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A central illustration of a Sorcerer character from The Elder Scrolls Online. The character is a woman with pale skin and dark hair, wearing a tall, pointed red wizard's hat. Her eyes are glowing orange. She is dressed in ornate, dark red and black armor with gold accents. In her right hand, she holds a glowing orange flame. In her left hand, she holds a long, ornate staff with a golden, curved top and a glowing orange orb. The background is dark with a large, full moon and silhouettes of distant structures.

THE UNOFFICIAL THE ELDER SCROLLS ONLINE SORCERER GUIDE

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The Unofficial the Elder Scrolls Online Sorcerer Guide

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SKILLS ANALYSIS

ithin The Elder Scrolls Online, the Sorcerer is inherently the most versatile class, and it contains several dynamic skill lines focusing on ranged damage. The Sorcerer can maintain decent DPS as a melee class, too, and there are many promising aspects of the class's skill tweaks within the future. With three skill trees to choose from, the Sorcerer is capable of playing various roles—both within PVE and PVP.

Storm Calling Skill Line

Many players selecting Sorcerers intend to maximize ranged DPS while maintaining crowd control, and Storm Calling has proved itself as The Elder Scrolls Online's answer to offensive spell-caster role. The Storm Calling skill tree consists of many damage-centric skills and tosses in a couple utility-based spells for survival purposes. Storm Calling is a viable PVP build, and it's adaptable for many groups seeking distance-based DPS output.

Active Skills

1. **Ultimate** – The Storm Calling skill-set contains an Ultimate ability called Overload. Overload is essentially a toggle-able alternative attack mode, and it replaces pre-existing light and heavy skills with an additionally powerful version. Rather than costing Magicka, Overload turns spell costs into Ultimate costs. This may throw off some players, and Sorcerers should be mindful of the resource shift.

2. **Mage's Fury** – Mage's Fury summons lightning, and it deals shock damage to the Sorcerer's opposition. Mage's Fury also adds a negative aspect to the targeted adversary and explodes with additional damage. The damage has a bonus when inflicted upon a low-health adversary, and Sorcerer's should remain mindful of this situational skill.

3. **Bolt Escape** – Bolt Escape lets the Sorcerer transport themselves forward, and it stuns nearby enemies. This skill is fantastic for crowd control, and it gives the Sorcerer an edge for kiting purposes. However, the movement is restricted to a straight line, so players should be careful when activating Bolt Escape.

4. **Lightning Splash** – Lightning Splash summons a pool of electrical energy capable of damaging enemies within its radius. Allies may also utilize the area to proctor its Conduit synergy, but both parties must be careful when placing Lightning Splash within a viable area.

5. **Surge** – Surge buffs the Sorcerer, and it increases their Power. Overall, Surge is a must-have for any Sorcerer, and it's an ideal buff before hopping into any PVP situation.

6. **Lightning Form** – This skill wraps the Sorcerer within electrical currents, and it provides damage reduction for players while inflicting electrical damage to opposing and nearby enemies.

Passive Skills

1. **Capacitor** – Capacitor essentially increases the Sorcerer's Magicka regeneration, and it's ideal for players focusing on high survivability and long PVP matches.

2. **Energized** – Energized increases total damage of the Sorcerer's lightning-based skills, and it plays a large role within the Storm Calling skill line. However, Energized is not entirely useful within hybrid builds not focusing on many Storm Calling skills.

3. **Disintegrate** – Disintegrate grants the Sorcerer the chance to instantly kill low-health targets with lightning based spells, and it's useful within PVP situations. However, it serves no purpose against enemies with ample health.

4. **Expert Mage** – Expert Mage reduces the overall cost of the Sorcerer's lightning-based skills, and it's an incredibly useful passive skill for DPS-minded Sorcerers.

The Storm Calling skill line isn't necessarily subtle, but it is very effective for high-damage seeking players. The Ultimate skill, Overload, is the most promising of the Storm Calling skill line, as it's the only toggle-able attack mode available within The Elder Scrolls Online. Mage's Fury, meanwhile, offers nuke-like capabilities for Sorcerers, and it grants them the unique option to execute enemies in a rogue-like fashion.

