

# **Last Epoch 0.8.5 Speedrun - Mage Guide**

## **All passive / idols**

### **1. Mastery**

No matter which one you choose you will have the same build as we use Glacier. You will get a bit more damage with sorcerer and the +50 mana does make a difference in how smooth the gameplay feels.

### **2. Movements**

Teleport is the most powerful movement ability in the game as you literally teleport your character where your mouse is aimed at.

Important ! To maximise the potential of teleport, you want to aim toward the top left or right corner of the screen when possible. The inclination of the camera makes the top of your screen render further terrain than the bottom.

A 4s cooldown is also really low, but as it costs a decent amount of mana, try to manage your mana pool to always cast it when it comes off cooldown.

### **3. Damage & Defence**

We use glacier as it scales incredibly well early on in the game. It falls off a bit at the later part of the campaign, but still is incredibly powerful compared to other mage abilities at that point.

The skill has a ton of more damage modifiers and scales well with added spell damage. Try to always get the best staff for your level and as much spell/cold damage on your gear.

Our defence revolves around flame ward and freezing / killing monsters before they hit you. Getting some leech and health on kill is also nice to have.

## 4. Passives

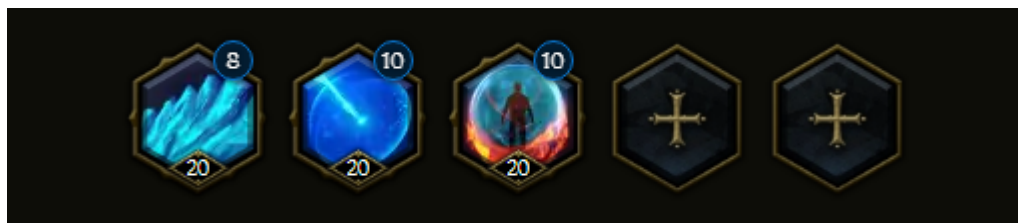
<https://www.lastepochtools.com/planner/jQeY1ZmQ>

The only trick here is getting the “preparation” node in the base mage tree, which will boost your glacier damage by a lot every 3 seconds.

Also, getting the cold leech on the sorcerer tree is your only source of leech at that point, outside of lucky drops like :

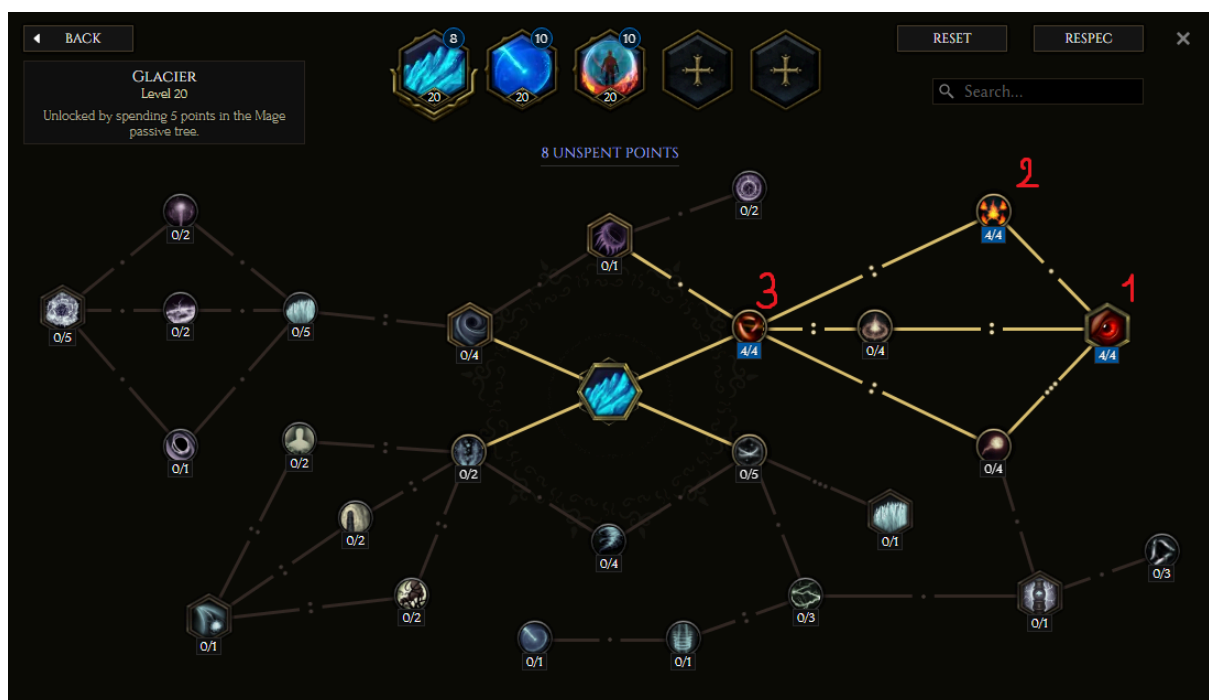
- The [Prism Wraps](#) body armour
- The [Tome of Elements](#) relic
- The [Avarice](#) gloves (in a side quest at the beginning of the campaign, I don't do it to save some time, but I would highly recommend it if you are playing in hc or not doing a speedrun)

