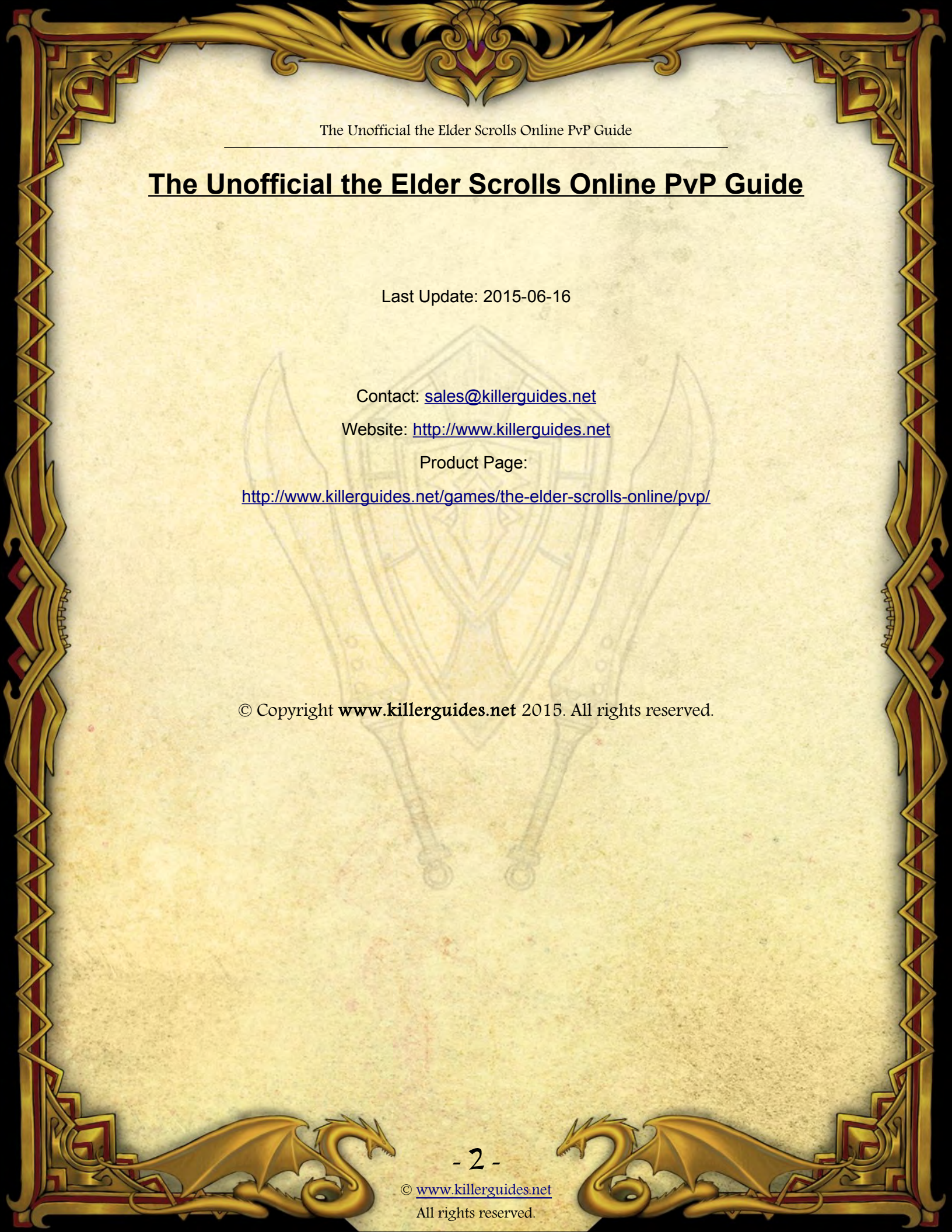


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A detailed illustration of a female warrior character from The Elder Scrolls Online. She has long, flowing brown hair and wears a red and gold armored bodice with a low neckline. Her face is partially covered by a mask with a skeletal design. She holds a large, ornate sword in her right hand and a dagger in her left. The background shows a dark, stormy sky and stone ruins.

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BASIC PVP INFO

The Elder Scrolls Online is a game centered on its expansive and dynamic player versus player system. From the very beginning, players learn that the land is in a three pronged war for control of the central province of Cyrodiil because of the recent assassination of the zone's Emperor. The three factions vie for dominance over the region and for ownership of the coveted Ruby Throne, which can be obtained and held by a player who's savvy enough to bring his or her faction to victory and outplay everyone else on their side.

Starting Out Fresh

Participation in PVP requires players to be at least level 10. The PVP zone is not relegated by level, so the level 10s will be fighting in the same areas that the level 50s are, but don't let that deter you. If you join at a lower level, you'll have your character's strength boosted so that you can easily fight head on with the level 50s without having to worry about being taken out immediately. However, doing it that way at level 10 rather than waiting will make things a bit harder, as a boost will only increase your stats like Health and Magicka; it won't increase the number of skill points you have, so your ability options will be rather limited. However, it is certainly enough of a boost to be useful to the war effort.

If you do find PVPing directly with enemy armies too difficult at a low level, there are many other ways to contribute to the war effort. There are plenty of quests to do. They range from scouting missions where you're checking out distant territory, missions that involve being a courier between different keeps, simple missions that involve killing enemy players, missions to steal the opposing factions' Elder Scrolls, and missions to capture enemy keeps.

The Campaign System

To participate in the war, players will have to join a specific campaign. What are campaigns in ESO? This game is very popular, so having every player on the same map all casting different spells, fighting one another, and jumping around would make the Cyrodiil zone incredibly chaotic and almost impossible to organize any type of coherent force, as well as induce a large amount of lag. To compensate for this, there are multiple copies of the same Cyrodiil zone that are only accessed at each time by a certain number of players. These zones, called campaigns, are completely independent from one another, and once a campaign is chosen, players will not be able to change their choice without spending at least 100,000 Alliance Points or gold. Make sure that you get in touch with any friends you'll want to PVP with before any of you actually join a campaign, otherwise it could be a long time before you can join each other.

Luckily, in addition to the home campaign players can join, they'll also be able to sign up for a guest campaign. It won't give you the same bonuses as fighting in your home campaign, but it'll let you PVP with friends easily more easily in the event that you do join the wrong campaign.

Each campaign can only have 2000 players in it at a time. To clarify, you'll still be able to sign up for a campaign that's at the player cap, but you won't be able to join without waiting in queue. The client that ESO uses can work well with up to 200 players on your screen at once, which is fine, as players will be scattered at different points around the map.

Stealth

One of the most useful abilities you have and one that should be used most often isn't found on your hotbar. It's your stealth ability. For anyone who's played other MMORPGs, they should be more than acquainted with the "holy warrior" type of class. It's obvious that the Templar draws heavily from this concept, and it's easy for a new player to assume that means meeting enemies face to face in honorable combat or sticking to the back and healing. Stealth doesn't really match the class's aesthetic as much as it would for, say, the Nightblade. There are many players out there who don't utilize stealth at all, which is silly. It's one of the best choices available in PVP, even if you're a Magicka using caster class that doesn't need to get in close to attack enemies with a backstab.

Stealth can be used to hide your movement. Your enemies will constantly be on the lookout for any threats, and not just in their immediate battle area. They'll be scanning the horizon watching for you to ride up on them with your charger and starting a fair fight. Doing this will give your foes time to prepare a proper defense and take you out quickly. This should be avoided.

Use stealth instead; you'll be invisible from a distance and can easily sneak up to the general vicinity of an enemy. You don't need to be right up on them by any means, particularly if you're a ranged DPS, but it's good to just be able to start the battle on your own terms. In addition to that, stealth can easily be used for a hasty retreat if the battle is going south. One common method is to snare your foe to get as much distance as you can between him and yourself. Afterwards, run in one direction and pop your stealth ability. Once you're confident your enemy can't see you, change direction. It's an old trick that works surprisingly often. Your enemy will be heading toward the area you were originally going in an attempt to discover you and finish you off while you're going in a different direction entirely.

Stealth should be a familiar tool in anyone's arsenal when it comes to PVP, regardless of class, role, weapon type, or armor type, or any other type of reason.

Crowd Control

One of the most annoying and common abilities you'll run into while out PVPing is the numerous crowd control spells in the game. CC is the bread and butter of any harassment or support playstyle, as proper usage of it can easily and quickly disrupt the balance of power in any sized battle. It's important to know exactly what it is, how to counter it, and how to count on it when using CC spells yourself. Let's take a look at the different types of CC in the game

Immobilize – this CC variant will cause a player to be stuck to the ground being unable to move in any direction. Players will still be able to attack just fine, assuming there's a proper target within their weapon range.