Mage's Fury is considerably one of the most important skills here, and Bolt Escape is an excellent addition to any Sorcerer's toolkit. Many distance-based DPS players revel in blinking away from enemies, and its added AoE effect halts enemy progression. Unfortunately, Lightning Form's effectiveness is relative to its damage reduction degree, so Sorcerers may find certain enemies difficult to kite when utilizing the skill. It is, however, useful for defensive spell-casters focusing on burning out opposition, and Storm Calling maintains powerful passives to provide the Sorcerer with many opportunities for reduced skill costs, extra damage, increased regeneration and instant-kill possibilities.

Dark Magic Skill Line

The Dark Magic skill line features crowd control options while providing the Sorcerer with utility power. Sorcerers equipping these abilities are valuable support classes, and they can offer crowd control for group quests and PVP. While the Dark Magic skill line doesn't offer too much damage output, it can be mixed with other skill lines to make a viable build capable of causing damage while maintaining high survivability.

Active Skills

1. **Ultimate** – The Sorcerer's Dark Magic Ultimate ability is Negate Magic, and it dispels opposing magical effects within an area. Enemies casting spells within the Negate Magic field become silenced, and they take additional damage.

2. **Encase** – Encase spawns dark shards from the ground, and it immobilizes opponents in front of the Sorcerer. This is a fantastic crowd control skill, but players must be mindful of their location—as encase only affects an area in front of them.

3. **Repulse** – Repulse pushes back nearby enemies, and it snares them for a short time. All in all, repulse is a great skill with minimum detriments.

4. **Rune Prison** – This spell seals an opponent within a runic prison, and they become disoriented and stunned. Unfortunately, disoriented enemies receive health regeneration boosts while they're affected.

5. **Dark Exchange** – The Sorcerer channels dark magic, and the skill returns their Magicka and Health in exchange for Stamina.

6. **Daedric Mines** – Daedric Mines spawns up to three mines before the Sorcerer, and the mines become armed within a few seconds. When detonated, the mines both deal damage and immobilize enemies within their blast area. Daedric Mines are great for crowd control, but they're highly situational upon their placement.

Passive Skills

1. **Unholy Knowledge** – Unholy Knowledge reduces the Sorcerer's overall Stamina and Magicka costs for abilities. This skill is an all-around must-have for Sorcerers, and it is great for long PVE and PVP hauls.

2. **Blood Magic** – The Blood Magic skill steals health from enemies; it heals the Sorcerer in exchange for magical damage against foes. Blood Magic is useful for reserved Sorcerers intending to play support roles and maintain high survivability.

3. **Persistence** – Persistence increases the total duration of Dark Magic spells. This is useful for channeling, but, if used incorrectly during PVP, may hinder a Sorcerer requiring quick turnaround.

4. **Exploitation** – Exploitation increases the Sorcerer's total critical strike percentage when attacking foes with Dark Magic. Many Sorcerers will utilize exploitation to maximize their DPS output, both within PVE and PVP.

Negate Magic is ideal for keep sieges, as enemies are often clustered around one another to defend points of interest. The Dark Magic skill line is inherently powerful with its passive abilities, and the Sorcerer's ability to heal themselves while having luxuries such as damage reduction and increased overall crowd control time is a perfect match for their damage boosts against CCed opponents.

Dark Magic seems to be a formidable PVP build, too, as its Negate Magic skill is incredibly powerful when used in succession among Dark Magic Sorcerers. Meanwhile, Encase offers AoE roots to support tanks and DPS users, while Dark Exchange is useful for spiking Sorcerers and healing-based players not relying upon their Stamina pool.

Daedric Summoning Skill Line

Daedric Summoning skills rely heavily upon the Conjuration school, and Sorcerer's thriving within the Daedric Summoning tree will utilize curses and Daedra minions to aid their regular combat. The Daedric Summoning line is very flexible, and it is the perfect adhesive for many complex builds.

Active Skills

1. **Ultimate** – The Daedric Summoning Ultimate skill is called Summon Storm Atronach. The summoned Storm Atronach is immobile, and it stuns nearby enemies while inducing electric damage. The Atronach packs a lot of health, and its lightning spells are formidable for unsuspecting enemies.

2. **Unstable Familiar** – This skill summons a Daedric minion to attack the opposition. While the familiar is active, the Sorcerer's Magicka is reduced. This is useful for situations requiring melee damage, but players should be aware of their Magicka decrease.

