
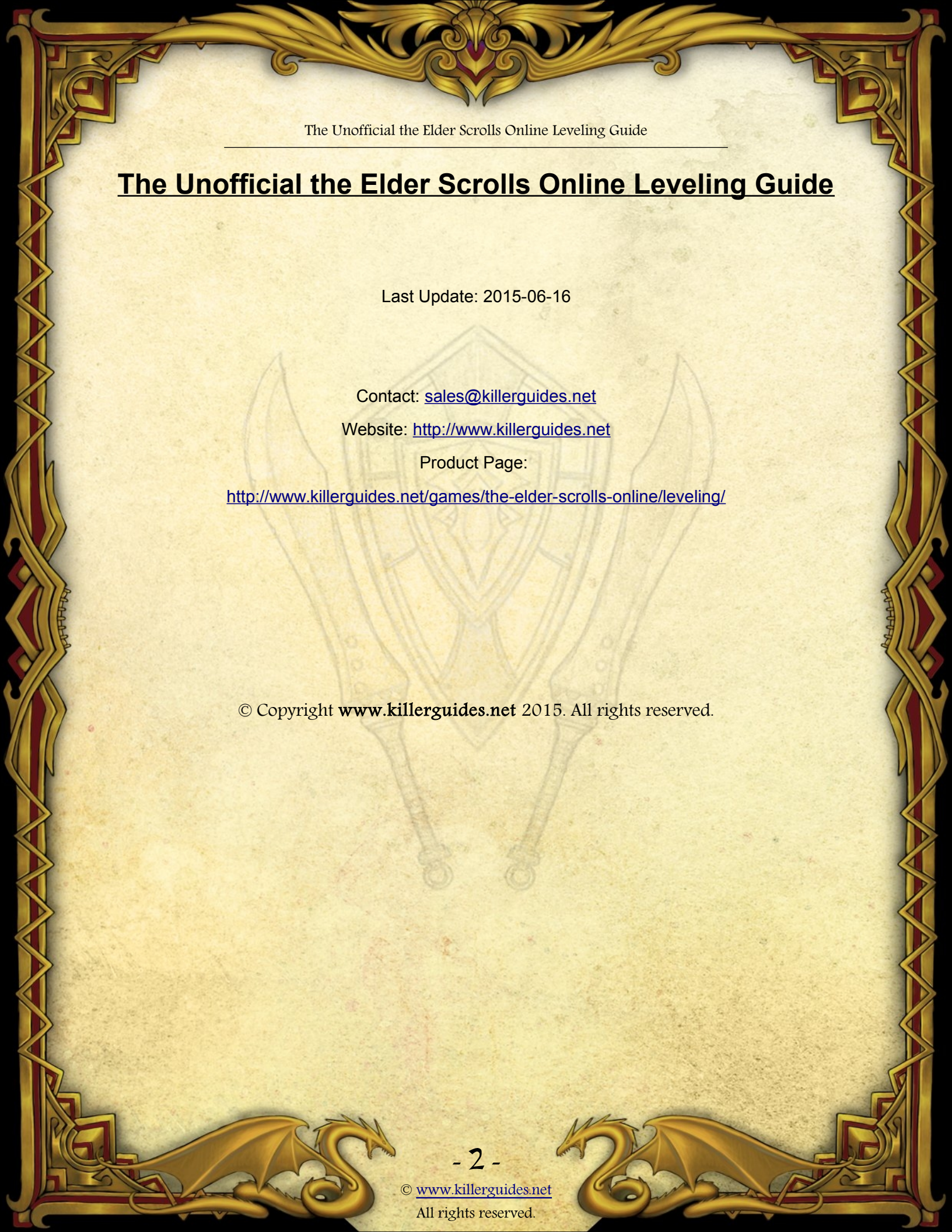


Professional strategies and insider tips!

A detailed illustration of a female warrior character from The Elder Scrolls Online. She has long, wavy brown hair and is wearing ornate, golden and brown armor. She is holding a large, silver, double-bladed sword behind her back. The background is a dramatic, purple and pink sky with jagged, dark rock formations in the distance.

# **THE UNOFFICIAL THE ELDER SCROLLS ONLINE LEVELING GUIDE**

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The Unofficial the Elder Scrolls Online Leveling Guide

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## **The Unofficial the Elder Scrolls Online Leveling Guide**

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# SKILL BUILDS AND ROTATIONS

## Nightblade

There are a vast variety of possible Nightblade builds that will perform well while soloing and leveling in Elder Scrolls Online. This guide will attempt to cover two popular weapon setups mixed within one build as well as provide additional alternatives. There is no "best" build in the Elder Scrolls Online since the game's class system encourages flexibility and customization. As such, this build is a suggestion.

This build is also also meant to be a loose guide and should be customized to fit your individual needs and playstyle. Utility abilities, for example, are completely customizable.

### Pure DPS Build: Dual Daggers

This build will focus on stealth and dealing as much single target damage as possible through critical strikes. It excels at both leveling/soloing and group play. The basic concept is simple. Utilize stealth/sneak to choose your battles, get in and take down your opponents in a single hit or two. The build has a variety of survivability options and self-heals that also make it decent for PvP.

**Pros:** Massive single target damage, solid survivability.

**Cons:** Requires melee range, requires sneak, low on AoE damage.

**Primary Weapon Set:** Dual daggers

**Secondary Weapon Set:** Two-handed sword/mace/axe

**Armor Type:** Medium

**Suggested Attributes:** A mixture of Stamina, Magicka and Health as needed for leveling, and pure Health for endgame.

### **Primary Weapon Set Active Abilities.**

Teleport Strike -> Ambush (Nightblade – Assassination)

Shadow Cloak -> Shadowy Disguise (Nightblade – Shadow)

Assassin's Blade -> Killer's Blade (Nightblade – Assassination)

Sparks -> Heated Blades (Dual Wield)

Veiled Strike -> Concealed Weapon (Nightblade – Shadow)

These are your combat initiators and main attacks.

#### **Ultimate.**

Death Stroke -> Soul Harvest (Nightblade – Assassination)

### **Secondary Weapon Set Active Abilities.**

Evasion -> Elude (Medium Armor)

Immovable (Heavy Armor)

Momentum -> Forward Momentum (Two-Handed Weapon)

Expert Hunter -> Camouflaged Hunter (Fighters Guild)

Mark Target -> Piercing Mark (Nightblade – Assassination)

These are your damage reduction cooldowns, emergency self-heals and DPS cooldowns.  
You'll only need to swap to this set when a cooldown is required.

**Ultimate:**

Death Stroke -> Soul Harvest (Nightblade - Assassination)

**Primary Passive Abilities:**

**Nightblade - Assassination:**

Master Assassination (II), Executioner (II), Pressure Points (II), Hemorrhage (II)

**Nightblade - Shadow:**

Refreshing Shadows (II), Shadow Barrier (II), Fortitude (II), Dark Veil (II)

Nightblade - Siphoning: Catalyst (II), Magicka Flood (II), Soul Siphoner (II), Transfer (II)

**Dual Wield:**

Dual Wield Expert (II), Ruffian (II), Twin Blade and Blunt (II)

**Medium Armor:**

Dexterity (II), Wind Walker (II), Improved Sneak (II), Agility (II), Athletics (II)

Other suggested options for Nightblade builds include bow DPS builds, sword and shield tanking builds, dual dagger tanking builds and restoration staff healing builds. Remember you can mix and match two weapon sets in a build to either maximize one particular build or play more of a hybrid role in either PvP or PvE.

## Dragonknight

Dragonknight builds that will perform well while soloing and leveling in Elder Scrolls Online. This guide will attempt to cover two popular weapon setups mixed within one build as well as provide additional alternatives. There is no "best" build in the Elder Scrolls Online since the game's class system encourages flexibility and customization. As such, this build is a suggestion.

This build is also meant to be a loose guide and should be customized to fit your individual needs and playstyle. Utility abilities, for example, are completely customizable.

### **PvE Tank/PvP Powerhouse. Sword/Shield and 2-Hander**

This build will focus primarily on tanking PvE encounters but will be equipped to handle solo situations well and also function in PvP as an unstoppable defender. The build's primary weapon set will be a sword and shield, but switching to a 2-hander will give the DK access to greater flexibility. While tanking, this build will excel at single target encounters where AoE isn't needed yet maximum survivability and mitigation is.

**Pros:** Maximum survivability and mitigation, decent damage (for a tank), excellent crowd control and cooldown options.

**Cons:** Requires melee range, low on damage in comparison to a full DPS Dragonknight.

**Primary Weapon Set:** Sword and shield

**Secondary Weapon Set:** Two-handed sword/mace/axe

**Armor Type:** Heavy

**Suggested Attributes:** A mixture of Stamina, Magicka and Health as needed for leveling, and pure Health for endgame.

### Primary Weapon Set Active Abilities

Fiery Grip -> Empowering Chains (Dragonknight - Ardent Flame)

Puncture -> Ransack (One Hand and Shield)

Stonefist -> Stone Giant (Dragonknight - Earthen Heart)

Obsidian Shield -> Igneous Shield (Dragonknight - Earthen Heart)

Dragon Blood -> Coagulating Blood (Dragonknight - Draconic Power)

These are your primary tanking abilities and survivability cooldowns best used while equipping a sword and shield and taking heavy damage.

### Ultimate

Magma Armor -> Corrosive Armor (Dragonknight - Earthen Heart)

### Secondary Weapon Set Active Abilities

Searing Strike -> Burning Embers (Dragonknight - Ardent Flame)

Spiked Armor -> Razor Armor (Dragonknight - Draconic Power)

Immovable -> Unstoppable (Heavy Armor)

Critical Charge -> Critical Rush (Two-Handed Weapon)

Dark Talons -> Burning Talons (Dragonknight - Draconic Power)

These are abilities that deal a little more damage and are more solo-oriented and PvP-oriented in nature. There are also a few cooldowns here. Using this set while tanking to deal a little more damage and establish threat also isn't a bad idea.

## Ultimate

Dragonknight Standard -> Standard of Might (Dragonknight - Ardent Flame)

### Primary Passive Abilities:

#### Dragonknight - Ardent Flame

Kindling (II), Warmth (II), Searing Heat (II), World in Flame (II)

#### Dragonknight - Draconic Power

Iron Skin (II), Burning Heart (II), Elder Dragon (II), Scaled Armor (II)

#### Dragonknight - Earthen Heart

Eternal Mountain (II), Battle Roar (II), Mountain's Blessing (II), Helping Hands (II)

#### Two Handed

Forceful (II), Heavy Weapons (II), Balance (II), Arcane Fighter (II), Battle Rush (II)

#### One Hand and Shield

Fortress (II), Sword and Board (II), Deflect Bolts (II), Battlefield Mobility (II)

#### Heavy Armor

Resolve (III), Constitution (II), Juggernaut (II), Bracing (II), Rapid Mending (II)

Other suggested options for Dragonknight builds include bow DPS builds, dual wield DPS builds, destruction staff DPS builds and restoration staff/dual wield healing builds. Remember you can mix and match two weapon sets in a build to either maximize one particular build or play more of a hybrid role in either PvP or PvE.

## Templar

There are a vast variety of possible Templar builds that will perform well while soloing and leveling in Elder Scrolls Online. This guide will attempt to cover two popular weapon setups mixed within one build as well as provide additional alternatives. There is no "best" build in the Elder Scrolls Online since the game's class system encourages flexibility and customization. As such, this build is a suggestion.

This build is also meant to be a loose guide and should be customized to fit your individual needs and playstyle. Utility abilities, for example, are completely customizable.

### Healer/DPS Hybrid: Restoration Staff/Destruction Staff

This build will focus primarily on healing PvE encounters but will be equipped to handle solo situations well and toss out a bit of DPS and crowd control where it is needed. The build will do excellently for all areas of PvE group play. Although the build is designed mostly for casting, there are times when it should be safe to dip into melee range if needed.

**Pros:** Maximum healing capacity, maximum Magicka skill spread, some damage options, solid crowd control.

**Cons:** Lacks extremely strong damage options, may be slightly squishy in PvP.

**Primary Weapon Set:** Destruction Staff

**Secondary Weapon Set:** Restoration Staff

Note: The destruction staff can be switched out for a second restoration staff if you feel the one crowd control ability the destruction staff adds isn't of much use.

**Armor Type:** Light

**Suggested Attributes:** A mixture of Stamina, Magicka and Health as needed for leveling, and pure Health for endgame.

### **Primary Weapon Set Active Abilities.**

Rushed Ceremony -> Breath of Life (Templar - Restoring Light)

Solar Flare -> Dark Flare (Templar - Dawn's Wrath)

Piercing Javelin -> Binding Javelin (Templar - Aedric Spear)

Destructive Touch -> Destructive Clench (Destruction Staff)

Healing Ritual -> Lingering Ritual (Templar - Restoring Light)

This weapon set is where your damage comes from. For the most part, you should be able to use this set for the majority of the time. All of your damage abilities have crowd control abilities tacked on for solo flexibility. You'll also have two heals in this set which makes DPSing and healing at the same time simple.

### **Ultimate**

Nova -> Solar Prison (Templar - Dawn's Wrath)

### **Secondary Weapon Set Active Abilities.**

Rushed Ceremony -> Breath of Life (Templar - Restoring Light)

Rune Focus -> Channeled Focus (Templar - Restoring Light)

Grand Healing -> Healing Springs (Restoration Staff)

Blessing of Protection -> Blessing of Restoration (Restoration Staff)

Cleansing Ritual -> Purifying Ritual (Templar - Restoring Light)

This is the set you'll switch to when your group is taking heavy damage and you need everything in your arsenal to guide the way to victory. You have access to your strongest heals here as well as a few tools for restoring Magicka, providing cooldowns for your teammates and dispelling ailments.

### **Ultimate**

Right of Passage -> Practiced Incantation (Templar - Restoring Light)

### **Primary Passive Abilities.**

#### **Templar - Aedric Spear**

Piercing Spear (II), Spear Wall (II), Burning Light (II), Balanced Warrior (II)

#### **Templar - Dawn's Wrath**

Enduring Rays (II), Illuminate (II), Restoring Spirit (II), Prism (II)

#### **Templar - Restoring Light**

Mending (II), Focused Healing (II), Light Weaver (II), Master Ritualist (II)

#### **Destruction Staff**

Tri Focus (II), Penetrating Magic (II), Elemental Force (II), Ancient Knowledge (II), Destruction Expert (II)

#### **Restoration Staff**

Essence Drain (II), Restoration Expert (II), Cycle of Life (II), Restoration Master (II)

#### **Light Armor**

Evocation (III), Recovery (II), Spell Warding (II), Prodigy (II), Concentration (II)

Other suggested options for Templar builds include bow DPS builds, two-handed weapon or dual wield DPS builds and sword and shield/two-handed weapon tanking builds. Remember you can mix and match two weapon sets in a build to either maximize one particular build or play more of a hybrid role in either PvP or PvE.



## Sorcerer

There are a vast variety of possible Sorcerer builds that will perform well while soloing and leveling in Elder Scrolls Online. This guide will attempt to cover two popular weapon setups mixed within one build as well as provide additional alternatives. There is no "best" build in the Elder Scrolls Online since the game's class system encourages flexibility and customization. As such, this build is a suggestion.

This build is also meant to be a loose guide and should be customized to fit your individual needs and playstyle. Utility abilities, for example, are completely customizable.

### **Pure DPS Sorcerer: Destruction Staff (Ice)/Destruction Staff (Shock)**

This build is a 100% caster DPS build with a myriad of options that make it great for solo or dungeon gameplay. It deals primarily in damage-over-time abilities and massive AoE. It gains the ability to summon a pet to help them while solo as well as a great deal of crowd control and Magicka restoration options. While this build isn't exactly suited for PvP, with a few tweaks it should do decently.

**Pros:** Maximum ranged DPS, ability to regenerate Magicka quickly, plenty of crowd control options, provides pet options, tons of AoE.

**Cons:** Might be a little squishy in PvP, no self-heals.

**Primary Weapon Set:** Destruction Staff (Ice)

**Secondary Weapon Set:** Destruction Staff (Shock)

**Armor Type:** Light

**Suggested Attributes:** A mixture of Stamina, Magicka and Health as needed for leveling, and pure Health for endgame.

### **Primary Weapon Set Active Abilities.**

Force Shock -> Crushing Shock (Destruction Staff)

Destructive Touch -> Destructive Clench (Destruction Staff)

Daedric Curse -> Explosive Curse (Sorcerer - Daedric Summoning)

Encase -> Shattering Prison (Sorcerer - Dark Magic)

Summon Winged Twilight -> Summon Restoring Twilight (Sorcerer - Daedric Summoning)

These are your primary DoTs and light nukes along with the ability to summon a pet that restores Magicka and deals damage. You'll also gain a few crowd control options.

### **Ultimate**

Summon Storm Atronach -> Summon Charged Atronach (Sorcerer - Daedric Summoning)

### **Secondary Weapon Set Active Abilities.**

Wall of Elements -> Unstable Wall of Elements (Destruction Staff)

Dark Exchange -> Dark Conversion (Sorcerer - Dark Magic)

Mage's Fury -> Mage's Wrath (Sorcerer - Storm Calling)

Bolt Escape -> Ball of Lightning (Sorcerer - Storm Calling)

Lightning Splash -> Liquid Lightning (Sorcerer - Storm Calling)

These are your hardest hitting nukes and area-of-effect abilities along with the ability to regenerate Magicka by using your Stamina. The basic rotation for this build should be to set up your DoTs and a bit of crowd control using the Ice staff, then switch to the Shock staff for your burst damage and AoE abilities.

### **Ultimate**

Overload -> Energy Overload (Sorcerer - Storm Calling)

### **Primary Passive Abilities.**

#### **Sorcerer - Daedric Summoning**

Rebate (II), Power Stone (II), Daedric Protection (II), Expert Summoner (II)

#### **Sorcerer - Dark Magic**

Unholy Knowledge (II), Blood Magic (II), Persistence (II), Exploitation (II)

#### **Sorcerer - Storm Calling**

Capacitor (II), Energized (II), Disintegrate (II), Expert Mage (II)

#### **Destruction Staff**

Tri Focus (II), Penetrating Magic (II), Elemental Force (II), Ancient Knowledge (II), Destruction Expert (II)

#### **Light Armor**

Evocation (III), Recovery (II), Spell Warding (II), Prodigy (II), Concentration (II)

Other suggested options for Sorcerer builds include bow DPS builds, sword and shield tanking builds, dual dagger/two-handed weapon DPS builds and restoration staff healing builds. Remember you can mix and match two weapon sets in a build to either maximize one particular build or play more of a hybrid role in either PvP or PvE.

## PVP AND PVE BUILDS

### Nightblade

PvP and PvE builds for Nightblades should both have a decent amount of survivability and ways to control enemies and control the flow of combat. Sneak, of course, is also important.

Listed below are two example active skill sets for pure PvE and two for pure PvP. They will feature different weapon sets for the sake of variety. The sky's the limit when it comes to builds in ESO, so remember to use this to your advantage!

Passive skills will not be listed below. As a general rule of thumb, grab any class passives and weapon passives you can, then branch out to other passives that fit any builds you commonly use.

#### **Pure PvP Nightblade DPS Build: Bow/Two-Handed Weapon**

This build is designed to effectively snare and crowd control PvP opponents as much as possible with the bow while using a two-handed weapon for burst damage when it's needed most. It relies heavily on sneak.

**Primary Weapon Set:** Two-handed

**Secondary Weapon Set:** Bow

**Armor Type:** Medium

**Suggested Attributes:** Stamina > Health > Magicka

### Primary Weapon Set Active Abilities.

Critical Charge -> Stampede (Two-Handed)  
Shadow Cloak -> Dark Cloak (Nightblade - Shadow)  
Assassin's Blade -> Killer's Blade (Nightblade - Assassination)  
Blur -> Mirage (Nightblade - Assassination)  
Mark Target -> Reaper's Mark (Nightblade - Assassination)

#### *Ultimate.*

Death Stroke -> Soul Harvest (Nightblade - Assassination)

This set is perfect for solo fights or for initiating group battles where it's safe to melee.

### Secondary Weapon Set Active Abilities.

Poison Arrow -> Venom Arrow (Bow)  
Arrow Spray -> Bombard (Bow)  
Snipe -> Lethal Arrow (Bow)  
Blur -> Mirage (Nightblade - Assassination)  
Shadow Cloak -> Dark Cloak (Nightblade - Shadow)

#### *Ultimate.*

Werewolf Transformation -> Werewolf Berserker (Werewolf)

This set is best used for large groups of opponents or for picking off targets in the back using Sneak. Whenever it's unsafe to stay in melee range, this is the set you want to use.

## Pure PvE Nightblade Build: Dual Daggers

This build will focus on utilizing sneak and dealing as much single target damage as possible through critical strikes. It uses dual daggers for both weapon sets which means that it's not that flexible of a build, but it will allow the Nightblade to do maximum DPS by switching to the secondary weapon set to toss up damage-increasing buffs.

**Primary Weapon Set:** Dual daggers

**Secondary Weapon Set:** Dual daggers

**Armor Type:** Medium

**Suggested Attributes:** Magicka > Stamina > Health

### Primary Weapon Set Active Abilities.

Teleport Strike -> Ambush (Nightblade - Assassination)

Shadow Cloak -> Shadowy Disguise (Nightblade - Shadow)

Assassin's Blade -> Killer's Blade (Nightblade - Assassination)

Mark Target -> Reaper's Mark (Nightblade - Assassination)

Veiled Strike -> Surprise Attack (Nightblade - Shadow)

*Ultimate:*

Death Stroke -> Soul Harvest (Nightblade - Assassination)

These are your main attacks and combat initiators. Remember to open while stealthed.

### Secondary Weapon Set Active Abilities:

Evasion -> Shuffle (Medium Armor)

Blur -> Double Take (Nightblade - Assassination)

Haste -> Incapacitate (Nightblade - Assassination)

Strife -> Swallow Soul (Nightblade - Siphoning)

Drain Power -> Power Extraction (Nightblade - Siphoning)

#### *Ultimate:*

Death Stroke -> Soul Harvest (Nightblade - Assassination)

These are your DPS cooldowns and survivability cooldowns. Switch to this set when you need to.

## Dragonknight

PvP and PvE builds for Dragonknights should both have a decent amount of survivability and ways to control enemies and control the flow of combat. Both melee and ranged options are important.

Listed below are two example active skill sets for pure PvE and two for pure PvP. Each set will contain two different types of weapons for the sake of variety. The sky's the limit when it comes to builds in ESO, so remember to use this to your advantage!

Passive skills will not be listed below. As a general rule of thumb, grab any class passives and weapon passives you can, then branch out to other passives that fit any builds you commonly use.

### Ranged PvP Dragonknight Nuker/Emergency Healer

This Dragonknight build makes use of two ranged options-- the destruction staff and the restoration staff-- to nuke down opponents, survive under pressure and support their teammates. It's a bit of a non-standard build, but extremely viable for PvP and for most PvE situations as well.

**Primary Weapon Set.** Fire destruction staff

**Secondary Weapon Set.** Restoration staff

**Armor Type.** A mixture of heavy and light armor

**Suggested Attributes.** Health > Magicka > Stamina

### Primary Weapon Set Active Abilities.

Searing Strike -> Unstable Flame (Dragonknight - Ardent Flame)

Destructive Touch -> Destructive Clench (Destruction Staff)

Stonefist -> Stone Giant (Dragonknight - Earthen Heart)

Reflective Scale -> Reflective Plate (Dragonknight - Draconic Power)

Dragon Blood -> Coagulating Blood (Dragonknight - Draconic Power)

#### *Ultimate.*

Meteor -> Ice Comet (Mages Guild)

These is your damage weapon set. Use this to initiate combat, set up DoTs, apply crowd control and apply burst damage when it's needed. It also has a couple of healing/damage reflection cooldowns.

### Secondary Weapon Set Active Abilities.

Molten Weapons -> Igneous Weapons (Dragonknight - Earthen Heart)

Obsidian Shield -> Igneous Shield (Dragonknight - Earthen Heart)

Immovable -> Unstoppable (Heavy Armor)

Blessing of Protection -> Combat Prayer (Restoration Staff)

Entropy -> Degeneration (Mages Guild)

Magma Armor -> Magma Shell (Dragonknight - Earthen Heart)

Use this set when you need to throw out emergency heals to yourself or your group. You also have a few survivability cooldowns and damage reflection abilities. Additionally, you have one DoT ability you should throw out whenever you get a chance to do so.

## PvE Dragonknight Ranged/Melee Durable DPS

This build uses a two-handed weapon and a bow to be as flexible as possible for PvE encounters. It focuses on pure damage but also self-survivability. There will be fights when melee is not practical, and this is where the bow flexibility will shine. This build should also be able to off-tank in a pinch.

**Primary Weapon Set:** Two-handed weapon

**Secondary Weapon Set:** Bow

**Armor Type:** A mixture of heavy and medium (mostly heavy)

**Suggested Attributes:** Stamina > Health > Magicka

### Primary Weapon Set Active Abilities.

Searing Strike -> Unstable Flame (Dragonknight - Ardent Flame)

Critical Charge -> Stampede (Two-Handed)

Spiked Armor -> Volatile Armor (Dragonknight - Draconic Power)

Dark Talons -> Burning Talons (Dragonknight - Draconic Power)

Dragon Blood -> Coagulating Blood (Dragonknight - Draconic Power)

### *Ultimate.*

Magma Armor -> Corrosive Armor (Dragonknight - Earthen Heart)

This is your melee set which you should use whenever it's safe to dive into melee range. You have a combat initiator and a few mitigation/self-heal cooldowns as well.

### Secondary Weapon Set Active Abilities:

Ash Cloud -> Cinder Storm (Dragonknight - Earthen Heart)

Reflective Scale -> Reflective Fire Scale (Dragonknight - Draconic Power)

Poison Arrow -> Venom Arrow (Bow)

Volley -> Scorched Earth (Bow)

Snipe -> Focused Aim (Bow)

#### *Ultimate:*

Dragonknight Standard -> Standard of Might (Dragonknight - Ardent Flame)

Use this set whenever you need to stay at range. This set may also be best for AoEing packs of mobs.

## Templar

PvP and PvE builds for Templars should both have a decent amount of survivability and ways to control enemies and control the flow of combat. Healing utility and ranged options are the strengths of a Templar, so any build should contain ways to be flexible in both areas.

Listed below are two example active skill sets for pure PvE and two for pure PvP. Each set will contain two different types of weapons for the sake of variety. The sky's the limit when it comes to builds in ESO, so remember to use this to your advantage!

Passive skills will not be listed below. As a general rule of thumb, grab any class passives and weapon passives you can, then branch out to other passives that fit any builds you commonly use.

### Pure PvP Tank/Melee Support Templar

This build is designed to support a PvP group and serve as a distraction and annoyance to the enemies. "Tanking" enemy players is a difficult task, but when applying enough crowd control and disabling effects, it's possible to distract enemies from your squishier and more dangerous allies, paving the way to victory. When switching to your secondary weapon set, you're also able to heal your teammates and deal more damage to aid in bursting down opponents.

**Primary Weapon Set.** Sword and shield

**Secondary Weapon Set.** Two-handed weapon

**Armor Type.** Heavy

**Suggested Attributes.** Health > Stamina > Magicka

### Primary Weapon Set Active Abilities.

Restoring Aura -> Radiant Aura (Templar - Restoring Light)  
Low Slash -> Crippling Slash (One Hand and Shield)  
Defensive Posture -> Defensive Stance (One Hand and Shield)  
Shield Charge -> Shielded Assault (One Hand and Shield)  
Immovable -> Unstoppable (Heavy Armor)

*Ultimate.*

Nova -> Solar Disturbance (Templar - Dawn's Wrath)

This is your sword and board set best used for surviving the heat of a fight. You should use this whenever you want to survive as long as possible and throw out whatever cooldowns and crowd control you can.

### Secondary Weapon Set Active Abilities.

Rushed Ceremony -> Breath of Life (Templar - Restoring Light)  
Sun Fire -> Vampire's Bane (Templar - Dawn's Wrath)  
Restoring Aura -> Radiant Aura (Templar - Restoring Light)  
Critical Charge -> Stampede (Two-Handed)  
Cleansing Ritual -> Extended Ritual (Templar - Restoring Light)

This is your DPS/healing weapon setup that gives you added flexibility. It's great for initiating combat, bursting down enemies or providing emergency healing to your teammates.

*Ultimate.*

Right of Passage -> Remembrance (Templar - Restoring Light)

## PvE Melee DPS/Healer Hybrid Templar

This build will focus primarily on healing and DPSing PvE encounters and will excel at leveling and solo farming. It's able to DPS or heal dungeons and group encounters and may even do decently in PvP due to the hybrid nature of the build. Its one weakness may be the fact that as a DPS build it's designed to be in melee range.

**Primary Weapon Set:** Two-handed weapon

**Secondary Weapon Set:** Restoration staff

**Armor Type:** A mixture of light and heavy

**Suggested Attributes:** Magicka > Health > Stamina

### Primary Weapon Set Active Abilities.

Rushed Ceremony -> Breath of Life (Templar - Restoring Light)

Solar Flare -> Dark Flare (Templar - Dawn's Wrath)

Piercing Javelin -> Binding Javelin (Templar - Aedric Spear)

Puncturing Strikes -> Biting Jabs (Templar - Aedric Spear)

Critical Charge -> Stampede (Two-Handed)

*Ultimate:*

Radial Sweep -> Crescent Sweep (Templar - Aedric Spear)

This is your damage set which should be used for the majority of the time while solo. Use this set for opening up combat and dealing damage when you are not needed to heal.