Snare – this type of ability will drastically reduce your movement speed. Different snares have different powers and durations. This is particularly effective against melee DPS players when fighting a ranged attacker. Being snared can easily lead to you being outmaneuvered and being picked apart slowly while your opponent snipes you from a safe distance.

Stun – A stun will temporarily take a target out of the fight by eliminating both the ability to move and to attack.

Knockback – This one is pretty self explanatory, the victim is knocked backwards. It's an often used mechanic for ranged DPS players to add some safe distance between themselves and their opponent. It's also a great way to get an opportunity to stealth retreat.

Knockdowns – This effect causes your character to be knocked down temporarily. It's usually used as a spell interrupt for charged abilities.

Blind – This effect will reduce the target's chance to hit.

Concussion – This ability is similar to blind, but rather than lower hit chance, it simply lowers the amount of damage that enemies will do

There are numerous debuffs available to you in the Templar tree, and it's great to have at least one ready to be used when out participating in the war.

Alliance Points and How to Earn Them

Alliance Points are the currency in the ESO PVP system. They're received in a variety of different ways. The first way to earn them is simply by doing the beginner quests you're given upon entering the zone. These early quests act as a great tutorial for you to test out the different items and functionality that are specific to the zone of Cyrodiil. You'll get training on how to fire siege weapons and use the Transitus Stones. Once you've completed the basic tutorial missions, there will be many other quests in the zone to get. Some of them can only be completed the one time, like you're accustomed to in the other zones in Tamriel. These types are

usually found at the different cities or towns in the maps. Others will require you to do things such as kill 20 enemy players. These latter types of quests can often be repeated, which makes it a great vehicle to use to level up while PVPing if you're a lowbie, or an easy way to simply grind out additional points. You'll receive Alliance Points while out killing those 20 players, and in addition to that, you'll also get a nice bonus for turning it in.

Earning

Given the sheer size of Cyrodiil and the fact that it can contain 2000 different people at once, killing players is one of the most efficient ways to earn Alliance Points. Getting credit from an enemy player's death involves a lot of mathematics, but it's easy to break it down into two parts. For the first part, Alliance Point yields will be determined by how much damage you personally do to the enemy before they finally die, and the second part is determined by who actually gets the killing blow.

For example, if you dish out enough damage at an enemy player that he loses 50% health and your friend does the exact same thing, except the friend is the one to actually land the killing blow, then he will get slightly more Alliance Points than you will.

It's just a little bit of an extra bonus for actually putting the final nail in the coffin. As another example, if you were to do 95% of the damage to the player and an ally sneaks in at the last minute and snipes him, then you'll receive a substantial amount more Alliance Points than that ally, so make sure to keep that in mind when you're out fighting.

This covers the damage dealing side of the equation, but what about healers? Healers can certainly earn Alliance Points as well. As you probably guessed, it's based on the amount of healing they provide to an attacking ally.

Aside from killing enemies, another good way to earn Alliance Points is by capturing keeps. Keeps are the foundation of the PVP system in the game, and if you really want to help your alliance, then you need to always have that in mind while out fighting.

Keeps will be heavily guarded by enemy players and can pose a challenge to even the most organized groups. Start by taking out its surrounding resource nodes: lumber mills, farms, and mines. Taking out each of those will drastically reduce the amount of support the keep has to defend itself.

Keeps

The conflict for each campaign is the ownership of keeps and resources. In the map, there are 18 total keeps. By default, each faction owns six that can each be taken by the opposing team. Looking at your map, you'll see that keeps are linked by lines. These lines represent the Transitus network going throughout the map that allows player to fast travel to different nodes based on which keeps are actually owned by their alliance, as long as it isn't currently under attack.

A List of Cyrodiil Keeps

Aldmeri Dominion Territory

Castle Alessia — Central East Aldmeri Dominion keep, one of the six required to capture Imperial City

Castle Roebeck — Central West Aldmeri Dominion keep, one of the six required to capture Imperial City.

Castle Black Boot — Southern based Aldmeri Dominion keep, near Scroll Temple Altadoon.

Castle Bloodmayne — Southern based Aldmeri Dominion keep, near Scroll Temple Mnem.

Castle Faregyl — Keep at the Aldmeri Dominion crossroads.

Castle Brindle — Western Aldmeri Dominion Keep.

Nikel Outpost — The Aldmeri Dominion outpost, located southwest of Imperial City.

Daggerfall Covenant Territory

Fort Aleswell — Central Northwest Daggerfall Covenant keep, one of the six required to capture Imperial City.

Fort Ash — Central West Daggerfall Covenant keep, one of the six required to capture Imperial City.

Fort Glademist — Keep at the Daggerfall Covenant crossroads.

Fort Rayles — Northwestern based Daggerfall Covenant keep, near Scroll Temple Ruma.

Fort Warden — Northwestern based Daggerfall Covenant keep, near Scroll Temple Ni-Mohk.

Fort Dragonclaw — Keep in northern Cyrodiil, located north of the Imperial City.

Bleaker's Outpost — The Daggerfall Covenant outpost, located north of Imperial City.

Ebonheart Pact Territory

Blue Road Keep — Central East Ebonheart Pact keep, one of the six required to capture Imperial City.

Chalman Keep — Central Northeast Ebonheart Pact keep, one of the six required to capture Imperial City.

Arrius Keep — Keep in northeastern Cyrodiil, northeast of the Imperial City.

Farragut Keep — Northeastern based Ebonheart Pact keep, near Scroll Temple Ghartok.

Kingscrest Keep — Northeastern based Ebonheart Pact keep, near Scroll Temple Chim.

Drakelow Keep — Keep in eastern Cyrodiil, located east of the Imperial City.

Sejanus Outpost — The Ebonheart Pact outpost, located southeast of Imperial City.

There are two flags in each keep, whoever owns the both of them will own the keep itself. To get them, though, players will have to break down either the walls or the doors and fight their way through to the flag areas. All walls and gates are destructible in the game. Once captured, the keep will need to be protected, as it does not automatically repair itself after changing ownership; it stays in the same state.

The walls and doors will need to be repaired. Masonry and woodworking kits can be purchased to speed the process along.

The overarching goal for each faction is to capture and maintain the highest amount of keeps before the end of a campaign, which can easily last for up to three months. Actually winning the campaign is determined by the ownership of the six central keeps in the game, the ones that surround Imperial City. There is experience to gain, pvp skill trees to level up and unlock, and gold to be made based on a player's performance during a campaign.

Keep Resources

Each keep is surrounded by three different types of resources. There are farms, lumber mills, and mines. Each of these will help upgrade the keep in different ways. Farms make keep guards much more powerful, mines will boost the walls' defenses, and lumber mills can be used to upgrade doors to where they repair themselves and are much stronger than normal. Each resource has its own banner that can be captured, completely independent of keep ownership, which makes it easier to attack an enemy keep or defend a friendly one. Taking control of resources will also reduce patrols in the area.

Towns and Villages

There are also towns and villages all throughout the map. These will each have repeatable quests that can be done for additional Alliance Points. Once you've completed all of the quests in that area, you'll earn an achievement. They're patrolled by whoever owns the nearest keep.

A list of major towns and villages:

Bruma is located in the north of the zone. It's just south of Fort Dragonclaw.

Cheydinhal is located in the east of the zone. It's located just southeast of Arrius Keep.

Chorrol and Weynon Priory are both located in the northwest of the zone, south of Fort Rayles. These two are located close together, and you'll need to complete both areas' quests in order to earn the achievement

Cropsford is located in the southeast of the zone. It's just southwest of Drakelow Keep.

Vlastarus is located in the southwest of the zone. It's located southeast of Castle Brindle.

Capturing Elder Scrolls

The Elder Scrolls are a collection of ancient items after which the series is named. They've been featured in every major installment and Elder Scrolls Online is no different. In this game, there are six of them, and they're all featured in the Cyrodiil zone after being stolen by the three different alliances from the Temple of Ancestor Moths to assist them in fighting one another. Capturing these is a great way to earn Alliance Points and complete some of the quests in the area. There are two different types, one boosts offensive capabilities and the other defensive capabilities to your faction in the zone of Cyrodiil. Each alliance begins with two, one offensive and one defensive. Once the campaign begins, each side will have two Scroll Temples nestled deep within their own territory.

