Last Epoch Download Easy

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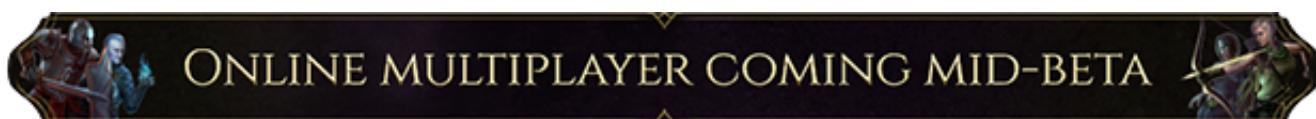## About This Game

Last Epoch combines time travel, exciting dungeon crawling, engrossing character customization and endless replayability to create an Action RPG for veterans and newcomers alike. Travel through the world of Eterra's past and face dark empires, wrathful gods and untouched wilds – to find a way to save time itself from The Void.

Key Features

- **15 Mastery Classes**
  Begin your adventure as a base class which can then specialize into one of three Mastery Classes. When specializing into a certain Mastery you will be able to access new skills and specialize your playstyle!

- **Customize each skill**
  Every active skill has its own augment tree that can completely change how the skill functions. Transform your skeletons into archers, your lightning blast into chain lightning, or make your serpent strike summon snakes to fight alongside you!

- **Lose yourself in the item hunt**

Fill your arsenal with magic items you craft to perfection, change the rules of your build with powerful unique and set items, and always have that next upgrade just on the horizon with Last Epoch's randomized loot system.

- **Explore a vast world throughout time**
  The world of Eterra is home to many factions and secrets. Travel to different points in time to change the world's fate, and fight to set it onto a new path.

- **Endless replayability**
  With a wealth of classes and skills to customize, deep game systems, randomized loot, and continuing development, Last Epoch is a game that will keep you coming back.

- **Easy to learn, hard to master**
  We're committed to making our gameplay approachable through breaking up the required learning and being transparent. At the same time, overcoming some of the most challenging content will require deep knowledge and pushing your build to its limits.

Title: Last Epoch
Genre: Action, Adventure, Indie, RPG, Early Access
Developer:
Eleventh Hour Games
Publisher:
Eleventh Hour Games
Release Date: 30 Apr, 2019

 a09c17d780

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7

Processor: Intel Core i5 2500 or AMD FX-4350

Memory: 6 GB RAM

Graphics: nVidia GTX 660ti or AMD R9 270 with 2+ GB of VRAM

DirectX: Version 11

Network: Broadband Internet connection

Storage: 35 GB available space

English

ArreatWolven

Experience	0	**Level 71**		
		Primalist		
Strength	11	Health		456
Dexterity	0	Mana		149
Intelligence	0	Health Regeneration		18
Attunement	1	Mana Regeneration		12
Vitality	0	Movement Speed		4%

Armour and Protections

Armour	Lightning	Cold	Fire	Void	Necrotic	Poison
62%	1%	3%	3%	0%	0%	0%
751	5	16	16	0	0	0

Additional Defenses

Block Chance	Dodge	Stun Avoidance
0	12%	20
	55	

Block Protection	Chance to receive a glancing blow	Ward Retention
0	0	0

Damage Stats | Minion Stats | Other Stats

Increased Cast Speed	15%	Increased Physical Damage	10%
Increased Melee Attack Speed	5%	Increased Lightning Damage	0
Increased Throwing Attack Speed	0	Increased Cold Damage	0
Critical Strike Chance	5%	Increased Fire Damage	0
Melee Critical Strike Chance	5%	Increased Void Damage	0
Critical Strike Multiplier	200%	Increased Necrotic Damage	0
Increased Spell Damage	0	Increased Poison Damage	0
Increased Melee Damage	0	Increased Damage Over Time	0
Increased Throwing Attack Damage	20%		
Increased Stun Chance	0		
Increased Melee Stun Chance	0		

BASIC ATTACK DPS 85

Humming Bee

• Blighted Nodachi of S

•• Intrepid Gold Ring of the

INVENTORY

Stats Overview

Health	456
Mana	149
Health Regeneration	18
Mana Regeneration	12
Potion Slots	3
Dodge Rating	55
Armor	751