### Secondary Weapon Set Active Abilities:

Rushed Ceremony -> Breath of Life (Templar - Restoring Light)

Rune Focus -> Channeled Focus (Templar - Restoring Light)

Solar Flare -> Dark Flare (Templar - Dawn's Wrath)

Blessing of Protection -> Blessing of Restoration (Restoration Staff)

Sun Fire -> Reflective Light (Templar - Dawn's Wrath)

#### *Ultimate:*

Right of Passage -> Remembrance (Templar - Restoring Light)

Equip this set when you need to heal yourself or your group.

## Sorcerer

PvP and PvE builds for Sorcerers should both have a decent amount of survivability and ways to control enemies and control the flow of combat. Pets are optional but a good way to increase your options while leveling.

Listed below are two example active skill sets for pure PvE and two for pure PvP. Each set will contain two different types of weapons for the sake of variety. The sky's the limit when it comes to builds in ESO, so remember to use this to your advantage!

Passive skills will not be listed below. As a general rule of thumb, grab any class passives and weapon passives you can, then branch out to other passives that fit any builds you commonly use.

### PvP Ranged DPS/Support/Healer Hybrid Sorcerer

This build is a pure ranged build that focuses on burst damage, group-centered support and on-demand healing. By switching between a destruction staff and a restoration staff, you can switch between healing and DPSing easily. It has a decent chunk of survivability, but it does better when working with a team instead of solo. As such, you'll want to stay safely behind your teammates during the heat of a PvP battle.

**Primary Weapon Set:** Destruction staff (Lightning)

**Secondary Weapon Set:** Restoration staff

**Armor Type:** Light

**Suggested Attributes:** Health > Magicka > Stamina

### Primary Weapon Set Active Abilities.

Mages' Fury -> Mages' Wrath (Sorcerer - Storm Calling)  
Weakness to Elements -> Elemental Susceptibility (Destruction Staff)  
Lightning Form -> Boundless Storm (Sorcerer - Storm Calling)  
Lightning Splash -> Liquid Lightning (Sorcerer - Storm Calling)  
Surge -> Critical Surge (Sorcerer - Storm Calling)

#### *Ultimate.*

Overload -> Energy Overload (Sorcerer - Storm Calling)

Use this set for initiating combat and bursting down enemy players. Choose targets that are squishy such as healers if at all possible.

### Secondary Weapon Set Active Abilities.

Grand Healing -> Healing Springs (Restoration Staff)  
Regeneration -> Mutagen (Restoration Staff)  
Bolt Escape -> Ball of Lightning (Sorcerer - Storm Calling)  
Steadfast Ward -> Ward Ally (Restoration Staff)  
Lightning Form -> Boundless Storm (Sorcerer - Storm Calling)

#### *Ultimate.*

Negate Magic -> Absorption Field (Sorcerer - Dark Magic)

Switch to this set when you need to fall back and heal yourself or your teammates. You can also switch to this set when you need to escape from combat with Bolt Escape.

## PvE Sorcerer Tank/Melee DPS Hybrid

This is a Sorcerer build with a touch of the unusual. If you've ever wanted to tank as a caster-based class, here's your chance. This build is perfectly suited for all areas of PvE tanking-- both group encounters and bosses. The build is also suited for solo play, leveling and even PvP with a few skill tweaks. This build will also DPS fairly decently using a two-handed sword, axe or mace.

**Primary Weapon Set:** Two-handed weapon

**Secondary Weapon Set:** One-handed and shield

**Armor Type:** A mixture of heavy and light armor, generally prioritizing heavy

**Suggested Attributes:** Health > Magicka > Stamina

### Primary Weapon Set Active Abilities.

Surge -> Critical Surge (Sorcerer - Storm Calling)

Critical Charge -> Stampede (Two-Handed)

Daedric Curse -> Velocious Curse (Sorcerer - Daedric Summoning)

Entropy -> Degeneration (Mages Guild)

Summon Winged Twilight -> Summon Restoring Twilight (Sorcerer - Daedric Summoning)

*Ultimate:*

Summon Storm Atronach -> Summon Charged Atronach (Sorcerer - Daedric Summoning)

The two-handed setup is best used while solo and while fighting mobs that do not hit exceptionally hard.

**Secondary Weapon Set Active Abilities:**

Circle of Protection -> Ring of Preservation (Fighters Guild)

Dark Exchange -> Dark Conversion (Sorcerer - Dark Magic)

Puncture -> Pierce Armor (One Hand and Shield)

Summon Winged Twilight -> Summon Restoring Twilight (Sorcerer - Daedric Summoning)

Lightning Form -> Boundless Storm (Sorcerer - Storm Calling)

*Ultimate.*

Summon Storm Atronach -> Summon Charged Atronach (Sorcerer - Daedric Summoning)

This setup should be used for imitating combat (due to Puncture's bonus) as well as when you need more survivability. Additionally, you have added cooldowns in this setup that will help you help your team.

# LEVELING GUIDE

## General Leveling Tips

Exploration is an important part of ESO. You generally won't want to speed through story quests once you get out of the introductory areas. Side quests are an important source of experience and skill points and these generally have to be discovered out in the world. If you skip too many side quests, you may find yourself quickly behind the leveling curve. Here are a few tips for discovering side quests.

1. Stick to the roads when wandering through a new area. Most quest NPCs will either be on the road or near an intersection.

2. Go to unexplored areas on your map that are marked with a landmark icon. These are generally in the shape of a building, town or tower. Landmark locations tend to have side quests attached to the area. Approach the area from the nearest road and you should run into a quest NPC.

As you complete quests, keep an eye on your quest log and make sure to change the focus for which quest you are currently working on. This can be done by going into your quest log and clicking on the quest you wish to set focus to. You can only set focus to one quest at a time. This lets you track individual objectives.

Exploring new areas of the map and new waypoints unlock rather large chunks of experience. You should always be sure to discover all waypoints along the way as you level.

Similarly, discover any Skyshards you happen to run into while leveling. For every three Skyshards you find, you gain one additional skill point.

Combat, in general, becomes more difficult as you gain levels. You may find that you need to be careful about pulling mobs in packed areas due to the quick respawn rate as well as the fact that groups of 2+ mobs make up the majority of your pulls in higher level areas. Don't be afraid to adjust your skills (don't forget about crowd control!) and pump attribute points into Health, Stamina and Magicka to help you deal with the difficulty of combat.

As you run around, sprint comes in handy, but make sure to always save some Stamina for dodging, blocking and interrupting. You won't need to use these skills for every battle, but they come in immensely useful as you gain more levels. For the most part, you'll need to learn to watch enemy cues for when to interrupt and block. Melee opponents typical "wind up" a heavy blow that's good to block while most spell casting animations are fairly obvious.

You can also interrupt and block to gain additional benefits in combat. Blocking, for example, often disorients enemies. Use this to your advantage, and be sure to avoid ground effects whenever possible.

Remember to keep a stash of potions on hand and place them on your quickslot bar. Holding "Q" for PC players brings up the quickslot bar in your inventory menu. Drag and drop potions into the quickslot bar for easy access.

Make sure to always keep a secondary weapon on hand. Once you reach level 15 you'll be able to swap to a secondary weapon and a new set of active skills. Having a secondary weapon is a great way to be flexible during combat or access skills you normally wouldn't have access to. Think outside the box and experiment with different secondary weapon choices if you are having difficulties with a particular fight. Ranged weapons, for example, come in very handy at times.

As you level, practice both light and heavy attacks. Light attacks are performed with a quick tap while heavy attacks are performed by holding down your attack key. It's sometimes beneficial to use a combination of heavy attacks and skills to begin a fight then finish off opponents quickly with a light attack or two. This is due to the windup time necessary for heavy attacks.

If quests are bugged and escort NPCs are not appearing, you can try and relog to fix most quest issues. If you ever get stuck in a dialog or crafting frame, you can type in `"/reloadui"` to fix most issues.

If you plan on leveling quickly, it may not be worthwhile to loot every little basket and crate you come across, but some objects such as chests and bookshelves are worth interacting with. Chests often give you useful items while bookshelves often grant you experience in weapon and armor skill lines.

Visit main cities to gain access to new quests, guilds, banks and crafting stations. Banks are account-wide which makes sharing items with alts simple. You can also pick up a mount in any major city. There is no level requirement to purchase your first mount. The first vendor mount costs 17.2k gold.

Mounts can be upgraded to help you carry more items or to run faster. You can also feed mounts once per day which gives them buffs which last for 20 hours and stack over time. To feed them, head to the nearest stable master and purchase food for 250 gold apiece.

There are multiple combat events you can come across throughout the world. Most are marked on the map with special icons. There are areas intended for grouping as well as dynamic events that randomly appear. Large dynamic events are marked with a swirl icon and are called Anchors. Anchors are best completed with other players. There are also single player dynamic events that appear in the shape of a small dark circle in the sky. These spawn small groups of enemies that can be difficult to take on solo, but reward bind-on-equip items and experience.

If you are leveling with friends, be sure to advance through quest lines together if at all possible. The questing experience is heavily phased, especially for storyline quests. If you get too far ahead of your teammates, you won't be able to see them on the map.

Keep your gear as updated as possible while leveling. This can be done through quest rewards, crafted items, the assistance of other players and vendor items such as armor caches. A couple of gear upgrades can make a large difference when it comes to beating a difficult fight.

You'll run across glyphs fairly early on that can be placed on gear like enchants. These can be placed on items that do not already have enchants. Quest reward gear tends to have enchants already in place, which means that glyphs cannot be placed on most quest rewards. Glyphs can be place on crafted items, however.

Stay current with the main story quests if at all possible. You can tell which quest is a story quest by looking at your quest log. At certain level points the story quests will pick up again. Story quests are often easier than some side quests, and the rewards for completing them are generally worthwhile.

## Level 1 – 10

During the first 10 levels of Elder Scrolls Online, your goal will be to familiarize yourself with the game and your character. The game starts off by showing you the basics of combat and setting the initial pace of story-based exploration that makes up a large component of the leveling and endgame process. It's important to remember that combat starts off quite simple but increases in difficulty by the time you reach level 10. The same is also true for the level of exploration present. While the first 10 levels can seem somewhat linear, the game opens up significantly afterwards.

### Get Started

Everyone's first character will have to go through Coldharbour initially. After creating your character, you start in a cell in Molag Bal's lair that's currently going through a revolt. You're greeted by the Prophet who promises to help free you with the help of his friend Lyris Titanborn. The entire zone is fairly linear and offers no real challenge to most players. The first room you'll be ushered to will have a small cache of weapons to select from. Make sure to choose wisely because that weapon will be the one you're stuck with for at least a little while. Afterwards, there will be a few smaller fights before the map opens up to the prisoner village where you fight crazy prisoners and lesser Daedra.

Once you start killing and earning skill points, make sure to pick up at least one class offensive skill and one weapon offensive skill so that you can dish out damage by utilizing both stamina and Magicka with your abilities. None of the fights are too difficult, just make sure to loot all of the urns you come across, particularly in the zone where you free the Prophet and the one where you fight the skeletal golem. The urns have a decent variety of cooking ingredients as well as many lockpicks to pick up. It's one of the best locations to get lock picks in the game without directly paying for them. On the same note, when you get to the room with the spike traps, make sure to explore it really good as there are numerous chest spawns that often contain armor and weapons.

## Exploration and Zones

The Coldharbour area-- the very first area of the game-- serves as an introduction to the story in ESO and a brief tutorial on combat and the weapon system. You should aim to get through the introduction as quickly as possible since it's so linear.

Afterwards, you'll get sent to one of the three areas based on your alliance.

### **Ebonheart Pact – Nord, Argonian and Dunmer races**

Davon's Watch in Stonefalls

### **Daggerfall Covenant – Orc, Breton and Redguard races**

Daggerfall in Glenumbra

### **Aldmeri Dominion – Altmer, Bosmer and Khajiit races**

Vulkhel Guard in Auridon

Now, you'll have a choice. You can either begin questing here or you can make your way back to the introductory islands that were mandatory in beta although extremely linear. It is worth doing the island quests in order to grab a few Skyshards, some gear and more experience, but the choice is yours. If you choose to stay, the story quests will not be affected in any way. To go back to the optional islands, you'll need to speak to the following NPCs.

**Aldmeri Dominion.** Speak to Sugar-Claws near the beach to go back to Eagle's Strand in Khenarthi's Roost

**Daggerfall Covenant.** Speak to Gilzir near the docks to go back to Port Hunding in Stros M'Kai

**Ebonheart Pact.** Speak to Liezl near the docks to go back to Bleakrock Village in Bleakrock Isle

Unfortunately, you're not able to travel to the other starting areas until much later in the game. All the way from levels 1-10 are somewhat linear in fashion as far as which zones you have access to. By advancing the story, you're ushered to the next level and sent off to the next major town.

You should take the time to explore each of the areas before advancing on to the next town, however, especially since quest rewards are vital to your overall experience. If you skip too many side quests, you may find yourself below the leveling curve. To find side quests you'll need to explore. Stick to the roads whenever possible and seek out quest NPCs near landmarks that are generally situated on roads or near major crossroads.

Spend time in each of the major towns you come across to learn the basics of crafting, mounts, bank access and guilds. You should grab both the Fighters Guild and Mages Guild quests when you come across them. You should also invest in additional bank access and bag access. [Note: If you're in the Ebonheart starting area, head to Devon's Watch to find a backpack vendor. He's in the south right corner of the Market District and will sell a backpack that gives you 10 more inventory slots for 400 gold. The second upgrade is 2000 gold.]

Make sure to visit your old friend at the Harbourage every time you're given a quest do so. This advances the main story as well as gives you pretty nice quest rewards in the form of shiny rings and experience.

### **Skill Lines, Attributes and Weapon/Armor Choices**

The first 10 levels are the perfect time to try out various weapon and armor styles and find one you're comfortable with. Remember: The sky's the limit in ESO, so explore to your heart's content. If a Sorcerer with a two-handed sword sounds like something you'd enjoy, go for it!

Make sure your chosen build makes sense when it comes to the balance between attributes, weapon/armor choices and ability choices. Here are some general guidelines to keep in mind during this level range and throughout your entire ESO adventure.

1. **Magicka-heavy builds** tend to do better with at least partial light armor and a solid number of active class skills (the ones chosen from the three class skill lines). Magicka-based casters generally wield staffs at least part of the time and stay at range. Melee Magicka-based classes have broader options when it comes to weapons and armor (the light armor note above doesn't apply here necessarily), but should mostly use class skills.

2. **Stamina-heavy builds** tend to do better with at least partial medium armor and a solid number of active weapon skills (the ones chosen from the Bow section, etc.) as well as a focus on default light/heavy attacks. Stamina builds can be either melee or ranged but tend to focus on melee weapons and bows for the most part. Builds that use sneak frequently also excel in medium armor and with a Stamina-heavy build.

3. **Health-heavy builds** tend to do better with at least partial heavy armor (this needn't be the case for PvP builds, of course) and weapons that encourage the player to be in melee range at least part of the time due to their increased survivability. Tanks, of course, will want a fair chunk of health.

To further add to the above guidelines, you should try and balance your attributes so all three are used to some degree, especially while leveling. For now, add points in whatever you feel you're lacking the most. It's generally not a good idea to focus on maxing out any one particular attribute due to diminishing returns.

Make sure to carry a secondary weapon with you even though you can't switch to a second ability set until level 15. Some fights are easier to defeat by using a ranged weapon (the Balreth chain in Ash Mountain comes to mind).

## Combat and Quests

Combat starts simple but rises in difficulty as you gain levels. Choose abilities that give you a balance of damage options, self-heals and/or survivability cooldowns and crowd control/stuns. Having access to all three helps a great deal, even during this level range.

For pulls with multiple mobs, you may wish to begin the pull with a crowd control move to lock down your primary target or secondary target. Most classes will then want to focus on getting one enemy down ASAP. Use a combination of burst abilities and heavy attacks to accomplish this. Don't forget about cooldowns (and potions!) and your ultimate abilities during a rough pull.

Make sure to get a good handle on interrupting, blocking and dodging ground effects during this level range. Make sure to save Stamina for these abilities and not waste all of your Stamina on sprinting. You'll need to learn to watch for enemy cues for when to block and interrupt. Most melee attacks that should be blocked begin with a white "wind up" animation while most interruptible magical spells are surrounded by an obvious channeled effect that often glows red.

You'll sometimes get an in-combat bonus for successfully interrupting or blocking opponents. Blocking successfully often disorients enemies. While disoriented, you can sometimes immediately use a heavy attack to knock the target down again. This chain comes in incredibly handy for difficult pulls.

Some areas are packed with mobs and it may be difficult to see all of them. Pull carefully when in doubt. It often helps to pull from ranged if an area looks especially crowded. Also be sure to keep an eye on your backside when fighting. Mobs tend to respawn quickly in some areas, especially inside caves/mini dungeons where there are a lot of players.

Light and heavy attacks both have their uses, especially during this level range where Magicka and Stamina are often slow to regenerate. Use heavy attacks (hold down the attack button) to initiate combat or use as filler in between skills. Use light attacks (tap the attack button) to quickly finish off enemies with a mere sliver of health remaining or to kill adds. It's sometimes easier to use light attacks while running from ground effects and/or kiting. This is due to the fact that heavy attacks have a much longer wind up animation.

If you're leveling in the Ebonheart region, there's one early quest where you're asked to solve two light puzzles. The quest is called Rending Flames. The solutions are as follows.

**Skull:** Yellow, Blue, Yellow

**Candle:** Red, Yellow, Blue

### Gear and More

Mounts do not have a level requirement, but you do need 17.2k gold to purchase your first mount. Most major towns have a stable master that will sell you a mount. Mounts have their own sprint bar and set of stats that can be increased by purchasing food for them once per day. Mounts have two skills to choose between: Carry and run speed. Carry increases your bag space.

Keep a close eye on your gear and upgrade accordingly. Depending on what quest items you find, you may wish to spend a couple gold on filling in gaps in order to complete your first full armor set. Crafted items are also a great option. Remember that any glyphs you find can't generally be placed on quest reward gear due to the fact that quest rewards often come with glyph-like enchants already in place.

## Level 11 – 20

Levels 11–20 is where two important things happen. You gain your secondary weapon set at level 15. This lets you swap between the two sets during combat to gain additional abilities as well as gain the flexibility of two weapon styles if that's your preference. Feel free to experiment with multiple weapon types during this level range to see what style you prefer.

### General Tips

When using the Wayshrine system to quickly get around, you can save a little bit of gold by running to the actual Wayshrine and interacting with it to travel. Traveling from Wayshrine to Wayshrine in this manner is free.

Make sure to upgrade your inventory space and bank space. Each major town has NPCs who will upgrade both. Bag vendors are marked by an icon/banner of a bag while banks are marked with an icon/banner of a treasure vault.

## Aldmeri Dominion

For this level range, you'll stay in Auridon all the way to roughly level 16. There are 16 Skyshards total to find in Auridon. This level range is a perfect time to find any that you may have missed. Nine are above ground while the rest are found underground.

### Quest tips in Auridon

After that, you'll head to Grahtwood. The quest to get started in Grahtwood begins with a quest NPC in Skywatch.

There are a few quests in Auridon that can be a little challenging/difficult. Here are some tips:

For the quest in Torinaan named Blessings of the Eight (Level 13), you'll need to do the following:

#### **Magnus and Syrabane. Kill the NPCs.**

Auri-EI and Yffre: Stand in the water and use the chalice you looted off the dead body. Face your character toward the shrine while in the water or the prompt will not pop up.

Mara and Stendarr: Light all four braziers on either side in quick succession. Order doesn't matter. Just light all of them on one side quickly and that side will complete. Rinse and repeat.

Trinimac and Xarxes: Pick up the rod, go behind the fire and face your character toward the shrine. This should show you the prompt. If not, you may need to exit the shrine and relog (this quest frequently is bugged). For Xarxes, you'll have to do this at both fire braziers to cleanse the shrine.

For An Act of Kindness, there's a minor puzzle to complete. All you need to do is take a look at the four pillars around the room and find the tiles with those designs. Interact with those tiles in any order and the quest will move forward.

## Dungeon

### The Banished Cells

Levels 12-15 - Located in Auridon

Once you're around level 12-15, pick up the Undaunted quest by visiting the inn at Vulkhel Guard. This'll send you far to the north to complete the first Aldmeri Dominion dungeon in the game. This zone will features some pretty tough fights, even if you're trying to get through it with the suggested 4 players, so let's take a closer look at the major bosses.

- **Cell Haunter**

Cell Haunter hits like a truck. He's got a channeled leech life ability that will deal damage while healing him. This does damage quick, so make sure the healer has everyone topped off throughout the fight. The second ability involves an icy missile being launched at players, dodge this if you see it and make sure to spread out to avoid the splash damage.

- **Shadowrend**

Shadowrend is a buffed up clannfear. He'll charge at players to heal by feasting upon them. Players need to break this effect quickly because it dishes out a ton of damage. He'll also summon a shadow clone that shouldn't be ignored, switch to and destroy it before continuing the real fight. The last major ability is a spin attack that's indicated by a red circle spawning on the ground. This does a huge amount of damage, so it should be avoided whenever possible.

- **Angata the Clannfear Handler**

Angata will occasionally summon a clannfear that should be taken down to avoid its charge ability. Other than that, she'll throw fireballs at the tank, luckily this is an interruptable spell. Finally, she summons sizeable pools of fire that should be avoided at all cost.

- **Skeletal Destroyer**

Skeletal Destroyer is easy if the group is paying attention. He'll summon big red zones that do a ton of damage to enemies. He's a summoner of explosive skeletons. Make sure to avoid them until they explode on their own. Finally, he's got a hard hitting AOE cone that should be avoided whenever possible.

- **High Kinlord Rilis**

Rilis is pretty simple for a main boss. Blobs called "The Feast" will spawn from the throne area that'll slowly float towards Rilis to heal him. Have the tank position him away from the throne so the DPS can take The Feast out quickly. There's also a knockback ability that isn't dangerous until Rilis starts summoning pools of purple fire. Just stay out of the fire and you'll be fine.

## Daggerfall Covenant

For this level range, you'll finish up the areas of Glenumbra including Eagle's Brook, Hag Fen, Lionguard Redoubt, Tomb of Lost Kings and Crosswych. There are 16 Skyshards to get in Glenumbra total. This level range is the perfect time to find any you may have missed. Nine are above ground while the rest are underground.

After finishing Glenumbra, you'll be sent to Stormhaven.

### Quest tips in Glenumbra

For Angof the Gravesinger (Level 15), you'll need to wait for the fire to die down before running to the statue. After it does, disable the trap and defeat the mob. Rinse and repeat four times.

When faced against Angof himself, you'll need to avoid the red effects on the ground while dealing damage to him to remove his yellowish absorption shield. The shield will appear as a blue bar until he takes enough damage for it to drop. When Gabrielle emotes to "Get in the light", step inside the bright circles until Angof's powerful attack goes off.

For the first part of The Jeweled Crown of Anton (Level 15), light all four braziers in quick succession. For the second part, avoid the orbs as you move across the room.

## Dungeon

### Spindleclutch.

Levels 12-15 - Located in Glenumbra

Get the Undaunted quest from Daggerfall city and head over to Spindleclutch once you're in the level 12-15 range. It's the first of many dungeons in the game for Daggerfall covenant players, and offers a new set of obstacles to leap over that are much more challenging than normal play. The fights can be tough, so let's take a look at the bosses of Spindleclutch.

- **Spindlekin**

Spindlekin will have both a root and a venom spell that can be a nuisance, but the main thing in this fight is killing off the adds he summons constantly. Have your AOE spells prepped and waiting.

- **The Swarm Mother**

Swarm Mother is pretty much just an upgraded version of Spindlekin. She'll summons a swarm of spiders periodically throughout the fight that need to be taken down quickly. She also has a knockdown and charge spell.

- **Cerise the Widow-Maker**

Cerise has a lot of friends, make sure to take out the healers first and then the rest of the adds. Cerise has an ability that damages and stuns the tank as well as a pretty dangerous DoT that can't be dispelled. Just heal through it. Watch out once you've got her down to half health, because she'll stop responding to taunts.

- **Big Rabbu**

Take out Rabbu's adds before worrying about him. Watch out for his charge spell. It'll be cast on a random party member and he'll knock over anyone who gets in the way. The only other thing to worry about is his ability to snare your tank.

- **The Whisperer**

The Whisperer is the most challenging boss in Spindleclutch. She'll fling players towards her before charging up an explosion ability that'll go off quick, so watch for it and get ready to spring and dodge roll out of the way. She's also got a spell that disorients and then causes a knockback effect to those afflicted.

Even if you are not part of that zone's alliance, you can still enter the dungeon in that zone through the group finder tool which is found under Grouping -> Group Tools. These dungeons are a great place to get a feel for how team gameplay works in ESO.

It's important to note that even though a tank, a healer and two DPS are needed to complete a dungeon group in the group finder, the requirements are not entirely set in stone when it comes to actual combat. Tanks generally can only tank a couple enemies at a time, so it will be necessary for DPS players to help dispatch lesser enemies. It may also be necessary for all players to help interrupt, stun, mitigate damage and use whatever self-heals they have. When in doubt, a well-timed Ultimate and a Synergy ability can save the day.

## Ebonheart Pact

You'll work your way through the rest of Stonefalls during this level range including the areas of Fort Virak and Kragenmoor. There are 16 Skyshards to find in Stonefalls total. This is a great time to collect any you may have missed. Nine are above ground while the rest are underground.

Around level 15/16, you'll be tasked to go to Deshaan.

### Quest tips in Stonfalls

For the second part of Breaking Fort Virak (Level 12), you'll need to use the tonic and navigate the crypt without running close to the spirits. This can take a bit of patience. The most straightforward route is to go straight past the first intersection, turn left at the second and then make another left.

For Climbing the Spire (Level 15), you'll need to avoid the purple beams. At the final part, make sure to run toward the ward as soon as the beam leaves the area or you may not have enough time to deactivate it.

## Dungeon

### Fungal Grotto

Levels 12-15 - Located in Stonefalls

Players should have picked up a quest from a member of the Undaunted guild back in Devon's Watch. Once they're around level 12 to 15, they'll finally be able to do it. The Fungal Grotto rests on the very western edge of Stonefalls, and it's the first dungeon of many that Ebonheart Pact players will get to experience. Having trouble getting through them? Let's take a look at the Fungal Grotto bosses.

- **Tazkad the Packmaster**

Tazkad has adds that need to be taken out quickly but otherwise isn't a difficult fight.

- **Warchief Ozozai**

Take out his guards first and then watch out. Ozozai will occasionally charge towards a random player while dishing out damage. He'll also turn random players into bombs that will explode after a few seconds, so make sure if you're targeted to get out of the way. After death, take his head and put it on the pike to rally the remaining goblins.

- **Bloodbirther**

Take out his guards before focusing on him. Bloodbirther will use a chain pull to bring everyone in towards him and unleashes a large AOE cone spell that does some pretty decent damage. Dodge this as soon as you see the red cone on the ground.

- **Clatterclaw**

Clatterclaw is a very straight forward fight. He'll simply summon mudcrabs that can be taken out quickly with the right AOE spell.

- **Kra'gh the Dreugh King**

The final boss can be pretty devastating if you're not prepared. He'll occasionally yank players towards him and then use an AOE attack, like Bloodbirther, that will do a high amount of damage. Once he's prepping the spell, indicated by a growing red circle, get out of there quick. He's also got a knockdown spell that he'll use on the tank and an army of mudcrabs he can spawn.



## Guild Quests

You'll probably want to use a couple of skill points to grab Persuasive Will (Mages Guild) or Intimidating Presence (Fighters Guild). These let you bypass certain quest objectives and even save a few coin. You can grab both if you like.

For the Fighters Guild quest called **"Anchors of the Harbor"** across all three alliances, the Doshia fight can be one of the first challenging solo encounters. Here are some quick tips.

1. Watch for her frontal blue energy attack that kind of looks like a lightning wall. Sidestep it or go behind her/to her side to dodge this. It hurts quite a bit.
2. Make sure you have enemy health frames showing to easily see the orbs she summons at regular intervals. This setting can be turned on by going under Settings -> Interface and turning on the "Enemy NPCs" feature. Kill the four orbs ASAP using quick attacks such as light attacks before they heal the boss.

## Other Forms of Grouping

Around this level range, it also becomes possible for players to group up together to take on public dungeons, outdoor elite areas and Dark Anchors. Dark Anchors are the huge dark circles in the sky while public dungeons and outdoor elite areas are found throughout all zones and are sometimes marked by a skull icon or skull-and-crossbones icon on the map. These are dynamic in nature and some even have world bosses where players can group together to obtain blue-quality rewards. Players often ask for groups for the world boss areas such as the Soulfire Plateau in Auridon.

It's also not a bad idea to group for some of the more difficult quests and public dungeon areas. The quick respawn rate and tactic-based gameplay of ESO lends itself to be an adventure extremely fun for small groups. Also, players get an experience bonus when grouped up.

Cyrodil isn't a bad source of experience, but it's primarily worth doing while leveling to gain access to a whole bunch of Skyshards. There are also a few dailies in Cyrodil that are worth doing. The zone comes with the huge risk of being a PvP zone, however, so proceed with caution.

Collect all the books that glow with a blue color that you can find. These are lorebooks which up your rank in the Mages Guild. Eventually you'll gain a way to track how many books you've collected. There are hundreds.