They're used in a capture the flag type of PVP mini game, where they can be stolen by the opposing team and brought to one of their bases. The more Elder Scrolls a faction has, the more bonuses they'll receive. One thing to note is that in order to receive a bonus, the faction has to own their original Elder Scrolls, so they can't be traded.

Defensive Scrolls

The Elder Scroll of Mnem is located originally at the Aldmeri Dominion's Scroll Temple of Mnem; Castle Bloodmayne

The Elder Scroll of Chim will be located at the Ebonheart Pact's Scroll Temple of Chim, located near Kingscrest Keep.

The Elder Scroll of Alma Ruma starts off in the Daggerfall Covenant's Scroll Temple of Alma Ruma, near Fort Rayles.

Offensive Scrolls

The Elder Scroll of Altadoon begins at the Aldmeri Dominion's Scroll Temple of Altadoon, located near Castle Black Boot.

The Elder Scroll of Ghartok starts off in the Ebonheart Pact's Scroll Temple of Ghartok, located near Farragut Keep.

The Elder Scroll of Ni-Mohk is originally located in the Daggerfall Covenant's Scroll Temple of Ni-Mohk, located around Fort Warden.

Spending Points at the Alliance War Vendor

Once you've accumulated a decent amount of Alliance Points, you'll want to spend them. There are all sorts of different items you can spend your points on, each with their own unique abilities that can help your faction's war effort. The items outlined below are purchased and carried within your inventory and can be quickslotted for easy access. Let's take a closer look at their costs.

Flaming Oil – 600 Alliance Points

Keep Door Woodwork Repair Kit – 200 Alliance Points / 131 Gold

Keep Wall Masonry Repair Kit – 300 Alliance Points / 131 Gold

Pact Ballista – 1800 Alliance Points

Pact Battering Ram – 1800 Alliance Points

Pact Fire Ballista – 1200 Alliance Points / 655 Gold

Pact Firepot Trebuchet – 1800 Alliance Points / 655 Gold

Pact Forward Camp – 7200 Alliance Points

Pact Iceball Trebuchet – 1800 Alliance Points

Pact Lightning Ballista – 1200 Alliance Points

Pact Meatbag Catapult – 1200 Alliance Points

Pact Oil Catapult – 1200 Alliance Points

Pact Scattershot Catapult – 1200 Alliance Points

Pact Stone Trebuchet – 1800 Alliance Points

Siege Repair Kit – 200 Alliance Points

This list shows what you can buy, but let's take a closer look at what each of these things actually do.

Siege Weapons

One of the best ways to capture opposing keeps is by using siege weaponry. By using accumulated Alliance Points, you'll be able to get a variety of different machines to use, as outlined below.

Trebuchets

These are powerful weapons that can be used from long range to destroy enemy fortifications from relative safety. There are three different types

Firepot trebuchets will launch projectiles that will set walls on fire as well as deal massive damage to any affected enemies in the area. One of the best ways to use this, though, is against enemy siege weaponry. It'll take them out rather quickly while burning down any player guards.

Iceball trebuchets are great to use against clumps of enemy players. They slow down movement considerably, which makes them extremely vulnerable to other siege engines.

Stone trebuchets can be used to dish out devastating damage against enemy players, but these can be difficult to get to hit a moving target, so they're best used on the large stationary walls of keeps.

Trebuchets cost 1800 Alliance Points to purchase. Make sure to keep in mind that when you're operating one of these war machines; you're very vulnerable to enemy attacks. It's a good idea to have some players stick around to guard you if you're worried about a stealth operation.

Catapults

While Trebuchets are very effective, they can be costly and difficult to use. Catapults are a great alternative. They have a considerably smaller range than Trebuchets and don't offer as much damage, but they're a great way to provide support and control of the battlefield. There are three types.

Meatbag catapults will start by dishing out direct damage to the affected area while causing additional damage over time at the location. These are a great way to set up a no man's land on the battlefield.

Oil catapults launch jugs of oil that'll snare any enemy targets affected, so make sure to fling them at any skirmishes you see break out to help your allies.

Scattershot catapults expend many small projectiles that do damage over a very large area. The individual damage isn't that much, but it's a good situational tool to use when there are multiple enemies spread over a small area.

Ballistae

Generally speaking, Trebuchets are good for taking down structures at a distance and catapults are good for taking down players. Ballistae are great for taking down other siege engines.

The standard bolt ballista will smash through targets with ease, firebolt ballista can be utilized to deal additional burn damage on top of the normal damage inflicted, and Lightning ballista will considerably opponents

Rams

Battering rams are also available. These devices will do extra damage to gates, but they can only be used on a gate one at a time. These are a great short range option to help take down an enemy keep once you're in proper range.

Others

In addition to the siege weaponry, a few other items of note can also be purchased with Alliance Points in the same location. Like the machines, these items are carried in your inventory and can be attached to a quickslot for use out in the field.

Pact Forward Camp – This will create a site that 20 players can resurrect at. It's fairly expensive but incredibly helpful, as they can be placed very close to keeps. 20 players doesn't seem like a lot during a siege, and it isn't, so remember that you can carry around as much of these as you can purchase. They'll each spawn with 50,000 health.

The remaining item type are the repair kits, which can be purchased to heal different fortifications and siege weaponry.

Siege Repair Kit – Repairs a Siege weapon for 10,000 health points.

Keep Door Woodwork Repair Kit – Repairs 5,000 damage to a door.

Keep Wall Masonry Repair Kit – Repairs 2,500 damage to a keep wall.

Alliance War Skill Analysis

Assault

The Assault skill tree is one of the two basic PVP paths you get once you start earning Alliance Points for your faction. It's an offensive line with a variety of different skills, so let's take a closer look at them.

Actives

Rapid Maneuver is the first of two active skills available in the line. It increases the movement speed of nearby allies considerably for 20 seconds while granting immunity to snares and immobilizes until that player takes damage. This makes the ability a fantastic addition in your arsenal when you're trying to race to an objective or take down fleeing players. It's not as great once the effect ends, but remember that you can swap out any active abilities on your hot bar as long as you are out of combat. It can be upgraded to Retreating Maneuver to instantly get out of impairments or Charging Maneuver to give affected allies a bonus in damage.

Caltrops is a great snare. It's a relatively expensive spell to cast, but keep in mind that it lasts for a very long time and that skills can be swapped out of your hot bar as long as you are not in combat. This is, like Rapid Maneuver, a great skill to swap out in certain situations. Upgrade to Anti-Cavalry Caltrops to force players off their mounts or to Razor Caltrops to dish out additional damage and snare early on.

Passives

The Assault passives are great skills to have, but they aren't useful at all outside of Cyrodiil. Depending on your level, you might opt to save the skill points you would have spent on these into something that can be used in both PVP and PVE settings, but this shouldn't be an issue later on in the game as you discover additional skyshards.

Continuous Attack

This skill will increase your weapon damage as well as your Magicka and stamina regeneration for a 600 second duration after capturing a resource node or keep. 10 minutes is a long time for the bonuses it offers, it's a fantastic passive to get for a dedicated PVP build.

Reach

This spell will increase your ranged attacks when near a keep by a fair amount. This might not be the most ideal passive to have if you're 100% melee skills, but the increased range is great if you can utilize it. A few meters might not seem like much, but it can be just what's necessary to snipe off any enemies high up on the keep walls.

Combat Frenzy

Having this skill will drastically increase your ultimate generation. It gives you a flat amount each and every time you kill an enemy, so while it's pretty deep in the pvp tree, it's a must have for any serious pvper.

Ultimate

This tree's ultimate, War Horn, will flat out increase max stamina and magicka by a considerable percentage. This is an absolutely fantastic ability to have for anyone, but you will not get as much use out of it if you're out on your own or in a smaller group. This is great to have out during a large frontal assault or while defending. Upgrading it to Aggressive Horn will cause to also increase weapon damage. Upgrading it to Sturdy Horn increases health.

Support

Support is the second of the two primary Alliance War skill paths. As the name implies, it has some great support skills that offer some great utility to help buff your side during a battle. Let's examine the skills a bit closer.

Actives

Siege Shield spawns a bubble that considerably reduces incoming damage from projectiles, either player cast or from siege weapons, which makes it a great ability to have on your hot bar when assaulting or defending a keep. Upgrading to Siege Weapon Shield considerably buffs the amount of damage it reduces from incoming siege weapon projectiles, which can make or break either offensive or defensive lines. This is also a great choice to have out if you're playing a Templar vampire, as the fire damage from siege weapons can do a ton of damage with your increased fire vulnerability. Upgrading it to Propelling Shield will increase ranged attacks of affected allies, which makes it especially good when they're up on the walls and trying to defend a keep.