Protections

Fire	16
Cold	16
Lightning	5
Void	0
Necrotic	0
Poison	0

MORE STATS
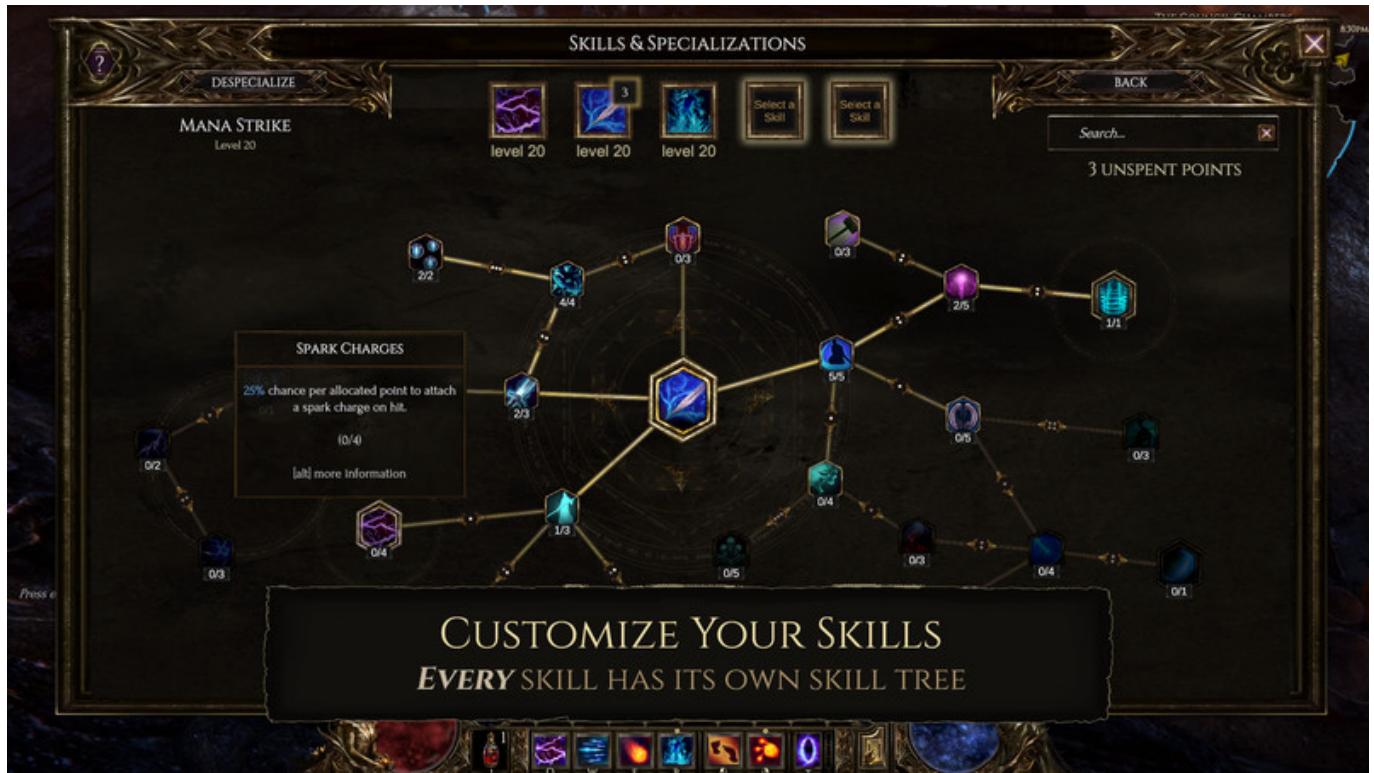
Calamity
Helmet
Unique Jewelled Circlet

+5 Armor
+29 Mana
20% Increased Spell Damage

+150% Chance To Ignite On Fire Hit

40% Increased Fire Damage

When You Kill An Enemy With A Fire Skill You Take 4 Fire Damage Over The Next 2 Seconds

Set the world ablaze and burn along with it

Sell Price 1000   Requires Level 7

[Alt] More Information [Ctrl] Compare Items

SORT ITEMS   **STASH MATERIALS**   14079

ASCEND TO POWERFUL MASTERIES
UNLOCK SKILLS AND *SPECIALIZE YOUR PLAYSTYLE*

Great game, has tons of potential but also needs a lot of work. Hopefully it'll become more visually appealing as the game development progresses. I'm looking forward to playing some multiplayer with friends!

I've played 6 hours so far and it has been a very enjoyable 6 hours!. So I have played a LOT over the last week of owning this game. As you can see I already have almost 60 hours. I have beaten 202 waves in arena, which placed me at rank 57 at the time currently rank 66 as of writing this. Here's what I like

- Classes and Subclasses are very enjoyable.

- The passive tree is great and I really enjoy this style of skill tree in any game.

- Skill specialization is cool and gives a added layer of skill tree style progression that allows you to make skills do even greater things.
  However this game does have many issues.

