t find entrance to Manor quick.

Hanging Man = supp gem

# Manor

Go central through the zone at the beginning and find first bride. Candlesmass always on first floor. Either shortly before first bridge or (mostly) after bridge.

# Manor

After you find second floor, you can just think of a 2 story building where you have to run back again, so the bridge is somewhat same place like on first floor, you just have different starting location.

+ Skip tec



## Act 2

Cold res from here mostly not necessary (chimera is one of few exceptions).

Check vendors

# Vastiri Outskirts

Rathbreaker is usually kinda diagonal from the start, but just hug a wall. Decent exp zone.

(+Lv15 Skill gem after  
rathbreaker)

# Halani Gates

Just need the pop out, no need  
to talk to asala. After that  
respawn checkpoint and get  
back into town.

Mawdun Quarry

Checkpoints = Cross bridge

Else good exp zone.

# Mawdun Mines

Boss is always the most northern part in the zone, hugging wall is fine.

There is a resettable blue pack + checkpoint, but it's not consistently good, depends on instance. Bad packs are 2-3 blue monsters, and good packs are always 5+ blue monsters.

Traitors passage

Go roughly into the direction  
the start points you to.

Balbala = Sticky notes on wall

Good exp

# Halani Gates

Clear mobs around each gate for asala to activate it. After first gate, wait for asala to come with you.

Spear rare = 100% lvl 20 rare weapon

# Halani Gates

After 2nd bridge, there's a CP  
and a pack of statues that gives  
9%-10% exp at level 18/19.  
Reset in mass here to hit level  
20 if not caught up.



# Trial

If strong enough (e.g. good lvl 20 weapon), do Trial at this point probably.

# The 3 Zones

Like tombs, lvl varies with what  
you already did.

Keth

Hug one wall

+2 passives from Snake (=middle  
of the zone)

+Magic Amulet from the little  
room near the exit to The Lost City

Snake mobs drop the relic.

# Lost City

Entrance direction = Points to  
where next zone is

Beetle (xdd)

Spirit Gem (Zonelvl dependant,  
hug wall instead of going straight  
from entrance)

# Buried shrines

Hug any wall to hopefully find magic ring. Take either ruby or topaz depending on which res you lacking.

# Mastadon Badlands

Hug wall until next zone, just  
rush through.

+1 support gem

# Bone Pits

Go the exact way the zone points you to after first corridor.

Relic from Hyena's (reset checkpoint and kill hyena's if relic doesn't drop on the way)

+support gem from npc after killing boss

# Valley of the titans

At the beginning of the zone go into open area and don't hug walls. When you find grotto entrance, hug walls, but take care to fully explore.

Okay exp from non big skellies, avoid tornados. Waypoint = Thing to put in relics.



# Titan Grotto

Try to get as fast as possible as far as possible from entrance. Often rather straight line and then tilt into one direction, sometimes U shape.

Bad exp zone, rush through it.

# Deshar

In races we aimed to be at least  
lvl 23 here. Can level to 24 till  
dreadnought and do the  
dreadnought reset tec later.

# Deshar

## Hug a wall

Corpse for +2 skill points will spawn on the south side of any building. Exit usually far away from starting point.

If you find the double rare mobs and you are strong -> worth doing.

# Path of Mourning

Stay central in the zone. Just get through it fast. Bad zone for exp.

+support gem from special room

# Spires of Deshar

Hug wall for finding boss is okay.

+10 lightning res is hard to give general formula, but its usually far from entrance and a few platforms from boss. Activating lightning res = Extra ranged mobs spawn on every platform. Depends on your character strength if you want that or if you wanna take the res after boss.

Guaranteed skill gem frop from boss.

# Vanguard



# Sandswept Marsh

Hug a wall.

Unique guy on sand guaranteed lvl 9  
gem.

Chest behind Twin rares is guaranteed 4l.

Magic Ring from hanging tree.

Can resetfarm rares here if you enter  
from town.

# Jungle Ruins

Fine to hug wall and full clear.

Jungle Grave = rare belt

Monkey = close to infested barrens.

Waypoint = venom crypts

Vendor in zone



Venom Crypts

GI LMAO

# Infested Barrens

Waypoint = hug the wall with water.

Find chimera wetlands and azak bog  
with press-U-tec + wallhugging

Then go back to Bog.

Vendor in zone

# Azak Bog

Hug east wall. Boss is always north east in here.

If giga low fire res, find the effigy ritual -> inc fire res in the zone.

Effigy ritual can be reset for exp

# Chimeral Wetlands

Hug wall to find everything and  
grab all waypoints.

Blooming field thing =  
guaranteed magic amu

Camp = Guaranteed rare item

# Jiquanis Machinarium

Soul cores are visible on explored parts of your map from quite a bit away. Their locations change each time you reset at checkpoint. All soul cores respawn upon reset, even if one of them has been "used".

# Jiquanis Machinarium

Follow main way with leap slam  
to find next zone. Hug wall  
starting from the entrance to  
Jiquanis Sanctum to find fire res  
guy. Soul cores on the way.

Jiquanis Sanctum

Corruptionthing is between  
both generators.

Middle doesnt always connect  
tho, thats why...

# Jiquanis Sanctum

Rush 1 CP at a generator, portal out, do /hideout (pre-type while portaling) take WP back to the sanctum -> Rush the other CP at the 2nd generator -> Explore+ Reset tec for soul cores



# Jiquanis Sanctum

After you put the 2nd core one  
in, reset at checkpoint -> portal  
out -> /hideout -> WP ->  
Bossfight

# Matlan Waterways

alkLFG

At least exp is good.

One checkpoint has a rare monster nearby. Worth to kill

# Drowned City

Follow main way and go  
southeast-ish for next zone.  
Small rooms on outside have  
decent loot but scary mobs.

Same layout like Utzaal later.

Apex of filth

Follow inside wall to find queen  
of filth.

Get 3 mushrooms to the cook  
for lvl 40 flasks and a vendor.

# Temple of Kopec

First floor: Entrance to second floor  
random in one of the 3 corners of the  
zone.

Second floor: cross full gap from  
center to wall to door.

After Boss: Loot boss, talk to alva,  
prep portal -> leave the second Alva  
is saying "Wait" for animation skip.

# Utzaal

Same layout like drowned city.

Kill the biggest monsters in here  
and next zone (Vaal Goliaths) as  
they drop the sacrificial heart.

Small rooms with some loot.

# Aggorat

Follow the voice until at  
checkpoint.

After checkpoint -> go right for  
heart sacrifice (+2pts) and go  
straight up for Black chambers

The black chambers

Go left first and then straight  
into the direction the entrance  
pointed you to with a tendency  
to go right if straight does not  
work.



# Cruel tec

Basically same but:

Red vale: Obelisks spawn only blue monsters, reset on first obelisk before killing the last mob of it for good exp.