Purge is the second Support line active skill you can get, and it's a basic cleanse spell. It'll remove two negative effects from an ally while reducing the duration of the rest. Upgrading this to Efficient Purge will greatly reduce its cost, which is good, as the normal spell is relatively expensive. Upgrading to Cleanse will also restore roughly 20% of an allies health if it actually removes a debuff, which can easily make the spell a welcome addition to any dedicated healer's arsenal.

Ultimate

Barrier is the ultimate skill for the Support line. As you can guess, it creates a barrier, or damage shield, on nearby allies for a full 30 seconds. It can be upgraded to Reviving Barrier to also add a slow healing over time component that will last as long as the shield holds, or it can be upgraded to Replenishing Barrier, which will cause you to gain ultimate and magicka back whenever a shield is destroyed. This can be a good way to gain magicka back very quickly if you're in a large battle with a lot of AOE spells going off everywhere.

Emperor

The mythical Emperor line is the most coveted skill tree in the game. It's awarded to only one player at the conclusion of a campaign and makes them beastly while they own the crown.

Monarch will greatly increase the amount of healing that you receive.

Authority will double the amount of ultimate you gain while reducing ultimate costs by a small percentage.

The skill called Emperor will double your health, magicka, and stamina while in your campaign.

Domination will double your health, magicka, and stamina regeneration.

Finally, Tactician will double the amount of damage your siege weapons dish out.

Each skill in the Emperor line is a passive one, so you don't have to worry about freeing up any hot bar space. Each skill, surprisingly, only requires one skill point, making the skills a pretty cheap addition to your arsenal.

Unfortunately, while you retain access to the Emperor skill tree even after you're dethroned, the passives become much less effective while you're considered a "Former Emperor."

SORCERER PVP STRATEGIES



As a sorcerer, you can have a powerful and varied presence on the battlefields of Cyrodiil. In this section, we will examine two dramatically different character builds for a sorcerer. These builds are specifically useful for group PvP, and are less useful in PvE situations. The style you choose depends on how you like to play PvP and how you want to develop your character. There are advantages and disadvantages to both styles. Keep in mind that each of these builds uses both hotbars and is presented as a build for a veteran character.

The Archmage

This build draws from many different skill lines, so it is also one of the more difficult builds to construct and level. It provides a very nice payoff in that it is also one of the most flexible builds. The build provides effective DPS, CC and healing potential. It is a squishy build, however, and is best used at range. It also has excellent magicka sustainability. When all of your opponents are exhausted, you will still be casting. It differs from the storm mage by having very limited AOE potential. As a result, it is best for small fights or for picking off particularly powerful opponents in a group.

Hotbar 1: The DPS line

You must equip a destruction staff in this skill line. The element type of the staff is not particularly important.

Skill 1. Endless Fury: This skill is a morph of the storm calling skill mage's fury. It is an excellent fit for this build not only for the execution DPS of the original skill, but also the 100 points of magicka restoration provided by killing an enemy. The restoration effect makes this the ultimate DPS spamming skill.

Skill 2. Power Surge. This skill is a morph of the storm calling skill surge. It increases weapon damage and has an extended duration over the original skill. This morph is chosen instead of critical surge because the extended duration is more valuable in a PvP fight when every skill cast counts. The healing from critical surge is unreliable without a very high critical chance.

Skill 3. Elemental Drain. This skill is a morph of the destruction staff skill weakness to elements. It provides the same weakness to elemental damage along with the ability to restore 100 magicka every time an opponent with the effect is hit by fire, frost or shock. This is magicka regeneration mixed with DPS at its best.

Skill 4. Crystal Fragments. This skill is a morph of the dark magic skill crystal shard. It puts out very nice DPS and a stun. The morph gives a chance to have the next spell instant cast at half cost. The morph is very useful for spamming and keeping a target almost permanently stunned while you DPS them down to a point where endless fury can be used for execution.

Skill 5. Radiant Magelight. This skill is a morph of the mage's guild skill magelight. This skill is primarily useful for detecting hidden enemies. Stealth is used constantly in PvP because all classes can sneak. A character with high sneak abilities can literally vanish right in front of you while they maneuver for an attack or escape to regenerate. This skill prevents that from happening. The morph protects your group from stealth attacks as well.

Ultimate. Ice Comet. This skill is a morph of the mage's guild skill meteor. It fits with the idea of this class doing DPS at range. It has a nice amount of DPS, and the morph also snares enemies.

Hotbar 2: The Regenerative Line

This is the important second half of the build that focuses on regeneration and survival. Remember that you can switch back and forth between hotbars at will with only a short delay. In an intense fight, it is very likely that you will be switching back and forth constantly depending on your needs at that moment. You must have a restoration staff equipped for this hotbar.

Skill 1. Dark Conversion. This is a morph of the dark magic skill dark exchange. It is a very useful regenerative skill because it makes use of your stamina, which you do not need for any other purpose except running and dodging with this build. The skill is channeled for four seconds and drains stamina while restoring health and magicka. The morph makes the exchange more efficient by consuming less stamina.

Skill 2. Ball of Lightning. This is a morph of the storm calling skill bolt escape. It is useful as an emergency evacuation tool for when melee fighters close in or when you are taking too much damage. The morph absorbs incoming projectiles to help prevent you from being sniped while trying to escape.

Skill 3. Harness Magicka. This is a morph of the light armor active skill annulment. It is very logical to have since you will be wearing all or mostly light armor. It is a tanking skill that also helps with magicka regeneration by absorbing incoming spell damage.

Skill 4. Healing Springs. This skill is a morph of the restoration staff skill grand healing. It is most useful in group situations. For every ally healed, you will get 100 magicka restored.

Skill 5. Mutagen. This skill is a morph of the restoration staff skill regeneration. The regular skill is a 20 second heal-over-time effect. The morph applies an additional effect that provides instant healing on an ally that drops below 20 percent health. This is useful in a PvP situation where allies can lose health very suddenly.

Ultimate: Absorption Field. This skill is a morph of the dark magic ultimate skill negate magic. It not only has the same stun and dispelling effects as the original skill but it restores health and magicka for each effect dispelled, making it the perfect accompaniment for this line.

Armor and Passive Skills

You will want to unlock as many passives as you can related to light armor, storm calling, dark magic and the mage's guild skill lines. There is no limit to passives, so unlock them all. Armor is something of a personal choice. Many players prefer a mix of 4 light and 2 heavy armor pieces for PvP because of the additional damage protection. I feel that this build can get away with all light armor because it has enough regeneration effects, emergency tanking and escape skills. The advantage of all light armor is that you will have the maximum amount of magicka and DPS possible.

General Strategy

This build requires keeping two essential tactics mind: maneuverability and target prioritization. You are a squishy and ranged damage dealer, so you need to always be moving and keeping a good distance between yourself and your opponents. You have some emergency tanking skills, but you are not a tank, and must avoid being surrounded at all costs. Always keep your magicka up by switching to your secondary hotbar whenever you get low. Your greatest enemy is bow wielding attackers. The good news is that because you have excellent single-target DPS, you can deal with dangerous enemies quickly and excel at 1v1 fights. Since you have very little AOE, you cannot just spam skills at whatever is in range. It is vitally important to keep track of your high-value target in group situations and DPS them down with focused precision. This is perhaps the most difficult part of playing the build.

The Battlemage

The battlemage may be a familiar style for previous Elder Scrolls players. Traditionally, a battlemage is a magic user that also wears mostly or entirely heavy armor and uses melee weapons. A battlemage in ESO fits that description well. It is an entirely different style of play from other sorcerer builds. As a battlemage, you will have less magicka and be more reliant on stamina and melee attacks. You will also be engaging enemies in melee most of the time.

Hotbar 1: The Offensive Line

This line is offense focused. You are dealing damage primarily with two-handed attacks and using magic as a secondary source of DPS and tanking. You must have a two-handed weapon equipped in this line.

Skill 1: Bound Armaments. This skill is a morph of the daedric summoning skill bound armor. It raises armor and heavy attack damage while reducing magicka.

Skill 2: Critical Surge. This skill is a morph of the storm calling skill surge. The skill increases weapon damage and the morph allows critical hits to heal the caster.

