

[Skip to main content](#)

r/LastEpoch



Search in r/LastEpoch

[Log In](#)

r/LastEpoch • 6 mo. ago

Breidr



How Does Multiplayer Work?

[Question?](#)

Steam sale ends tomorrow morning and I'm so close to pulling the trigger on this. I understand the campaign is unfinished, and there are some things that could be improved, but I'mn thinking this could be a decent game to spend a lot of time in.

I'm not exactly 100% sure how character builds work, it seems more complicated than Diablo II, but less complex than PoE. I have noticed a respec button, so I hope it isn't too painful to "fix" mistakes. Diablo II and Torchlight II are probably my gold standard for ARPG character builds if I'm honest.

That's not why I'm here though. I can't really seem to get an idea of how multiplayer works. I see that there is a global chat. Is there an in-game LFG? How hard is it to find others to play with?

I'm not expecting anything too elaborate or complicated, but it's nice to just chill with others and play ARPGs, Project Diablo II has a pretty active multiplayer. in PoE I found people just using it for trade.



0



21



Share



Intuit_Official • Promoted



Get a clear picture of all your businesses in one view. The multi-entity dashboard gives you all the insights you need to grow confidently.

[Learn More](#)[intuit.com](#)

Stay on top of your
construction projects

with AI-powered error detection

INTUIT
Enterprise Suite

[Learn more](#)[Join the conversation](#)Sort by: **Best** ▾

Search Comments



RuFRoCKeRReDDiT • 6mo ago

Cannot speak to the MP aspect of the game but many people, myself included have called LE the sweet spot between PoE and Diablo as far as gameplay and complexity.



11



Reply



khaldun106 • 6mo ago

[Skip to main content](#)

LE

[Log In](#)**RuFRoCKeRReDDiT** • 6mo ago

What do you mean by PoE campaign ?



1



Reply

**Vithrilis42** • 6mo ago

Probably man PoE 2 campaign.



1



Reply

**Breidr OP** • 6mo ago

That's good to hear. I may pick it up regardless of MP. With the auction house and factions that lean towards SSF, I've got some options, and this game seems to respect it's players quite a bit.



1



Reply

**CelDeJos** • 6mo ago

Multiplayer works fine. Go for it!



3



Reply

**IrOnhide81** • 6mo ago

I just picked this game up actually on my vacation about a week ago and got home 3 days ago. I've been putting a good 3 to 5 hours in it at night on the campaign, and I'm about level 20.

I don't think people will give this game enough credit for how the engine feels. My fireballs have a punch, my teleports feel smooth and I'm liking the enemy diversity.

My one I guess oddity complaint would be the not typical way in which this game does " zoning ". By this, I mean anytime you enter a new part of a map, it is 100% always filled with monsters and the map is covered. Each time you'll have to explore and kill the enemies. The only thing saved are the actual waypoints themselves. Everything around them has to be rediscovered every time. It's a little weird at first but I'm getting used to it.

In any case, this is definitely worth the \$40 for me. In the 3 days I managed to play for around 15 hours.



2



Reply

**RuFRoCKeRReDDiT** • 6mo ago

It's not perfect but I trust and respect EHG. Bought the game when it first was available years ago. Hundreds of hours played so far. If you like arpgs you'll like LE.



1



Reply

**ikari6666** • 6mo ago

[Skip to main content](#)

LE

[Log In](#)

games. For example;

- All players get their own separate loot. There is no downside to partying up. You can give each other loot, too, so if anything, it doubles (or triple, etc) the pool of stuff. It also does NOT inform other players of what you get, so you don't have to worry about someone begging for your loot if you don't actively offer it to them. (As they will have no idea you even got something special.)
- All players progress story/quests when they do it together.
- You can just ask in global, and invite people over with their names or right clicking, it's really nothing special.

As a result, people are usually quite open to partying up, as there are virtually no downsides. There are two things that are a little more complex, and they just so happen to be the two major forms of "post-story endgame".

Dungeons are special maps that give unique rewards at the end, and can drop unique gear. They require a key specific to the dungeon to access, but only ONE person needs to use the key. People are willing to team up for them (especially if you provide the key, which are fairly plentiful anyway), but there is a very specific issue: If you die, you're out. As enemies scale up the more players are actively present on the map, some people will be unaccustomed to the suddenly higher damage, and they (or you) will die, and essentially get nothing out of the dungeon. I've never seen anyone get mad or anything serious like that, but it's worth noting that it can take some people off-guard.

Monoliths are kind of a big web of random maps with rewards that you can navigate between nodes and try to fish for specific rewards you want. You can do monoliths in co-op (again, plenty of people do) but, only ONE person's monolith is actually used. They get to choose the nodes and rewards, and you get a 'random' reward at the end. (As in, literally any reward your monolith nodes could have given you.)

