

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

Level 16 (Act 2 Updates)

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

Level 30-50 (Act 3 and Beyond)

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