Skill 3: Critical Rush. This skill is a morph of the two-handed weapon skill critical charge. It is a perfect accompaniment to critical surge because it automatically results in a critical hit. It deals bonus damage based on the distance traveled and allows you to quickly close to melee distance with the enemy.

Skill 4: Wrecking Blow. This skill is a morph of the two-handed weapon skill uppercut. It combines well with the other two skills by providing a knockback and bonus damage on the next attack. It is possible then to chain it with critical rush to continually charge and knockback the enemy.

Skill 5. Degeneration. This skill is a morph of the mage's guild skill entropy. It deals magic damage and restores health. The morphed version restores additional health based on weapon damage inflicted.

Ultimate. Power Overload. This skill is a morph of the storm calling ultimate overload. The spell is a toggle skill that replaces normal attacks with a powerful AOE damage effect. The morph increases the range and radius of this skill for maximum target potential. This ultimate is the perfect finale for when stamina is exhausted.

Hotbar 2: The Tanking and Healing Line

This line provides tanking and recovery for the class in long battles or high-damage situations. This line makes use of the restoration staff to create a tank healer for the group.

Skill 1. Ball of Lightning. This skill is a morph of the storm calling skill bolt escape. It allows you to vacate the melee combat area when things get to dicey. It is first on the list because it is almost always the skill you will use when switching between the hotbars. Since this line is focused on ranged damage and healing, you need to put distance between yourself and the enemy.

Skill 2. Unstoppable. This is a morph of the heavy armor active skill immovable. It enhances armor and spell resistance and provides immunity to knockback and disabling effects. The morph increases the duration of the spell. It is a quintessential tanking skill.

Skill 3. Healing Springs. This skill is a morph of the restoration staff skill grand healing. In addition to healing allies, it restores your magicka.

Skill 4. Ward Ally. This is a morph of the restoration staff skill steadfast ward. It puts a protection bubble on both yourself and the lowest health ally in front of you.

Skill 5. Siphon Spirit. This is a morph of the restoration staff skill force siphon. It grants nearby allies health and magicka while also granting you health and magicka when attacking.

Ultimate. Absorption Field. This is a morph of the dark magic ultimate negate magic. In addition to the stunning and dispelling effects, it restores health and magicka to you for each effect dispelled.

Armor and Passive Skills

The greatest choice here is how much heavy armor to light armor you will wear. Most players simply flip the ratios for a usual sorcerer build, going with four heavy and two light armor pieces. As always, collect all the passives you can for the sorcerer skill lines, the mage's guild, two-handed weapons and heavy armor.

General Strategy

You have to get in close with this class. You will use skills like critical rush to rapidly close the distance with opponents and then do as much damage as possible by chaining critical rush with wrecking blow. The magic skills are secondary as a means to increase the total damage dealt. You will need a healthy combination of both magicka and stamina to be effective. The second hotbar allows for a complete role reversal, turning you into a tanked healer who deals damage at range and focuses on the restoration staff. Ball of lightning allows you to switch roles and positions in the fight quickly.

NIGHTBLADE PVP STRATEGIES

Doing well in PvP as a Nightblade comes down to two things-- choosing your moments of attack wisely and using a build that will make the most out of a Nightblade's strengths. Nightblades are particularly strong when attacking from stealth or when using sneak to skirt the edges of a hectic battlefield. They excel with a wide range of weapon types and builds, but there are certain weapon and skill combinations that currently shine above others when it comes to PvP in general.

It's important to note that currently there is a rather large gap between PvPers who are VR10 (Veteran Rank 10) and those who are below. If you are entering Cyrodil before reaching level 50 you may find yourself dying extremely quickly. Since PvP is generally tuned for VR10 players in mind, you may wish to primarily level through PvE means in order to find yourself on equal footing with other players.

Even if you're not VR10, you have a considerably easier time surviving PvP due to the fact that you're a Nightblade. Use sneak to your advantage and avoid combat unless you're with your teammates. It's often a great idea to get practice even while you're not level 50, but playing cautiously is the best tactic.

General Nightblade PvP Strategies

Even at VR10, PvP can be brutal. It's generally best to always gear and play defensively and choose your offensive moments carefully. Siege PvP often revolves around knowing when to launch an all-out attack and when to hold back and gather your defenses. Make sure to stick with your teammates and follow the general plan of battle.

Nightblades make excellent scouts. While solo or in a small group you can sneak around and figure out what the enemy's up to without getting detected most of the time. Just make sure to fall back whenever there is trouble and communicate with your team when you need backup. You can use the walls and towers around Cyrodil to get a larger picture of the battlefield.

When wandering around Cyrodil while solo, stay in sneak mode 99% of the time. This will let you avoid enemy scouts and enable to you get to your destination without running into trouble. When in doubt, take the long road around enemy groups and reinforcements.

You should always keep a stash of charged Soul Gems on hand. These let you resurrect in place as well as resurrect other players which can make a large difference in how well your team stays ahead of the opposing team. If you haven't placed a few points into the Soul Magic tree, now's a good time to do so as the tree grants you a few ways to easily fill Soul Gems.

Shadow Cloak/Dark Cloak is one of the best Nightblade skills in PvP due to the fact that it can be used in combat. No other class gets the ability to become invisible during combat. It can even be repeatedly used to break through a powerful enemy force or wall of defenders. Just make sure to watch your Magicka when spamming it.

Remember you can break out of almost all types of crowd control by clicking and holding both mouse buttons at the same time. This uses half of your Stamina pool and makes you immune to all crowd control effects for 8 seconds. This is often best used on hard crowd control effects and long-lasting effects such as stuns.

Attribute-wise, you probably want to stick to mostly Health when creating a build specifically for PvP. The more health you have, the longer you'll stay alive to do damage. Setting up your attributes in a 3:1:1 ratio with Health being the highest number is a good way to make sure you don't have any overcharged attributes.

Nightblade PvP Build Examples

There are quite a few viable PvP builds for Nightblades. This guide will go over two sample builds that are vastly different from one another as well as some of the key skills, passives and weapon types that are best suited for each.

The Vampire skill line is currently one of the best skill lines for PvP, especially for Nightblades. This is primarily due to the skill line's strong passives, strong ultimate and strong survivability cooldown. The Nightblade's main survivability cooldown (Blur/Mirage) isn't optimal for PvP since it relies on dodge chance. The Vampire survivability cooldown (Mist Form/Elusive Mist) fills in the gap extremely nicely.

Bow/Melee PvP Build

This build is great for Nightblades who want to use both melee and ranged combat to be as flexible as possible. It focuses on medium-high damage output, high survivability and high levels of crowd control and snare options. In melee range, you'll use a two-handed weapon to increase your mobility and take advantage of the hard-hitting abilities in that tree. While ranged, you will focus on DPS and snare abilities. This build does excellent when opening from stealth.

Note: This build does make use of the Vampire skill line which is currently extremely strong in PvP. Options for non-Vampire players are provided below.

Armor Type: A mixture of Medium and Heavy does best with this build since you will be in melee range part of the time. Don't overdo the Heavy pieces, however. Two to four pieces of Heavy is most likely ideal.

Attributes: Health > Stamina > Magicka

Key Two-Handed Weapon Skills.

Critical Charge -> Stampede (Two-Handed Weapon)

Reverse Slash -> Executioner (Two-Handed Weapon)

Drain Essence -> Invigorating Drain (Vampire)

Veiled Strike -> Surprise Attack (Nightblade - Shadow)

Shadow Cloak -> Shadowy Disguise or Dark Cloak (Nightblade - Shadow)

Ultimate: Bat Swarm -> Devouring Swarm (Vampire)

Key Bow Skills.

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

Poison Arrow -> Poison Injection (Bow)

Snipe -> Focused Aim (Bow)

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

Mist Form -> Elusive Mist (Vampire)

Ultimate: Consuming Shadows -> Veil of Blades (Nightblade - Shadow)

Key Passives: All class passives, Medium/Heavy Armor passives, Vampire passives, Bow passives, Two-Handed Weapon passives and racial passives (Khajiit is probably best, but other races are solid as well).

Strategies.

Open from stealth whenever possible. Use Reaper's Mark while still invisible to gain the most effect from it. Open with your hardest-hitting attacks (Stampede for melee and Focused Aim while ranged) and keep the pressure up while maintaining Shadowy Disguise to receive as many stealth damage bonuses as possible. Use Surprise Attack and Invigorating Drain to stun your enemy when they're low on health. Impale should be used to finish off the target when they're close to death.

