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r/PathOfExile2



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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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LovelyOrangeJuice • 3mo ago

I managed to beat it. I basically used the totem 99% of the time.

Place the totem and stay near it until the boss comes close and then move. Once he is close to you, it triggers his attack animation, and the totem can deal 1 or 2 hits while you are already running



1



Reply



Valomato • 2mo ago

good you had a totem. People without minions or any other help are fucked.



4



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! SPOILER**Rathbreaker is... frustrating?**

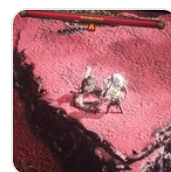
88 upvotes · 288 comments



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Rathbreaker fight bugged

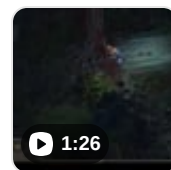
29 upvotes · 33 comments



r/PathOfExile2 • 2 mo. ago

Easiest boss of my life

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

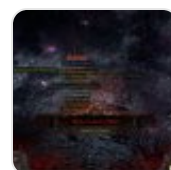
13 comments



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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

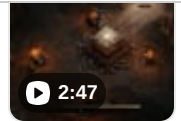


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Just finished Act 1 and damn that last boss was something

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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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Rathbreaker is the worst

9 upvotes · 12 comments



r/PathOfExile2 • 2 mo. ago

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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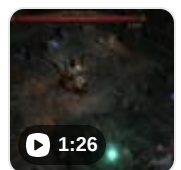
Hardest Boss fight so far?

5 upvotes · 15 comments



r/PathOfExile2 • 2 mo. ago

A bit of fun with warbringer.



91 upvotes · 80 comments

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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

 r/PathOfExile2 • 2 mo. ago


Witchhunter is a terrible ascendancy.

1 upvote · 20 comments

 r/PathOfExile2 • 2 mo. ago

Needing build advice (Witchhunter) for Endgame

5 upvotes · 11 comments

 r/pathofexile2builds • 23 days ago

Need help scaling damage for Stormweaver



3 upvotes · 12 comments

 r/PathOfExile2 • 2 mo. ago

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



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