

# PoE2 Mercenary Crossbow Leveling Guide

*Budget-friendly unique gear for leveling a Mercenary through Acts 1-3+*

---

## Level 1 (Starting Camp)

Level	Slot	Gear	Skills & Supports
1	Weapon	<b>Mist Whisper Makeshift Crossbow</b> - Socket with Fire/Lightning runes, ideally Chaos damage. Chain modifier is great for clear.	<b>Armor-Piercing Rounds OR Basic Bolt Crossbow Shot</b>
1	Gloves	<b>Northpaw Suede Bracers</b> - Cheap, adds phys damage and crit bonus	<b>Rapid Attacks</b> - attack speed support
1	Belt	<b>Midnight Braid Rawhide Belt</b> - Get one with +10 all resistance if possible	
1	Boots	<b>Luminous Pace Straw Sandals</b> - 10% movement speed + energy shield	
1	Rings	<b>2x Black Heart Iron Ring</b> - Chaos damage per second	
1	Amulet	<b>Everlasting Gaze Azure Amulet</b> - Anoint with "Heavy Ammunition"	
1	Chest	<b>Fox Shade Quilted Vest</b> - Socket and corrupt for 3rd socket. +10% move speed, increased evasion on full life	
1	Helmet	<b>Hordes of Bird and Rusted Helm</b> (or any basic helmet)	

---

## Level 16 (Act 2 Updates)

Level	Slot	Gear	Skills & Supports
11+	Gloves	<b>Grip of Winter Firm Bracers</b> - Cold damage, freeze buildup (swap from Northpaw)	<b>Herald of Ice</b> - Unlocked after Freythorn quest
16	Rings	<b>Pulser Ring</b> - Use if running Herald of Ice, otherwise keep 2x Black Heart	Combine Herald of Ice + Pulser Ring for increased clear
16	Amulet	<b>Surefoot Sigil</b> - Increased dodge roll distance, anoint Heavy Ammunition	Still using Armor Piercing Rounds + Herald of Ice
16	Helmet	<b>Gold Rim Felt Cap</b> - Socket with cold res. Provides ele res and rarity	Mobility + Rapid Attacks (supports)
16	Boots	<b>Wanderlust Sandals</b> - Move speed, unaffected by slows (anti-freeze)	
16	Jewel	<b>Heart of the Well Jewel</b> - Extra cold and chaos damage (optional)	
16	Resistance	<b>Sapphire Charm</b> - Temp cold res boost for Geonor fight if needed	

## Level 30-50 (Act 3 and Beyond)

Level	Slot	Gear	Skills & Supports
30+	Chest	<b>Pariah's Embrace Cloaked Mail</b> - Spirit, life regen, mana efficiency. Usable through level 50-60	<b>Basic Attack Crossbow Shot + Mobility + Rapid Attacks</b> (still effective for clearing and bosses)
30+	Rings	<b>Ming's Heart Amethyst Ring</b> - Good damage option	<b>Herald of Ice</b> (or any Herald)
30+	Rings	<b>Bureer Topaz Ring</b> - Swap in for Jamanra fight (Act 2 boss) for lightning res	<b>Wind Dancer + Magnified Area + Vitality + Cannibalism</b> (life sustain)
30+	Rings	<b>Death's Rush Emerald Ring</b> - Life leech, onslaught on kill, evasion. Great for speed	
30+	Rings	<b>Pulser Ring</b> - Keep using if running Herald of Ice	
30+	Amulet	<b>Astromentus Stellar Amulet</b> - Swap from Surefoot Sigil	
30+	Belt	<b>Midnight Braid Rawhide Belt</b> - Still using from Level 1	
30+	Gloves	<b>Hands of Wisdom and Action</b> - Pairs well with Astromentus amulet	
36	Weapon	<b>Double Vision Diadem Crossbow</b> - Grants Gemini Surge skill, swaps bolt types on reload for extra ice/fire damage	
36+	Weapon	<b>Silver Tongue Zealot Bow</b> - Decent leveling option, provides Ice Shot	
30+	Flask	<b>Lavianga's Spirits Flask</b> - Mana sustain	

## Quick Tips

- **Mist Whisper's chain modifier** is excellent for clear - lets Permafrost Bolts hit multiple enemies
  - All items listed are **budget uniques** that can be found cheaply on trade or drop early
  - **Corrupting Fox Shade** for a 3rd socket is worth the attempt - the chest is cheap
  - **Wanderlust's immunity to slows** is huge for avoiding freeze deaths vs cold enemies
  - **Heavy Ammunition anoint** is cheap and effective - prioritize it on your amulet
  - **Armor, evasion, and life** are very strong in the campaign (less so in endgame)
  - The campaign is generally easy - **poison, ice, or fire** damage types all work well
  - **Swap in resistance rings** before boss fights (Bureer for Jamanra, Sapphire for Geonor)
- 

## Useful Links

- [PoE2 Trade Site](#)
- [PoE2DB](#) - Item and gem database
- [Craft of Exile](#) - Crafting reference