In some major cities such as Skywatch you can toss a few coins in the main fountain to gain a buff that grants you quicker run speed for a certain amount of time.

Many of the quests have issues at around this level range it seems like where quest objectives do not display properly and NPCs will not spawn. To fix most of these issues, you can either log out and log back in or type `"/reloadui"`. Relogging tends to fix 90% of these issues.

## Level 21 – 30

The 21-30 leveling range takes you to new areas of the world to explore as well as new dungeons and new deep, dark caverns to discover. You should now begin to feel more comfortable with switching between two weapon sets as needed and helping other players during public dungeons and world events.

### General Leveling Tips

If you need a bit of help leveling up your secondary weapon set, remember to equip it while turning in quests. The extra experience boost can help a great deal.

There's a wandering merchant that sticks to the road in every zone. Return to these merchants to save you from having to go back to a city to sell.

Talking to NPCs and exploring the optional dialogue options during main story quests sometimes rewards bonus experience.

If you find yourself slightly behind the leveling curve during this level range, you have a few options. You can do more dungeons to catch up, explore areas you may have missed or carry on questing and see how well you fare. Depending on your build and gear it may be possible to comfortably complete quests that are up to 4-5 levels above your level.

Public dungeons, also sometimes known as delves, are a great way to practice working with other players in a group environment during this level range. Each delve will have a Skyshard to obtain as well as a quest to complete. Each also has a mini-boss as well as an accompanying achievement. These are marked by torch symbols on your map.

When looking at a map to distinguish whether you've discovered everything or not, look at the outline of the icons. Icons with a black outline are completed/explored while icons with a white outline have yet to be completed/fully explored.

Persuade (Mages Guild passive skill) and Intimidate (Fighters Guild passive skill) continue to become extremely useful during this level range. You can sometimes use one or the other to skip entire quest steps or save yourself a bit of coin. It's highly recommended that you place one point into each at this point.



## Aldmeri Dominion

During levels 21–30, you'll finish up in Grahtwood then head over to the next zone around levels 24–26. This new zone is Greenshade. To get there, go to the Redfur Trading Post in Grahtwood and head west. This leads you to Marbruk, which is your new major town. Be sure to finish up the main story quests in Grahtwood before moving on.

### Quest tips in Grahtwood.

In Grahtwood, use the Brackenleaf Briar's shrines to give yourself buffs. These last for an hour and can make a pretty huge difference. Your buff is dependent on which predator you chose. There's one just north of Elden Root, directly across the road from Forked Root Camp.

When you're collecting pieces of evidence for **Pact Advocate** (Level 21), there are two pieces located inside the pod buildings as marked while two more are found outside around the area and unmarked. One's a charred cart that's found towards the entrance of the town while the second is a pile of roots found on the ground near the Spinner's house.

Who you pick doesn't seem to matter, but make sure to pair the pieces of evidence with who they point to.

Towards the end of **The Unquiet Dead** (Level 20), you'll need to set the three items down in particular chambers to unlock the final vault. Here are the solutions:

**Old Skull.** The Lord

**Glowy Vial.** The Apprentice

**Milky Rock.** The Atronach

For **Flipping the Coin** (Level 22), you'll need to wear the disguise and avoid the guards while stealing goods from local merchants. If you get caught, you can press "E" quickly to avoid losing all of your goods. If you lose your disguise you can get another from the NPC where you first grabbed the quest.

For the part inside the tomb where you need to solve a puzzle, use the markers on the tiles to move the thief statue to the two locked chests while moving away from the guard statues. Move the tile to the north first (facing the chests), and then keep moving the thief north, grabbing the first chest. Move her north again to the top of the board, and then head west. This gives you time to get away from the guard statues. You'll then be able to dip into the corner and grab the second chest.

For the last part of **A Lasting Winter** (Level 23) where you're fighting General Endare, make sure to kill both her and her clone at the same time to keep her from casting another clone spell. Use "E" to freeze one, DPS one down to low health and then freeze that one to work on the other clone. Once both are almost dead, finish them off together.

## Dungeon

### Elden Hollow

Located in Grahtwood

The dungeon is available in Aldmeri Dominion territory is Elden Hollow, a level 24+ group dungeon for four players full of orcs and racist elves.

- **Akash gra-Mal**

Akash is pretty basic. She'll leap to party members and then run back to the tank. Anyone who gets in her way while she's doing this will be knocked down. She's got an AOE cone attack that does a high amount of damage, so DPS should be positioned at her rear. Finally, the tank should be sure to block all of her heavy attacks, as they do quite a bit.

- **Ancient Spriggan**

This boss is optional, but it's a pretty easy fight. It'll do an AOE cone attack, similar to Akash but causing nowhere near the same amount of damage. Other than that, it'll occasionally summon additional spriggans or a kwama that should be focused down before continuing the fight.

- **Chokethorn**

The second major boss can be pretty tough. He'll occasionally spawn adds that'll channel a healing beam at Chokethorn, these need to be taken down as soon as they're summoned. Chokethorn will also pull group members towards him and unleash a powerful AOE attack that both stuns and dishes out a ton of damage. Everyone needs to watch out for the AOE and be ready to sprint and dodge roll out as soon as they can; it charges up quickly.

- **Nenesh gro-Mal**

Nenesh will go invisible early on in the fight; use the time to kill his adds. Once he's back, he'll create pools of lightning that stun and do massive damage, but they can be avoided if you're quick enough. Once he's hurt enough, he'll take on a lightning form to reduce damage. Also, make sure to block his heavy attacks, they're pretty painful.

- **Leafseether**

Leafseether is pretty simple. He'll occasionally do a jumping attack that does a lot of damage to the tank. He'll yank party members towards him and unleash an aoe cone attack that does a high amount of damage.

- **Canonreeve Oraneth**

Oraneth is menacing, particularly to healers. She'll charge up an AOE melee range attack that dishes out damage while stunning players. She'll target cast a ranged root spell that causes skeletons to pop up in the area. These should be taken out or kited until they despawn. Finally, she shoots green blobs that do a heavy amount of damage over time; these need to be dispelled as soon as possible.

## Daggerfall Covenant

During this level range you'll finish up in Stormhaven around levels 22–23 then head over to Stormspire until around level 30. Be sure to finish the story quests in Stormhaven before moving on to Stormspire. You should also clear out any side quests and exploration you'd like to finish first.

### Quest tips in the Blood-Splattered Shield

For **The Blood-Splattered Shield** in Rivenspire (Level 26), you'll begin by defeating four waves of enemies in order to protect the tower. Save your ultimate ability for the final wave as this is the most difficult.

For **The Lover** in Rivenspire (Level 27), you'll need to ask the townspeople about Guendeline's preferred tastes. Alternatively, here's a quick guide.

**Deputy Ascenge.** Give jewelery, no flowers.

**Jerall Finstock.** Someone with big coffers and/or fancy jewelery.

**Ernele (near Jerine's Ironworks).** She likes poetry.

Speak to Julien again and pick either the necklace or poem choice.

For **Puzzle of the Pass** (Level 30), there's a puzzle to solve unsurprisingly. Starting at the south entrance of the room, follow these steps.

1. Left column, center tile
2. Right column, bottom tile
3. Center column, second tile from the top
4. Right column, center tile
5. Center column, top tile

For the second portal chamber, here are the solutions.

1. Angalayond: Winter
2. Wenayasille: Summer
3. Morilatta: Fall
4. Larelleis: Spring

Finally, you're tasked with answering a few riddles.

1. What is the time of dawning? Of birth and nourishing rain?

Answer: Larelleis

2. A time of light and joy and abundant growth. Long, hot days give away to short, hot nights.

Answer: Wenayasille

3. An end come to all things. And like dusk comes before the night, this cycle comes before the gray of iron death.

Answer: Morilatta

4. What is the season of iron gray? What is the cycle in which the world finally dies, at least for a time?

Answer: Angalayond

## Dungeon

### Wayrest Sewers

The second dungeon in the game for Daggerfall Covenant players, Wayrest Sewers is a 4-man dungeon for players levels 20 through 23 full of necromancers and treasonous nobles.

- **Investigator Garron**

Garron attacks random group members all throughout the fight for a decent amount of damage. In addition to that, he'll summon big green balls that explode either after a short amount of time or when they hit a player. Keeping a close eye on the battlefield is important in both situations.

- **Uulgarg the Hungry**

Uulgarg is the second major boss in the sewers, and while he's not too bad on a technical level, he does dish out some pretty hard hits. Aside from that, he'll occasionally do a spin attack that'll hit all melee party members. It's a charge up spell so it is one that's easily avoided.

- **The Rat Whisperer**

The Rat Whisperer is a fairly easy encounter. He'll summon a bunch of weak rats into the fight periodically. Just take them out with AOE spells.

- **Varaine Pellingare**

Varaine does a spin attack like Uulgarg as well as an AOE cone spell that has a huge range, so dodge it when you can. For the tank, block his heavy attacks, they do a ton of damage.

- **Allene Pellingare**

Allene can be pretty tough. She'll run around and attack random party members and dish out beefy power attacks that need to be blocked by the tank. In addition to that, she'll occasionally send the group to a different dimension to kill hallucinations before coming back to the real world.

## **Ebonheart Pact**

During this level range you'll finish up in Deshaan at roughly level 22-24 then get sent to Shadowfen where you'll stay until around level 32. Make sure to finish up everything in Deshaan before continuing. This includes story quests, side quests and any dungeon exploring and Skyshard collecting you wish to do.

### **Quest tips in Shadowfen**

To receive the quest to go to Shadowfen, you'll need to approach the borders of Shadowfen from the northwest bridge along the outskirts of Mournhold. If you enter the city from the south, you may miss this breadcrumb quest.

For Catch the Lightning in Shadowfen, you may run into a bug where the quest NPC named Gathotar does not appear to be in the right spot. The quest marker is simply bugged. Run down over the bridge to the south to turn the quest in.

## Dungeon

### Darkshade Cavern

Darkshade Caverns is for 4 players in the level 20-23 range in Ebonheart Pact. To get to Darkshade, you must go to Southeast Deshaan, which is southwest of Silent Mire village. There is a normal mode for this dungeon, which is a much larger group of about 20 players.

While Ebonheart Pact isn't the only alliance that can access Darkshade Caverns, other alliances only gain access to this dungeon once they complete a level 20 dungeon, which is either Wayrest Sewers or Elden Hollow.

The story is fairly entertaining, so make sure to pay attention during your first run through.

As most ESO players know, 4-man group dungeons have a quest that they must be complete by going through the dungeon. The quest creates a story background for why players have to go to Darkshade Caverns. You also receive a skill point for completing this quest, which makes it valuable to any player especially those in Ebonheart Pact.

Healers are very useful for this dungeon. You will need one for The Hive Lord and Foreman Llothan fights.

Overall, you can get away with having three DPS and a healer setup to complete Darkshade Caverns or even two healers and two DPS. If you are very comfortable with your abilities, all DPS is another option.

- **Head Shepherd Neloren**

As you go into the caverns, you'll face some dwarven spiders and eventually come around to the first fight, which is with boss Head Shepherd Neloren. She is the first boss and has kwama adds that must be killed first. These adds have charge, which makes killing them last will likely make the fight more painful than it has to be.

Neloren doesn't have a lot of health and isn't a problem for any group setup in Darkshade. It would take most of the group disconnecting at the same time to lose to Neloren.

Neloren's main ability is a flame attack projectile. If you are blind and don't move within her long casting time, you will likely get burned with flame damage. You shouldn't stand all together in one spot if you are trying to avoid damage.

Neloren also has a heal ability to make up for her lack of health. You can interrupt her cast heals, but she also has a heal-over-time that cannot be interrupted.

Conclusion: Watch out for her flame flinging ability and throw down an interrupt if you haven't already killed her.

#### • **Foreman Llothan**

Groups will have a harder time with the next boss and first major fight in Darkshade Caverns. Foreman Llothan needs a higher focus because of his AOE attack that does a lot of damage. However, a sloth could move fast enough to get out of the way for these attacks, which means you shouldn't have too much to worry about as long as you pay attention.

Llothan summons some Kwama throughout the fight that can be taken out easily. Other than that, he creates pools of poison you will have a short time to get out of the spot and casts a powerful melee range AOE attack that does a high amount of damage but it is easy to avoid.

Another annoying part of this fight is that Llothan's got moves like Jagger, and he periodically goes to different locations in the room. Before moving, he'll lift his staff to warn you that he's moving.

The key to this fight is moving out of the way and avoiding the poison DOT.

- **The Hive Lord**

Some groups have a little bit of trouble with the next fight. This boss is known as The Hive Lord. He is the most difficult to kill in Darkshade.

The Hive Lord hits like a truck. He's got an AOE cone attack that is very difficult to dodge, so make sure DPS are behind him throughout the fight. He'll occasionally jump to random party members and summon a bunch of kwama.

The thing to look out for is his AOE DOT spell, it charges up with a red circles, and while the first couple of damage ticks won't usually kill you, any additional ones most likely will. When you see that red circle, get as far away from it as you can.

He also casts shock wave ability in a fan shape at his front. You should avoid this if you can.

Hive Lord jumps to a target and knocks down dealing damage. The farther you are away from Hive Lord, the more likely he is to jump on you. This means staying close and attacking is a good strategy for parts of the fight.

- **Cavern Patriarch (miniboss)**

You don't really have to worry about this guy. He is a giant netch that just hangs out and can be avoided if you want to get through the dungeon quickly.

He only has one ability, which is a poison that he can target anyone within a certain radius. It does very little damage.

- **Sentinel of Rkugamz**

Rkugamz is a centurion and the final big boss of Darkshade Caverns. He has a couple of quirky moves that may make it difficult to get through the dungeon if you don't move quickly.

His cone wave is hard to avoid, but it doesn't do a lot of damage. However, you can let your tank draws his attention in order to protect party member

The lightning pool is his ability player should be aware of. The pools also get bigger in size. This is why you need to move a lot during this fight. The damage is huge, try not to get his.

nce Rkuhamz drops below 25% of his health, watch for spiders to start spawning and running over to you. They generate green bubbles with a shield, Don't worry about this just aim the boss and take him down.

Conclusion: Move out of the lightning pools if you want a decent chance of winning this fight. You probably shouldn't try to talk to the spider adds either.

The Sentinel likes to chase random players in the ground while doing a whirlwind ability. Players should kit him until his tantrum is over. The whirlwind doesn't do a lot of damage.

- **Cutting Sphere**

This is technically the last boss of the game, but Rkumgamz is the main villain. Cutting Sphere will do an AOE spin attack and occasionally summon some adds. It's a very straight forward fight.

The Group Finder Tool for these dungeons opens at level 19, but most groups prefer players who are in the range of 21-23. These are a step up in difficulty from the beginning three dungeons. Tactics begin to matter more at this point.

## Guild Quests

These tips will be for all three alliances

For the Fighters Guild quest called **The Prismatic Core** (Level 25), you'll need to follow specific tips:

1. Strike a small fire: Use coal and then the bellows.
2. Strike a medium-sized fire: Use coal, the forge valves and then the pressure lever. You may need to use the pressure lever twice.
3. Strike a large fire: Use coal and then the forge valve three times.

This may take a few tries to get correct.

## Level 31 – 40

During this level range, the importance of group teamplay in Elder Scrolls Online increases somewhat. There are six dungeons to explore. As always, the dungeons are optional, but they begin to reward players with gear that's often unmatched anywhere else except for options provided by crafters.

### General Leveling Tips

Remember to always keep a Mundus Stone buff up. These are obtained at the shrine-like symbols and locations found in most zones. There are a large number of different Mundus Stones that each do a different buff. Cyrodil has every type. These buffs are permanent.

During this level range it becomes increasingly important to watch out for overcharged attributes. If any attribute ever shows up in red text, that means it's overcharged and you will see diminished returns when placing further points in it. Avoid overcharged attributes by placing points in all three attributes. Just make sure to keep your overall build in mind when doing this.

If you get crowd controlled (stunned for example) by an enemy player or mob, you can break free from it by pressing and holding both mouse buttons at the same time. This uses half your Stamina pool and gives you eight seconds of immunity to all crowd control effects. This tip is especially useful in Cyrodil.

To gain experience in the Undaunted skill line, you can either complete 4-man, instanced dungeons and dungeon quests or speak to Undaunted guild members to receive extra ways to earn experience. Undaunted guild members can generally be found inside inns in major cities. These won't appear as quests so you'll need to actually speak to each NPC.

As you gain access to the higher level areas in ESO, you may find that players often form parties for grinding mobs in certain areas. These areas tend to be public dungeons or places where mob density and respawn rates are high. World boss areas also tend to be popular areas. Players will often ask in zone chat to fill out these parties.

As always, make sure you stay current with both the story quests and the Mages Guild and Fighters Guild quests. The rewards become increasingly useful as you advance in each of the storylines. Advancing the main story is also how you gain ranks in the Soul Magic skill line. As a general rule of thumb, every 5 levels will advance the questlines for all three stories. You'll sometimes need to visit a major city to get the breadcrumb quest.



## Aldmeri Dominion

### Malabal Tor

During the levels of 31-35, you may still be finishing up quests and exploration in Greenshade. Once you finish up in Greenshade, you'll be tasked with going to Malabal Tor, which is the zone directly north of Greenshade. Head to the Moonhenge Wayshrine to get there. Quests in Malabal Tor tend to be scaled for levels 31-39 in mind.

After finishing up in Malabal Tor you'll then head to Reaper's March.

#### Quest tips in Malabal Tor.

For The Storm's Call (Level 32), there will be a puzzle to solve. Click the tiles in the following order: Tower, Shadow, Lover and Thief. Talk to the Master Stormwarden for a few useful buffs as you make your way through. Finally, after you kill the mini-boss you can talk to the Stormwarden again for a quicker way out.

In the Dra'bul quest called Reap What is Sown (Level 34), you'll need to destroy four binding totems surrounding the Green Lady before she can be rescued. These totems need to die before the shamans can regenerate them. Finish them off quickly.

For Buyer Beware (Level 35), you must examine the three parchments. These can be found within your inventory. Afterwards, click the barrier and pick the following options in this order:

1. "For many years I've lain beneath these stony walls, this weathered heath."
2. "Ten long years you were astray, with sword in hand so far away."
3. "So here I wait, I long to see if you'll, at least, return to me."

In The Soul Trap (Level 34), unlock the warrior by pressing the following tiles: The Lady -> The Lover -> The Power -> The Warrior.

Unlock the mage by pressing the following tiles. The Apprentice -> The Ritual -> The Lord -> The Mage.

Unlock the thief by pressing the following tiles. The Atronach -> The Shadow -> The Steed -> The Thief.

For Restore the Silvenar (Level 37), begin by interrogating the Houndsmen Witches by bringing them to low health.

To free Spinner Dothriel you'll need to click the following options in this order. The Ritual -> The Apprentice -> The Mage.

To free Spinner Caerllin, the order is. The Lady -> The Warrior -> The Lord.

To free Spinner Einrel, the order is. The Lover -> The Shadow -> The Tower.

## Dungeon

### City of Ash

The City of Ash is located in Greenshade, and it's the level 28–31 dungeon for Aldmeri Dominion players. Adventurers will get the main quest from Gilraen, who explains that her city, Whisper Grove, has been invaded by Daedra after an oblivion portal was opened.

It's your job to stop these Daedra and save the city in whatever way that you can.

There are three main boss encounters and three mini-bosses in the zone. The majority of the fights in this zone rely on high situational awareness, where the damage can be avoided if the party members are paying attention and can dodge the AOE spells. It's certainly possible to get through the zone with three DPS and a healer, but it's much easier to go with the classic tank, healer, and two DPS style group.

- **Infernal Guardian**

The first major boss is Infernal Guardian, who has about 21,000 health points. Overall, the fight is pretty easy if you know what to expect. He'll occasionally put down fire runes in the area that can be easily avoided by players paying attention. The Guardian also has a ranged attack that he'll cast on random distant targets. It hits for quite a bit, but generally won't do more damage than half of your health, so it's only an issue if you're having trouble getting out of the way of his other fire spells.

He'll also go into a fountain mode where he'll spin around and shoot out balls of fire in the room. They'll be indicated by red circles, so just make sure to keep an eye out for them.

- **Golor the Banekin Handler (mini boss)**

The second major encounter is only a mini-boss with about 7000 health points. Like the previous boss, this isn't too difficult of a fight as long as your group is paying attention. He'll occasionally summon a small area of effect that'll dish out damage to melee players, but it's a relatively long cast, so it shouldn't be difficult to avoid. Other than that, he'll summon fire runes, just like Infernal Guardian does, so make sure to stay out of the fire.

- **Warden of the Shrine**

The third boss is Warden of the Shrine, and he can pose a bit more difficulty than the previous bosses. You'll be stuck on a smaller platform for the fight, which makes dodging the fire he summons a difficult feat. He'll cast a large AOE circle that's full of smaller circles of fire. These can be avoided by sticking to the areas in between the smaller AOE's. He'll also lay down fire runes like the previous two bosses. In addition to that, he'll occasionally do a random AOE fire attack that's indicated by a mid-sized red circle and will also teleport and damage ranged targets for quite a bit of damage.

Other than that, the tank should make sure to block all incoming heavy attacks from the Warden, as they'll stun and cause a knockback affect. That last spell can even knock the tank off the platform completely.

The key to winning this fight is high situational awareness for everybody, but particularly the tank, as getting knocked into a cluster of fire AOE or even off the platform entirely can easily wipe the group.

- **Dark Ember (mini boss)**

Dark Ember is a mini-boss with about 11,000 health points. He's not too fancy; Really, the only thing you need to watch out for is his lava fountain ability. He'll occasionally summon three red AOE's in the area that'll cause lava to flow out from them. They deal a ton of damage to affected party members. Just like with the Warden, the key to winning this fight is situational awareness.

- **Rothariel Flameheart (mini boss)**

The fifth boss encounter is another mini-boss, but this one can be pretty difficult if your party isn't paying attention.

She will occasionally attack with a whirlwind spell, which is indicated by her standing still and swinging her sword around above her head. When this is coming, make sure that any melee attackers, including the tank, jump backwards quickly. The tank will also need to block her incoming heavy attacks, as they'll cause a knockdown affect.

Other than that, she has a mirror spell. She'll start this off by summoning four smaller fire AOE's and will then vanish for a few duration

After a short duration, she'll come back with three mirror images of herself, each standing within one of these fire pits. The mirrors are just as deadly as Rothariel is, and they have the exact same abilities. Because of that, make sure to take them out as quickly as possible to avoid clusters of whirlwind damage, which can kill an otherwise prepared group pretty quickly. Luckily the mirrors have a much smaller health pool that the real version does.

- **Razor Master Erthas**

The final boss is Razor Master Erthas, which will come out of the Oblivion portal at the end of the zone. He'll summon adds in the form of Flame Atronachs, so make sure to have the whole group focus them down before switching back to Erthas himself. He's also got a ranged fire spell that he'll shoot at the tank, which causes considerable damage over time.

In addition to that, he will port around the battlefield all throughout the fight, so make sure to be ready to chase him down and take a few bites out of him wherever you can.

Just remember to take out the adds while you're chasing them, as they can add up rather quickly. Other than that, he'll cast a large fire ball spell at a random spot on the battlefield that needs to be avoided at all costs. This spell is marked by four large pillars of fire.

## Tempest Islands

In order to start the dungeon, you'll want to first pick up the quest for it. As the dungeon itself is located in the northern region of Malabal Tor, so is the beach in which you will receive the quest.

After killing everything on the beach, there will be three NPCs that are located near a rock at the exit of the dungeon. One of them has a shield, and this is the NPC that will give you the quest for the Tempest Island dungeon. After taking it, you can run the dungeon.

The Tempest Island dungeon is intended for players around level 34 to 37, as all the bosses and trash mobs in the dungeon are around level 37.

Other alliances can also choose to run Tempest Island, but only after they've run their own Dirfrost Keep or Volenfell. You'll want to have a party of four players for this dungeon. Tempest Island is the fourth four man dungeon placed into the Elder Scrolls Online. Just like with most dungeons, you'll want a good healer and sturdy tank. Most of the mobs are heavy melee bruisers that a tank will need to absorb damage from while your two DPS take them out.

- **Sonolia the Matriarch**

Sonolia is a mini boss, she has 14,440 HP and the first boss you'll encounter in Tempest Island. This boss is relatively easy with only two main mechanics. First off, she'll summon some adds that your group will have to focus down before trying to kill Sonolia. Afterwards, all you have to worry about is her frontal cone attack. Your tank will want to face Sonolia away from the group to avoid having everyone take damage from this.

- **Valaran Stormcaller**

Valaran is the first actual boss in Tempest Island. He is an annoyance for tanks because taunt abilities don't really seem to affect him. His hp is 25,992. Valaran focuses on lightning attacks that are overall pretty easy to deal with.

His first skill is Lightning Storm-This ability roams around the room dealing massive AoE damage, but doesn't track players. Just don't stand in it.

Another ability is Lightning Form which deals a low damage over times to his enemies. Easy to deal with if you have a healer.

Also he will randomly stuns a player and it is unavoidable.

Melee Swing deals heavy damage, those who are tanker should be aware.

- **Yalorasse the Speaker**

Next is Yalorasse, her HP is 14,440. The fight will begin with an army of adds so be sure to clear them before the fight. Yalorasse is wind based., as it can make the fight pretty chaotic. She'll do heavy melee damage and cast AOE lightning spells as well, so be ready to dodge quickly. Healer should monitor his/her tanker's HP.

- **Stormfist**

Stormfist is a giant golem that will periodically summon additional golems. He'll stomp the ground for an AOE attack that needs to be watched out for the entire fight, this is a fast charging spell that can be difficult to dodge. He'll also punch the ground to dish out extra damage. This is one of the hardest fights in the dungeon. His health point is 38,998.

Red Circle – The worst mechanic to look out for is a red circle that will appear on the ground. This will grow in size very quickly, and then fling players into the air to deal AoE damage.

Fist – Sometimes Stormfist will slam the ground dealing massive AoE, easily avoidable and mostly watched by the tank.

Stone Atronach – Sometimes Stormfist will summon three adds with 1k health each, just burst them down.

Enrage – At 15% health he enrages, continually dealing AoE to everyone in the room. Save cooldowns and burst him as quickly as possible.

- **Commodore Ohmamil**

Commodore Ohmamil (Health: 14,440) is the third mini boss and fifth overall boss in Tempest Island. This is perhaps the easiest fight in the dungeon, giving you a relaxing break from the previous boss Stormfist.

Adds – The only reason this fight has any difficulty is due to the massive amounts of adds he summons. These adds seem to do more damage than the boss himself, so be sure to focus these down whenever they pop up. Your tank should immediately try to pick up any aggro.

Melee Swing – A heavy melee damaging attack your tank will need to absorb.

Channel Stun – Commodore Ohmamil will sometimes use a channeled stun on the tank of the group. This doesn't actually do any damage, and it keeps the boss busy in the meantime. Just let him use the full stun while you beat up on him as it keeps him busy. Your tank should just accept their fate.

- **Stormreeve Neidir**

Neidir, has 25,992 HP, will cast a very large AOE spell that deals damage in addition to knocking players down. He'll charge at random party members while lightning periodically zaps random players throughout the fight.

Red Circle – Stormreeve Neidir has a red circle ability that is similar to Stormfist's, but does different damage. It expands quickly and is very hard for melee players to get out of the range of, so you have to have quick reflexes and pay attention. It will deal massive lightning AoE and knock players down.

Lightning Shot – Randomly casts lightning bolts at distanced players

Charge – Sometimes Stormreeve Neidir will charge enemies. Nothing to worry about unless she drops her red circle on them, which could be devastating if they can't move from it.

Tornadoes - Random small tornadoes go around the room. If hit, they will deal a small amount of damage to you and stun you briefly. Just try to avoid them.

Healer should take care the tanker since many of his spells are not easy to dodge.



## Daggerfall Covenant

### Alik'r Desert

During this level range you may still be finishing up in Rivenspire. Once you do, you'll head over to Alik'r Desert. Quests in Alik'r Desert are intended for players between the ranges of 31 and 39, but a few levels above or below doesn't make a huge amount of difference.

After finishing in Alik'r Desert, you'll be sent to Bangkorai.

#### Quest tips in Alik'r Desert.

For Trouble at the Rain Catchers (Level 32), escort the lizard to each of the three marked locations near the worker NPCs. Watch the lizard's reactions. When you find the correct NPC he will turn yellow and you can attack him.

In The Nature of Fate (Level 31), you can use your mount to make this quest much easier. The mobs you encounter can dismount you if you are not careful, however, so stay away from them if at all possible. Stamina potions are also an option.

For The Oldest Orc (Level 32), you have to press the blue tiles in a certain order. Start from The Ritual and head clockwise until you reach The Thief. Alternatively, here is the full solution:

The Ritual -> The Lover -> The Lord -> The Mage -> The Shadow -> The Steed -> The Apprentice -> The Warrior -> The Lady -> The Tower -> The Atronach -> The Thief

In Master of Lek's Blade (Level 35), you'll be tasked with solving a few riddles. Here are the riddles and solutions.

Why did she live?

Answer: Both the man and the woman were bandits.

How did Master Ahram win the duel?

Answer: Master Ahram used a wooden training sword.

What did his student give him?

Answer: She promised to guard Lek's Blade in his place to allow him to die in peace.

Afterwards, you'll have to defeat the pupils. Beware the stun they do. This quest may be easier to complete with a ranged weapon equipped.