    ◦ Defenses in this game are handled poorly. 100% glancing blow, 89% block chance with 1650 block protection, 814 health, and a mix of protections and I still will randomly just about instantly die to a enemy walking over and auto attacking me.

    ◦ Arena requires you to start at wave 1 EVERY time. The first 100 or so waves are a complete joke but take at least 30 minutes to get through.

    ◦ Optimization for this game is pretty bad right now. Running a i5-4690k and a RTX 2070 and I can't play my Acolyte\/Necromancer because I can make my FPS literally hit 0 and even on my Sentinel\/Paladin that I have hit over wave 200 with if groups of enemies get too big and my 6th hit goes off on to many at once my FPS hits 0 as well but isn't nearly as often and is very much playable.

    ◦ Quite a few abusable skills or passives for certain classes that allow them to get tens of thousands of ward which is temporary health, or allows them to do MASSIVELY more damage than other classes. However this is Alpha\/Beta so take this last point with a grain of salt as it can and most likely will be fixed.
    Finally I want to say that the Devs for Last Epoch seem great so far. They are fairly active with the community through discord. Community seems to be growing well and has many people throwing around build ideas and that are willing to answer questions for new players. Right now I am not going to say I don't recommend Last Epoch. This is only because there are currently better, well rounded games you could play of the Genre. However assuming the issues with this game get fixed it could easily be my favorite and I would absolutely recommend this game so with about a year left of Alpha\/Beta we will have to wait and see what the Devs have in store for us.. First of let's get the obvious out of the way.The game is poorly optimized right now and can bring even the beefiest rigs to it's knees.I found that turning most of the advanced graphics settings off (bloom, anti aliasing ,SAOO, even shadows to medium) improved performance significantly yet it still was choppy in some parts.

    The story is pretty interesting to begin with but don't expect a G.R.R Martin epic saga.It's unfinished and it's clear the devs are still working on it .For an arpg it seems serviceable and that's usually good enough in these types of game

    The graphics ...well they are something :) . Not the best I admit and I understand why it would throw some people of.It didn't bother me that much and I even got used to them ,however the game as it is now is NOT pretty and that's all I'm gonna say about that.

    All of the flaws listed above I can somewhat forgive for now.The game ,as obviously stated is in early access.I fully expect bugs ,glitches ,freezes and crashes.I knew what I was buying into unlike most of the spoiled brats

here on steam .If people don't expect this they really shouldn't buy an unfinished product.I also fully expect the devs to fix most it not all of the said issues until launch.If the problems persist then yes ,the game fully deserves it's harsh criticism.

Now after all those points that one might perceive as negative ,why do I still recommend this ?Well it's simple really.The overall gameplay is simply great.The class and skill system is one of the bets I've seen in any arpg. The crafting system is another highlight , tinkering with item affixes and suffixes robbed me of many hours of my playtrough during this beta and I enjoyed every second of it (also I really like how the fracture system is implemented).

All in all ,to end my little rant ,Last Epoch gave me a feeling I haven't felt for an early access game in a long time .Since Grim Dawn to be more precise.I knew then that GD was going to be a brilliant game even when the whole content of the game was it's first act.Now I have 2000h loged in the game.I hope Last Epoch will be a repeat of that experience.It certainly has immense potential even tough in it's current state it has it's flaws.The biggest compliment I can give it ,or any game for that matter, is that it's not a Wolcen 2.0 for sure.. This is a Great addition to the Diablo2 style hack and slash genre. Fun gameplay, interesting loot, nice crafting system etc. I definitely recommend trying it if you like these style games, since you will know in under 2 hours if the game is for you. It is currently in early access so there are some bugs, but I have not heard of any gamebreaking ones. I think I crashed once in over 100 hours played.. Better than much other diablo clones out there... what i like about it is that the diablo 2 spirit is in this game... I recommend it.. but if you want multiplayer or dont want bugs.. then wait for later updates. Great game, to me it is in the middle of diablo and PoE. Amazing crafting system and lots of potential.. I have only played this game a little over an hour, I can say, I'm impressed, which says a lot because I'm picky when it comes the genre of hack n slash type games. I believe this game has great potential from what I've seen thus far. Even though in beta the game has much to offer. There is huge skill tree to set up the character how you like it. You can play using the keyboard or game controller, a huge plus. The graphics are stunning. I love the music score...it is well orchestrated.

Remember the game is in beta so it's still under going lots of changed, content being added, and so forth. The developers even tell you this one you log in and the game gets started. I know this game has gotten many mixed reviews but it's still in development thus not complete. In fact, most games of this genre I play are always adding new content so they are never truly complete!

