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r/PathOfExile2 • 3 mo. ago

bestcommenteverzzz



Regarding companion viability and supports

Question

Is it the intended game design that any rare monster modifier on any companion does not scale with what should be its own scalars? From my testing so far, it would seem that rare monster modifiers (things like volatile plants, crags, magma barrier, lightning mirages, etc) don't get any scaling from both companion damage, and or minion damage either from gems or the passive tree. Not to mention they also can't be supported with any utility supports either (increased aeo, etc).

If someone knows of a way to scale these modifiers that companions are based around please let me know.

The only "good" mod on companions so far has been "Conjures lightning storms" because it has a base damage of about 1500 per bolt and casts 5 bolts on enemies. This also does not benefit from any increases to minion damage, or even companion damage. Meanwhile volatile crags have a base damage of about 300 which is laughable and makes no sense for it not to scale.



7



12



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Broozex • 3mo ago

The thing i dont get, why are there so many companion damage perks in the tree, while their normal attack damage is laughable at best. My gorilla at 36 has a attack damage of 70-94, nice he has the conjure lightning (wich does quite the damage), but once he start punching stuff.. kinda a joke.



5



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Zenniester • 3mo ago

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whisp, I don't think the possession does anything besides make him look different.

He kinda sucks as far as his modifiers, fire res and proximity tangent. However, he seems to get aggro of most mobs and holds it pretty well. I think it's the proximity tangent thing. Also he is pretty damn tanky, I have tried other companions, but end up just going back to the ape.

⬇️ ⬆️ 3 ⬇️ 🗨️ Reply ...



EfficientAbies883 • 3mo ago

That's because of the proximal tangibility, it's op af. When I encounter magic or white mobs with this modifier and they ranged in big packs is such a pain lol

⬆️ 1 ⬇️ 🗨️ Reply ...

⊕ 1 more reply



StrictMachine3170 • 3mo ago

I reeeeeeal wanted to have 2 Chungus gorillas that just runs around and wipes the screen with aoe dmg. But it seems that companions deal friggin ZERO damage with attacks. So disappointing. I assume minion damage nodes boosts companions too, but they are all on the opposite side of the skill tree, and probably still would be ass damage

⬆️ 4 ⬇️ 🗨️ Reply ...



IMrGoochl • 3mo ago

You guys think huntress is best for companion builds because of the double summon perk she can get later? I would assume so IF they can stack there aura buffs with the other companion right?

⬇️ ⬆️ -1 ⬇️ 🗨️ Reply ...



Odd-Skill-4115 • 3mo ago

Idk if Huntress is the best tbh but its a really good aura buffer for your build overall. They are nice but idk if they are op.. i have one with armour breaker and haste i love this moa great for utility but dies fast..

⬆️ 1 ⬇️ 🗨️ Reply ...



Fapplerino • 3mo ago

The 2 companion keystone is just on the tree and anyone can take it. Tactician is without a doubt the best ascendancy for them

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⊕ 3 more replies



xmalhafiz • 3mo ago

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Tactician is probably slightly better for Companions because of the 50% spirit reserve nodes and 25% main hand weapon dmg nodes. They can use multiple auras and banners, and also the Pin nodes are amazing for crowd control. The dex requirement is nasty tho.

But Amazon is too OP damage wise to use companions, just use lightning spear and zoom. You'll probably want companion with Haste/Elemental Aura and any combination of Trail/Explosion for Twister.

1

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r/AlphaLeague • 6 mo. ago

Critical mass & trait/character balancing issues

3 upvotes · 3 comments



r/AssassinsCreedShadows • 4 mo. ago

About Improved Ground Assassinate and Assassination Damage



4 upvotes · 11 comments



r/PathOfExile2 • 8 days ago

I hope a dev reads this, I'm blown away.

353 upvotes · 98 comments



r/PathOfExile2 • 11 days ago

There are two things that I absolutely hate in this game

49 upvotes · 47 comments



r/PathOfExile2 • 19 days ago

This game feels anti co-op

260 upvotes · 108 comments



r/PathOfExile2 • 2 mo. ago

Thanks a lot



60 upvotes · 13 comments

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95 upvotes · 10 comments

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Duality of man

314 upvotes · 53 comments

 r/PathOfExile2 · 2 mo. ago

I wasn't even paying attention

47 upvotes · 10 comments

 r/PathOfExile2 · 9 days ago

WTF is going on with my performance

15 upvotes · 29 comments

 r/PathOfExile2 · 1 mo. ago

I swore I'd never do this...

215 upvotes · 40 comments

 r/PathOfExile2 · 1 mo. ago

Update: I vaaled it

156 upvotes · 22 comments

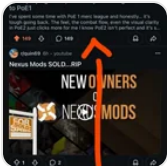
 r/PathOfExile2 · 2 mo. ago

Well that wasn't expected

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I may have spent too much time on here



Help Regarding Guardian Site Farming

1 upvote · 13 comments

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What should I do next?

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This Happens A Lot!

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No idea what to do with this.

132 upvotes · 45 comments

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43 comments

 r/SwainMains • 6 mo. ago

Swain itemization?

2 upvotes · 2 comments

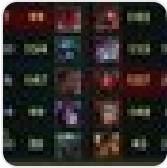
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Put everything into this character before I end my league

39 upvotes · 37 comments

 r/mtg • 5 mo. ago

Interaction with Saheeli's artifact creature token and Industrial Advancement.





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Current Rayari mission item requirements

3 upvotes · 6 comments



r/PathOfExile2 • 1 mo. ago

Probably going to quit after this.



26 comments



r/PathOfExile2 • 2 mo. ago

Oh what the hell?



212 upvotes · 68 comments