## 5. Abilities



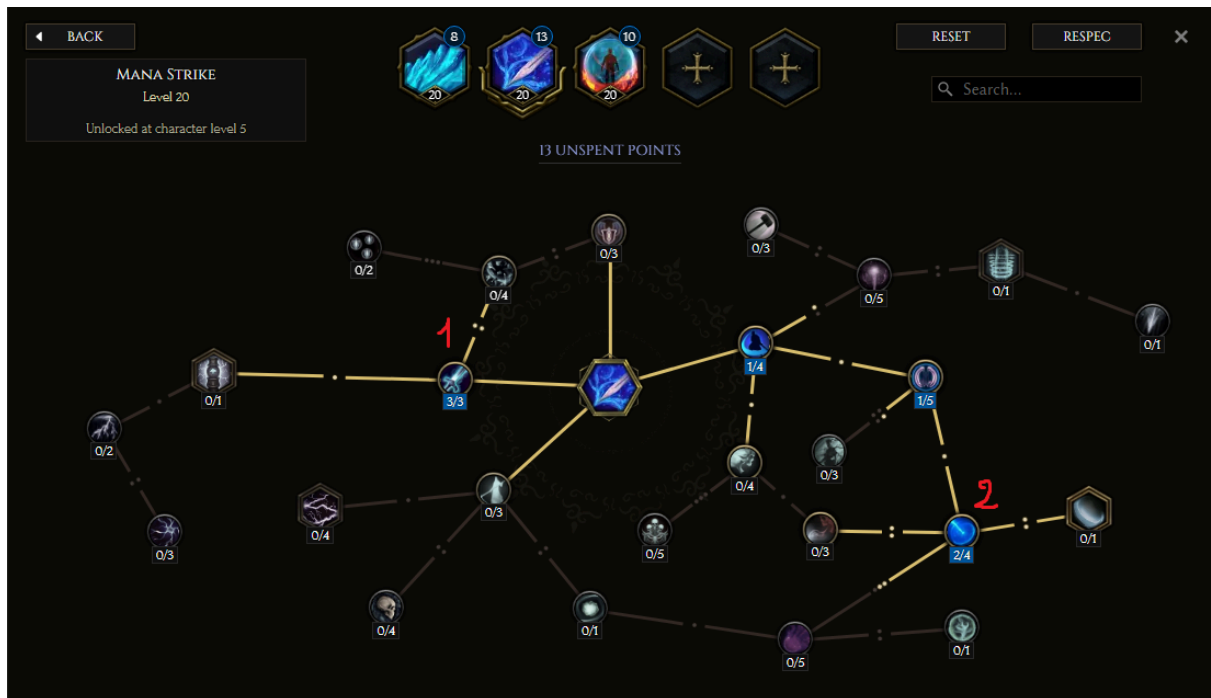
*Spec glacier, then mana strike (replace it with focus when possible), then flame ward*