## Dungeon

### Crypt of Hearts

The Crypt of Hearts is located in the zone of Rivenspire and it's the level 28 – 32 dungeon for the Daggerfall Covenant faction. Adventurers will find the Shard of Alanwe in the first room of the zone, who is a ghost that will start the quest "Lover's Torment." With this quest, you're tasked with exploring the dungeon to find three phylacteries that each contain a portion of Alanwe's soul.

There are three mini-bosses and three main boss fights in the dungeon, and it's best if your group is made up of a healer, a tank, and two dedicated DPS.

- **The Mage Master (mini boss)**

This is a mini-boss, and the first one you'll come across in the area. He's only got about 7000 health to worry about, so he's not all that tough. The thing you need to watch out for is the mage adds he summons at the beginning of the fight, so make sure to take them out first before focusing down the boss himself.

Aside from the adds, the Mage Master does have a fairly heavy melee attack, so the tank needs to keep an eye out for it and block it each time he's charging it up. There's also a large blue bubble that he'll occasionally summon. If the party is in this bubble-zone once it's cast, it'll remove any debuffs on the boss.

Overall, he's the first fight in the zone and a mini-boss at that, so he's not all that particularly hard, but he does provide good practice for random pick-up groups.

- **Archmaster Siniel**

This is the second boss in the Crypt of Hearts, and one of the one's that isn't able to be skipped for the zone quest. He'll cast an ability that will summon up pools of black fog that'll harm any friendly players, so make sure to have the tank reposition the boss throughout the fight so the DPS can avoid these areas easily. He'll occasionally summon some weak undead adds that can be taken out with no major effort. Other than that, he will also cast an AOE fear spell that'll make everyone run away for a few seconds.

Siniel has about 21,000 health points to get through but overall the fight isn't too difficult, but this is pretty early on in the dungeon.

- **Death's Leviathan**

The third boss in the dungeon is Death's Leviathan, which is a gigantic skeletal golem. He's quite a bit harder than Siniel was, so make sure your group is properly prepared before starting the fight. He will frequently do a charge spell that's indicated by a red path that'll stun and dish out a lot of damage to anyone who gets in his way. It's possible to dodge this every time if you keep an eye out for it.

His second attack is very dangerous. He'll kneel down and create a very large and very quickly expanding red circle that will dish out a ton of damage. This can be very difficult to avoid for tanks and melee DPS, but all ranged members should try to avoid this whenever possible so the healer can save their magicka for the melee party members.

During this time, try not to use any ultimates or any more resources than is absolutely required because there's a second phase for this boss that boosts all of the damage he does considerably. At around 50% health, Death's Leviathan will kneel down near the pillar and light himself on fire. When this happens, the charge spell he does will leave fire behind him and the expanding circle ability can easily one shot players. You want to save your ultimate abilities for when this happens so you can burn him down quickly.

- **Uulkar Bonehand (mini boss)**

This is a mini-boss and the fourth major encounter in Crypt of Hearts. After Death's Leviathan, he shouldn't pose any major trouble as long as your group is paying attention. He'll occasionally summon red circles around the battlefield that'll erupt with spikes that stun and damage players caught in the way. He'll also place runes on the ground which will snare players. These two abilities can overlap, so make sure to avoid both of them as well as you can.

- **Dogas the Berserker (mini boss)**

Dogas is another mini-boss, and he's located in the same room as the Ilambris brothers. He's got a very low pool of health, only about 5000, but he can dish out a ton of damage if you're not ready for him. The fight will begin with both him and a well-sized groups of adds that should be burnt down as quickly as possible.

The fight with Dogas himself involves him constantly jumping into the air and stunning anyone nearby for a good five seconds while stealing their health at the same time. Because of this, a good strategy is to either kite Dogas or have the tank pull him away from the rest of the group early on while everyone else is taking out the adds. Make sure to spread out, too, as each player he leeches health from will give him even more healing.

That's the main mechanic with this fight, so it's a good idea to save any stamina as it'll break the stuns and make you resistant to any future stuns for a short duration.

- **Ilambris-Zaven & Ilambris-Athor**

The final fight involves two difficult bosses. Zaven is a caster enemy and will plant himself in the middle of the area for the duration of the fight, so have the tank go after Athor, who is the mobile boss that'll dish out blockable heavy attacks.

Athor will enrage after Zaven dies, which causes lightning to rain down in the area. However, Zaven can be a bit of a nuisance and will be generally easier to take out, so try to split up your groups outgoing damage between the two of them to take the brothers out at the same time.

Athor will occasionally cast lightning runes on the ground that should be avoided and will cast a DOT lightning debuff on the tank but is otherwise a fairly straightforward fight.

Zaven will occasionally cover himself in fire for a few seconds before sending a beam of flame across the area. He also has a spell that'll create an expanding red circle beneath him that'll cause fire damage once it's done charging.



## Volenfell

Volenfell is located in the Alik'r Desert, and it's the level 34 to 39 dungeon for Daggerfall Covenant. Players will meet the quest-giver Tharayya inside, who explains that her ex-husband Quintus Verres has stolen her research notes about these ancient Dwemer ruins and it's up to you and your group to kill her husband and help her find the fabled Guardian's Eye, located at the end of the dungeon.

There are three main boss encounters and three mini-bosses to kill in the dungeon, and each of them have their own strengths and weaknesses, so the optimum group makeup is a tank, a healer, and two DPS.

- **Desert Lion (mini boss)**

The first encounter you have will be with a mini boss called Desert Lion, which is an incredibly easy fight. When you first start the fight, he'll come with three adds, so make sure to take them out quickly before focusing down the main lion. Aside from his normal attacks, he'll occasionally cast an AOE fear spell on everyone in the group, but if you make sure to save up some stamina, it can be broken rather easily.

- **Quintus Verres**

Quintus is the second boss in the dungeon and the ex-husband of Tharayya, your quest-giver. He will come in after you take out a group of treasure hunters located just past the quest area. He has multiple phases during the fight and can be a bit tough if you're not prepared for him. He's got a very heavy melee attack that needs to be blocked each time by the tank. He'll also occasionally cast a whirlwind spell while moving around. This can be either blocked completely or avoided by running.

The second phase of the fight begins when Verres runs over to some nearby boxes and picks up a fire staff before attacking players randomly with fire attacks. He can't be taunted in this second phase. He'll place fire patches on the ground that need to be avoided and will cast a fear spell at a random player.

Once Quintus is down to around 1/5 of his health pool, he'll bring the nearby stone gargoyle to life, and it has its own health pool of about 26,000, as well as its own abilities. The gargoyle has a cone attack that will petrify random people for about 5 seconds. He'll also smash the ground while dishing out tons of AOE damage.

- **Boilbite (mini boss)**

The next boss is Boilbite, who's a gigantic bug. He's got an AOE fire attack that'll dish out pulse damage, with each of these pulses causing an increase in the radius of the overall area of effect. Make sure to avoid this whenever possible, as it can dish out quite a bit of damage. He also has a blink spell that'll teleport him behind the main tank. This can be a bit of a nuisance to the group if you're not prepared for it, but otherwise isn't too detrimental. The only other thing to keep in mind is to make sure to take out the various adds that he begins the battle with.

- **Tremorscale**

Tremorscale is the fourth boss and can be taken out quickly if you're group is prepared well enough. He's a gigantic lizard that'll swipe at the tank, which causes cone AOE damage, so try to have any melee DPS positioned behind him to avoid this. He'll also dig himself into the ground before popping back up at the same location. When he comes back up, he'll cause a lot of AOE DPS. Watch for this and get away from him quickly, as you'll have a few seconds before he pops back out. The AOE is only around melee range.

- **Unstable Construct (mini boss)**

This is the fifth boss in the game, and while it's only a mini-boss, it can dish out quite a bit of damage. When you start the fight, make sure to take out his Dwemer spider adds before focusing him down. The area that he's in is full of the various types of Dwemer traps you've run into multiple times in the game, so keep an eye on the floor when you're moving the Unstable Construct around. He'll occasionally charge at targets while dishing out fire damage. Also, he's got a crossbow attack that'll fire a bolt at a random player before exploding for a decent amount of fire damage. This effect has an AOE, so anyone affected by the bolt should be

avoided by the other members of your party. Finally, he'll occasionally jump into the air and smash into the ground, which causes a ton of AOE damage. The radius for this spell is small, but he does it quickly, which can make this a difficult spell to avoid if you're not paying close attention.

- **The Guardian Council**

The final major encounter in the zone is the Guardian Council, which is three Dwemer constructs that each have their own special abilities. Luckily, they each only have around 10,000 health points apiece.

The Guardian's Strength is the red one. This one will only attack with an AOE whirlwind ability. It's only melee range, so this boss can be kited fairly easily by any member in the group.

The Guardian's Soul is the yellow one. It's got an AOE cone attack that'll be positioned toward the tank. Many people think it's best to have the tank kite this boss while the rest of the group focuses down on the other two.

The Guardian's Spark is the blue one. This one stays in the same spot during the fight and will lob lightning spells at players. Red circles will appear under a player that will gradually get bigger before erupting in electricity damage, so make sure to avoid these whenever possible.

Occasionally, all three of the bosses will stop what they're doing and cast a large yellow beam, which will equalize their health points. So if your strategy involves focusing one down before the others, it can seem like you're not making very good progress because it keeps healing.

One at a time is an effective strategy, though, as no new health is being created. Even when the enemy you're focusing on is healed, it causes the other two constructs' health to lower. Most players will take out the stationary Spark boss first, followed by either Strength or Soul.

### **Ebonheart Pact**

During the first few levels of this level range you will most likely still be finishing quests in Shadowfen. Once you're finished in this zone you will be sent to Eastmarch. Eastmarch is intended for the level ranges in between levels 31 and 39.

Once you complete Eastmarch, you will be sent to The Rift.

#### **Quest tips in Our Poor Town**

For Our Poor Town (Level 35), you may encounter a bug that causes Asmalah, the NPC you need to kill, to not spawn. This issue can cause the entire story questline in Eastmarch to come to a halt. Until this bug is fixed, you can download an addon called "Waiting for Asmalah" (<http://www.esoui.com/downloads/info250-WaitingForAsmalah.html>) to find the exact spawn area of the NPC.

## Dungeon

### Arx Corinium

Levels 28-32 - Located in Shadowfen

- **Fanged Menace**

The Fanged Menace fight starts off with a lot of adds. Make sure to take them out as quickly as possible so the party can quickly focus down the actual boss. Fanged Menace will do a lot of AOE damage. Around half health, he'll release a large poisonous cloud that should be avoided if possible.

- **Ganakton the Tempest**

Ganakton will dish out high melee damage while targeting random party members. Occasionally, he'll pepper in an AOE cone attack that needs to be dodged quickly. Throughout the fight, he'll also charge up a lightning attack that'll damage anyone nearby, so melee needs to watch for this and get out of the way quickly while he's charging it.

- **Sliklenia the Songstress**

The Sliklenia fight will involve multiple waves of adds that need to be taken down quickly. Other than that, she'll attack with powerful heavy attacks that need to be blocked and will occasionally do a special move that involved her walking away to scream. She'll need to be avoided entirely when she goes off to scream, which makes it a great time to focus down the adds.

- **Matron Ixniaa**

This mini-boss is not hard to defeat. The main threat is her AOE skill but it is easy to avoid. You should take her minions first.

- **Ancient Lurcher**

There are a lot of adds at the beginning of the Lurcher fight that need to be taken down quickly. The boss himself will occasionally do a short range AOE attack that can hurt any melee attackers who aren't paying attention. His power attacks will do a bit of damage, so the tank needs to make sure to block those whenever possible.

- **Sellistrix the Lamia Queen**

Sellistrix will constantly be summoning AOE damage patches across the map that need to be avoided by everybody. She'll attack directly with an AOE cone that can also be avoided if the party is paying appropriate attention.

### **Dire Frost Keep**

Direfrost Keep is located in Eastmarch and is the level 34 – 39 dungeon for the Ebonheart Pact faction. The players will meet the ghost of Lord Agomar inside, who explains how the witch Drodda cursed his family and stole his keep. It's up to the players to defeat Drodda of Icereach and lift the curse on Agomar's family.

There are three main boss encounters and two mini-bosses to get through. It's best to just go with the classic group for this dungeon: a tank, a healer, and two dps players.

- **Teethnasher the Frostbound**

This is the first major encounter in the dungeon and he's a mini-boss. Even though he has a relatively low amount of health compared to the other bosses, he can pose quite a challenge to an unprepared group. A lot of people think he can be harder than even the last boss of the dungeon.

This boss can't be fought normally, as he has a red circle around him that will unleash a heavy amount of damage to anyone who gets too close. It snares you, too. The only real way to take Teethnasher out successfully is to kite him, so make sure everyone has a ranged weapon handy before going into the dungeon. Aside from his death aura, he will occasionally run towards the tank while dropping his melee circle of death. This is pretty much the only time that the melee DPS can damage him without dying or that the tank can generate a decent amount of aggro.

He only drops his aura after charging, so the tank needs to make sure to be on the move during the charge. Make sure the tank has ranged taunts equipped if he has any, such as the Undaunted line's Inner Fire.

Overall, if you're able to stay on the move for this fight in order to avoid his snaring death aura, then he ought to go down successfully each time.

- **Guardian of the Flame**

The Guardian fight will involve easily dodged power attacks and AOE cone attacks. The cone attacks can come pretty quick, but luckily they aren't too bad. Other than that, he'll jump on a random party member occasionally throughout the fight while dealing a high amount of damage.

He's got a charge spell that dishes out AOE damage after running toward a random player. Make sure to have everyone spread out on separate sides of the Guardian in order to avoid more than one player being hit by the AOE at a time. He'll also cast a frontal attack in a cone shape, so it's good that any melee DPS try to stay on his back or his side.

In addition to that, he's got a pretty powerful heavy attack that the tank needs to block each time to avoid taking unnecessary damage. The only other thing you need to worry about from the Guardian of Flame is his lightning spells, which he'll cast as patches towards different players at random. Just stay out of the lightning and he shouldn't pose too much of a problem. He's got a health pool of around 26,000.

- **Drodda's Deadlord**

The third boss in this dungeon is Drodda's Dreadlord, who's a pretty straightforward mini-boss encounter. The fight begins with the Dreadlord and its three banekins, which will run after random party members and self-destruct for AOE damage.

The trick to this fight is surviving the banekin explosions, as getting hit by two of them without a heal in between is almost certain death for most players at this level range. Make sure when they're coming that your group splits up and lets them explode well away from each other. Once they're down, they'll start to spawn at random intervals throughout the fight.

Aside from dodging the banekins, the Deathlord himself will have a whirlwind spell he casts that'll damage all nearby melee players, so just make sure to back up when this happens. He's also got a very powerful heavy attack that needs to be blocked each time by the tank. Drodda's Dreadlord has about 25,000 health points.

- **Iceheart**

Iceheart is the fourth boss and has 26,000 health points to get through. It has a large cone attack that'll be aimed at the tank. The tank can block this rather easily, but any melee DPS should be located at the back or sides of Iceheart to avoid it. It'll also place a circle underneath of itself that'll grow quickly. Once it's finished growing, it'll dish out a ton of AOE damage.

Due to the speed it expands, it can be very difficult for DPS to dodge it if they're not paying very close attention. Luckily, the damage won't one-shot anybody, so having a good healer with plenty of resources for healing spells will allow you to get through this spell just fine.

Aside from that, Iceheart will also do a ground-pounding spell, which is indicated by four red circles that appear under each of the players. If you stay in the circle until the spell completes, then you'll be knocked backwards and be dealt a decent amount of damage. Once the damage has been done, a Draugr will spawn in the circle, but it has low health and shouldn't be much of an issue, just make sure not to let them add up.

- **Drodda of Icereach**

The final boss of Direfrost Keep is Drodda of Icereach, and she has a spell that will stun nearby players, which means it'll affect the tank most of the time. Luckily, it's a channeled spell that'll keep her from dealing damage in other ways while the stun is in effect, so there's no pressing need to break out of it. In addition to that, she'll blink to a random party member and cast an AOE spell that can do a decent amount of damage. Make sure to dodge out of the way when you see her teleport to you, otherwise the healer can quickly get overwhelmed. The only other thing to watch out for is her Ice Wraiths that she summons once she's down at half health. They've got a very small health pool to worry about, but they can charge and knock down players, which can be a bit of a nuisance.

## Level 41 – 50

This is the final leveling phase in Elder Scrolls Online. It can go by rather quickly or rather gradually-- all depending on how you choose to level. Questing and exploring the story is still an option, of course, and is a solid way to gain both rewards and discover the world, but mob farming and dungeon completion are also extremely solid options during this level range due to the fact that both methods will net you rewards that may last a little longer than quest rewards.

Acquiring dungeon drops is one of the best ways to begin gearing for endgame. ESO's early phase of endgame largely revolves around gaining Veteran ranks and exploring the other zones in the game that are ramped up in difficulty. Obtaining better gear prior to moving to this content makes the move much easier. Farming mobs whether in a group or while running around in a public dungeon is one way to quickly build up large amounts of gold. This gold can be used for purchasing endgame gear.

The method of leveling you choose (or any combination of methods) should depend on your playstyle and endgame goals. Keep in mind that completing the main story quest is a requirement in order to access Veteran content.

## General Leveling Tips

During this level range you may find yourself short on experience at certain points if you haven't explored the game fully or participated in public dungeons and/or instanced dungeons. To catch up, you can farm mobs. In most cases, the mobs most worth farming are those found in public dungeon or world boss areas. You can often group up with other players to farm for experience quickly.

If you're interested in becoming a **Vampire** or **Werewolf**, now's a good time to do so as the quests are scaled for players at around levels 38-42. Here is a short guide on how to go about becoming a Vampire or Werewolf.

**Vampire** - You'll need to get bit by another player or by a Bloodfiend mob that spawns in certain areas in these zones during the nighttime: Bangkorai, Reaper's Marsh or The Rift. After you're bit, you'll either appear at the ritual shrine or have to head to the shrine to start a series of quests to complete.

**Werewolf** - You'll need to get bit by another player or by a Werewolf mob. Werewolves are located in a variety of areas, but only the ones located in high level areas can transfer the bite. The three best zones are Bangkorai, Reaper's March and The Rift. After you're bit you'll end up at a ritual site where you'll begin a series of quests.

## Aldmeri Dominion

During this level range you will finish up in Reaper's March which generally lasts until around levels 43-44. Afterwards you will head to Coldharbour which is shared between all three alliances and lasts from levels 43 to 50.

### Quest tips in Reaper's March

For **Haunting of Kalari** (Level 41), there are three crystals to interact with. Interact with the first until you hear an audible "poof" noise. Repeat this process two more times.

In **Prisoners of the Sphinx** (Level 41), you'll need to touch three panels in order to exit the chamber. This is the correct order: The Thief -> The Tower -> The Mage

For **The Fires of Dune** (Level 42), you'll have to fight a Harvester mob that will periodically summon healing orbs that must be defeated quickly else they will heal him. By now the strategy should feel familiar. Kill the orbs with fast AoE attacks or light attacks. You'll be healed when you kill them.

**Note:** See section below for Coldharbour quests.

## Dungeon

### Selene's Web

Levels 40-44 - Located in Reaper's March

- **Treethane Kerninn**

The first boss in Selene's Web is Treethane Kerninn. He features multiple adds that need to be taken out quickly. He will attack the party with a melee range whirlwind AOE attack as well as a larger, channeled AOE spell that will do considerable damage if not dodged.

- **Longclaw**

The Longclaw fight starts out as a fight with four easily defeated panthers. After killing them, you'll get an opportunity to hit Longclaw with some ranged attacks, as he's located on the platform above the panther area. After a few seconds, he'll resurrect the panthers in ghost form and jump down and start fighting you all together. The undead panthers are considerably stronger than they were while they were still alive. Longclaw himself will shoot arrows at random patches of the ground, so make sure to avoid them whenever you see the red circle come up. He'll also summon patches of poison on the ground, these are much, much larger than the arrow AOE spells but not as frequent.

- **Queen Aklayah**

Aklayah will summon adds throughout the fight while attacking with a powerful cone AOE spell and heavy power attacks that need to be blocked.

- **Foulhide**

Foulhide will summon stationary plant adds throughout the fight that aren't dangerous if you're able to avoid running into them. He'll also have an avoidable charge spell, a cone AOE attack that can knock players down, and a 360 degree AOE roar attack.

- **Mennir Many-Legs**

The Mennir fight starts with adds and she'll summon even more of them throughout the fight. Other than that, she'll cast relatively hard hitting spells while creating avoidable ice patches on the ground.

- **Selene**

You've finally reached Selene and discover she's a gigantic spider on a web at the top of a large pit. The spider will attack with fast power attacks until you get her to about half health. Once weakened, she'll break the web and send you all down to the ground. Once the spider reaches 0% health, she'll go into humanoid form with a full bar of health. This is where the fight can get tricky. She'll constantly summon adds, attack with AOE cone strikes, and send ghost panther missiles flying towards random party members. In addition to that, she'll occasionally yank everyone toward her before unleashing a powerful AOE spell that needs to be avoided quickly. Once you kill her the second time, she's dead for good.

## Daggerfall Covenant

During this level range you will finish up in **Bangkorai** which generally lasts until around levels 43-44. Afterwards you will head to **Coldharbour** which is shared between all three alliances and should take you to level 50.

### Quest tips in Bangkorai

**Note:** See section below for Coldharbour quests.

For **Tongues of Stone** (Level 41), you'll have to get information about the ruins from a hermit. For quick quest completion, the answer you'll need to proceed is "Air".

In **Trials and Tribulations** (Level 42), you'll need to read the scrolls found in your inventory for the proper clues. Alternatively, here are the solutions.

Mastery of Sacrifice: Winter

Mastery of Wisdom: Fall

Mastery of Devotion: Summer

Mastery of Discipline: Spring

Final solution (from left to right): Discipline -> Devotion -> Wisdom -> Sacrifice

Afterwards, light the braziers. They should be in a circular pattern.

Finally, choose the Simple Training Sword when you're asked to return a sword to Makela Leki.

## Dungeon

### Blackheart Haven

Levels 40-44 - Located in Bangkorai

- **Iron-Heel**

Iron-Heel is a pretty basic fight featuring adds that need to be taken out first. He'll strike with a whirlwind melee attack that's completely avoidable. He'll also charge up blockable power attacks and knockdown random players.

- **Atarus**

Atarus will vomit AOE damage in a cone shape throughout the fight. He'll also charge in random directions, summon large AOE patches of poison, and stomp the ground as an AOE attack. Luckily, these attacks are all able to be dodged if the party is paying appropriate attention. About halfway through the fight, he'll power up, which substantially increases both his size and power, but his tactics remain the same.

- **First Mate Wavecutter**

The Wavecutter fight is pretty straight forward. He'll do a whirlwind melee as well as normal power attacks that need to be blocked or dodged. Make sure to watch out for his summoned adds, though, as they'll do lightning damage.

- **Roost Mother**

Roost Mother is a pyromaniac that shoots targeted ranged fireballs, breathes fire in a cone shaped AOE, will summon swaths of fire to snake through the battlefield, and will even shoot fireballs into the sky that'll rain down at random spots in the field. Luckily, all of these spells are avoidable if you keep enough stamina banked for dodge rolls.

- **Hollow Heart**

Hollow Heart doesn't have too much fancy stuff to deal with tactically, but he does hit for a ton of damage. Even with the tank blocking appropriately, the healer will need to pay close attention. Other than that he'll occasionally summon swaths of cold wind that'll snake through the battlefield.

- **Captain Blackheart**

The final battle with Blackheart will feature a constant stream of skeletons coming to help their beloved captain. He'll use a short ranged whirlwind AOE spell that can be a nuisance to melee DPS. Occasionally, he'll charge up a power attack that'll knock a player down before turning them into an animated skeleton.

## Ebonheart Pact

During this level range you will finish up in The Rift which generally lasts until around levels 43-44. Afterwards you will be sent to Coldharbour which is shared between all three alliances. This is where you should hit level 50.

### Dungeon

#### Blessed Crucible

Levels 40-44 - Located in The Rift

- **Grunt the Clever**

The first boss is fairly straight forward. Grunt is a giant that does a ton of damage, but luckily most of it can be blocked with no problem. He's got a slow charge up on his power attack, just make sure not to let it hit you.

- **Nusana, Snagg gro-Mashul, Dynus Aralas, Kayd at-Sal**

The second fight is with four different bosses at the same time. Snagg will occasionally cast a whirlwind AOE attack and Nusana has a melee range fire shield and castable fire snake. This is on top of the basic light and heavy attacks each boss will do. Once a boss is at about half health, they'll transform into a werewolf, which makes them much more powerful and agile.

- **Teranya the Faceless**

Teranya will start the fight with a lot of adds. Aside from that, she's got some gruesome power attacks that need to be blocked and a whirlwind melee attack that can be easily dodged.

- **Stinger**

Stinger will periodically shoot poison at ranged random party members. He'll also stick his stinger into the ground, causing poison geysers to erupt at random locations around the battlefield.

- **Captain Thoran**

Thoran will summon all sorts of fire patches throughout the fight that need to be avoided. He'll also summon lava atronaches that will channel a spell that creates a fire shield around the captain, so make sure to take these guys down quick. He'll also occasionally cast a dark comet spell that does a lot of damage in a large circumference AOE.

- **The Lava Queen**

*The final boss in this dungeon will shoot fireballs at random players throughout the fight. She'll occasionally turn into a lava geyser that will cause swaths of lava to emanate and pulse in all directions. The key to dodging these fire swaths is to stand in between the two of them; don't try to out run them. She'll also summon lava atronachs, like Captain Thoran, that will channel a fire shield around her. Throughout the fight, lava comets will randomly fall to the ground for a small radius AOE.*

## Couldharbour

### Quest tips in Coldharbour

For **Wisdom of the Ages** (Level 46), you'll be tasked with giving out amulets and placing gems in statues at certain points. Here is a list of what needs to be done.

Ashgar: Amulet of Preservation

Teelawei: Amulet of Courage

Desh-Wazei: Amulet of Endurance

Statue of Life: Endurance

Statue of Time: Preservation

Statue of the Unknown: Courage

In **An Unusual Circumstance** (Level 45), you can touch the Wisp of Light that's nearby to give yourself a buff that makes the guardians not attack you.

For **Light from the Darkness** (Level 46), you'll need to free King Laloriaran Dynar. Destroy the north and south receivers to do so. You can do this by rotating the crystal prisms until they connect. Each prism may take roughly 5-6 interactions to place the light in the correct rotation.

In **The Final Assault** (Level 50), you will need to open the library gate by touching the Daedric Fire and aiming it toward one of the braziers on the wall. There are four braziers. Afterwards, you'll need to cross the dark chamber by following the blue light that is emitted from the torches. Finally, as you make your way through the room with statues, make sure to talk to Gabrielle before continuing.

## Dungeon

### Vaults of Madness

Levels 47-50 - Located in Coldharbour (All three alliances)

- **The Cursed One**

The Cursed One fight is pretty simple. Just make sure to take out the adds and block the heavy damage power attacks.

- **Ulguna Soul-Reaver**

Ulguna will constantly be charging up a cone shaped AOE spell, so make sure the DPS is positioned in the rear. She'll attack party members at range and cast random lightning strikes throughout the fight. The real trick with this fight is just making sure to block her heavy damage attacks while avoiding the AOE by dodging.

- **Death's Head**

Death's Head dishes out very powerful heavy attacks that need to be blocked each time. He'll also frequently summon armies of skeletons throughout the battle that can become very troublesome if they're allowed to add up. Other than that, he's got a charge attack that'll knockdown any party member who gets in the way.

- **Grothdarr**

The Grothdarr fight features many high damage fire patches that are consistently snaking through the battlefield. This is the main challenge with this fight, otherwise he's just got some blockable knockdown attacks.

- **Achaeraizur**

Achaeraizur has a powerful AOE cone attack that needs to be dodged whenever possible. He'll also shoot ranged fireballs at party members.

- **The Ancient One**

The Ancient One will fight with an eye laser that'll attack party members at random. As long as the healer is good on Magicka, this fight shouldn't pose any real threat.

- **Iskra the Omen**

Iskra will charge up heavy attacks that need to be dodged or blocked, as they do quite a bit of damage. He'll occasionally jump up before smashing into the ground, causing a large amount of AOE damage and an obnoxious knockdown. This can be a hard AOE to get out of, especially for the tank, but it isn't impossible. Just make sure to keep an eye out for it when he jumps. He'll also summon large swaths of blue fire that'll snake across the battlefield, and he throws fireballs at random party members.

- **Mad Architect**

The final boss fight can take awhile, as he has quite a bit of health to get through. He'll summon skeletons that'll grab players from dark patches on the ground, avoid these whenever possible. His most powerful spell will do one of two things at random. Each version creates a medium range zone around the architect that will either cause damage to players standing on the outside of it, or sometimes instead, it will do damage to players on the inside.

### Tips for Main Story Quests

The level 50 story quest entitled God of Schemes only becomes available upon reaching level 50 and is necessary to complete in order to reach Veteran Rank 1 and begin Veteran content. The quest ends with you facing Molag Bal in combat.

This fight can be a little difficult if you are not prepared. Make sure to maximize your gear as much as you can before taking him on. Dungeons drops are a good place to start. You may find that it's better to increase your survivability rather than increase your damage output. Use consumable food and have a stash of health potions.