Use your main Ultimate (Devouring Swarm) every time you're able to do so. Save Elusive Mist for emergencies. Veil of Blades is best used when your team needs a moment to regain health/reform or when first launching an all-out attack. Be smart about when it's safe to melee and when you need to fall back and switch to ranged. This build does exceptionally well when going up against other solo players, but when faced against an entire team of enemy players, you may find it best to hang back and pick off weak targets with the bow.

Note: If you don't have access to the Vampire skill line there are numerous ways to fill in those missing skills. Some suggestions include Blur/Mirage for survivability (Nightblade - Assassination), Immovable for survivability (Heavy Armor), Uppercut/Wrecking Blow for crowd control (Two-Handed Weapon), Soul Shred/Soul Tether (Nightblade Ultimate - Siphoning) and Strife/Swallow Soul for self-heals (Nightblade - Siphoning).

Caster/Hybrid Healer PvP Build

This build is largely centered around two of the most powerful build combinations in Cyrodil at the current time of writing this guide (the Vampire skill line and the destruction staff). Combining the Vampire skill set with a destruction staff and a restoration staff allows you to be a force to be reckoned with when it comes to pure area-of-effect damage as well as serve as an emergency healer in a pinch.

Note: This build does make use of the Vampire skill line which is currently extremely strong in PvP. Options for non-Vampire players are provided below.

Armor Type: A mixture of Medium and Light does best with this build. You'll probably want mostly Light armor due to the strong caster-type bonuses, but 2-4 pieces of Medium will help increase your survivability as well as give you better stealth bonuses.

Attributes: Health > Magicka > Stamina (Magicka > Health > Stamina also works, but you'll need to be more careful as it's extremely glass cannon in nature.)

Key Destruction Staff Skills.

Impulse -> Pulsar (Destruction Staff)

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

Shadow Cloak -> Dark Cloak (Nightblade - Shadow)

Strife -> Funnel Health (Nightblade - Siphoning)

Drain Essence -> Invigorating Drain (Vampire)

Ultimate: Bat Swarm -> Devouring Swarm (Vampire)

Key Restoration Staff Skills.

Regeneration -> Mutagen (Restoration Staff)

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

Mist Form -> Elusive Mist (Vampire)

Cripple -> Crippling Grasp (Nightblade - Siphoning)

Entropy -> Structured Entropy (Mages Guild)

Ultimate: Consuming Shadows -> Bolstering Darkness (Nightblade - Shadow)

Key Passives: All class passives, Light/Medium Armor passives, Vampire passives, Destruction Staff passives, Restoration Staff passives, Mages Guild passives and racial passives (Breton, Dunmer and Altmer are all very strong options).

Strategies.

You'll probably want to stick with the destruction staff most of the time unless you need to heal yourself or your allies. This build is a little squishy, so never wander too far away from your teammates. Stay in the back and concentrate on using your area-of-effect destruction staff abilities to wreck havoc on your team and break apart large mobs of players who are charging into your group's front lines. Prioritizing groups of enemy casters and healers is often a good idea since you'll have greater range than a lot of your teammates.

Use Dark Cloak to get away from enemies and make your way to safety. You can also use it to drop harmful damage-over-time effects. Funnel Health is a great combat opener along with Unstable Wall of Elements. Use Devouring Swam whenever it's available and whenever enemy players come near you.

Switch to the restoration staff when you need to heal yourself, your allies or when you simply need to survive under pressure. Use Elusive Mist when you're receiving heavy firepower. Bolstering Darkness can be a great way to change the face of battle and give your teammates a bit of breathing room. Blessing of Restoration and Mutagen are your two heals in this mode. Keep up Mutagen while saving Blessing of Restoration for moments when burst healing is needed. Stay near your teammates when healing them.

While in healing mode, you'll want to help out and deal damage whenever you can. Crippling Grasp is a useful way to begin combat while in healer mode since it will let you be more mobile. Structured Entropy should also be used to help deal damage to targets that need to die ASAP such as enemy healers.

Part of being an effective caster in PvP is knowing when to go all-out when dealing damage and when to hang back and let your front line attackers protect you. Luckily, Nightblades actually make fairly decent casters in PvP due to the fact that they can stealth in combat and sneak back behind the safety of their team. Use this tactic to your advantage.

Note. *If you don't have access to the Vampire skill line, there are numerous ways to fill in those missing skills. Some suggestions include Blur/Mirage for survivability (Nightblade - Assassination), Annulment/Dampen Magic for survivability (Light Armor), Force Shock/Crushing Shock for crowd control (Destruction Staff), Soul Shred/Soul Tether (Nightblade Ultimate - Siphoning), Strife/Swallow Soul for additional self-heals (Nightblade - Siphoning) and Steadfast Ward/Ward Ally for a survivability cooldown for both yourself and a teammate (Restoration Staff).*



TEMPLAR PVP STRATEGIES

There are many choices to make when playing your Templar, so how do you know which choices are best? Let's take a look at a few different types of play styles that can be utilized when out PVPing to see which one matches your playstyle best.

Pure Melee: Two Handed with One Hand and Shield

This first build is for Templars who like getting up close and personal when they're fighting other players. The first action bar is used with the Two Handed weapon type for one on one fighting and small scale group battles. Its main focus is being able to dish out a lot of damage at once while maintaining some personal heals for survivability. The One Hand and Shield option can be used in larger group battles where you'll want to take on more of a support/harassment role, or it can be popped quickly for a tactical retreat.

First Loadout

Weapon – Two Handed

Two Handed – Critical Rush (Upgrade of Critical Rush)

Close the gap quickly and race around the battlefield with this charge spell.

Restoring Light – Breath of Life (Upgrade of Rushed Ceremony)

This is a basic healing spell that adds some decent utility to the bar.

Dawn's Wrath – Vampire's Bane (Upgrade of Sun Fire)

This is a cheap DoT spell with a great range. Cast it on a bunch of different targets and watch your damage go up.

Dawn's Wrath – Solar Barrage (Upgrade of Solar Flare)

This is a great spell to use when facing multiple enemies at once.

Aedric Spear – Biting Jabs (Upgrade of Puncturing Strikes)

This will be your main attack spell. The upgrade helps it finish out weakened targets

Ultimate: Aedric Spear – Empowering Sweep (Upgrade of Radial Sweep)

This is a great ultimate dump that does damage to multiple enemies while increasing your own survivability

Second Loadout

Weapon – One Handed and Shield

One Hand and Shield – Crippling Slash (Upgrade of Low Slash)

Reduce the target's damage output while snaring them, which makes it a great way to help control the field.

One Hand and Shield – Defensive Stance (Upgrade of Defensive Posture)

The downside of melee weapons is that you're vulnerable to sniping. Use this to reflect projectiles.

Restoring Light – Breath of Life (Upgrade of Rushed Ceremony)

A good healing spell is a great addition to any support build

Restoring Light – Radiant Aura (Upgrade of Restoring Aura)

Aside from the great synergy it provides to the group, it's a great spell to have slotted when retreating.

Dawn's Wrath – Searing Light (Upgrade of Blinding Light)

This damage spell will greatly reduce the amount of incoming damage you end up taking.

Ultimate: Dawn's Wrath – Solar Disturbance (Upgrade of Nova)

This is a great AoE stun that'll help you control the battlefield.

Melee / Ranged Hybrid: Two Handed and Bow

If pure melee isn't your thing, you can always try a hybrid build. This one will give Templars the ability to fight up close and personal with enemies or hit them from afar with Bow attacks while you're retreating. It's especially a great build to choose if you're newer at PVP and want to be as versatile as possible until you discover a play style you like enough to specialize in.

First Loadout

Weapon – Two Handed

Aedric Spear – Toppling Charge (Upgrade of Focused Charge)

Use the Aedric Spear charge instead of the Two Handed charge to save stamina for damaging attacks and CC breaks.

Restoring Light – Purifying Ritual (Upgrade of Cleansing Ritual)

This is a basic CC breaking spell

Two Handed – Brawler (Upgrade of Cleave)

This is a great spell to do splash damage while giving yourself a damage shield.

Restoring Light – Channeled Focus (Upgrade of Rune Focus)

This is a great way to recharge after or during a tough fight.

Two Handed – Executioner (Upgrade of Reverse Slash)

This is a great direct damage spell that'll help take out weakened enemies quickly.

Ultimate: Fighters Guild – Flawless Dawnbreaker (Upgrade of Dawnbreaker)

Aside from being a great option against werewolves and vampires you come across, having this skill slotted will help increase your overall damage.