As a result, dungeons and monoliths are a little harder to coordinate with complete strangers in global chat, but if you so much as make -one- friend and you two decide to play together every so often, it's really not difficult at all to just say 'Okay, I'll use my dungeon key, then you use yours' (getting two runs out of one key each), and 'Let's use my monolith this time, there's a reward I'm fishing for, and then we can do yours'.



never3nder_87 • 6mo ago

For monoliths, do all players get stability? Or only the player who's monolith it is?



ikari6666 • 6mo ago

All players do get the same amount of stability! Then, when you go to fight the boss, the game will actually tell you if people in your party don't have enough stability. They will be allowed to join the fight, but will gain no rewards. If they have enough stability, it will count as a clear for them, giving them the reward, the special passive, AND counting the monolith as cleared.



[Skip to main content](#)

LE

[Log In](#)**Incursio2** • 6mo ago

You invite people by typing their name or if you have a friend in game you can just invite them from your list. IMO the only reason most people engage in multiplayer for is lvl boosting and trading, however if you got a friend who is interested I would say invite them to play campaign with you, games are more fun playing with other people.

**Nyorliest** • 6mo ago

I play with my friends because I like them.

**Incursio2** • 6mo ago

Cool.

**TradeStation** • Official • Promoted

It's time for more precise trading.

[Learn More](#)tradestation.com**theswoderman** • 6mo ago

I've played a decent amount of multiplayer in the campaign and endgame with my brother.

Basically you party up with someone from your friends list and you play in the same zone, i think monsters get 50% more health and other than that it's functionally the same as single player in most ways. If you have any specific questions I'd be happy to answer if I know the answer

**NhireTheCursed** • 6mo ago

[Skip to main content](#)

LE

[Log In](#)**Bassndy** • 6mo ago

The only time I did no ssf and played in a group was in 0.8. It was quite nice, but there was a huge lag / loading time into and out of the monolith for the player who was the "guest". I guess that got fixed over time?

**hardolaf** • 6mo ago

My friend (Russia) and I (USA) play together constantly even when doing cycle start ladder pushing to try to land in the top 10 for a class.

**[deleted]** • 6mo ago

Just talk in global and say LFG people will join. Also LE has a discord. If you got the game lmk ill game with you

**Comprehensive-Task18** • 6mo ago

Multiplayer works great in the story. Maybe like first 8 hours or so. Once you get to endgame it forces differences in layouts and boss completions. So no more true co-op progression. Trade is there for multiplayer though. So basically yes good at first then bad late. Worth to pick up on sale imo

**r/LastEpoch** • 3 mo. ago**Have there been changes to how multiplayer handles end game?**

26 upvotes · 7 comments

**r/LastEpoch** • 3 mo. ago**This game is just so fun, man.**

397 upvotes · 63 comments

**r/Dinkum** • 8 mo. ago**How does multiplayer works ?**

How does Multiplayer actually work?

3 upvotes · 2 comments

 r/LastEpoch • 3 mo. ago

This game feels so good to play

114 upvotes · 22 comments

 r/LastEpoch • 3 mo. ago

This game is so good.

133 upvotes · 27 comments

 r/LastEpoch • 3 mo. ago

I'm loving this game.

147 upvotes · 49 comments

 r/LastEpoch • 2 mo. ago

I love how user friendly this game is.

120 upvotes · 37 comments

 r/LastEpoch • 27 days ago

This game is life changing

174 upvotes · 11 comments



 r/LastEpoch • 2 mo. ago

I love this game

367 upvotes · 100 comments



 r/DreamlightValley • 8 mo. ago

How does multiplayer work?

1 upvote · 4 comments

 r/LastEpoch • 6 days ago

Just heard of this game.

[Skip to main content](#)

LE

[Log In](#)

How Does Multiplayer Work?

2 comments



r/rainworld • 8 mo. ago

How does this game work?

8 upvotes · 9 comments



r/OnceHumanOfficial • 8 mo. ago

How does this game work?

1 upvote · 10 comments



r/TopHeroes • 7 mo. ago

How does power work ?

2 upvotes · 2 comments



r/HillClimbRacing • 6 mo. ago

How does racing work?

9 upvotes · 11 comments



r/cs2 • 9 mo. ago

How does competitive matchmaking work?

2 upvotes · 1 comment



r/LordsoftheFallen • 8 mo. ago

How does save system work ?

2 upvotes · 3 comments



r/Enshrouded • 8 mo. ago

How does server work?

2 upvotes · 1 comment



r/WarCry • 8 mo. ago

How does this work?

16 upvotes · 10 comments



r/PathOfExile2 • 8 mo. ago



Log In



r/LastEpoch • 27 days ago

This Game Is Insane

236 upvotes · 22 comments



r/LastEpoch • 13 days ago

Dear Devs: I'm Sorry

127 upvotes · 81 comments



r/LastEpoch • 1 mo. ago

Alright devs, you got me.

361 upvotes · 35 comments