*You may also find that using a restoration staff for your secondary weapon is a great way to both heal yourself during the fight and restore Magicka if you are sufficiently leveled in the skill line. Play it safe and concentrate on avoiding ground AoE effects and choosing your moments of attack wisely. This is one of those fights where longevity often comes out on top.*

## SKYSHARDS



kyshards are an amazing way to gain a free skill point. Every three skyshards means an additional skill point. There are 6 skyshards each in beginner area and 16 in each major zone.

### Aldmeri Dominion

#### Khenarthi's Roost

There are six skyshards located in the beginner realm of Khenarthi's Roost. Players have the option go back there for quests once they are transported to Auridon from Cold Harbour.

- One located at the top of the highest tower in Eagle's Strand
- On the backside of the Temple of the Crescent Moons
- On the middle island amongst the shipwrecks on the western coast
- Located in the ruins south of gate to the Temple of the Mourning Springs
- Located near the westernmost building in Mistral
- Located northwest of Windcatcher Plantation, and south east of the wrecked boat

#### Auridon

The main zone of Auridon contains 16 skyshards. About half are available in the zone, and the other half are hidden in the zone's numerous dungeons.

- One is located on the second floor of Vulkhel Guard Manor
- Located in the center of the Del's Claim dungeon
- Located on the second floor of Valano Manor, southeast of Silsailen, on a balcony
- On the southernmost ruin of Tanielwil
- Located in the easternmost chamber of the Ondil ruin
- On the eastern wall of the largest chamber in Toothmul Gully
- In the northeastern chamber of Entila's Folly

- Southwest of Shattered Grove, southeast of Smuggler's Cove, and northwest of Mathiisen Wayshrine
- Located on the top floor of the Fighter's Guild building in Skywatch
- In the ruin of Bewan, in the northeastern chamber
- Located east of the Quendeluun Wayshrine
- At the top of the stairs in the destroyed building in Dawnbreak
- In a western cove after the last chamber of Wansalen
- Northwest of Isle of Contemplation
- In the southernmost chamber of Mehrune's Spite
- At the top of the lighthouse tower in North Beacon

## **Ebonheart Pact**

### **Bleakrock Isle**

The Ebonheart Pact's beginner area is split between two islands. All beginner islands can be warped to from the starting location of the first main zone. Each of the two beginner islands in Ebonheart Pact has three a piece for a total of 6 beginner skyshards.

- On top of the easternmost building in Skyshroud Barrow
- Inside the Hozzin's Folly cave, near the northwestern corner
- Near the entrance to Orkey's Hollow
- Bal Foyen
- On the docked boat in Bal Foyen Dockyards
- South of the northern road in Dhalмора, behind some rocks. Look for a pillar of light
- On the backside of the westernmost fort in Fort Zeren

### Stonefalls

Stonefalls is the main starting zone for Ebonheart Pact players, it contains 16 skyshards, separated equally between the wild and in dungeons.

- West of Davon's Watch, to the right of the stairs when approaching from the beach
- Just south of Bal Foyen's gate into the Stonefalls region
- Northwest of Fort Arand Wayshrine
- Northwest of Vivec's Antlers, southwest of the ship, and next to a statue on top of the cliffs
- Northwest of Hrogar's Hold Wayshrine, underneath some giant mushrooms
- South of Vivec's Antlers wayshrine, on a small rock in the middle of the lava
- South of the Ashen Road Wayshrine, on the eastern side of the road near a pool of lava
- West of Iliath Temple Wayshrine, behind the Fungal Grotto entrance
- Southwest of Sathram Plantation
- At the end of the Inner Sea Armature dungeon
- Located in the southwestern most chamber inside Emberflint Mine
- In the northern hallway of Mephala's Nest
- In the southeastern most hallway of the Softloam Cavern
- At the end of Hightide Hollows
- In the northeastern corner of the northernmost chamber in Sheogorath's Tongue
- In the water to the very south of the Crow's Wood Dungeon

## Daggerfall Covenant

### Stros M'kai

Like Ebonheart Pact, Daggerfall Covenant players optional beginner zone is split into two small islands, and each of these smaller zones has three skyshards a piece.

- Crashed through the roof of a building in Saintsport
- North of Port Hunding, east of The Grave, and on the river's coast
- Southeast of Bthzark, south southwest of the Port Hunding Way Stone, and near the coast of the bay Betnikh
- South of Stonetooth Docks near some ruins
- Near the crypt in Grimfield
- Near the digsite in Moriseli

## Glenumbra

The main zone for DC is Glenumbra. It contains 16 skyshards, about half of which are each in one of the zone's dungeons.

- South of the road out of Daggerfall City
- Northeast of Dresan Keep, near a statue without a head
- On the southern cliff of the Shrieking Scar
- West of Westtry, near the cliffs
- By the tower at the back of the Glenumbra Moors
- East of Hag Fen, next to a bridge
- On the eastern side of Cath Bedraud
- South of the Tomb of Lost Kings, in between rocks
- Northwest of Crosswych, above the mine
- At the end of the Llessen Tower dungeon
- In the back of the northernmost chamber of Sillum
- In the main chamber of the Mines of Khuras
- In the northwestern corner of Enduum
- In the cave chamber of Ebon Crypts
- In the easternmost chamber of Cryptwatch
- In the southwestern hallway of Bad Man Hallows

## Craglorn

This zone is best if you're traveling with many people of Veteran Rank 10+, as it is comprised of many group challenges. One of these challenges are gathering the twelve Skyshards, which happen to be scattered around the dungeons of Craglorn. Unfortunately, finding these Skyshards can be rather difficult without a little help.

- Lava Flows

You can find your first Skyshard among the lava flows where the Ayleids walked. Begin at the Elinhir Wayshire and go southwest. Once you reach the Magical Anomaly crystal, head south and follow the path until you reach the dungeon entrance. On your right, you will see a Skyshard on a platform.

- Metal Spider Lair

The second Skyshard can be found in a lair of metal spiders. Begin in Belkarth and then head down the road leading to the east. Once you pass Ogondar's Windery, leave the road and travel northeast until you get to a dungeon entrance. You will find the Skyshard on the stairs to the right, just as you leave the northern hallway, which leads out of the dungeon's easternmost room.

- Yokuda's Dead

You will be able to find another Skyshard among Yokuda's dead. From the south, enter the Ruins of Kardala. The Skyshard will be located in the same room as Satagna, an enemy boss. You will find this dead end room at the main hallway's side. Make sure you pay attention as this room is easy to miss.

- Dungeon Rkhardarhrk

Yet another Skyshard can be found in this dungeon. Enter this dungeon from the south and go to the northern part of the cave. There, you will find another Skyshard in plain sight.

- Haddock's Market Dungeon

Starting in Belkarth, head down the road that goes east. Leave the road and travel south once you pass Ogondar's Windery. You will find the Skyshard next to a tree near the northernmost tower.

- Chiselshriek Mine Dungeon

Begin at the Hold Wayshrine and take the northwest road. Once you come across the crossroads, leave the road and head north until you see a mine entrance. You will locate the Skyshard in the same room as the last boss, the Gracious Beacon. It will be somewhat concealed by a rock.

- Buried Sands Dungeon

You will find another Skyshard inside the Buried Sands Dungeon. It will be in the cave's northernmost part, just south of the cave's final boss.

- Mtharnaz Dungeon

Enter the Mtharnaz Dungeon from the west and go to the southeast corner of the first large room in the cave that you come across. However, there will be a few Dwemer constructs in your way.

- Balamath Dungeon

Start at the Magical Anomaly crystal take the passage to go across the river. You will come across a dungeon entrance. You will discover the Skyshard in an open area. The Skyshard will be located above the benches to the left and the vault entrance on the right.

- Zalgaz's Den

Go to the northernmost part of Zalgaz's Den in order to find another Skyshard. There will be bosses guarding the Skyshard and these enemies are particularly hard to solo.

- Tombs of the Na-Totambu

Enter this dungeon from the hidden entrance to the north. Look to the left as soon as you enter the dungeon and you will immediately see the shard. However, you will have to defeat many enemies in order to get to the Skyshard.

- Hircine's Haunt Dungeon

The final Skyshard can be found in Hircine's Haunt Dungeon. Begin at Belkarth Wayshrine and travel north. Open the wooden door, which will be slightly above a river, and you will enter the dungeon. The Skyshard will be at the very top of the cliff right across from the entrance.

## GOLD MAKING STRATEGIES



aking gold in Elder Scrolls Online comes down to three basic premises: Quests, trade with other players and optimal farming locations. Taking part in all three activities will grant you the highest gold income as well as supply you with all the goods necessary to equip your character and purchase quality-of-life items such as mounts, full bank access and more.

This guide will be divided into the three basic premises as noted above and will outline how to best proceed through the game in order to obtain all the gold you could ever need. As a note, some of these strategies are intended to work best during the game's early post-launch period. As the game ages, most of these strategies will likely see significant changes.

### Questing And General Tips

As odd as it may seem, questing is actually one of the best sources of gold in ESO. This is partially due to the fact that questing is also the best source of experience while leveling. The two pair together nicely. The game was structured this way intentionally due to the high focus on the story.

The fact that it's possible to quest in other Veteran alliance zones after hitting level 50 also encourages this idea. The Veteran quests are ESO's answer to daily quests, essentially, and are slightly more interesting to take part in. The repeatable quests in Cyrodil also offer decent gold rewards, but must be completed while in quite the risky zone where PvP lurks behind every corner. Cyrodil becomes playable after hitting level 10.

While leveling, make sure to do all of the side quests along the way. Make sure to also do the Mages Guild and Fighters Guild quests as soon as possible. While there are no quest "hubs" per say in ESO, it's far more efficient to have as many quests as possible when you run out into the world. This cuts down on the time you spend running back and forth. Each side quest completed also gives you more gold and more quest rewards. Both make leveling easier.

When spending gold on items during the leveling process, give preference to upgrading your bank space and inventory space. Extra bank space can be purchased from any bank owner. Banks are found in any of the major cities and are marked on the map with an icon of a treasure box.

Additional inventory space can be purchased from a backpack vendor. These vendors can also be found in major towns. They're sometimes near bank locations or sometimes in their own building marked with an icon of a bag.

### Here are the first three locations for backpack vendors.

**Vulkhel Guard.** Backpacks can be bought in The Handy Haversack, northeast of the marketplace with the forge, etc.

**Daggerfall.** Backpacks can be bought right next to the bank, at an outdoor wagon.

**Davon's Watch.** Backpacks can be purchased in the southeastern corner of the Market District.

The first inventory upgrade can be purchased for only 400 gold. The second costs 2000 gold. Both are still invaluable. Each upgrade adds an extra 10 spots to your inventory.

To save yourself a bit of bag space, you should keep crafting materials inside your bank whenever possible. Since you can craft with items that are within your bank, this makes it easy to leave crafting items there and utilize your inventory to pick up as much loot as possible.

One more tip: You can save yourself a bit of gold by waiting to purchase your first mount until you have enough gold for the more expensive, faster mounts. If you're good at making gold, the difference between the first mount (17.2k gold) and the second mount (42.7k gold) won't seem too high, but the speed difference between the two mounts is significant.

## Optimal Farming Locations

### Humanoid Camps

Despite the fact that quests take you all over Tamriel, there are definitely areas of the game where it's more beneficial to slay enemies randomly in search of rare goods than in other areas. Any area with humanoid enemies, unsurprisingly, is usually an area ideal for money-making. Humanoid enemies drop small amounts of gold plus have a higher chance of dropping bind-on-equip pieces of equipment or provisioning recipes such as green or blue items. Some of these can be sold or traded to other players. They also vendor for a decent chunk of change if you can't find a potential buyer.

Some humanoid enemies such as Daedric enemies also drop Soul Gems which come in handy in all areas of the game. These let you resurrect in place as well as act as an agent for resurrecting other players (which is especially useful when you start to PvP). Soul Gems are purchasable off vendors found in most major towns, but every bit of saved money often helps, especially during the early levels.

There are areas where farming humanoid enemies is extremely easy due to quick respawn rates. Just make sure you're powerful enough to take on more than one enemy at a time and have plenty of free bag space. Most of these areas tend to be world dungeons or caverns. One of the first areas that's excellent is the Ondil area in Auridon.

As a general rule of thumb, most random humanoid enemies you come across are worth killing while random beasts, demons and other enemies might not be. Most beasts and demons drop items that can be vendored, however, so it's not useless to kill them. Beasts also often drop raw leather goods for crafting.

## Gathering Part 1: Rare Crafting Items, Recipes and Motifs

As you may have noticed, there are a lot of lootable/interactable goodies in Elder Scrolls Online. Some are more worthwhile to loot than others. Barrels, produce baskets, regular baskets, normal sacks and crates are not very valuable and only contain raw provisioning materials for the most part. You may not feel the need to loot these items at all unless you're leveling provisioning and need the raw goods.

Other objects, however, are always worth looting. These items include cabinets, non-locked chests, trunks, backpacks (sometimes), urns (sometimes), nightstands, desks and heavy sacks. These generally tend to be found within areas that are slightly out of the way. Building interiors, especially inside major towns or structures, are a good place to find these items. The interiors of many of the buildings inside Vulkhel Guard, Davon's Watch and Daggerfall contain quite a few cabinets and trunks, for example.

Other areas have items outdoors that are always worth looting. Heavy sacks and urns are sometimes found within instanced quest areas such as Cheesemonger's Hollow during the early Mages Guild quest line. Backpacks are often found while running around outdoors.

These rare objects have a chance of containing normal provisioning materials, but also rare items such as consumable items, provisioning recipes, gems, racial motifs and racial style stones that are used to craft gear in the style of that particular race. These stones make decent selling and trading fodder. They're also good for crafting various items for trading, of course.

Racial motifs are what crafters need to use in order to be able to make crafted items from that particular race. Each race has a separate motif that must be learned. Since these motifs are fairly rare, they sell extremely well right now and make great items for bartering and trading.

These objects can be looted multiple times and respawn over a fluctuating frame of time that seems to be anywhere between 10 minutes and 30 minutes. It's worth looting these objects multiple times if you happen to be nearby. Certain areas such as the building interiors within major towns are especially worth keeping on eye on due to how many cabinets, etc. tend to be found within various rooms.

Locked treasure chests which need lockpicks are also worth opening when you run across them. These chests contain a small sum of gold as well as bind-on-equip items that are good to keep or sell. It can be difficult to find treasure chests, but a few are often found along the coastlines. It may not be worthwhile to actively farm locked treasure chests, but they're a nice bonus when you do happen to find them. Make sure to always carry a stash of lockpicks!

## Gathering Part 2: Crafting Materials

Raw crafting goods are also worth farming if you happen to have an eye for gathering or crafting. There are six types of raw materials: Jute/leather, herbs, ore, food stuff, rune stones and wood. Jute, herbs, ore, rune stones and wood can be gathered all across Tamriel. The higher level zones, especially, will contain raw materials that should sell well among the playerbase.

In particular, ore, rune stones and herbs seem to be high in demand. Selling raw materials in large bundles is often a good way to earn decent gold. Some gathered items such as herbs that spawn in particular areas or rune stones that are gold or purple in quality may fetch a higher price than other rune stones or herbs. It might also be a good idea to keep an eye on rare spawn locations for herbs that do happen to sell well.

If you are having difficulties seeing gathering nodes and are a crafter yourself, you should place a few passive skill points in the Keen Eye abilities which will help the nodes stand out from farther away. It's also not a bad idea to lower your graphic settings a notch in order to see the nodes from farther away. Herbs, especially, often appear hidden under grassy areas that don't appear quite so grassy with the graphic settings turned down.

## Player Trade

Since there is no auction house in Elder Scrolls Online it is up to the players to trade and sell amongst themselves. Trading and selling is one of the best ways to earn gold in the game, however, especially when the game is newly-released and certain goods are high in demand. If you wish to make a lot of gold by selling items to other players, you're going to have to pay attention to the market and to what people are asking for.

It's also important to join one of the player-ran crafting/trading guilds. There are multiple trading guilds on each megaserver and there are more created every day. Players can join up to five guilds at a time, so joining one is a great idea for players who are trying to earn as much gold as they can. Pay attention to what your guildmates ask for or request. Ask if anyone would like to buy or trade for the items you have to sell. Help others and they will likely return the favor and pad your pocketbook. The zone channels can also be used to try and meet new customers.

Player-created guilds will also eventually let guildmates place items on the guild market, which is an auction house-like feature but for players belonging to that guild. You can place items for sale using the interface and they can buy them even if you're not online. This is one of the best ways to sell crafted goods or bulk raw materials.

If you are a crafter, selling crafted goods that are high in demand will be one of the best ways to earn gold. This is especially the case as players near the level cap. Crafted equips such as weapons and armor pieces will fetch a large price, but glyphs and potions will also be highly valuable for endgame players.

Crafting may be time consuming, but it can also be very lucrative. Again, pay attention to what players are asking for. Look for any type of hole in the current marketplace. Find or create items to fill in that hole and you will have no trouble earning all the gold you could ever want.

## INTERESTING SKILL TREES



here are many ways to increase your viability in the Elder Scrolls Online. At level 50, you should have made some good headway into your class skill trees, a few weapon skill trees, guild trees, armor, crafting, and racial skill trees. Aside from those, there are the PVP trees, the Soul Magic tree, and finally the two world skill trees that you can choose one of. The choices are werewolf or vampire. Each of the two have their own strengths and weaknesses, and those choices are not mandatory, as many players won't want either of them. They can be powerful tools, though, in the right hands, so let's take an in depth look at each one to see how to get it and if it's the right choice for you.

### Vampire

Vampires are classically nocturnal creatures that have great strength but exploitable weaknesses. All that's really necessary is getting bit by a vampire, but you'll find it's a lot more tougher than it seems at first glance.

### Getting Bit

There are two types of bites. One requires you to be bit by a player vampire who's leveled up that skill tree enough to get the passive skill Blood Ritual. That skill can only be used once every seven days, so it can be difficult to find a player willing to bite you and expensive once you do, as many players like selling the privilege.

The second and less expensive way to become a vampire is to be bit by a vampire NPC. It can't be just any vampire; it needs to be an NPC called "Bloodfiend." These are rare spawns found in the level 40 zone of your faction: The Rift for Ebonheart Pact, Bangkorai for the Daggerfall Covenant, and Reaper's March for the Aldmeri Dominion.

Bloodfiends spawn at night during a new moon in the above mentioned zones. In the Aldmeri Dominion Reaper's March zone, they spawn west of Old S'ren-jah Docks and just west of the Dune Wayshrine. In Bangkorai, for the Daggerfall Covenant, Bloodfiends spawn northeast of the Crypt of the Exiles and southwest of Troll's Toothpick Wayshrine. In The Rift for the Ebonheart Pact players, they spawn south of Fallowstone Hall and southeast of Abandoned Camp.

These subzones are pretty easy to find, as there will be a lot of other players wanting to get the vampire disease as well. Once there, you'll need to wait for a couple of them to spawn. They normally come in pairs. It usually only takes a couple of hits to your character to contract the disease, so make sure to have a good taunting spell equipped as you'll have a lot of competition from the other players. Once you've taunted the Bloodfiend, just let it hit you for a little bit and wait for somebody else to taunt it off of you. Don't try to kill it or run away, as many other players in the area want their bite as well. If you're trying to do this with a low level character, it's alright to let the Bloodfiends kill you, as the disease will persist past death. Make sure to taunt them quickly, as there are many players in the game who are already vampires and want to kill the NPCs quickly so they can continue making a lot of money off players getting fed up and purchasing bites directly from them. The less player vampires in the world offering bites, the more money they can make. This can be pretty frustrating, but the good part is that if you do manage to get a vampire bite, you can start charging for bites yourself once you get the Blood Ritual passive skill from the vampire tree.

## The Quest for Vampirism

Once you've gotten the disease there will be a new NPC in the zone that will give you the quest Scion of The Blood Matron. The NPC is found in the main town of the zone. He will give you the option to either cure the disease by speaking with a priest of Arkay or to fully become a full fledged vampire. Going down the vampire route, you'll learn the vampire lore and be tasked with killing numerous NPCs on your own. It can be pretty tough, especially if you're trying to get the vampire at a low level, but luckily they throw in some vampire skills to use while you're on the quest.

Once you complete the quest, you'll finally unlock the vampire skill tree. It can take a while to level up, so make sure to start using the abilities as soon as possible.

## Vampire stages

Vampirism can be a bit of a double edged sword. The disease has different stages that each intensify the amount of strengths and weaknesses you possess. Vampires are given the ability to feed. Simply crouch into stealth and walk up to an enemy; you'll see the prompt giving you the option. Feeding will reduce intensity of your vampirism, and the longer you go in between feedings, the more intense your disease will be. There are four stages that you go through. It's not necessarily a bad thing to be in a higher tiered stage, as while the weaknesses you have do increase, so do your vampire strengths. Determining the best stage for your playstyle can make for a really tough balancing act, so let's take a look and see what each specific stage will look like for your character.

### Stage one

While you're a vampire, you'll take 50% increased damage from fire based attacks. This particular weakness is persistent through all four vampire stages.

### Stage two

In addition to the fire weakness, stage two will cause your health to regenerate 25% slower, but your vampire abilities cost 20% less to cast.

### Stage three

At stage three, your health regeneration is slowed down to 50% of normal, but your vampire abilities are twice as cheaper, costing 40% less to cast now.

### Stage four

The final stage reduces health regeneration by 75% while decreasing vampire ability cost by 60%

With each subsequent stage, your character will also become paler and their eyes will redden.

## Vampire Abilities

The tree features two upgradeable active skills and an upgradeable ultimate, along with a large amount of passives.

Drain Essence is the vampire level one ability. It stuns the target while dealing damage over time. The damage wrought converts into health and stamina for the caster. The spell can be upgraded to Invigorating Drain which will cause it to also recover Ultimate or to Midnight Drain which makes the recovery more effective at night.

The active ability Mist Form is available at vampire level 3. It causes the caster to reduce damage taken by 75% while making healing completely ineffective for a short duration. This can be a great situational ability in both PVP and for templar tanks. Remember that it makes you immune to heals, so don't use it at the last minute unless you'll be able to completely take out your enemies before the effect expires. It can be upgraded to Elusive Mist to increase movement speed while under this effect or to Poison Mist to also cause damage to nearby enemies.

The ultimate ability is Bat Swarm. It summons a bunch of bats that deal damage to nearby enemies for a short duration. Upgrading it to Clouding Swarm grants invisibility for the duration while Devouring Swarm will cause the damage dealt to heal the caster.

## Werewolf

Being a werewolf will allow you to unlock a powerful beast form to shred through your enemies with ease. While the vampire tree is more Magicka based, the werewolf tree is a great complement to templars who have a heavy stamina based attack rotation such as melee DPS.

### Getting the bite

Like the vampire, getting the werewolf tree requires you to be bit by another werewolf, either a player or NPC. Players can turn others into werewolves once they've gotten the tree to level 6 and have unlocked the passive ability Bloodmoon. This ability can be used once every 7 days, so it can be hard to find or expensive to get from another player.

Players can opt get bitten by a werewolf NPC as well. There are many werewolves in the game, but the only ones that can infect you are the rarespawn werewolves in your faction's level 40 zone. Ebonheart Pact players will go to The Rift. Daggerfall Covenant players can get bit in Bangkorai, and Aldmeri Dominion players will want to head to Reaper's March.

Werewolves will spawn at night, usually in pairs, during full moons. Their specific spawn locations in each of the zones are north of the Dune Wayshrine in Reaper's March, southwest of Troll's Toothpick Wayshrine in Bangkorai, and east of Honrich Tower Wayshrine in The Rift.

During full moons, there will be a lot of players in the zone who also want to get infected by a werewolf. These are rarespawns, so many players will organize groups dedicated to finding werewolf patrols in the zone and calling them out for their party members, so don't be afraid to speak up if you're wanting to join such a group.

Many players who've already received the werewolf curse will go back and purposefully kill werewolf NPCs in order to keep selling their bites at high prices, so make sure to have a taunting spell equipped while you're out searching. Once a werewolf has finally spawned, taunt it and let it hit you a few times. It should only take a couple of attacks before you're infected. At that point, you can either wait until someone else taunts it or let it kill you out right; the curse will persist through death. Try not to kill the werewolf or run away, as others will want their own turn with it.

### After the Bite

After contracting the curse, there will be a new NPC in Riffen for Ebonheart Pact players, Evermore for Daggerfall Covenant players, and Rawl'kha for Aldmeri Dominion players. The NPC will start the quest Hircine's Gift that, once completed, will give you there werewolf skill line. Those who don't want to become a werewolf will also be given an option to cleanse it from themselves to remove the debuff completely.

The quest itself involves you being ported to a plane of oblivion to take down a worthy tribute to the Daedric lord Hircine and sharing the feast with your fellow werewolves. You'll be in werewolf form for the duration with only two spells to use, so make sure to dodge any AOE attacks the mobs use on you and to keep an eye on your health bar. Remember that werewolf abilities will draw from your Stamina pool, so if you have any armor with stamina enchantments on it, it would be a good time to wear it.

## Werewolf Abilities

Now that you're a werewolf, let's take a look at your new ability tree. Like the vampire, it comes with two upgradeable active skills and an ultimate along with a slew of passives.

The ultimate skill is used to become a werewolf. Using it causes nearby enemies to be feared while you transform, ultimately increasing the caster's stamina, armor, and run speed. This is a great choice for PVP templars. Later on, it can be upgraded to Pack Leader, which causes allies to gain ultimate faster or Werewolf Berserker, which increases attack speed and causes a bleed effect.

Pounce is the first werewolf ability available. It causes the caster to leap towards a target while dishing out damage and stunning them. It can be upgraded to Brutal Pounce to cause it to do AOE as well or to Feral Pounce, which causes the time you spend in werewolf form to increase each time it's used.

The next ability is Roar, which disorients nearby enemies. Upgrading to Ferocious Roar will disorient your nearby enemies after killing a foe. The second upgrade option is Rousing Roar, which will increase nearby allies' weapon damage.

You'll notice that there's a large emphasis on benefitting your allies with these skills, and the same is true with the passive skills available as well. Being a werewolf is even better when you're out hunting in a pack.

## Soul Gems

The last section that you need to keep in mind is soul gems. This is a separate skill tree that you begin with as soon as you start the game. It revolves around filling up gems that you can find throughout the game or from vendors with souls by using special abilities. Once filled, the gems can then be used for things like reviving players or yourself and recharging enchantments on your gear.

Farming soul gems can be a lucrative job for anybody, as they're incredibly handy the further you get into the game. They can mean the difference between winning and losing a PVP battle, and having a good stock of them is especially nice to have in places like dungeons, where each death means a jog back from the very beginning.

Starting out in the tree, it'll have its own DOT ability that'll let you fill a soul gem after killing an enemy, but later on, with skill points properly spent, you'll be able to fill your soul gems without sacrificing crucial hot bar space.

## VETERAN RANK CONTENT



ou have reached the end of a long road by getting your character to level 50, but your experience in ESO is far from over. There are currently an additional 12 levels of growth for your character beyond level 50. These are known as veteran ranks. It is important not to confuse veteran rank progression as just another 12 levels of progression. The experience is dramatically different.

### Veteran Rank Leveling Tips

Veteran content consists of endgame content that becomes available after hitting level 50. There are currently 12 veteran ranks to gain. More will be added in later patches. While VR12 isn't required to do endgame dungeons or PvP, many players tend to prefer to be VR12 in order to have as many skill points as possible. Being VR12 also enables you to do trials, which are ESO's timed, raid-like instances.

Here's a brief guide on how to get to VR12 and some tips for various stopping blocks you may find yourself at along the way.

### VR1-10: Veteran Zones

From VR1-10 you can run veteran dungeons, do daily quests in Cyrodil or quest in the two veteran zones that weren't a part of your faction's leveling path. You can also run content in Craglorn, but you will need a few friends to carry you if you go this route. If you're looking to reach VR12 as quickly as possible, the fastest way to currently get there is to tag along with friends in Craglorn and run delves/dynamic content. Simply follow your teammates and equip and use a restoration staff (or another weapon that does AoE damage such as a destruction staff) to ensure you get participation credit.

If this isn't an option, you should stick with questing in veteran zones. Veteran zones consist of all the zones in the game that you didn't explore while leveling from 1–50. They're the zones that encompass the story of the other two factions in the game. If you belong to the Aldmeri Dominion, for example, you'll be exploring the Daggerfall Covenant and Ebonheart Pact zones. All veteran content is scaled to be more difficult as are most rewards. The stories you'll experience will be the same as players in those factions experienced from 1–50.

Veteran ranks take a lot more EXP to gain levels than normal levels, so you'll find that it takes much longer to climb from VR1–2, etc., than from level 49–50. To speed up the process of gaining EXP in veteran zones, you can skip most side quests and still come out ahead. Concentrate on the main story quests in each of the zones and do all of the dolmens and delves/public dungeons. The EXP granted from just those areas should be enough to comfortably level you through 10 veteran ranks before you run out of content.

If you're soloing in veteran zones, make sure to use a build that provides options in the ways of self-heals and survivability options. All classes have self-healing options that you'll need to unlock and use. Other great options include crowd control abilities, stuns, knockbacks, using a restoration staff as a secondary weapon for heals or using a shield/sword combo as a secondary weapon set for added mitigation/survivability. The Vampire skill line also has some great options for survivability.