I looked for a place for comments be nice to see under the community but did not find anything.
There are a couple of things I would like to see: Any character can be played as male or female. Voiced computer generated characters(npc's) that you click on to get info and quests. This would enrich the game tremendously. (Do not take me the wrong way, I love to read!). Even if this game gets stuck in 'Pantheon: Rise of the Fallen' level development hell; the beta is already a better iteration of diablo 2 \/ 3. This is essentially the diablo 2 remaster I've been waiting for; and they're not even designing it to be played on phones.. You have to realize it is announced to be released in one year!
Otherwise the game is solid and a few hours can be invested into exploring the game, skills, crafting, story etc.

If you want a smooth gaming experience wait a little. Loading screens and buggs still appear regularly, but nonetheless i had a lot of fun until i reached the end of their content and the current "endgame".
Pretty fun still fighting trough short zones with mods to make the monsters stronger.

And wanting to know if 30\u20ac is worth it? If you want to support the devs and play NOW, then yes.

Looking forward to the finished game :D. lots of work to do but its pretty solid for an early access game so far

Honestly, nice change of pace between POE\/daiblo.
Considering this is a beta, I still recommend it seeing that the foundation of this game is solid.

Pros:
-Decent amount of skill\/tree customization
-At least a third of the skills feel good and rewarding to currently play and build around
- Graphics arnt that bad on max settings
-Endgame system is somewhat fun and currently in place so you can grind away!
-Plenty of uniques to find\/build with and a half decent crafting system (Still a bit too easy to craft great gear)

Cons:
-Currently lots of broken skills\/mechanics (AHEM..ward)
-Endgame is a bit repetitive with the small amount of maps\/mob types. Tile Randomization and events would be king here.
-Respecing is very costly if you mess up ur build or just want to try something else
-Some skills wayyy over-tuned while others are almost useless
-Load times a bit high

Things I would like to see:
-Random "events" during a monolith run to keep it from getting stale. (Think goblins in diablo\/ shrines, or even league mechanics like in POE to add a little bit more of a random rewarding feeling) Currently im at the point where finding a unique item is one of the only "rush" feelings I get while grinding.
-Balance, which is assume is coming lol.
-Easier ways to reduce mana costs or increase mana regen.
-at least 5 more skill points on each skill tree (with damage toned down ofc) so it doesnt feel thaaat pigeon-holed and streamlined. (Bad example: if u do void damage ur line of skill tree choices is all the void-damage nodes and that takes up all ur points). Not sure why the negative reviews. A bit laggy but decent game. I love the talent trees and the customization in the game.. Bought the game for 30 EUR, which I first thought is a bit overpriced for a product which is still in beta (I still did not get my supporter pack content, but this is a known issue, and the devs are working on it afaik), but after spending 20 hours playing the game, and another like 5 reading the forums I can only recommend the game to any ARPG fans who are looking for something new, yet still familiar.

The addition of new ingame content is really good imo, the pacing feels great, we get a new skill every several levels, and most of them are really well thought out, and quite a few are even feel pretty fresh and innovative even if you played all ARPGs out there.

The two only negative issues are optimization, which is pretty poor atm. I personally have only rarely problems, but sometimes there are huge lags, and while playing HC, this can be devastating. But others have more serious problems with fps and lag, so consider this before buying the game.

The other would be the endgame content, which I only played for a few hours, but seems to be a little repetitive, but hey, it is an ARPG, so we are quite used to it I think.

The best two aspects of the game would be the skill\/passive point system which makes for great character builds and variation, I already have ideas for at least 3-4 another characters (unfortunately do not have the spare time to make all of them atm).

The other would be the hardcore+solo+masochist mode, which is a great twist after playing softcore, and is basically a whole new game experience, where every combat encounter has to be planned carefully, since a few 'champion' mobs can kill you in a few hits, if you are not prepared.

TL;DR: if you like D2, Grim Dawn, or anything like these games I suggest you give Last Epoch a try (or wait for the demo, it should come soon), however be aware that the game has some critical technical issues with non-high-end configurations. Just read through the discussions page, or don't play more than two hours in your first session, so you can make a refund if you can't really play the game as it is now.. on a technical level a complete mess nice that we cant warn people on the steam forums regardless of settings it runs bad only on very low above 60 fps on ultra the fps is dropping constantly vsync implementation is terrible cant even maintain 30 fps lol honestly you guys should have waited your game should run like a dream considering the

overall presentation im not playing until its fixed the game is killing my gpu over 80c temperature. Feels like more of a D2 clone than other aprgs. Still a ton of work to go but it will be a great game that I put many hours into.
The game is pretty bare bones but it is fun and playable currently. They already have some events with prizes.

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