### Glacier



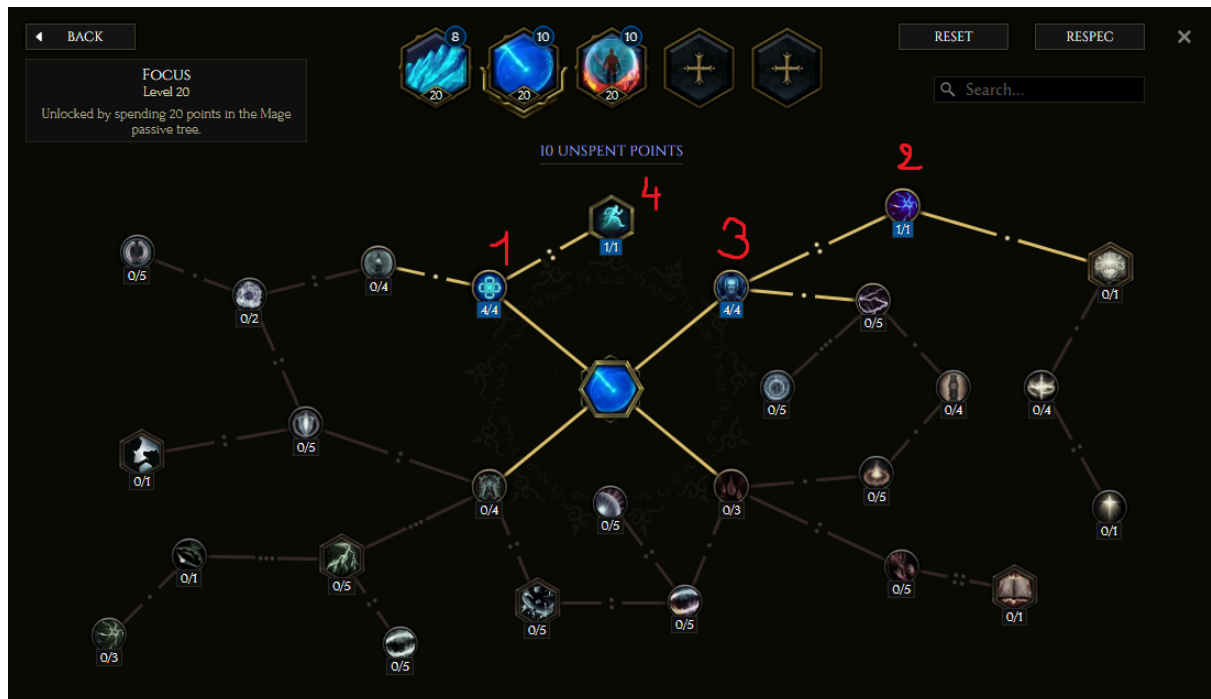
*Go **Morditas' Bane** then **Greater Destruction** and finally max **Breaking Point***

## Mana Strike (before respec into focus)



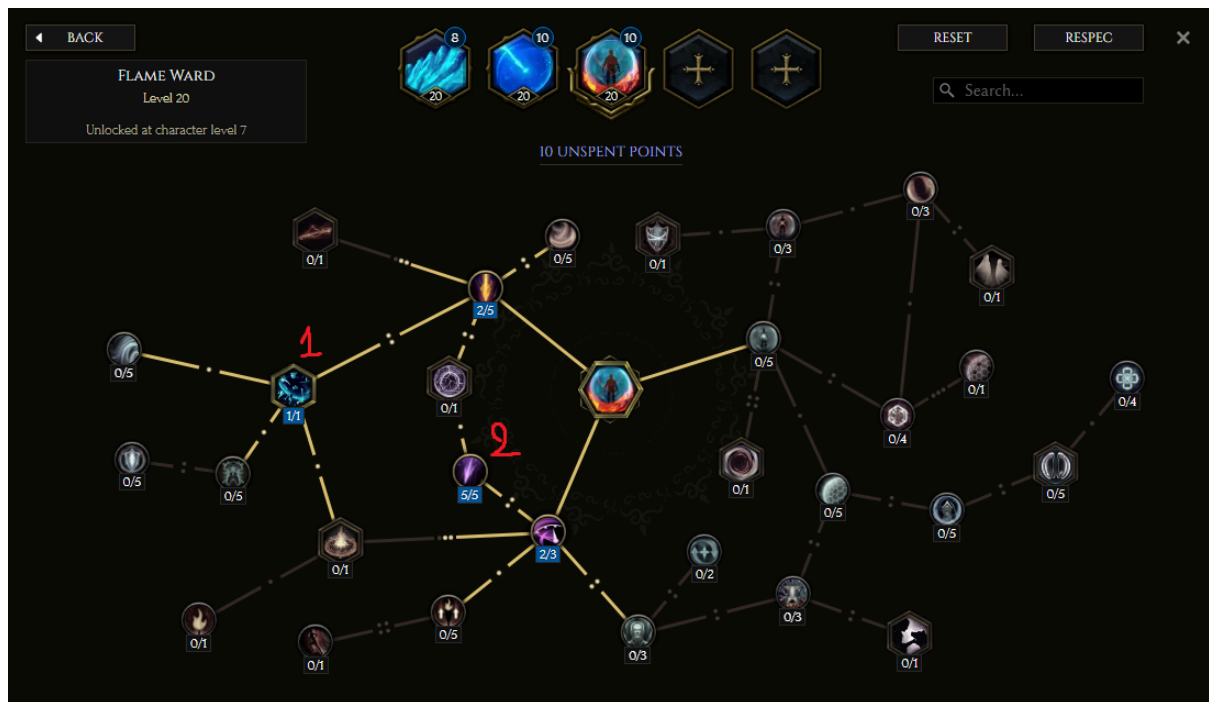
*Go Arcanist's Blade then Mana Drain*

## Focus (spec into it when it unlocks)



*Go Revelation, then Desperate Meditation, then Mana Flooded and finally Energy Infusion*

## Flame Ward



Go *Frost Ward*, then *Infusion*