You may find you have issues soloing when it comes to packs of three or more enemies in veteran zones. You can use sneak to skip some of these packs. Alternatively, make sure to use food buffs and have your ultimate up when you take on especially rough enemy packs. These packs often deal more damage than mini bosses. Also, prioritize any mobs that heal or cast magical spells.

Chain running delves/public dungeons and dolmens with a friend or two is one of the quickest ways to power through veteran ranks if Craglorn isn't an option. Grouping up with others also lets you explore veteran dungeons if you should choose to. Chain running veteran dungeons with a pre-made group of friends is an excellent source of EXP. Crypt of Hearts, the newest veteran dungeon, is also great to run as VR10, as the rewards are scaled for VR10 players.

### **VR10-12: Craglorn**

From VR10-12, you have fewer options. You're almost required to run Craglorn content during this period unless you spend quite a bit of time in Cyrodil doing the repeatable daily quests. Of the two options, Craglorn is your best bet.

To get to Craglorn, you'll need to speak to a quest NPC named Star-Grazer Herald who can be found in Mournhold of Deshaan, Elden Hollow of Grahtwood or Wayrest of Stormhaven. This NPC will teleport you to the zone.

It's best to have a 4-player group when running quests, dynamic content or delves in Craglorn, but depending on your class and build, you may be able to solo some of the quests and other content. For the majority of players, however, Craglorn is definitely a grouping area and was intended to be.

There are 12 delves (public dungeons) total in Craglorn, and inside every one is a Skyshard to collect. Delves are the only source of Skyshards within Craglorn. Group delves and quests that involve taking down mini bosses should always be prioritized due to the skill points received and rather large chunks of EXP. Delves can even be ran repeatedly. Running them repeatedly is a decent source source of EXP plus a good source of items to deconstruct for crafting and items to sell.

You should also prioritize taking part in Burial Sites and Magical Anomalies while in Craglorn. These are the group-oriented dynamic events that pop up in place of dark anchors that are found elsewhere in ESO. Burial Sites and Magical Anomalies give a significant amount of EXP when completed and spawn in multiple locations across the map. Groups in Craglorn often chain run these events as it's extremely rewarding to do so, especially when it comes to earning EXP.

One common complaint among ESO veteran players is that veteran content is a little "grindy" and repetitive in nature. One way to change this up is to join a guild or find a group of friends to chain run dungeons, delves or Craglorn group content with. This lessens the grind factor significantly and makes these levels much more exciting. As a plus, you'll then get to know new players to run trials and future endgame content with.

### **The Main Quest and Veteran Rank Zones.**

If for some reason you have been ignoring the main quest and the numerous reminders in this guide to complete it, then you now have some serious catching up to do. It is entirely possible to reach veteran rank content without completing the main story, and if you do that, then you will be stuck with only Cyrodiil content to keep you occupied. At the end of the main story, you are rewarded by the daedric prince Meridia with a special crystal that allows you to venture to the other alliance zones. At first, you are only allowed to venture to one faction, but you will eventually open up the content of the third faction as well. These zones are specially instanced versions of veteran rank content. The players you encounter will be other veteran rank players from your alliance that have progressed to the same point. You will not encounter low level players or be able to engage in PvP with lower level characters as was the case in some other MMOs.

As is explained at the end of the main story, your character is progressing through the game world exactly as a new character would for that faction. This means that you progress through the campaign and faction story lines in almost exactly the same manner as a new character would with the noticeable exception that you are not a new character. All of your skills, abilities and gear carry over, and you have access to new crafting ingredients and special

crafting stations. This mechanic is essentially the game's way of tripling its content without actually having new content. It is a different enough experience due to level, however, that it is worth playing through even if you have a new character going through the same content, and it is a concept that is unique to ESO.

The primary source of veteran experience is to be found within the two areas of zones that are not explored during the main leveling phase. These are sometimes referred to as veteran zones. The zones themselves are exactly the same story-wise and quest-wise, but they are in their own separate instance and not tied to the normal leveling instances at all. All enemies are scaled for level 50 players in mind and are significantly more difficult as a result.

All quest experience is also boosted. Some quest rewards are boosted to aid you in the gearing up process, but other rewards have been left to be the same as their original leveling versions (this may be fixed in a future patch). Gold rewards for quests, unfortunately, remain unchanged from their leveling counterparts.

Since there is no main story quest or guild quests anymore, you'll have to depend heavily on quest completion and the experience from killing enemies to power your way through veteran ranks. You'll gain a tiny bit of experience for completing exploration objectives and opening locked chests, but not anywhere near the comparative amount you received while leveling the first time. As such, you should prioritize quest completion, mob killing and the completion of public dungeons, world bosses and Anchors.

One other thing to note is that gaining veteran levels doesn't reward you with skill points or additional attribute points upon gaining a new level. You can, however, gain a fair amount of skill points by discovering Skyshards in the veteran zones. Skyshards work the same as they do in the normal leveling zones.

Since you'll have two sets of zones to work through while climbing the ladder to VR10, you should probably aim to complete the first set of zones between VR5 to VR6. If you are running veteran dungeons or Cyrodil alongside the normal veteran questing content, you can expect to be slightly higher upon switching to your second set of zones.

As a reminder, these are the zones for all three alliances and the order they should be explored in.

**Note:** *All three alliances will be listed below, but remember that you'll be exploring the two you have not seen while undertaking veteran content.*

**Aldmeri Dominion.**

Khenarthi's Roost [Optional starting zone]

Auridon

Grahtwood

Greenshade

Malabal Tor

Reaper's March

**Daggerfall Covenant.**

Stros M'kai (and Betnikh) [Optional starting zone]

Glenumbra

Stormhaven

Rivenspire

Alik'r Desert

Bangkorai

**Ebonheart Pact.**

Bleakrock Isle (and Bal Foyen) [Optional starting zone]

Stonefalls

Deshaan

Shadowfen

Eastmarch

The Rift

It does not matter which set of zones you do first. Keep your process as linear as possible and make sure to do everything in each zone before moving on to the next. This works out the best when it comes to completing each story. Make sure not to jump ahead too much within each zone since everything is significantly harder in veteran zones.

## Veteran Dungeons

In addition to questing and exploring veteran zones, veteran players can also explore six veteran dungeons that become available after hitting VR1. These are more difficult versions of the leveling 4-man dungeons featuring new fights, mechanics and rewards. They are considerably more difficult than their leveling counterparts. Here is a list of all veteran dungeons currently in the game as well as their intended difficulty.

### **Intended for groups with players VR1–VR5.**

The Banished Cells (Aldmeri Dominion – Located in Auridon)  
Spindleclutch (Daggerfall Covenant – Located in Glenumbra)  
Fungal Grotto (Ebonheart Pact – Located in Stonefalls)

### **Intended for groups with players VR6–VR10.**

Darkshade Caverns (Ebonheart Pact – Located in Deeshan)  
Elden Hollows (Aldmeri Dominion – Located in Grahtwood)  
Wayrest Sewers (Daggerfall Covenant – Located in Stormhaven)

From VR10–12, you have fewer options. You're almost required to run Craglorn content during this period unless you spend quite a bit of time in Cyrodil doing the repeatable daily quests. Of the two options, Craglorn is your best bet.

To get to Craglorn, you'll need to speak to a quest NPC named Star-Grazer Herald who can be found in Mournhold of Deshaan, Elden Hollow of Grahtwood or Wayrest of Stormhaven. This NPC will teleport you to the zone.

It's best to have a 4-player group when running quests, dynamic content or delves in Craglorn, but depending on your class and build, you may be able to solo some of the quests and other content. For the majority of players, however, Craglorn is definitely a grouping area and was intended to be.

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Keep in mind that even though the first three veteran dungeons, for example, are intended for players from VR1 to VR5, most enemies inside the dungeons will be anywhere between VR2-VR4. This means that groups consisting of all VR1 or VR2 players may have difficulty with some of the bosses.

To get you started here is a quick guide to one of the easiest veteran rank dungeons: Spindleclutch.

### **Difficulty Increase and Grinding Changes.**

Veteran rank content represents a significant difficulty increase in ESO. One common critique of PvE content in ESO in general is that it is remarkably easy compared to many other MMOs. This changes when you get to the veteran ranks. All mobs are remarkably more difficult than they were at the lower levels. The difference between a level 49 mob and veteran rank two mob is painfully noticeable. This forces a slight change in tactics when working through veteran rank content because many of the practices that served well in past levels are no longer efficient or even possible.

The first and biggest change is that using mob grinding to progress in levels takes a hit on all sides. First, the amount of veteran points gained from mob kills is significantly lower than experience gained during normal progression to the point that mob grinding alone is no longer a viable strategy. Second, due to the difficulty increase of mobs, many areas of high mob concentration are no longer able to be easily soloed. The difference in difficulty is so great that mobs that were once killed in three hits now take six or more hits. A squishy class like the sorcerer cannot take many hits, so a situation where a mob could hit potentially three times more than it did before means that past victories quickly turn to present defeats.

Group dungeons are also remarkably more difficult. Six of the original group dungeons in the game are reworked as veteran rank dungeons for veteran content. They are generally longer than their original counterparts and progress through a more advanced story. The difficulty difference in these dungeons is night and day from that of the original. Not only is a team of four players absolutely essential, but also those four players should be on level with the dungeon or ahead of it, they should have the best gear they can equip and they should be very comfortable with their role in the group. I recommend putting any group of four that has not grouped regularly through trials runs against Dark Anchors, public dungeons and overland bosses before attempting the veteran rank dungeons.

All this means that veteran rank players must focus on questing content, group content and PvP in order to progress through the veteran rank system. Veteran rank play is quick to separate casual players from consistent and hardcore players. The game opens up in many ways, but it also matures to its full level of difficulty and challenge. Players that have been breezing by the game during normal progression will either find a welcome challenge in veteran rank content or become extremely frustrated by the difficulty increase. In general, most players will welcome these changes.

## Craglorn And Large Group Content

Before you venture into Craglorn, get some friends to join. This is without a doubt the first piece of advice you will have to take into account if you want to have anything resembling a good time in this zone.

At first this may not seem the case, but you will most definitely need help in doing just the simplest quests that you were able to solo before. Nearly everything now comes with multi-pull, meaning that everything you pull almost always has 2 or 3 other NPCs behind it that will be ready to destroy you in a group.

The regular dungeons that you were able to do in normal zones, like dwarven ruins and the like, will not be soloable anymore. Well, some will be, but you will either:

- a) Struggle as heck
- b) Will take forever
- c) Slow Progression as a Result

It will simply not be worth it for you to solo anything, since it will take forever for most things to die, especially for some classes.

Because of the Nerf to Bash you will not have much luck killing everything with Shield Bash from now on. A huge Nerf, actually, especially for those who have gotten so used to this setup by playing a warrior-type class and using mostly shieldbash that it will suddenly seem like a very different game. A much harder game.

You'll do best with a sorcerer, so make sure you have a lot of AoE spells equipped for those group pulls.

Again, this is a zone designed for 4 players, you will DEFINATELY need a healer, but you can make most of the dungeon/instanced quests without a tank.

However, there is a way for you to solo any dungeon in this game that is not 12 party raid Trial Dungeon. More on that at the bottom of the guide.

### How to Get Into Craglorn

There are a few ways. But don't even try to go there solo unless you are Veteran Rank 10, and even then bring friends. It's simply not worth the nerves soloing this zone.

The first way how to get there is the most obvious and is via quest.

You will find the quest giver when you patch the game and they will be in the towns: Mournhold, Wayrest and Elden Root. These quest givers are standing near pulling carts which will later be your ways of getting into the zone. So look for the cart which will be found near the stables with some NPC standing near it.

The other way is to port to someone who is already there. If you're in a large guild this should be rather easy, although you will obviously not end up at the starting area if the person is not there.

### Magical Anomaly

There are five of these in Craglorn and have a new icon not seen before in Elder Scrolls Online. They are mostly located on the Eastern part of the map.

Within each anomaly you will find a focus crystal. You must destroy this crystal. However, by attacking it you will spawn groups of enemies which you must defeat before the crystal can be damaged again. After you have destroyed the crystal, a boss will spawn which you have to kill to complete the event.

## Burial Sites

The mechanic here is simple. You have to defend a NPC against a group of monsters that will try and kill the NPC and your group. This event is, unlike magical anomaly which can be complete via attrition and slowly, a DPS race. This means that the more people are there, the better.

It's important that you have a lot of AoE abilities equipped for this event as that will help you a lot. (Actually, have a lot of AoE equipped all the time instead of single damage spells in the first place! You group will thank you later.)

The first and third wave of enemies will focus mainly on your group. However, the second and fourth group will be a group of gargoyles that will swoop down and go directly for the NPC.

*Make sure you save at least some of your mana to unleash AoE hell on these things otherwise you will fail the event if the NPC dies!*

After you have completed the fourth wave a boss will spawn that does pretty sick AoE damage. Defend against it by blocking, while making sure to damage the boss as his AoE hits the NPC you are supposed to keep alive, as well.

## **Trials**

There are two Trials in the game, and this is where the real fun starts. These are 12 man dungeons where you have only 36 spawn available. After that you will have to leave the dungeon, disband group and try again from the beginning. There are no locks though, so you can have as many tries as you want in case you have used up all your spawn and have to go from the start.

You can check how many rezzes you have left in your party window.

There is a leaderboard for completing the trial the fastest (access by pressing your journal key and then go to the last tab).. Keep in mind that since death adds lots of additional time to your completion timer, it is better to go safe than fast.

You will need 3 healers and 1 tank.

### **Aetherian Archive Trial**

As mentioned before, you will need 12 players because there are stones that you have to stand on to active a gate that will need all 12 players. You will NEED 3 HEALERS, otherwise you can kiss your ass goodbye. 1 tank should be enough. Your healers and tank should be at least VR10 or more.

- **Waiting area**

When you first zone in, Do not go through the door until your entire raid team is ready as doing so will start the trial timer. Timers are important if you wish to be on the completion time ladder.

- **Flame Atronach**

There is a group of Flame Atronachs on top of the stairs past the first door. Wait for the rest of your raid team to catch up and move together, and consider this a rule for any further raiding in this dungeon. It is best to run past the Flame Astronachs and Line of Sight them by the bookselves, so you don't stand in their fire AoE. Be careful if you are a vampire, lots of flame damage.

- **Ice Room**

The next room is filled with moving ice that freeze anyone caught in it. The best way to get past this room is via Rapid Maneuver under Alliance War. This will make you immune to the ice. In case you are frozen by it, use roll to break free.

Do not open the door until your whole raid is there. There will be two Frost Atronach waiting past the door.

As soon as you open that door you will be targeted by the Frost Atronach. If you are taking or if you draw agro, turn them away from the group because they do massive Cone Damage. Focus on the left one first and DPS it down fast.

- **Bannerman Group**

AoE dps these. If you get targeted and have a red circle below your feet, run away from your group

- **Lightning Storm Atronach**

The first boss and a rather easy one if you stay focused.

3 Healers are preferred but you can make it with less if your healers are good. 2 Tanks are ideal but one is OK. Everyone else should DPS.

Mechanics:

AoE pulse the same as that of other Storm Atronachs. Everyone should stay away and avoid the swirling circles.

When he reaches his hand in the air, a yellow circle will appear somewhere random. You WHOLE raid need to get in ASAP or get killed by his Lightning Strike attack.

The Atronach has the same AoE attack as all other Storm Atronach. It raises its hand and builds up energy, then unleashes it in an AoE strike.

When this attack happens, the raid leader should call out. Everyone should stay away from the boss except for the tank tanking him. This will allow you to avoid the AoE pulse damage but you still need to watch out for the swirlies that is sent out as they can do serious damage and/or kill you. These swirling circles are basically bright circles moving outwards from the boss. If you can't avoid it, try blocking and hope that will reduce some of the damage.

The pulse is the first attack the Storm Atronach will do so make sure everyone stays out at first except the tank.

The other attack will also cause the Atronach to raise his hand, but this time a yellow circle will appear somewhere in the map. You entire raid except the tank tanking the boss should go into that circle or get heavily damaged.

Because this yellow circle spawns randomly, the whole raid needs to stay in the center as this will be the shortest distance to any potential yellow circle location.

The Atronach also has a single target attack that can slow you. If this happens, call for a purify or you may not get to the yellow circle in time when it happens. Templar healers should have Purify slotted in case this happens.

The Boss will basically alternate between these two attacks and once you get the timing down right, he is very easy to defeat.

#### After The First Boss

At this point you will need 12 players, with ideally 3 tanks and 3 healers as you will split your raid into 3 groups.

Each group will stand on one of the stones and get ported to the next area.

The middle group should have everyone sneak away once they get ported. Engage the mobs them after the left and right groups are done. This will allow you to fight only one wave of mobs.

Left group will have healers that will need to be interrupted and a Chainspinner that pulls people in for crazy AoE. Tank should tank chainnspinner while the rest of the DPS + healers kill the healer mobs.

Next you will come to a central chamber and get ported back to where you were, only now there will be a bridge. You can wipe on this bridge so be careful with adds.

Make sure you move away from your raid if you get a red circle!  
Kill Nulifiers first because they can heal.

- **Foundation Storm Atronach**

Second boss and much harder than the first.

Boss Mechanics:

Big Quake – massive raidwide AoE damage, you will need healers spamming AoE heals and using their ultimates in a rotation for this attack

Boulder – Rocks thrown, spread out or use Siege Shield

Adds – Chainspinner adds drop AoE that wreck your raid so they need to be killed FAST FAST FAST. Nullifier adds are lower priority but still need to be killed before there are too many because they will keep spawning.

If you have a sorc, they can use Negate Magic to eliminate the the Chainspinner's AoE and eliminate the need for the group to move out of it.

Groups:

2 templar healers can utilize their healing ultimate in a rotation

A tank for Stone Atronach

Dragonknight DPS with extended chains to pull the Chainspinner adds to the group.

Sorcerers with Negate Magic to erase the Chainspinner's AoE circles.

One player can keep Siege Shield on the group and another with either Barrier ultimate or Circle of Protection from the Fighter's Guild.

#### Positioning:

The whole group should remain very closely packed. This will make it easier to deal with AoE.

#### Healing:

It is crucial that when the massive AoE damage mechanic starts and last for about 6 seconds, that all healers are spamming AoE heals. The mechanic is shown by the Atronach pounding his head on the ground 5 times.

#### Adds:

Chainspinners drop a spinning AoE right on top of the right that can deal crazy damage when combined with Big Quake. When this happens, move the raid either to the left or right of the AoE circle around the boss and have a Dragonknight use the Extended Chains to pull Chainspinner to the group so he can be killed quickly. They die quickly as long the raid focus on them.

Nullifier can be annoying but not as deadly. They will attack random targets. You should ignore them until you move around to where they are standing and then focus them down.

#### Boulders

After 75% health the Atronach will start throwing boulders. The best way to lessen damage is to use Siege Shield in the Alliance War tree.

#### After the Second Boss

Your raid will be split into 3 groups again.

Left group needs to kill the 3 menders on the cliffs before engaging the patrolling Chainspinner add. Doing so will also cause the nearby Nullifier add to attack.

Middle group needs to kill all but one mob and hold him there until the left and right group finish.

Right group needs to pull 1-2 bats at a time and be careful not pull everything at once.

- **Varlariel (third boss)**

This fight is a DPS Race. If you don't have enough DPS you will have a very hard time with this boss.

Fight Mechanics:

Red AoE circles will appear on the ground throughout the fight. Avoid these or you can get one shot.

During the fight adds will be summoned. The number of adds increases with each summon (i.e. 3 first time, 4 second time, 5 third time). You will need to kill them before she explodes. Each add remaining increases her explosion damage.

If she summons 6 of them you will just need to burn the boss at this point and ignore the adds because killing them will become next to impossible.

Expert Hunter from Fighter's Guild works on this boss so DPS should be using it for increased DPS if possible.

Groups:

2 healers and 1 tank should do, however you will need to split the raid into two groups.

Left group for the adds on the left and the right group for adds on the right. If one group finishes the adds before the other that group should help the other in killing the adds

AoE:

Raindrops will fall in this fight and expand in a red circle. It is important that you move out of this as they can one shot you. If anyone dies in this fight the chance of killing the boss is greatly diminished due to a DPS decrease.

Adds:

Tank will need to maintain constant aggro on this boss.

She will be spawning adds identical to her. The first spawn will be 3 adds, next 4, 5 and 6 etc. Once she reaches 6 adds you can forget about them and simply try to kill her because you will for sure not be able to take down 6 of the adds, even 5 are a pain in the ass.

Healers should DPS if possible.

The adds always run to a pillar and there is a fixed pattern on which pillar they run to, so you can always run to the spot before hand to prepare yourself for max DPS.

One add:

Left and right group each take one add then together take the third one down.

Four adds:

Each group take two adds. The group that finishes first helps the other.

Five adds:

Best to try and focus on the boss at this point and get her down as fast as you can.

Six adds:

You will probably die unless you focus on the boss and not the adds. Kill her or it will be a wipe.

It is possible to leave one add up on so they have more DPS time on the boss. This can work if everyone has close to 2.5k HP and have someone using Barrier ultimate from Support line of Alliance War to get around 3.5k HP.

Pro tip: Always leave 1 add alive and use the light armor skill Annulment before combustion. This will lower the dmg taken by 50%.

- **The Mage (last boss)**

There are two groups of thrash mobs that you need to clear before the boss. But BEWARE, as soon as you kill the second group The Mage will spawn, so make sure you leave the last mob until you have managed to regen your groups mana and stamina!

Being a vampire here will be a major problem for you.

Group Composition.

3 healers 1 tank. More tanks advisable to help with Conjured Axes.

Boss Mechanics.

Chain Lightning attack which damages random players and then arcs to anyone standing nearby. Everyone needs to spread out around the room.

Daedric Corruption mines on the ground – do not stand on top of them. Avoid liek the plague.

Summon Conjured Axes that need to be tanked! If the Axes escape the tank, block their heavy attack or you will probably get one shot.

Summon Conjured Reflection adds past 50% that need to be killed very quickly!

When she reaches 30%, she transitions into another phase does an Arcane Vortex attack, dealing raidwide damage that increases with time. This phase will require MASSIVE HEALING.

### Chain Lighting and Daedric Corruption Mines

Chain lighting will do damage to a random player plus splash damage to two others. It is important that people stand further enough apart as the damage will be lessened. Healers especially need to watch out and stay spread out so they don't get hit by splash damage often.

Melee DPS needs to pay attention a lot, since they **MUST NOT BUCH UP TOGETHER LIKE IDIOTS**. This will wipe the raid so make sure you keep melee in check.

Daedric Corruption mines are easy to avoid, however, watch out for the red circles and the sparkly/magic mines and avoid them!

### Axes

These can become a pain in the ass for the raid and will test the skill of your tank to its limits. When the NPC states, "My armory has a mind of its own", "I can't stop my armory from growing" etc, two axes will spawn at a time. Raid will not need to kill these axes but the tank will need to grab them away from the raid. Usualy it's best if the tank tanking thiese picks a corner and hold them there. If the axe escapes the tank, you will need to be blocking their heavy attacks or you may get one shot if the axe decides to target you.

The axes hit very hard so tanks will need to be holding down block constantly. Carry stamina pots with you at all times. On the 30% burn phase when you need to run in- The axes do not disappear until the second knockdown and they can one shot while you are knocked down from the first knockdown, so be careful.

### Conjured Reflection Adds

After 50% of her health has been put down, an add will spawn that will do massive AoE damage. Healers will need to be ready to spam heals at this point as players bars will suddenly start to plummet fast if the healers aren't ready for it and the raid will wipe. Make sure you damage down the add FAST.

You will probably get a second add to spawn before she does the 30% transition. If the Mage is close to 30%, you can most likely ignore the add and push the Mage down to 30% which will cause the add to disappear.

### 30% Health and Transition

When The Mage reaches 30% HP, she will do four knockdowns one after the other. Everyone will need to be run to the middle when the knockdown occurs and stack on top of her. The Tank handling the axes will need to dodge roll into her in order to prevent being one shot by the axes, as they do not despawn immediately. They do despawn however.

This 30% phase is time to go all out on potions that will give you your most basic resource as you will have to do MASSIVE HEALING AND MASSIVE DPS. She will spawn her AoE attack called Arcane Vortex which will deal an enormous amount of damage. Barrier ultimate from support line of Alliance War will help reduce the raid wide damage (having 2 barriers will help even more). Templar healers can either drop their healing ultimate or Dawn's Wrath Ultimate which reduce the AoE damage from the Mage by 30%.

The healing at the start isn't too bad, however the damage will increase the longer she stays alive. You can regen your magicka the first couple seconds of this phase and then spam nonstop heals.

## He Ra Citadel

Hel Ra Citadel is located on the west side of Craglorn. It is shorter and easier than Aetherian Archive, but is still quite a challenge.

This trial will require splitting your raid into two groups. As with Aetherian Archive, do not begin the trial until your entire group is present and ready to go.

- **Adds Before the First Boss**

After you get to the bridge (a rather long walk/horse ride) you should wait for you entire group to form up.

The mobs spawn in waves and start walking upstairs to where the first boss will spawn. Kill the mobs before they reach the stair becuase otherwise you will have a huge group waiting for you there that will not be as easy to kill. Do not spread out as this will make you an easy target.

Baware of archers!

You will then encounter a wall and adds sitting around. Kill them and separate the War Priests from each other.

The second wave of adds are Flame-Shapers. Watch out for their animation where they raise their staff. Interrupt them!

Leave at least one of them alive because the boss will spawn immediately when you kill the last mob. Regen some resources before killing the last mob.

- **Ra Kotu**

The first boss in this trial is Ra Kotu. At the start of the fight, there will be three adds that need to be killed as quickly as possible. He summons whirlwinds that will target a random player and follow them, causing damage. The player that gets targeted by the whirlwinds should run away from the rest of the raid. He has a very powerful frontal attack that can be avoided by having the tank keep him pointed away from the raid. When he has about a third of his health left, he does a powerful spinning attack that hits everyone in melee range. When this happens, the tank should kite him while the rest of the raid uses ranged DPS to bring him down.

- **Boss Mechanics.**

Ra Kotu comes with three adds: Two War-Priest and a Destroyer. Kill them first, although with got AoE you can just DPS them down like that.

Summons whirlwinds that chase players and deal a lot of damage if you get hit. For the most part this mechanic can be ignored if you have a lot of DPS.

Six Sword Assault attack that deals a ton of damage. Avoid these by standing directly behind the boss.

Below 35%, Ra Kotu has a spinning attack that can wreck melee players to pieces. The tank should kite the boss away at this point while every else uses their ranged attacks to DPS the boss.

#### Six Sword Assault

The boss will throw six sword forward that will then arc back, so you can get hit twice. To avoid these, the tank should stand in front of the boss while everyone else should stand behind him.

Whirlwinds.

He will summon whirlwinds which will follow a random player with a red circle that deals damage if you get hit. You can avoid this mechanic if you have good DPS by having everyone stack behind Ra Kotu and heal through the damage. Damage mitigation works here. Things like Solar Prison, Veil of Blades, Barrier and so on, will help you mitigate the damage.

Past 35% you will need to worry about this mechanic and avoid these whirlwinds. Don't forget to damage the boss while doing it ;).

Spinning Attack.

After 35% the boss will do a crazy AoE damage that can and will kill anyone standing to close. You will see a red circle when this starts to build up. You should simply move away and from then on damage the boss by using ranged attacks.

- **After the First Boss.**

You will be split into two groups of 6. The composition of the group should be like this.

Left group = 1 tank, 2 healers, 3 dps

Right group = 1 healer, 5 dps

The left group will need to go inside the gate first. After that the gateway will close and the group will have to kill waves of mobs while avoiding the red circles. The red circles are oil drops that do decent damage if you stand inside.

After defeating these groups you will need to kill two mobs that have an AoE ground point indicated by a red circle. Avoid these as they do crazy damage.

If you get frozen you can use a CC break to get away.

The right group has it easier since it just a matter of killing the mobs that will spawn then proceeding forward. You will reach a point after passing a bridge where you need to kill gargoyles. Do not stand in the Ground Pound AoE attacks.

- **Yokeda Rok'dun – The Left Group Boss**

Boss Mechanics:

Has two adds (Enraging Welwa with 65k HP each). They should be ignored as they respawn when killed. ed circles on the ground that throw fire in all directions but are easy to avoid.

Ignore the two hounds and just go directly for the boss. The adds will respawn if killed so don't even try.

- **Yokeda Kai – The Right Group Boss**

Boss Mechanics:

A fire attack similar that you will need to you need to interrupt to stop it from casting.

Splits into four adds. There should be one DPS on each and do not forget to interrupt the attacks!

Meteor attacks you need to dodge roll out of. If you fail to do this in time you WILL get one shot.

He will raise his arm to do a fire attack which will deal damage to everyone. You NEED TO INTERRUPT THIS ATTACK.

Yokeda split into four adds, one for each of the four corners of the room. Each spot is marked by a pile of fire so you can know precisely where the adds will spawn. Each DPS should be assigned a spot. The extra DPS and healer will help and should both attack the same add at a time.

Pro tip: If Yokeda is not in the middle of the room when the split occurs, he will run to it before vanishing.

- **Adds Before the Final Boss**

There a warhorn there, blowing it will get you an achievement unlock but also cause all the adds there to rush you.

- **The Warrior (final boss)**

This boss is fairly easy if you pay attention and beware to never get hit by the growing red spots on the ground.

Boss Mechanics:

Forward attack followed by a jump. These are targeted so they can be dodged.

Summons a Destroyer and Flame-Shaper add that need to be interrupted.