Second Loadout

Weapon – Bow

Bow – Magnum Shot (Upgrade of Scatter Shot)

If your melee fight gets too intense, switch into this bow loadout and use Magnum Shot to get away quickly.

Restoring Light – Ritual of Rebirth (Upgrade of Healing Ritual)

You'll generally use the Bow loadout for this build when a melee battle is going badly, so it's good to have a heal you can use.

Bow – Venom Arrow (Upgrade of Poison Arrow)

Use this spell to interrupt any casters trying to pick you off while you're running away.

Restoring Light - Channeled Focus (Rune Focus)

Use this ability to increase your own healing and survivability.

Bow - Bombard (Upgrade from Arrow Spray)

Use this ability to immobilize any enemies coming after you.

Ultimate: Fighters Guild - Flawless Dawnbreaker (Upgrade of Dawnbreaker)

Use this to help get rid of any werewolves or vampires coming your way, as they can be pretty quick. The passive damage increase is a great thing to have, too.

Ranged/Support: Bow and Restoration Staff

This third build is better for medium to large scale PVP battles. It's great for switching between direct attacks and a focused support role that will keep your party alive and killing enemies. It can be used effectively in both one on one or small group skirmishes or large scale battles.

First Loadout

Weapon - Bow

Bow - Venom Arrow (Upgrade of Poison Arrow)

This is a great utility spell to have when fighting.

Bow - Bombard (Upgrade of Arrow Spray)

You'll want as much distance between you and your enemies as you can get, so use this ability to keep enemies from coming in too quick.

Aedric Spear - Aurora Javelin (Upgrade of Piercing Javelin)

This is a great direct damage nuke to fling at opponents.

Dawn's Wrath – Reflective Light (Upgrade of Sun Fire)

Use this AOE snare to help get away from tough fights.

Restoring Light – Repentance (Upgrade of Restoring Focus)

This is a great regeneration spell to have slotted.

Ultimate: Fighters Guild – Flawless Dawnbreaker (Upgrade of Dawnbreaker)

This ultimate skill will you the ability to burn through werewolves and vampires while increasing your normal weapon damage substantially.

Second Loadout

Weapon – Restoration Staff

Restoration Staff – Mutagen (Upgrade of Regeneration)

Mutagen is one of the best heals out there.

Aedric Spear – Aurora Javelin (Upgrade of Piercing Javelin)

Again, this is a fantastic spell to nuke enemies with.

Aedric Spear – Luminous Shards (Upgrade of Spear Shards)

This is an all around good spell that works best when you're fighting in a group.

Dawn's Wrath – Dark Flare (Upgrade of Solar Flare)

This is another good ability to have when fighting in small or large scale group battles.

Restoring Light – Linger Ritual (Upgrade of Healing Ritual)

This is a solid healing to have for any support build.

Ultimate: Soul Magic – Soul Assault (Upgrade of Soul Strike)

This spell works best when pvping in a group. It's a highly effective snare that can easily tip the battle in your favor if used at the right time.

Dedicated Healing: Restoration Staff and Destruction Staff

This next build is a great choice for Templars who consistently run with a group and want to play as a dedicated healer. The destruction staff bar features some good damage over time spells that can be cast early on in the fight to work enemies down slowly while you're spending the majority of your time healing.

First Loadout

Weapon – Restoration Staff
Restoration Staff – Illustrious Healing
(Upgrade of Grand Healing)

This is a solid, short duration healing over time spell.

Restoration Staff – Mutagen (Upgrade of Regeneration)

Mutagen is one of the best long duration healing over time spells in the game.

Restoring Light – Extended Ritual
(Upgrade of Cleansing Ritual)

Healers are classically considered the debuffers in groups, so make sure to keep an eye on your nearby allies and use this spell when appropriate.

Restoring Light – Ritual of Rebirth
(Upgrade of Healing Ritual)

This is a great direct healing spell.

Restoring Light – Breath of Life (Upgrade of Rushed Ceremony)

This is another good healing spell to have during situational fights.

Ultimate – Dawn's Wrath – Solar Disturbance (Upgrade of Nova)

This works best when out with a group who can activate the synergy ability.

Second Loadout

Weapon – Destruction Staff

Destruction Staff – Elemental Ring
(Upgrade of Impulse)

This is a great DoT spell to have that can be cast quickly on multiple enemies.

Restoring Light – Extended Ritual
(Upgrade of Cleansing Ritual)

Again, this is a great debuffing spell.

Restoring Light – Ritual of Rebirth
(Upgrade of Healing Ritual)

Again, a great healing spell to have, even while you're in your more damage oriented loadout.

Dawn's Wrath – Vampire's Bane (Upgrade of Sun Fire)

This is a great DoT spell to spam on enemies in between your healing.

Dawn's Wrath – Dark Flare (Upgrade of Solar Flare)

This is a wonderful spell to have when you're in a small or large scale group battle.

Ultimate – Dawn's Wrath – Solar Disturbance (Upgrade of Nova)

Like before, this is a fantastic CC ability that is best used when out in a group.

Caster / Support: Dual Destruction Staves

The last build featured is a pure caster build that dishes out a ton of damage with offering some great utility spells to help control the battle field. The second action bar uses the same weapon, but adds some healing capability in case you run into too many enemies.

First Loadout

Weapon – Destruction Staff

Dawn's Wrath – Power of the Light
(Upgrade of Backlash)

This is a great ability to keep active to increase you own weapon power

Dawn's Wrath – Solar Barrage (Upgrade of Solar Flare)

Use this ability when enemies come up too close.

Dawn's Wrath – Vampire's Bane (Upgrade of Sun Fire)

This is a great DoT spell that snares. Use it early on in the fight.

Mages Guild – Radiant Magelight
(Upgrade of Magelight)

With a caster build, you'll have much less health and damage mitigation, so surprise attacks can be particularly devastating. Use magelight to help counter stealthed opponents.

Mages Guild - Volcanic Rune (Upgrade of Fire Rune)

You'll want to keep enemies away from you as much as possible, so place this on the ground when enemies are getting close to you.

Ultimate - Mages Guild - Shooting Star (Upgrade of Meteor)

This is a great direct damage spell that'll also knock enemies down.

Second Loadout

Weapon - Destruction Staff

Destruction Staff - Elemental Ring (Upgrade of Impulse)

This is a great DoT spell to use early on in the fight. It's relatively cheap, too, so don't be afraid to use it multiple times to get the added chilled or burning effect.

Mages Guild - Radiant Magelight (Upgrade of Magelight)

You'll want this skill in both trees for the same reason.

Restoring Light - Channeled Focus (Upgrade of Rune Focus)

This is a great way to restore Magicka during a long battle.

Restoring Light - Radiant Aura (Upgrade of Restoring Aura)

This is a great spell to have when playing with a group.

Dawn's Wrath - Searing Light (Upgrade of Blinding Light)

This is a great survival mechanism to have out when you get into a tough situation

Ultimate - Dawn's Wrath - Solar Disturbance (Upgrade of Nova)

If enemies get too close, use this skill to help even the playing field.

DRAGONKNIGHT

PVP STRATEGIES



As a Dragonknight, the only thing you need to ever be 'afraid' of in PVP are other Heavy Armor users, and only if they know about the „Shield Bash Secret“.

The most important thing right of the bat when engaged in PVP is the same as it has always been. Health, Health and more Health. The more Health you have, the harder you will be to put down. Healing is not overpowered enough in this game to have a 1on1 chance against a Dragonknight who know what is up and can in so doing can have steady DPS that cannot be defended against.

As a Dragonknight, it is best to be a heavy armor user when it comes to PVP instead of a Sorcerer. Sure sorcerers/mages/caster can excel in doing ranged damage, but once you manage to get in their faces with a Dragonknight, the game will pretty much be over if you know what to do once you are in there.

I will mention a so-called 'holy trinity' when it comes to PVP in Elder Scrolls Online, especially when a player is engaged in 1on1.

Stun – Root – Snare

This three things are very important.

But lets go over the points step by step so that you will know exactly what you need and how to go about doing it.

1. You can enter a campaign at level 10. But don't. Level up some more instead. Get better gear.

2. Deck yourself in gear that boosts your Health and invest points into the Health attribute. Repecc if you have to. You will almost always have plenty of Stamina and Magicka to put someone down if you play it right. Your goal should be 2k-2.5k at veteran rank 5. Anything less than that and you will be quite squishy. Don't concert yourself with not having enough Stamina or Magicka in Raid play as there will almost certainly always be enough people and you will zerg down NPC around objectives with ease.

