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r/PathOfExile2 • 3 mo. ago

Cross2Live



## RattleCage the Earthbreaker is the absolute worst boss you could have picked for Sanctum.

### Game Feedback

First phase is perfectly fine. A few volcanos to avoid, and some well telegraphed attacks that keep the player on their toes to look for the signs and dodge the damage.

The second phase being an absolute meat grinder of random bullshit is atrocious design. Random spike later falling from the sky. Tornadoes spawning under your feet constantly. Quadruple the amount of volcanoes that are in phase one. All while the boss has a hyper aggressive version of his phase 1 attack pool.

Nobody's build should be expected to handle this in Act 2. Sanctum bosses were designed for endgame builds who have already ascended in POE 1. I actually think the rest of the sanctum was finely tuned up to the final boss. (Aside from getting a chalice challenge with an elite who passively regains health.)

And before anyone says "get gud" I have beaten the boss. But it has made me want to quit this game unlike anything else. Ascending is supposed to be this absolute hype moment. Finally unlocking your class' true potential



31



39

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rlk\_gm • 3mo ago

Honestly it makes me mad even if i just think about trials.

It feels like they did it in few days and had no time to finish it. Otherwise I can't imagine how is this a good design.



8

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\_abdx • 3mo ago

As a warrior, it's kinda bullshit.



8

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[Skip to main content](#)[Log In](#) 4  [Reply](#) ... 3 more replies 1 more reply**subzero4948** • 3mo ago

Yeah the ascendancy trials are way overtuned at the moment in my opinion. I did it first try on my witch (minion build) but I can't imagine doing it on melee without massively outgearing it and just dpsing him down fast enough (which most people won't be able to do at that point in the game).

 4  [Reply](#) ... 5 more replies**vibee\_assassin** • 3mo ago

The second phase is just not even fun, you literally just have to move and roll constantly and hope you dont get hit by some random falling object or a volcano spewing lava randomly. Tried it 3 times, got him to 20%, then quit for the day.

 4  [Reply](#) ...**Kernkraft3000** • 3mo ago

If i die i have to make the whole damn trail again?

  2  [Reply](#) ...**Valomato** • 2mo ago

thats the missdesign of this bs. Done it like 30 times now. always failing the boss because of his stupid design.

 3  [Reply](#) ... 1 more reply**Valomato** • 2mo ago

I cant beat him too. Mercenary lvl 30. Rooms are no problem. I simply dont do enough damage against this stupid designed boss. Gone away, leveled, nothing. As long as you dont play any cheesy op build, you cant defeat him.

 2  [Reply](#) ... 1 more reply

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boss. Uninstalled.

↑ 3 ↓ ○ Reply ...

(+) 2 more replies



**87997463468634536** • 3mo ago

i killed him so fast that i didn't even know he had a tornado attack

↑ 2 ↓ ○ Reply ...



**yoitswillyb** • 3mo ago

what level were you when you fought the boss? My merc didn't have trouble with him, but I could see a melee character having an issue perhaps...?

⊖ ↑ 1 ↓ ○ Reply ...



**No\_Scar6782** • 3mo ago

my merc is having trouble I'm lvl 23 n using grenades almost exclusively seems like the rest of the game has been easy up until now...I'm doing 0 damage to him then I just eventually lose all my honor

↑ 1 ↓ ○ Reply ...

(+) 6 more replies



**Food\_Kitchen** • 2mo ago

I died in a room and it won't let me respawn. Do I really have to quit the game and restart or something? Wtf!!!

↑ 1 ↓ ○ Reply ...

(+) 1 more reply



**ThisDidntAgeWell** • 2mo ago

Cool. At least I'm not the only one that feels like their balance is absolutely non existent

↑ 1 ↓ ○ Reply ...



**Nimbokwezer** • 2mo ago

My favorite part is how the warning voice lines are about half a second before the attack they warn you about. There are multiple attacks that you literally could not get out of range of if you started moving away the instant the voice starts to warn you.

↑ 1 ↓ ○ Reply ...

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Dying to him and having to restart the trial from step 1 is simply poor game design. Dying because some random debris falls from the ceiling is poor game design. Between this and the last boss of titans grotto, I'm stepping away from the game until they tune it. Loved do much of the game, from skill tree to graphics to the feel of combat, but there are so many frustrating areas of the game that just push me away.

↑ 1 ↓ [Reply](#) ...



**ligmagottem6969** • 2mo ago

I run out of mana as a grenadier mercenary. Dodge everything just fine, but I run out of many around a 1/4 bar left

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**feorh** • 2mo ago

The honour system is bonkers: even if you come in full honour you can barely get hit.

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**! SPOILER**

**Rathbreaker is... frustrating?**

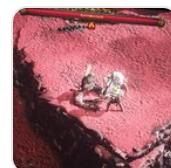
88 upvotes · 288 comments



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**Rathbreaker fight bugged**

29 upvotes · 33 comments



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63 upvotes · 33 comments



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**Anyone else still waiting for this Boss to show up?**

159 upvotes · 23 comments



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**Facebreaker Rant**

13 comments



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**Didn't think it would happen to me. Damage should be nullified after killing a boss.**

1.2K upvotes · 385 comments



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**Just finished Act 1 and damn that last boss was something**

328 upvotes · 142 comments



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**Actually beat Rattlecage with Warrior build**

4 upvotes · 7 comments



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**Well it is either this or thorn thing**

693 upvotes · 39 comments



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**I'd enjoy having a chance of dropping this when killing a map boss**

319 upvotes · 18 comments

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9 upvotes · 12 comments



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### We don't talk enough about how Rathbreaker is a terrible fight

6 upvotes · 4 comments



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### Problem with damage over time builds is you get to see what boss drops after you die. Wish I hadn't.

129 upvotes · 24 comments



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### Hardest Boss fight so far?

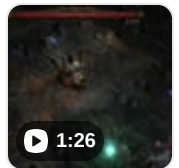
5 upvotes · 15 comments



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### A bit of fun with warbringer.

91 upvotes · 80 comments



r/pathofexile • 2 mo. ago

### Why do they hate warbringer so much?

16 comments



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### ok, off-screen attacks are getting real stupid

32 upvotes · 10 comments



r/pathofexile2builds • 9 days ago

### Pathfinder Crit Pconc - Lack of damage on Bosses

5 upvotes · 40 comments



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### Witchhunter is a terrible ascendancy.

1 upvote · 20 comments



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5 upvotes · 11 comments



r/pathofexile2builds • 23 days ago

Need help scaling damage for Stormweaver



3 upvotes · 12 comments



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One death on pinnacle bosses is not okay.

457 upvotes · 99 comments



r/PathOfExile2 • 1 mo. ago

Slammed 5 exalts into this quiver with +2 projectile skills



49 upvotes · 29 comments



r/pathofexile2builds • 3 mo. ago

Does Embrace the Darkness Suck?

28 upvotes · 29 comments