At around 35%, the whole raid need to use block and spread out. There will be an explosion which will also destroy the adds.

Past 35%, he begins to perform a deadly frontal cleave in addition to his regular, frontal attack. These can both one shot players. So when he raises his sword in the air (a fairly obvious animation if you are paying attention), the raid needs to bunch up together for AoE healing.

Attack and Jump:

There are the two basic attacks the boss does, both of which can be dodged or blocked.

The fist attack is where the boss throws his weapon which then flies back to him.

The second is a wide red circle to where the boss will jump to. Avoid this at any cost! Especially if you are not a Heavy Armor wearer.

Adds:

Flame-Shaper and Destroyer adds shall spawn during the fight. Destroyers can do a lot of damage to non-tanks. If the tank is able to, they should grab the Destroyer add as well. Flame-Shaper adds will need to be interrupted!

Destroyer adds will be placing a red circle on a random someone, which will explode for massive damage after a few seconds. If you get targeted, block and it will mitigate a lot of the damage.

Explosion.

Just after the boss reaches 35% health he will explode for a good deal of damage. If any adds are left near 35% you should leave them. The explosion will kill any adds that are still alive.

Below 35%.

Shehai Storm – when the boss raises his sword, he will begin a raidwide AoE. The whole raid needs to bunch up on the boss for heals because the AoE cannot be avoided. The AoE lasts for 4-5 seconds. Siege Shield and Barrier can help in mitigate the damage.

Cleave and Frontal Attack

The frontal attack still occurs but this time the red area is much wider and you have less time to dodge it. The damage is increased so you should be much more careful to get out of the way in time. To help avoid this, everyone should immediately spread out after the Shehai Storm AoE is complete. In addition to the frontal, the boss' regular attack now does sweeping damage. Only the tank should thus stand in front of him while the rest of the raid should stay on his back.

**Rewards**

The first three bosses in each trial drop blue set items that are scaled to the player's Veteran Rank. The final boss drops a unique purple weapon, armor, or piece of jewelry.

## RECOMMENDED LEVELING ZONES/DUNGEONS



art of knowing how to level quickly and efficiently in Elder Scrolls Online comes down to knowing where to quest, how to quest and when to do each type of dungeon that's available in the game. There are numerous types of group dungeons and public dungeons to explore, and exploring them is an integral part of the gearing process, experience-gaining process and the skill point-collecting process.

This guide will take you through each of the three factions in ESO and make suggestions as to where to level and how to take advantage of the dungeons around you to maximize your time spent leveling. Brief tips and strategies are listed for recommend public dungeons and group dungeons.

### Ebonheart Pact Zone And Dungeon Guide

Players that belong to the Nord, Argonian and Dunmer races are a part of the Ebonheart Pact alliance by default. This means that players of this race will level in the Ebonheart Pact zones all the way up to level 50. Beyond that, they will be able to explore the other areas belonging to the other alliances through ESO's veteran content system.

**Note:** Players who pre-ordered the game are able to choose any alliance of their choosing.

The Ebonheart Pact zones have unique storylines that are connected, so these zones should be done in order to experience the most immersive questing experience possible. The game's main storyline and guild quest stories are separate from the Ebonheart Pact's story and are the same across all alliances.

Noted below is a list of suggested zones tied with their suggested range while leveling from 1-50. Suggested public dungeons in each zone are also listed along with their locations and any tips for them.

### **Coldharbour Tutorial**

Suggested level ranges: 1 to 3

This is the introduction to the game where you'll learn the basics of Elder Scrolls Online.

### **Bleakrock Isle and Bal Foyen**

Suggested level ranges: 3 to 5

This is the Ebonheart Pact's optional secondary starter zone. To journey here, you'll have to speak to Liezl in Davon's Watch to receive passage back to Bleakrock Isle. Even though this area is entirely optional, it's highly recommended you go back and complete the entire area before beginning the quests in Stonefalls. This will get you a few extra levels plus a solid starting point as far as both gear and skill points are concerned.

## Stonefalls

Suggested level ranges: 5 to 15

### 1. Inner Sea Armature public dungeon

Located in northeast Stonefalls. This one can be defeated solo. Skyshard located in northwestern corner of the largest cavern room. In the very same room you'll find the boss of this dungeon, Guardian Sphere, who is located on the opposite side. This grants you an achievement.

### 2. Emberflint Mine public dungeon

Located in central part of Stonefalls. There are two pathways that lead to the entrance. This one can be defeated solo. Skyshard located in southwest room on the lowest level, below the wooden platforms. Boss is located near the end of the dungeon which rewards the achievement. There is also a quest associated with this dungeon.

### 3. Maphala's Nest public dungeon

Located in central Stonefalls. This one can be defeated solo. There is one boss inside towards the end of the dungeon as well as one quest to grab. Skyshard located within the last hallway before the exit.

### 4. Softloam Cavern public dungeon

Located in western Stonefalls, just north of Davena's Farn. This one can be defeated solo. Skyshard located in southwest corner of the cave. Boss is near the end.

### 5. Hightide Hollow public dungeon

Located in central part of Stonefalls to the east of Hrogar's Hold Wayshrine. This one can be defeated solo and there is one quest to obtain that starts outside of the dungeon. Skyshard located at the end of the dungeon, near the quest objective. Check the northwestern room to find a Mages Guild lorebook.

**6. Sheogorath's Tongue public dungeon**

Located east of Sathram Plantation Wayshrine. This one can be defeated solo. Skyshard located in the final room where the boss is also located.

**7. Crow's Wood public dungeon**

Located east of Davon's Watch. You'll need to use the Strange Chest to access this dungeon. This public dungeon is recommended to complete with a friend or two. Skyshard is located all the way west next to a rock formation inside the water. This is an excellent dungeon for farming gold or experience during this level range, especially when paired with a friend.

## Deshaan

Suggested level ranges: 16 to 23

### 1. Forgotten Crypts public dungeon

Located north along the river bank after heading south from Quarantine Serk Wayshrine. Skyshard located at a crossroads once inside. While this dungeon might be able to be completed solo, it's better to bring a friend since many of the mob groups contain four or more enemies.

### 2. Knife Ear Grotto public dungeon

Located east of Eidolon's Hollow Wayshrine. Follow the river eastward. Skyshard located all the way around to the back door. Can be explored solo. Dungeon is located near the end of the dungeon.

### 3. Lady Llarel's Shelter public dungeon

Located northwest of Obsidian Gorge Wayshrine. Head northwest, cross the Dolmen and then head to the north. Can be explored solo. Skyshard located inside the second cavern near tree roots. Be careful when in this cavern, however, because some of the mobs can hit quite hard especially if you are below level 17.

### 4. Lower Bthanual public dungeon

Located southeast of Muth Gnarr Hills Wayshrine. Head southeast, following the river. Can be explored solo. Skyshard is located in the second, northernmost hall. You can also find a lorebook right outside the entrance for this dungeon.

### 5. Triple Circle Mine public dungeon

Located west of Lagomere Dolmen. Cross the river then follow the waterfalls. Can be explored solo. Skyshard is located in the northern room, next to doors. Dungeon boss is located near the end of the dungeon where you'll also gain an achievement.

**6. Taelon's Crag public dungeon**

Located south of Vale of the Ghost Snake. Go south from the wayshrine then cross the river. Can be explored solo. Skyshard is located in the second cavern. Boss is located near the end of the dungeon and is simple to take down.

**7. Corpse Garden public dungeon**

Located west of Eidolon's Hollow Wayshrine. Leave the road at Shrine of the Saint Veloth then head north. This dungeon is best completed with other players or a friend or two. There are multiple quests to complete inside as well as multiple bosses. Skyshard is located in southern hall.

## Shadowfen

Suggested level ranges: 24 to 30

### 1. Atanaz Ruins public dungeon

Located east of Alten Corimont Wayshrine. Swim across the river and go north until you see a small path heading south. This is where the entrance is. Can be completed solo. Shyshard is within second square room. This dungeon's boss is located near the end of the dungeon. This location is an excellent source of money and experience during this level range due to quick respawns.

### 2. Broken Tusk public dungeon

Located northeast of Forsaken Hamlet Wayshrine. Follow the river northwest and go towards the stone building on the other side of the river. Can be completed solo. Skyshard located in the second northern hall. Boss is located near the end of the dungeon.

### 3. Chid-Moska Ruins dungeon

Located south of Loriasel Wayshrine. Follow the road south then climb the steps to the stone ziggurat. The entrance is at the top. Can be completed solo. Skyshard is located in a small room inside the bottom right part of the tunnel. Boss is towards the end and is simple to defeat.

### 4. Grandranen Ruins public dungeon

Located north of Hissmir Wayshrine. Cross a river and road to reach the ruins. The door is located on the northern side of the ruins. Can be completed solo. There is one quest associated with this dungeon. Skyshard located in hall behind quest giver.

### 5. Onkobra Kwama Mine dungeon

Located southwest of Percolating Mire Wayshrine. Go towards a hill located near a river bank to find the entrance. Can be completed solo. Skyshard is located on top of a wooden platform in eastern cave. There is one boss located right before the Skyshard's location.

**6. Shrine of the Black Maw public dungeon**

Located northwest of Stormhold Wayshrine. Follow the road to the ruins of a shrine. The entrance is located on the west side. Can be completed solo. Skyshard is behind a wall in the southeastern hall. Boss is towards the end of the dungeon.

**7. Sanguine's Demesne public dungeon**

Located east of Stormhold Wayshrine. Follow the road east straight to the entrance. This dungeon should be completed with other players. Some packs even have 6+ enemies. Be careful when navigating. Skyshard is located in the cave with running water. There are multiple bosses to defeat and quests to obtain in this dungeon.

## Eastmarch

Suggested level ranges: 31 to 37

### 1. The Bastard's Tomb public dungeon

Located east of Jorunn's Strand Wayshrine. Head east and slightly south, toward the hills. This will lead you to the entrance. Can be completed solo. Skyshard is in a small room to the north. The boss of this dungeon is located back near the exit.

### 2. The Chill Hollow public dungeon

Located east of Windhelm Wayshrine. Go to lower Yorgrim and head northeast of the largest building. Head towards a peninsula and an island to find the entrance. Can be completed solo. Skyshard is located in the largest cave. This is also where the final boss, an ice elemental, is located.

### 3. The Frigid Grotto public dungeon

Located north of Lost Knife Cave. Head northwest from Fort Amol to find the entrance. Can be completed solo. Skyshard is located in the northernmost area. It is guarded by a level 35 troll enemy who is the boss of this dungeon.

### 4. Icehammer's Vault public dungeon

Located southeast of Kynesgrove Wayshrine. Follow the road heading southeast until you reach a stone circle, then head east towards a cliff. Can be completed solo. Skyshard is located in the second room once inside. Boss is towards the exit and is simple to defeat.

### 5. Old Sord's Cave public dungeon

Located southeast of Wittestadr Wayshrine. Entrance is located in the middle of Hermit's Hideout and Icewind Peaks Dolmen, south of the road. Can be completed solo. Skyshard is located in the southwestern corner of the largest cave. The boss of this dungeon is located near the exit.

**6. Stormcrag Crypt public dungeon**

Located southeast of Logging Camp Wayshrine. Follow road going southeast from Jorunn's Stand Wayshrine until you reach a crossroads. If you look down from this point you will find the entrance. Can be completed solo. Skyshard is located in the second room, behind a pillar. The boss is near the exit and is simple to take down.

**7. Hall of the Dead public dungeon**

Located southwest of Windhelm Wayshrine. Follow the path going west from the Mages Guild to find the entrance. This dungeon cannot be completed solo. Some mob packs have 6+ enemies. There are two quests to complete inside. Both hallways must be cleared of enemies to complete all objectives. Skyshard is located in the central room, behind a throne. You'll have to defeat the boss before grabbing it.

## The Rift

Suggested level ranges: 37 to 43

### 1. Avanchnel public dungeon

Located south-southwest of Honrich Tower Wayshrine. Follow the road going southwest until you find the entrance. Can be completed solo. Skyshard is located in the first room, hidden in the northeastern corner. Boss is located towards the back.

### 2. Broken Helm public dungeon

Located northeast of Trolhetta Wayshrine. Follow the road and turn left at the crossroads. Continue going forward at the second crossroads to find the entrance. Can be completed solo. Skyshard is located in the first cave and is guarded by the boss of this dungeon. There's also a quest and lorebook nearby.

### 3. Falder's Tooth public dungeon

Located northeast of Honrich Tower Wayshrine. Cross a river heading east-northeast until you reach the fort ruins. The entrance is inside a broken tower. Can be completed solo. Skyshard is located in the northwestern room as well as a lorebook. Both are guarded by the boss of this dungeon who is simple to defeat. There is one quest inside this dungeon.

### 4. Fort Greenwall public dungeon

Located north of Riften Wayshrine. Follow the north road then go around the closed gate to the east, following the fort wall. Climb up the crumbled wall to enter the courtyard. Can be completed solo. Skyshard located in eastern room. Boss is located towards the back.

### 5. Shroud Hearth Barrow public dungeon

Located southwest of Geirmund's Hall Wayshrine. You're looking for a round building in the center of the Ivarstead settlement to the northeast. Can be completed solo. Skyshard is located in the largest room. There is one quest to complete inside the dungeon.

**6. Snapleg Cave public dungeon**

Located northwest of Northwind Mine Wayshrine. Follow the main road west until you reach a river. Follow the eastern bank and head north. Can be completed solo. Skyshard is located in the largest room. Boss is near the end.

**7. Lion's Den public dungeon**

Located southwest of Taarenggrav Wayshrine. Go through the camps of mobs to find the entrance. This dungeon is quite difficult and needs a group to complete. There are numerous bosses and packs of 6+ mobs per pull. There are multiple quests. Skyshard is located on top of a hill that's north of the camp entrance. Be extremely careful about the packs of wraith enemies, as these can deal quite a bit of damage. Use knockbacks and stuns whenever you can to disable them while focusing on them.

## Coldharbour

Suggested level ranges: 44 to 50

This is the final leveling zone before reaching level 50 and is also shared across all alliances. It is not, however, within the same instance to all three alliances at the same time.

### 1. **Aba-Loria public dungeon**

Located north of Forsaken Village. Follow the road. This can be completed solo, but a group may be preferable. Skyshard is inside the final room. Cirterisse, the boss, is also located in this room and is simple to defeat.

### 2. **Haman Forgefire public dungeon**

Located east of Everfull Flagon Wayshrine. Can be completed solo. Skyshard is in the largest cavern where the boss is also located. Enemies inside are level 47. This is an excellent place to farm for experience and gold.

### 3. **The Grotto of Depravity public dungeon**

Located between Hollow City Wayshrine and Haj Uxith Wayshrine. Can be completed solo. Skyshard is located in the southernmost room of the dungeon. Enemies inside are level 45. Make sure to focus fire the casting Seducers.

### 4. **Mal Sorra's Tomb public dungeon**

Located west of Cynhamoth's Grove and west of The Orchard Wayshrine. You won't be able to reach this part of the map until you complete the quest entitled "The Armory of Meridia". This can be completed solo. Skyshard is inside the last room along with the level 50 dungeon boss. There is one quest associated with this dungeon.

**5. The Cave of Trophies public dungeon**

Located northeast of Court of Contempt Wayshrine. Head northeast along the main road to find the entrance. This dungeon can be completed solo but is often best with a partner. There's a quest to complete inside the second cave floor along with a Skyshard to collect. Enemies are level 47. This is also an excellent area for farming experience and gold.

**6. The Wailing Maw public dungeon**

Located northwest of The Lost Fleet. Skyshard is located in the center of the largest frozen pond. Enemies and the boss inside are all level 50, so if you are quite a bit lower you may want to take some help.

**7. Village of the Lost public dungeon**

Located northeast of Everfull Flagon Wayshrine. This is a large dungeon and difficult to clear solo. Packs of mobs often pull together, so be careful when pulling. Skyshard is located at a dead end. There are multiple quests here.

## Daggerfall Covenant Zone And Dungeon Guide

Players that belong to the Orc, Breton and Redguard races are a part of the Daggerfall Covenant alliance by default. This means that players of this race will level in the Daggerfall Covenant zones from levels 1-50. Beyond that, they will be able to level in the other areas belonging to the other two alliances through ESO's veteran content system.

The Daggerfall Covenant zones have unique storylines and central NPCs that are connected. These zones should be done in order to experience the most immersive questing experience possible as well as ensure that all story and guild quests are completed. The game's main storyline and guild quest stories are separate from the Daggerfall Covenant's story and are the same across all alliances.

Noted below is a list of suggested zones tied with their suggested range while leveling from 1-50. Suggested public dungeons in each zone are also listed along with their locations and any tips for them.

### Coldharbour Tutorial

Suggested level ranges: 1 to 3

This is the introduction to the game where you'll learn the basics of Elder Scrolls Online.

### Stros M'kai and Betnikh

Suggested level ranges: 3 to 5

This area is an optional starting area for Daggerfall Covenant players. It's highly recommended you complete this zone, however, because you'll gain a few extra levels as well as a few gear rewards, gold rewards and skill points that will prove invaluable as you reach the next leveling zone. To get to Stros M'kai you will have to speak to Gilzir in Daggerfall to receive passage back and forth.

## Glenumbra

Suggested level ranges: 5 to 15

**1. Ilessen Tower public dungeon**

Located east of wayshrine and north of river. Can be completed solo. Skyshard is close to the end, near the boss.

**2. Silumm public dungeon**

Located close to the west shore of Glenumbra. Can be completed solo. Skyshard is located in the northeast corner.

**3. Mines of Khuras public dungeon**

Follow the dungeon and climb atop a pile of wooden boards to get to the Skyshard. The final boss is also located nearby. Can be completed solo.

**4. Enduum public dungeon**

Located among a pile of ruins. Can be completed solo. Skyshard is located inside the first large chamber, near a set of stairs. You'll see the beam of light but the shard may be hidden inside the walls.

**5. Ebon Crypt public dungeon**

Located at the end of a small pathway leading toward the mountains. Can be completed solo. Skyshard is located in the cavernous area of the dungeon in the southwest corner.

**6. Cryptwawtch Fort public dungeon**

Located in a pile of ruins. Can be completed solo. Skyshard is located next to NPC Valenwe, who is needed to complete the quest inside this dungeon. Both are in the largest room on the side.

## 7. Bad Man's Hallows dungeon

Located the very southern area of the map, towards the shoreline. This is a group dungeon and it's recommended to bring a player or two with you. It can also be completed publicly with other players. There are multiple quests. After completing the first step of the quest, you'll gain access to an underground area where the Skyshard is located.



## Stormhaven

Suggested level ranges: 16 to 23

**1. Bearclaw Mine public dungeon**

Located southeast of Shinji's Scarp. Can be completed solo. Skyshard is near the final room where the last boss is located.

**2. Farangel's Delve public dungeon**

Located south of Soulshriven Wayshrine. Can be completed solo. Skyshard is located halfway through dungeon, behind a set of metal bars. You can click through the bars to reach it.

**3. Koeglin Mine public dungeon**

Located in a stone mine in Stormhaven. Can be completed solo. You'll come across the boss of this dungeon before the Skyshard. Go down the side passageway (turn right) to find the latter.

**4. Norvulk Ruins public dungeon**

Located northeast of Wind Keep. Can be completed solo. The Skyshard is located in the first large room in an alcove. The last boss is towards the end.

**5. Pariah Catacombs public dungeon**

Located south of Pariah Abbey. Can be completed solo. The boss of this dungeon as well as the Skyshard are both in the largest room of the dungeon.

**6. Portdun Watch public dungeon**

Located inside a tower close to the south wall of Firebrand Keep. Can be completed solo. Skyshard is located to the right of the boss inside the dungeon.

**7. Bonesnap Ruins public dungeon**

Dungeon location is hidden within a pile of wooden scaffolding. This dungeon is difficult to solo. You should bring a friend or two or work with other players inside. There are multiple quests inside. Skyshard is located all the way to the west of the dungeon, behind a large group of mobs.



## Rivenspire

Suggested level ranges: 24 to 30

### 1. Crestshade Mines public dungeon

Located northwest of Shornhelm. Can be completed solo. Skyshard is located near final boss on a raised wooden platform.

### 2. Erokii Ruins public dungeon

Located on the shoreline north of Northpoint. Entrance can also be reached from Shornhelm. Can be completed solo. End boss and Skyshard are both located in one of the side small rooms.

### 3. Flyleaf Catacombs public dungeon

Located directly next to Eyebright Feld Dolmen on the map. Can be completed solo. Skyshard is on the way to the last room. Take the left road to reach this area, fighting mobs along the way.

### 4. Hildune's Secret Refuge public dungeon

Located inside an abandoned house in Northpoint. Use the trapdoor to reach the entrance. Can be completed solo. Skyshard and end boss are located toward the end of the dungeon.

### 5. Orc's Finger public dungeon

Located directly below the peninsula on the map. Can be completed solo. Climb the stairs to find the Skyshard directly above. End boss is towards the end.

### 6. Tribulation Crypt public dungeon

Located north of Sanguine Barrows and Sanguine Wayshrine. Can be completed solo. The Skyshard is located in the first small room you come across. End boss is towards the end.

### 7. Obsidian Scar public dungeon

Located in the northern central part of the map. This dungeon is fairly difficult and shouldn't be attempted solo. There are multiple quests. The Skyshard is located within one of the prison cells.



## Alik'r Desert

Suggested level ranges: 31 to 37

### 1. Aldunz public dungeon

Located in central southern Alik'r Desert. Can be completed solo. Skyshard is located in the first large room you come across. Boss is towards the end of the dungeon.

### 2. Coldrock Diggings public dungeons

Located north of Sep's Spine Wayshrine. Can be completed solo. Skyshard is down the first tunnel you can take a right in. Boss is on the other side of the dungeon.

### 3. Divad's Chagrin Mine public dungeon

Located up on a hill, north of the nearby oasis. Can be completed solo. The last boss and this dungeon's Skyshard are both located in the final room of the dungeon. Look in the water to find the Skyshard.

### 4. Sandblown Mine public dungeon

Located on the south edge of the southeastern point of the map. Can be completed solo. Both the Skyshard and the final boss are located towards the end of the dungeon.

### 5. Santaki Cave public dungeon

Located near a large pile of caravan wreckage. Can be completed solo. Skyshard is located in the first room you enter, behind some wreckage. Boss is towards the end of the dungeon.

### 6. Yldzuun public dungeon

Located east of Shrikes Aerie Wayshrine. Can be completed solo. Skyshard is guarded by two mobs in the final room of the dungeon. Boss is also nearby.

**7. Lost City of the Na-Totambu public dungeon**

Located east of Sep's Spine Wayshrine. This dungeon is difficult to solo and has multiple bosses and quests. Mobs often appear in groups of 4-5. The Skyshard is located in the central room where you can drop down to grab it. Beware of nearby mobs.



## Bangkorai

Suggested level ranges: 37 to 43

### 1. Crypt of the Exiles public dungeon

Located south of the Pelin Graveyard point of interest. The entrance is marked by a cellar door. Can be completed solo. Skyshard and boss are located in a large cavern towards the end of the dungeon.

### 2. Klathzgar solo dungeon

Located near the Old Tower point of interest, directly off the road. Can be completed solo. Skyshard and final boss are both in the final room of the dungeon.

### 3. Torog's Spite public dungeon

Located in the northwestern area of the map. Entrance can be reached by swimming from Evermore. Can be completed solo. Skyshard and final boss are located in final room. The shard is on a raised wooden platform.

### 4. Rubble Butte public dungeon

Located in the southwestern part of Nilata Ruins, just north of Hallin's Stand. Can be completed solo. Skyshard is located in the final room of the dungeon inside an alcove. The final boss is also in this room.

### 5. Troll's Tootphick public dungeon

Located just east of Troll's Tootphick Wayshrine. Can be completed solo. The Skyshard is near the first room of the dungeon. Beware of the troll enemies inside this dungeon, as they can hit quite hard especially if you are slightly underleveled.

### 6. Viridian Watch public dungeon

Located east of Evermore. Can be completed solo. After killing Curnard the Generous, the boss, head east into a tiny room where you'll find the Skyshard.

### 7. Razak's Wheel public dungeon

This dungeon contains multiple bosses and mob packs that contain 5-6 enemies each. It's best to bring a friend or two. There are also multiple quests. The Skyshard can be found in the room with Rkurdamz, but it is fairly well-hidden behind a pile of crates.

### Coldharbour

Suggested level ranges: 44 to 50

This is the final leveling zone before reaching level 50 and is also shared across all alliances. It is not, however, within the same instance to all three alliances at the same time.

See Ebonheart Pact section above for a list of recommended Coldharbour public dungeons.

## Aldmeri Dominion Zone And Dungeon Guide

Players that belong to the Altmer, Bosmher and Khajiit races are a part of the Aldmeri Dominion alliance by default. This means that players of this race will level in the Aldmeri Dominion zones up to level 50. Beyond that, they will be able to discover the other areas belonging to the other alliances through ESO's veteran content system.

**Note.** *Players who pre-ordered the game are able to choose any alliance of their choosing.*

The Aldmeri Dominion zones have unique storylines that are connected, so these zones should be done in order to experience the most immersive questing experience possible. The game's main storyline and guild quest stories are separate from the Aldmeri Dominion story and are the same across all alliances.

**Note.** *below is a list of suggested zones tied with their suggested range while leveling from 1-50. Suggested public dungeons in each zone are also listed along with their locations and any tips for them.*

### Coldharbour Introduction

Suggested leveling ranges: 1 to 3

This is the introduction to the game where you'll learn the basics of Elder Scrolls Online.

### Khenarthi's Roost

Suggested leveling ranges: 3 to 5

This area is an optional starting area for Aldmeri Dominion players. To get there you will need to speak to Sugar-Claws who is located near the dock area to receive passage back to Eagle's Strand which is located in Khenarthi's Roost. While this area is entirely optional, it's highly recommended you complete the zone before questing in Auridon. Doing so will reward you with a few levels as well as some excellent gear upgrades and a solid amount of both skill points and gold.

## Auridon

Suggested leveling ranges: 5 to 15

### 1. Bewan public dungeon

Located southwest of College Wayshrine. Can be completed solo. Skyshard is hidden behind a wall in the northeastern part of the large, northeastern room. Boss is located in final room.

### 2. Del's Claim public dungeon

Located northwest of Vulkhel Guard Wayshrine within a ruin-covered area. Can be completed solo. Skyshard and boss are located in central area of dungeon.

### 3. Entila's Folly public dungeon

Located east of Mathiisen Wayshrine. Skyshard is visible on an upper platform towards the last area of the dungeon. You'll have to go towards the end to reach it as well as the final boss, however. Can be completed solo.

### 4. Mehrunes' Spite public dungeon

Located northwest of Greenwater Wayshrine. Can be completed solo. Skyshard is located in the first room just inside the dungeon. Boss is located in the final area.

### 5. Ondil public dungeon

Located northeast of Tanzelwil Wayshrine in the southern region of Auridon. Can be completed solo. There is one quest associated with this dungeon. Skyshard is located in a small room located in the southeastern part of the dungeon.

### 6. Wansalen public dungeon

Located in a small underground delve in Auridon. Can be completed solo. You'll run into the Skyshard after defeating Nolonir, the boss of this dungeon. Both are located near the exit.

## 7. Toothmaul Gully public dungeon

Located southwest of Glister Vale within the western part of the map. This dungeon is easier to complete in a small group or in a public group with other players. There are multiple quests. Skyshard is located within the large central area along with one of the major quest objectives.



## Grahtwood

Suggested leveling ranges: 16 to 23

### 1. Ne Salas public dungeon

Located at the end of a dirt road directly north of Gray Mire Wayshrine in Grahtwood. There is one quest associated with this dungeon. The NPC is directly in front of the entrance. Can be completed solo. Skyshard is located in the northern part of final room along with Lieutenant Khari, the boss of this dungeon.

### 2. The Scuttle Pit public dungeon

Located inside a small hole at the east end of the map, directly east of Ossuary Wayshrine towards the mountains. Can be completed solo. Skyshard is located between both large caverns once inside the dungeon.

### 3. Burroot Kwama Mine public dungeon

Located west of Elden Root within central Grahtwood. Can be completed solo. Both the Skyshard and the boss of the dungeon named Stormhead the Ravenous can be found the final room of the dungeon. There is also a book in this area which rewards a quest.

### 4. Vinedeath Cave public dungeon

Located east of Elder Root Temple Wayshrine and north of Elden Root. Go towards the bottom of the mountains to find the entrance. Can be completed solo. Skyshard is located within the southeastern room inside the dungeon along with a bow that starts a quest.

### 5. Wormroot Depths public dungeon

Located west of Redfur Trading Post settlement and wayshrine. Can be completed solo. Skyshard is in the corner of the first large room you enter.

**6. Mobar Mine public dungeon**

Located in the southern central part of Grahtwood, directly south of Elden Root. The entrance is rather hidden among the hillside. Upon entering you'll find a quest. Can be completed solo. The Skyshard is located on a wooden platform inside the largest cave in the dungeon.

**7. Root Sunder Ruins public dungeon**

Located in southeastern central Grahtwood, southeast of Elden Root. Entrance is located in the center of some Ayleid Ruins. There are two quest givers nearby. This dungeon is difficult to complete solo and provides excellent experience for this level range. Make sure to take a couple of friends, however. There are multiple bosses and large packs of mobs. Skyshard is located in the southwestern part of the cave between a wall and a pillar. A quest objective is also nearby.