3. Have a ranged weapon to switch to. More than doing skirmishes in Cyrodiil, you will be fighting to take keeps, objectives, etc. In this regard it is sometimes better to stay out back and just nuke from a distance. There is also a tactic where you hide by Sneaking in a tower or keep and wait for the opponent to group up, then nuke them with every ranged thing you have. This is effective, and you might feel inadequate if you can't switch to a ranged weapon. Bow works very well as it has a few long range area AoE effect that people will not readily notice if they are bunched up together.

4. Sneak. When possible use sneak and attack from Sneak. Sneaking is a great way for any class to be an effective rogue and have total invisibility. There is no way to spot you from a distance if your cursor display says "Hidden". The only way you will be spotted is if an enemy comes close enough. Sneak on top of keeps and objectives as a group and so catch the enemy unawares, thinking there is no one there when in fact your entire raid is hiding in ambush.

5. Root your opponent. Whenever you are fighting one on one, make sure you are keeping your opponent rooted to minimize his mobility. Roots work for a short duration, yet 4 seconds can still be enough to totally

confuse your enemy. Roots don't have diminishing returns either. So if you root someone, you can root them again after or during that same root. Keep your opponents rooted while strafing around them and attacking them.

6. Stun. Make sure you use as many stuns as you possibly can. The deal with the Dragonknight PVP Spec is that you will not be using any abilities, or not many at least, that do not have a stun or can proc a snare.

7. Snare. There is only one way to snare in this game as a Dragonknight, but Snares can be very useful in PVP. Look below for the Guide Built to see exactly how this is done.

8. Familiarize yourself with how Transitus Shrines work. You can use the shrines only when a connection between two keeps is, for instance, red, if you are of the Ebonheart Pact. If the connection is transparent that means you are not holding a vital resource in between these two connections in order to transit.

9. To exit Cyrodiil you have to go to a main keep and use a Wayshrine just like you would to transfer around normal zones.

One Hand and Shield in PVP

There exists a build in ESO that not many even know about simply because they don't try it or don't take notice of the mad DPS it can produce. They only look at other classes and maybe those can kill mobs faster, but they don't have added survivability and utility this build provides. The build consists of bashing your opponents with a shield.

Bashing is easy, you simply hold RIGHT MOUSE to block, then spam LEFT MOUSE to BASH.

This build becomes effective only at level 28 when you can get the second tier of the passive in One Hand and Shield called DEADLY BASH. This will boost your bash damage by 100% and make bash itself cost 50% left stamina. This will effectively make your bash spammable. .

How to make this build work.

When putting attributes in your Stamina Magicka and Health upon each Level up, at first start to focus on Stamina. You will be using a lot of stamina abilities early on, but still try and spend one point in Stamina, then on another level up on Magicka. For Solo

Play your Health can be largely ignored, but still spend a point in it every five levels, for instance. The thing is that with spending point in these attributes, you will not actually gain all that much extra, since every point virtually means only +10 to that attribute.

To show you in numbers how effective this build can be, look at this.

A good pvp mage will roll around with roughly 2k hp. Most of them are much lower than that.

Each bash will take roughly 100 stamina and do up to 230 damage (you can boost this damage with jewelry enchantments). You will have about 1k stamina or more.

You must remember that while bashing you will also be blocking! This will mitigate any incoming damage by a lot.

You can bash pretty much once every second, or sometimes even twice per second! I don't know if this is intended or bugged, but for now and the unforeseeable future, this is how it works. So whenever you are using bash, make sure you are spamming LEFT MOUSE, not just clicking it.

The Numbers.

230 Bash damage at level 45

1.2k Stamina with each bash taking about 90

With this you can bash down 2k Hp in 10 seconds flat, while blocking, while being in heavy armor, while moving around and having your target snared, rooted, or even stunned in place! Or even proccing disorient because of the bash!

This build actually works very well in PVP as well, however there are aspects that you will need to consider for pvp and abilities that you will have to use you may not necessarily think will be the best.

In PVP being a "tank" is all about rooting and stunning your opponent.

The abilities you should be using as a Sword and Board user in PVP are:

1. Shield Charge (you can charge your opponent from Sneaking, it is also another reason why morphing Shield charge into Invasion is great, as it will prolong the duration of your stun)

2. Dark Talons. Having your target rooted in place while you have maximum mobility is extremely useful. This will actually create a sense of panic, especially for the inexperienced PVPers, as they will usually not even know what to do or how to counter the root.

3. Searing Strike. This will slowly eat through your opponent and when morphed into Unstable Flame will actually do pretty decent damage.

4. Dragon Blood. Always nice to have a self heal no matter the situation. As always, try using it when you are the lowest possible to heal for the most possible.

5. Stonefist. Another stun sure to come in handy.

Writing a precise skill rotation for PVP is of course not as easy as it would be when fighting NPC. NPCs are predictable, a player usually is not, at least not until you get enough practice to know what to expect. But in an ideal situation, your rotation will be like this.

1. Charge, preferable from Sneak so your target is not aware of you and you have the advantage of surprise.

2. Immediately start using Shield Bash until the target manages to get up.

3. Burning Talons and root them in place.

4. Use a few more Shield Bashes, 2 or 3 will do.

5. Stonefist and keep using Bash

6. Root with talons again

7. Bash

By this point, depending on your opponent's rank, they will most likely be so confused and taken aback by your steady DPS that they will most likely be dead or on the very verge. Toust out this build and see for yourself it it devastating for 1v1 combat.

Enchant your Rings and Necklace with **BONUSES TO BASH DAMAGE**. This way you can easily add +60 bash damage which is a lot!

How to Raid PVP and What to Do as a Dragonknight

The objectives here are many, and range from simple objectives all the way to massive keeps and the taking of the Ruby Throne itself and thus in fact winning the game.

The objectives and what to do:

Keeps. Large structures surrounded by walls with Transitus Shrines. They're difficult to attack and require siege equipment to break into. Invest into being useful for the group by getting siege weapons and sneaking around to **DESTROY** and stranglers belonging to the other faction.

Surrounding Keeps are:

Farms/Mines/Lumbermill. These are objectives which provide resources to Keeps and your overall Alliance score. If your Keep doesn't control these, you likely won't be able to teleport out of it as you'll lack the resources. Taking it is rather easy, roll with the group and use Shield Charge on the NPCs, don't bother with ranged attacks. Be mindful as these keeps are often defended in such a way that the opposing faction will camp them in sneak to attack you when you are the most vulnerable. Do the same to them and switch to ranged at first to nuke them from afar. Target with TAB.

Outposts. These are connecting buildings that support your point accumulation and help with teleporting. Take them and defend as you would Farms and Mines etc.

Gates. These are road blacks (obviously gated) that act as barriers to prevent enemy progression. Once destroyed they tend to lead to your Temples. Try and defend these as Temples are very useful because they give your whole faction buffs! Attack anyone attacking these if you run into them as a group. The best tactic is to zerg them from behind. Use your roots to confuse your enemy and make them panic, roots are always good for that.

Temples. These house your Elder Scrolls and are incredibly important to defend.

Scrolls. These provide benefits to your alliance, with 2 offensive and 2 defensive scrolls controllable at any one time.

Sneaking around is important in PVP as mentioned before, yet cannot be stressed enough, when you are unmounted, it is almost always best to sneak around as the enemy will not notice you unless right on, or at least almost completely on top of you.

Probably one of the most important things if you want to participate in taking objectives is to JOIN A RAID. Do not be afraid to announce in Zone chat (/zone) that you are looking for a group. Saying something like, "Can I get a Raid invite please?" almost always does the trick.

Listen to your raid leaders. Coordinating pickup group is actually quite demanding, so try and pay attention as it's actually quite likely that the person will know at least a bit what he is doing.

Do not rush into combat when you are sneaking on a tower or similar structure and waiting for the other raid to take an objective. Wait for them to gather!

Have at least one way of ranged DPSing, as in ESO and like most other MMO's being a tank and charging into enemies invited a certain untimely death almost every single time. Switch over to your ranged weapon and damage from afar first.

Mind your positioning. Try to spread out as much as you can. Do not stand in obvious position like on top of a hill or at the bottom, try and find a neutral position where you will be the least likely to get targeted.

Use Tab to target specific enemies and focus on nuking one if you are using a ranged weapon.

Know where your enemy is likely to spawn and avoid running into big parties rushing on horseback to a location. Sneak!