## Greenshade

Suggested leveling ranges: 24 to 30

### 1. Gurzag's Mine public dungeon

Located southeast of Marbruk settlement and its wayshrine. Can be completed solo. Skyshard is located within the final room of the dungeon and is guarded by a boss named Retribution. You may need to jump across some rocks to get there or go all the way around. There's also a backpack in this room that rewards a quest.

### 2. Carac Dena public dungeon

Located southeast of Greenheart Wayshrine. Can be completed solo, but make sure to take on the ogres individually as they can deal out some nasty damage. Skyshard and final boss are both in the last room. Final boss is named Urumaz the Terrifying.

### 3. Naril Nagaia public dungeon

Located east of Woodhearth settlement and near the northeastern corner of the Shademist Moors point of interest. Can be completed solo, but a friend can often be helpful as there are quite a few groups of three enemies. This dungeon is one of the best for farming experience in this level range. Skyshard is located in the southwestern area of the dungeon. Archmage Camaano, the final boss, is located in the last room.

### 4. The Underroot public dungeon

Located in western Greenshade, south of Seaside Sanctuary and north of Serpent's Grotto Wayshrine. Can be completed solo. The entrance is approachable from the north or south. Skyshard is located between both levels inside the dungeon. Domina Ssaranth, the final boss, is located in the last room.

### 5. Harridan's Lair public dungeon

Located in eastern Greenshade, north of Marbruk and southeast of Falinesti Wayshrine. Can be completed solo. This is one of the easier public dungeons to solo. Skyshard is located in the southeastern area of the cave. In the very next room you will find Razorclaw, the final boss of this dungeon.

**6. Barrow Trench public dungeon**

Located in northern Greenshade, between both Moarmer Camp and Moonhenge Wayshrine. The entrance is close to the river. Can be completed solo. A quest at the beginning will lead you to the very end. The Skyshard is located down a left tunnel towards the beginning of the dungeon.

**7. Rulanyil's Fall public dungeon**

Located in the western part of central Greenshade, northeast of Serpent's Grotto Wayshrine. The entrance is located north of the main road. This dungeon is difficult to complete solo. You should either bring a friend or two or work with other players inside the dungeon. There are multiple bosses, quests and large packs of enemies to kill. You should be level 25 or above to attempt this dungeon. Skyshard is located in the eastern part of the first room on the left.

## Malabal Tor

Suggested leveling ranges: 31 to 37

### 1. Black Vine Ruins public dungeon

Located in northeastern Malabal Tor, east of Wilding Run Wayshrine. Entrance is located on a river. This dungeon is around level 37 and can be completed solo or with a friend. There's one quest to obtain at the start of the dungeon. Skyshard is located near the stairs that lead to the second floor.

### 2. Dead Man's Drop public dungeon

Located in northwestern Malabal Tor, far north of Dra'Bul Wayshrine. The entrance is overlooking a nearby shoreline. Can be completed solo. Skyshard and quest starter item both are located in a side tunnel that leads to the dungeon's exit.

### 3. Hoarvor Pit public dungeon

Located in western central Malabal Tor between both Vulkwasten Wayshrine and Dra'Bul Wayshrine. The dungeon's entrance is north of the nearby road. Enemies are around level 34. Can be completed solo. Skyshard is located in the first cavern in the southeastern corner.

### 4. Roots of Silvenar public dungeon

Located in eastern central Malabal Tor, west of Valeguard Wayshrine. The entrance is located near a small path that starts at a river where there's a boat waiting. Skyshard is located just before the first pack of mobs inside the dungeon. There's also a lorebook nearby.

### 5. Shael Ruins public dungeon

Located in the southernmost part of Malabal Tor, south of Abamath Wayshrine. Entrance is near a river and waterfall. Dungeon can be completed solo. Shyshard is in the northwestern area of the cave.

**6. Tomb of the Apostates public dungeon**

Located in the southwestern central area of Malabal Tor, south of Dra'Bul Wayshrine. Dungeon's entrance is covered in vines and a little difficult to see. Approach from the north to view it best. Dungeon can be completed solo. Once inside, you'll see a lorebook right away. Skyshard is inside the final cavern along with a quest item to pick up.

**7. Crimson Cove public dungeon**

Located in northwestern Malabal Tor, north of both Dra'Bul Wayshrine and Dra'Bul point of interest. The entrance is right on the shore. There's a quest giver nearby as well as another quest offered inside. This dungeon is best completed either in a group or with other players. There are multiple bosses and many mob packs that make for decent experience and gold farming. Skyshard is located in the eastern room inside the dungeon.

## Reaper's March

Suggested level ranges: 37 to 43

### 1. Kuna's Delve public dungeon

Located in northern central Reaper's March, south of Arenthia and its wayshrine. Entrance is east of the main road near a small wooden path. Can be completed solo. Mobs inside dungeon are usually solo and can hit very hard. Skyshard is located inside the largest cavern where Slaughterer, the boss of the dungeon, can also be found.

### 2. Thibaut's Cairn public dungeon

Located in western central Reaper's March, east of the entrance to the zone and east of Vinedusk Wayshrine. The entrance to the dungeon is inside a graveyard. Once inside, you'll face many skeletons. Dungeon can be completed solo. Skyshard is near the end of the first room and close to an object that begins this dungeon's quest.

### 3. Weeping Wind Cave public dungeon

Located in southern Reaper's March, south of Hadran's Caravan and east of Willowgrove Wayshrine. Entrance is to the west side of a large boulder. Mobs are level 40, but dungeon can be completed solo. Skyshard is inside the first large cavern.

### 4. Claw's Strike public dungeon

Located in southwestern Reaper's March, south of the entrance to the zone and south of Vinedusk Wayshrine. Entrance can be found by following the main road. Groups of mobs inside are level 40, but the dungeon can be completed solo. Skyshard is located in the southeastern corner of the first room you enter.

### 5. Fardir's Folly public dungeon

Located in northeastern Reaper's March, north of Fort Sphinxmoth Wayshrine. Approach the dungeon from the southern side to see a small dirt road leading up to its entrance. There's a lorebook close by. Skyshard is located at the end of the first platform. Dungeon can be completed solo.

#### 6. Jode's Light public dungeon

Located in eastern central Reaper's March, between Sren-ja Wayshrine and Dune Wayshrine. Entrance is south of the main road. Dungeon can be completed solo. Enemies are level 41. Skyshard is located inside the southeastern cavern.

#### 7. The Vile Manse public dungeon

Located in northwestern Reaper's March, northwest of Fort Grimwatch Wayshrine. The entrance is a set of double doors leading to a mansion. Grab a quest on the second floor of the mansion. There is another quest as well. This dungeon is best completed with friends or other players. Many mob groups contain five or more enemies. This is an ideal spot for experience grinding and loot farming for this level range. The Skyshard is located in the second underground area down a dead end tunnel.

### Coldharbour

Suggested level ranges: 44 to 50

This is the final leveling zone before reaching level 50 and is also shared across all alliances. It is not, however, within the same instance to all three alliances at the same time.

See Ebonheart Pact section above for a list of recommended Coldharbour public dungeons.

# REWARDING QUESTS AND SHORT GUIDE

## HOW TO COMPLETE IT



uesting in Elder Scrolls Online is one of the best and quickest ways to gain experience. The game's extremely story-based and the quests reflect that and often involve multiple steps and linked quests that build up connected story lines. There are some quests better than others to complete, of course, especially when it comes to the time invested in each and the rewards.

This guide will take you through some of the best quests to complete that offer players with the most rewards. Brief tactics and strategies will be listed for quests that players commonly have issues with. Quests will be divided by the quest type and location.

### Main Story Quests

The main story takes the shape of a series of quests that begins with the first quest granted to you upon beginning your character. Every 5 levels this main story will continue with a new quest given to you. These quests are usually granted when you zone into the main city in any given zone, generally in the form of a summon to The Harborage. The Harborage is where all the main story quests will begin. Main story quests are the same between all three alliances, but the location of The Harborage will change, of course.

There may be times when the main story quest isn't automatically given to you even though you're the appropriate level. You can always go to The Harborage to check to see if there are any quests when you wayshrine travel to the main city. Appropriate main story levels are 5, 10, 15, 20, 25, 30, etc., all the way to level 50. There are no main story quests after reaching veteran content, unfortunately.

The story quests are always worth prioritizing over other quests due to the fact that they offer large chunks of experience in comparison to many of the zone side quests as well as great rewards. Most story quest updates will offer a blue-quality ring or necklace upon completion. These rewards will often last you the 5 levels it takes to reach a new story milestone. You're also granted with a skill point upon each story step completion.

Completing main story quest chapters also lets you earn new ranks and levels in the Soul Magic line. This tree is great for quickly gaining and refilling Soul Gems throughout the entire leveling process and all the way into veteran content/endgame.

Most of the main story quests are fairly easy to complete solo and very straightforward, especially the ones toward the first half of the game. You'll also have a tiny bit of help from NPCs along the way which can make many of the battles somewhat easier. There are a few story chapters that can be more difficult than others to complete, however. This section will specifically go over those quests.

### **Castle of the Worm – Level 20**

This story quest is one of the earliest challenging fights in ESO. You'll face a couple fights during this series of quests, but the final part ends with you facing Mannimarco (for a very short time) and waves of skeletons, Bone Fiends and mage adds. You should focus on the weaker adds and let Lyris tank any that she is focusing on. Even if she does not have any health, she'll still hold the attention of the mob for you. She will generally handle the Bone Fiends which will give you time to take out the mages and skeletons. Prioritize the mages.

Use your AoE abilities and ultimate abilities for when you get overwhelmed with 4+ adds up at a time. An AoE ultimate comes in extremely handy here. It's also not a bad idea to slot a few self-heals that you can use in between add phases to keep your health topped off.

### Shadow of Sancre Tor – Level 40

The final part of this quest tasks you with fighting Mannimarco for a second time and actually defeating him. This fight can be pretty rough if you're not prepared. He summons spirits, does a damaging channeling spell and will occasionally toss AoE nukes around. Your companion NPCs will get preoccupied with closing portals as the fight goes on which means you'll need to defeat him by yourself essentially.

You should definitely be sure to equip some type of self-healing ability or a restoration staff as your secondary weapon. His attacks can be fairly painful and a self-heal or two can make all the difference. Every class has a wide array of self-healing options.

Also, be sure to bash/interrupt the blue-beamed lightning attack that he channels. This is one of his hardest-hitting attacks and it pays to stop him from casting it. Save your Stamina for bashing this attack and concentrate on slowly whittling him down while keeping your health at a decent level. Adds should be taken out ASAP but die quickly. This is one of those fights where patience and preparation wins.

### God of Schemes – Level 50

This story quest becomes available upon reaching level 50 and ends with you facing Molag Bal in combat.

This fight can be fairly difficult if you walk in unprepared. Make sure to maximize your gear as much as you can before taking him on. Dungeons drops and crafted items are a good place to begin. You may find that it's better to increase your survivability rather than increase your damage output. Use consumable food and have a stash of health potions when you begin the fight.

Ranged weapon sets do slightly better on this fight than melee weapons. Having a restoration staff as a secondary weapon is also a good way to ensure you survive all of the fight's phases. Avoid whatever damage you can from the boss and focus on Titan adds one at a time when that phase begins. Keep your health high and deal damage when you can while making sure you survive. Like many of the more difficult fights in ESO, endurance, self-heals and patience are key.



## Fighters Guild Quests

Once you join the Fighters Guild new quests that are connected to a storyline will open up every 5-10 levels. You'll generally receive the new quests by entering main cities and either entering the Fighters Guild or nearing the building. You'll sometimes get the next step right after completing a step. In which case you may need to wait a few levels before tackling that next step. Oftentimes you will find that these quests can be completed 3-4 levels before the recommended level comfortably.

You should prioritize all Fighters Guild quests (as long as they're not red to you) as they're fairly easy to complete except at certain points. The rewards offered are also quite decent. You'll receive large chunks of experience as well as blue-quality neck and ring items.

Here are specific tips and strategies for some of the more difficult Fighters Guild quests.

### **Anchors of the Harbor - Level 10**

This quest ends with you facing Doshia, the first of many Harvester fights you'll face in Elder Scrolls Online. These fights can be some of the most challenging in the game, but luckily there are a few tricks you can employ to make this fight and other similar future fights much easier.

Watch for her frontal blue energy attack that kind of looks like a lightning wall. Sidestep it or go behind her/to her side to dodge this. It hurts quite a bit. As a melee class, you may find it best to keep strafing her in order to be ahead of it when it does cast.

You'll also need to kill the four orbs she summons as quickly as possible. Make sure you have enemy health frames showing to easily see the orbs. This setting can be turned on by going under Settings -> Interface and turning on the "Enemy NPCs" feature. Kill the four orbs ASAP using quick attacks such as light attacks before they heal the boss. AoE also works well to kill the orbs quick. If you kill the orbs you'll also receive their heal which makes them absolutely worth killing.

### **The Prismatic Core – Level 25**

You'll have to do a few chores at the forge during this quest. Here are some tips:

1. Strike a small fire: Use coal and then the bellows.
2. Strike a medium-sized fire: Use coal, the forge valves and then the pressure lever. You may need to use the pressure lever twice.
3. Strike a large fire: Use coal and then the forge valve three times.

If you mess up on each, you can easily redo the steps.

### **Will of the Council – Level 40**

This is the final quest for the Fighters Guild. As such, it can be a challenge to defeat. The first part begins with you selecting a weapon to be forged. You don't have to necessarily use this weapon (you won't even be able to unless you're level 40), but it does help a great deal.

After entering the portal you'll have to defeat three groups of enemies to close three nodes. At each point there is a mini-boss to defeat and waves of enemies that will slowly join the fight. These mini-bosses can be difficult, so keep a close eye on their attacks and dodge/block everything you can.

The Harvester mob is the most challenging. Use quick/light attacks to kill the healing orbs as usual (or AoE attacks) and keep your health high. Prioritize the orbs and ignore the add if at all possible. Avoid the frontal cone attacks from the Harvester. If you are melee, you may find it easiest to strafe around the boss to avoid these.

As a reward for the final quest, you're given an epic-quality weapon of your choice that requires level 43. If you're level 43 or above and have not done this quest yet, you definitely should. It can also be completed at around level 40 if you're looking to maximize your experience before journeying on to Coldharbour.

## Mages Guild Quests

Similar to the Fighters Guild quests, once you join the Mages Guild (you can join both guilds) you'll open up a story line that takes you most of the way to level 50 to complete in full. These quests are the same between all three alliances. Most steps open up every 5 levels, but some steps will open quicker. To start each step you'll need to visit the Mages Guild, of course.

Since each main city in every zone has a Mages Guild, you'll generally find the next step located at that particular Mages Guild. You'll also often get the next step immediately after turning one step in. That next step may appear red in difficulty, but you can save it for anytime you're comfortable moving forward.

Similar to the main story quests, the Mages Guild quests are fairly easy to solo, especially during the early levels. You should prioritize doing these anytime you have them available (except if they're red to you, perhaps) even if you are a few levels below the suggested level. You'll gain nice chunks of experience as well as rewards such as blue-quality rings for every step completed.

Similar to the sections above, this guide will go over the steps that are the most difficult and may require some tips or suggestions.

### Chateau of the Ravenous Rodent – Level 35

At one point in this quest series you will have to light a bunch of crystals. The crystals each light up a particular beam. This also causes other beams to turn off. You can easily figure out the solution by trial and error, but the exact solution is as follows: Interact with the leftmost crystal and then follow up by interacting with the rightmost crystal.

### **The Mad God's Bargain – Level 45**

This is the final Mages Guild quest. One of the last steps has you face off against Haskill. He uses fairly hard-hitting fire spells and summons a minion. It's generally safe to ignore the minion and concentrate on Haskill since the minion disappears once its master is dead. If you need to, throw out a stun or CC ability on the minion.

Avoid the fire runes and use your hardest-hitting attacks on Haskill. Equipping a few self-healing abilities or a restoration staff isn't a bad idea if you have trouble with this fight, but it shouldn't be too difficult, even if you are slightly below level 45.

At the end of the quest you'll have to choose between saving Valaste and giving her up. If you save her you'll gain a blue-quality level 43 Frost staff for your reward. If you give her up you'll gain 2 skill points as well as a trophy item. In most cases, it's better to give her up, but the choice is yours.

## Aldmeri Dominion Quests

Not all of the rewarding quests in the Aldmeri Dominion zones will be listed below. Only those recommended quests that are slightly difficult and/or may require some hints and tips will be listed. In general, main zone "story" quests are some of the most important to complete as these often reward skill points and large chunks of experience. Other side quests are more optional and are sometimes time consuming to both find and complete, but quest completion experience is rather high in ESO, so keep this in mind if you choose to skip any.

Note: These quests feature the same objectives whether you are completing them while leveling from 1-50 or while exploring veteran content.

### Auridon

#### Blessings of the Eight – Level 13

This quest chain is located in Torinaan. It's rather long, but rewarding. Here are some tips for the part where you'll have to enter each of the shrines.

Auri-EI and Yffre: Stand in the water and use the chalice that was looted off the dead body. Face your character toward the shrine while in the water or the prompt will not pop up.

Magnus and Syrabane: Simply kill the NPCs. Remember to dodge/bash any casts these two do.

Trinimac and Xarxes: Pick up the rod, go behind the fire and face your character toward the shrine. This should give you the prompt to use the item. If not, you may need to exit the shrine and relog (this quest is often bugged). For Xarxes, you'll have to do this at both fire braziers to create a line of fire heading towards the center. This cleanses the shrine.

Mara and Stendarr. Light all four braziers on either side in quick succession. The order doesn't matter. Just light all of them on one side quickly and that side will complete. Do the exact same thing on the other side.

### **An Act of Kindness – Level 11**

This quest involves a very minor puzzle. All you need to do is take a look at the four pillars around the room and find the tiles with those designs. Interact with those tiles in any order and the quest will move forward.

## **Grahtwood**

### **Flipping the Coin – Level 22**

The guards need to be avoided while you run around and steal goods from the local vendors. If you get caught, you can press "E" quickly to avoid losing all of your goods. If you lose your disguise you can get another from the NPC where you first grabbed the quest.

For the part inside the tomb where you need to solve a puzzle, use the markers on the tiles to move the thief statue to the two locked chests while moving away from the guard statues. Move the tile to the north first (facing the chests), and then keep moving the thief north, grabbing the first chest. Move her north again to the top of the board and then head west. This gives you time to get away from the guard statues. You'll then be able to move into the corner and grab the second chest.

### **A Lasting Winter – Level 23**

For the final part of this quest where you're fighting General Endare, make sure to kill both her and her clone at the same time to keep her from casting another clone spell. Use "E" to freeze one, DPS one down to low health and then freeze that one to work on the other clone. Once both are almost dead, finish them off together. Alternatively, you can use AoE damage to damage both of them. Save your ultimate ability for when they're close to dying.

## Malabal Tor

### The Storm's Call – Level 32

This quest involves another puzzle. Interact with the tiles in this order: Tower followed by Shadow and Lover followed by Thief. Afterwards, speak to the Master Stormwarden for a couple useful buffs as you progress forward. After you finish the final objective and defeat the mini-boss, speak to the Stormwarden a second time to discover a quicker way to leave.

### Buyer Beware – Level 35

You'll need to examine the three parchments at one point in the quest to progress the quest forward. Look inside your inventory to find these. The barrier then needs to be interacted with. Choose these options in the following order:

First choose the option that begins and ends with: "For many years... ..this weathered heath."  
Secondly, choose the option that begins and ends with: "Ten long years... ..so far away."  
Finally, choose the option that begins and ends with: "So here I... ..return to me."

### The Soul Trap – Level 34

At one point during the quest you'll have to unlock certain tiles.

To unlock The Warrior interact with these tiles.

1. The Lady 2. The Lover 3. The Power 4. The Warrior

To unlock The Mage interact with these tiles.

1. The Apprentice 2. The Ritual 3. The Lord 4. The Mage

To unlock The Thief interact with these tiles.

1. The Atronach 2. The Shadow 3. The Steed 4. The Thief

### Restore the Silvenar – Level 37

Begin the quest by interrogating the NPC Houndsmen Witches by damaging them until they have little health.

You'll then have to free the Spinners. Begin by freeing Spinner Dothriel by choosing this order:

1. The Ritual 2. The Apprentice 3. The Mage.

Spinner Caerllin can be freed by choosing this order:

1. The Lady 2. The Warrior 3. The Lord.

Spinner Einrel can be freed by choosing this order:

1. The Lover 2. The Shadow 3. The Tower.

### Reaper's March

#### Motes in the Moonlight – Level 40

For this quest you'll have to defeat the Dark Mane and the cats he summons. This fight can easily bug out. The best way to deal with the bugs is to kite the Dark Mane off the initial platform he spawns on and quickly kill the cats with powerful AoE (including your ultimate abilities). If the cats are alive for too long they will respawn which potentially resets the entire fight.

Alternatively, you can bring a friend to help you. The combined DPS will make the cats a non-issue.

### **Prisoners of the Sphinx – Level 41**

At the very end of the quest when you need to touch three panels in order to leave the chamber, this is the order you should use: The Thief -> The Tower -> The Mage

### **The Fires of Dune – Level 42**

Towards the end of this very long story chain (which is worth doing in its entirety due to the experience rewarded) you'll have to fight a Harvester mob that will periodically summon healing orbs that must be defeated quickly else they will heal him. By now the strategy should feel familiar.

Kill the orbs with fast AoE attacks or light attacks. You'll be healed when you kill them which makes the overall fight much easier. Simply focus on your survivability while killing the orbs and slowly dealing damage to the boss.

## **Coldharbour**

### **Wisdom of the Ages – Level 46**

At one point in this quest you'll be tasked with giving out amulets and placing gems in statues at certain points. Here is what needs to be done and where.

Ashgar: Amulet of Preservation

Teelawei: Amulet of Courage

Desh-Wazei: Amulet of Endurance

Statue of Life: Endurance

Statue of Time: Preservation

Statue of the Unknown: Courage

### **An Unusual Circumstance – Level 45**

Just a small tip for this one. Make sure to touch the Wisp of Light on your way through. It's nearby and grants you a buff that makes the guardians not attack you.

### **Light from the Darkness – Level 46**

This quest asks you to free King Laloriaran Dynar. Destroy the north and south receivers to do so. You can do this by rotating the crystal prisms until they connect. Each prism may take roughly 5-6 interactions to place the light in the correct rotation.

### **The Final Assault – Level 50**

This is the final story quest in the zone. At one point you will need to open the library gate by touching the Daedric Fire and aiming it toward one of the braziers on the wall. There are four braziers.

Afterwards, you'll need to cross the dark chamber by following the blue light that is emitted from the torches.

Finally, as you make your way through the room with statues, make sure to talk to Gabrielle before continuing.

## Daggerfall Covenant Quests

Not all of the rewarding quests in the Daggerfall Covenant zones will be listed below. Only those recommended quests that are slightly difficult and/or may require some hints and tips will be listed. In general, main zone "story" quests are some of the most important to complete as these often reward skill points and large chunks of experience. Other side quests are more optional and are sometimes time consuming to both find and complete, but quest completion experience is rather high in ESO, so keep this in mind if you choose to skip any.

Note: These quests feature the same objectives whether you are completing them while leveling from 1-50 or while exploring veteran content.

### Glenumbra

#### Angof the Gravesinger - Level 15

When you progress to this point, you'll need to wait for the fire to die down before running to the statue. After it does, disable the trap and defeat the mob. Rinse and repeat four times.

When it comes time to defeat Angof, you'll need to avoid the red circles on the ground while dealing damage to him to remove his yellowish absorption shield. The shield will appear as a blue bar until he takes enough damage for it to drop. After that you can damage him normally.

Also, when Gabrielle emotes "Get in the light", step inside the bright circles until Angof's powerful attack is unleashed.

#### The Fall of Faolchu - Level 11

This quest can be one of the more difficult quests in the zone, especially if you're doing the veteran rank version. Pay attention to the ceiling above. You'll notice that bits of it fall down as the fight progresses. You should try and kite the boss into those areas where the patches of debris will fall. This will damage him and cause fire to overtake him which stuns him. This gives you an opportunity to deal maximum DPS.

It also helps to slot self-healing abilities and/or a shield and sword. Concentrate on your survival and the mechanics of the ceiling patches.

## Stormhaven

### Puzzle of the Pass – Level 30

This quest, unsurprisingly, involves a puzzle! Starting at the south entrance of the room, follow these steps:

1. Left column, center tile
2. Right column, bottom tile
3. Center column, second tile from the top
4. Right column, center tile
5. Center column, top tile

For the second portal chamber, here are the solutions:

1. Angalayond. Winter
2. Wenayasille. Summer
3. Morilatta. Fall
4. Larelleis. Spring

Finally, you're tasked with answering a few riddles.

1. Larelleis
2. Wenayasille
3. Morilatta
4. Angalayond

## Alik'r Desert

### Trouble at the Rain Catchers – Level 32

When it comes time to visit the three locations, escort the NPC lizard to the three marked locations that are near the workers. Keep an eye on how the lizard reacts. The correct NPC will glow yellow and becomes vulnerable to attack.

### The Nature of Fate – Level 31

Your mount can be used to make this quest extremely simple. Be careful when going this route, however, as the mobs you run across can dismount you. Avoid the mobs if at all possible. Running on foot and using Stamina potions is also an option.

### The Oldest Orc – Level 32

At a certain point in the quest you have to interact with the blue tiles and make sure the order is correct. Begin with The Ritual and continue clockwise. End at The Thief. If you need the entire solution you can find it below:

1. The Ritual 2. The Lover 3. The Lord 4. The Mage 5. The Shadow 6. The Steed 7. The Apprentice 8. The Warrior 9. The Lady 10. The Tower 11. The Atronach 12. The Thief

### Master of Leki's Blade – Level 35

There are riddles involved in this quest. The answers are listed below.

First riddle: Both the man and the woman were bandits.

Second riddle: Master Ahram used a wooden training sword.

Third riddle: She promised to guard Leki's Blade in his place to allow him to die in peace.

After you are finished with this part you will have to fight and defeat the pupils. They do a stun that can be quite dangerous. You may wish to use a ranged weapon to have an easier time avoiding the stun.

## Bangkorai

### **Trials and Tribulations – Level 42**

At a certain point in the quest you'll need to read the scrolls found in your inventory for the proper clues. The solutions are also noted below.

Mastery of Sacrifice: Winter

Mastery of Wisdom: Fall

Mastery of Devotion: Summer

Mastery of Discipline: Spring

Final solution (from left to right): Discipline -> Devotion -> Wisdom -> Sacrifice

Afterwards, light the braziers. They should be in a circular pattern. Finally, choose the Simple Training Sword when you're asked to return a sword to Makela Leki.

When it comes time to defeating Septima Tharn, you'll need to take out the waves of enemies. Save your AoE abilities and ultimate abilities for this part of the fight, as it's easily the most challenging part. The fight gets more difficult as it progresses, so keep this in mind as well.

The veteran difficulty of this fight is quite a bit more difficult than other quests before it.

See notes on Coldharbour above in the Aldmeri Dominion section.

## Ebonheart Pact Quests

Not all of the rewarding quests in the Ebonheart Pact zones will be listed below. Only those recommended quests that are slightly difficult and/or may require some hints and tips will be listed. Some zones are also missing. In general, main zone "story" quests are some of the most important to complete as these often reward skill points and large chunks of experience. Other side quests are more optional and are sometimes time consuming to both find and complete, but quest completion experience is rather high in ESO, so keep this in mind if you choose to skip any.

Note: These quests feature the same objectives whether you are completing them while leveling from 1-50 or while exploring veteran content.

### Stonefalls

#### Rending Flames – Level 7

You'll be asked to solve two light puzzles. You can figure out the solutions with a bit of trial and error, but here are the solutions (from left to right):

Skull: Yellow, Blue, Yellow

Candle: Red, Yellow, Blue

#### The Death of Balreth – Level 8

This is one of the more difficult quest chains in Stonefalls. For the final part you'll be tasked with defeating Balreth and keeping him out of the lava pools as much as possible. He restores health inside the pools. You'll also want to keep a close eye on your Magicka/Stamina and your own health. You can stand in the NPC's healing circles to regain health, but in general this should only be used as a last resort.

This fight is best defeated with a ranged weapon and a crowd control ability or two. Try and hold the boss in the middle of the room or slightly north of the pools yet in the middle of them. This will cause him to run farther to get to the pools. Stun or crowd control him as he moves toward a pool and continue dealing as much damage as you can. You'll also need to avoid his attacks. This is why a ranged weapon works best.

### **Breaking Fort Virak - Level 12**

For the second part of this quest you'll need to use the tonic and navigate the crypt without running too close to the spirits. This can take a bit of patience. The most straightforward route is to go straight past the first intersection, turn left at the second and then make a second left.

### **Climbing the Spire - Level 15**

You'll need to avoid the purple beams. At the final part, make sure to run toward the ward as soon as the beam leaves the area or you may not have enough time to deactivate it.

## **Eastmarch**

### **Our Poor Town - Level 35**

This quest commonly has a bug where Asmalah, the NPC, does not spawn. This can cause the whole story line in Eastmarch to come to a stopping block. If you are waiting a long time for this bug to be fixed you can download an addon to assist with watching for the NPC. It's called "Waiting for Asmalah" and can be found here: <http://www.esoui.com/downloads/info250-WaitingForAsmalah.html>.

This will show you where and when the NPC will spawn.

See notes on Coldharbour above in the Aldmeri Dominion section.