3. **Daedric Curse** – Daedric Curse places a futuristic nuke upon enemies. When its timer runs out, the enemy takes damage. While effective, Sorcerers must be aware of the skill's time-frame, and they must account for positioning and survivability when active.

4. **Summon Winged Twilight** – The Sorcerer spawns a Winged Twilight minion to attack enemies. As with the Atronach, the Sorcerer's overall Magicka is reduced when the Winged Twilight is active and under the Sorcerer's power.

5. **Bound Armor** – The Sorcerer may summon magical protective armor with the Bound Armor skill. While Bound Armor is toggled, the Sorcerer's armor is increased while Magicka regeneration is stunted.

6. **Conjured Ward** – Conjured Ward creates a magical shield for the Sorcerer, and it additionally protects summoned creatures. While Conjured Ward does not negate all damage, it does absorb a decent amount of received damage.

Passive Skills

1. **Rebate** – Rebate returns a Sorcerer's Magicka following the death of a minion. While Rebate is useful, players are urged to remain conscious of the passive skill's effect, as it requires their minion's life to take effect.

2. **Power Stone** – Power Stone grants the Sorcerer a reduced cost of Ultimate abilities. Players focusing on heavy Ultimate ability use should invest in Power Stone, as there are no clear drawbacks to the skill.

3. **Daedric Protection** – Daedric Protection grants the Sorcerer heightened health regeneration. However, this increased regeneration takes effect when a summoning ability is on the player's toolbar—and this condition may not suit hybrid-build players.

4. **Expert Summoner** – The Expert Summoner ability grants bonuses to the Sorcerer's summoned minions. Winged Twilights have increased durations, and the Atronach has an increased range. Also, movement speeds of both familiars are increased.

The Daedric Summoning line, overall, is very transient. Players may mix and match various Daedric Summoning skills with other builds to increase the Sorcerer's overall synergy, and many of the possible combinations offer great offence and defense. However, specialists can maintain two pets at once, and they may take advantage of a short-duration Atronach summon.

Tanking Sorcerers, meanwhile, will find great utility within the Daedric Summoning line, as Conjured Ward and Bound Armor add ample protection for Sorcerer's valuing passive abilities. Power Stone will be valuable for any Sorcerer Build due to its AoE stun capabilities.

Regardless of a Sorcerer's skill selection, each tree has plenty options available. Due to The Elder Scrolls Online's versatility within class creation, many players may utilize cross-skill-line selections to build the ultimate power-house Sorcerer, and there are still many builds to be discovered.

CLASS BUILDS

The sorcerer is a powerful DPS class in The Elder Scrolls Online, and it has one of the most robust crowd control options of any of the classes. In this section we will explore the various builds that can be used to create the most effective sorcerer for a given role. Like all the classes in ESO, there is no “ultimate” sorcerer build. There are, however, the best builds for a given role, style or situation, and those are the builds we will discuss.

What Is A Build?

In ESO, and for the purposes of this guide, a build is a combination of five active skills, one ultimate ability, and a collection of passive skills that are always active. The five active skills, your weapon and your ultimate are on your hotbar. I call these the “big five” skills. Most characters will end up having many more skills unlocked than they can fit into their bar.

When your character reaches level 15 you unlock a second hotbar that can be swapped out in combat. This allows you to rapidly switch your role, and it essentially gives you two bars’ worth of abilities, although it does take a second to do the swap.

For simplicity, the builds discussed here involve only one hotbar. Most players use the secondary hotbar to have a completely different set of skills, i.e. a different build, so they can change their role on the fly. Note that the only gear that is changed in these bars is your weapon. Armor and other gear cannot be swapped in combat.

Customization

Due to the nature of class building in ESO, there is a lot of flexibility in these builds. After discussing what I consider to be the “best” build for a given role, I have also included some small changes to the build that may better suit the style of some players. Although the changes may weaken the original role of the build, they also provide other advantages. It is a player’s choice whether or not they will mix and match.

Skill Morphing

In ESO, most active skills can be “morphed” or changed to a different form once a certain level of proficiency with that skill is reached. Morphed skills add different effects to the skill. Generally, no skill morph changes the fundamental use of the skill, so the choices of morph are a player choice depending on

style. I have not included discussions of skill morphs into these builds because they do not change the use or style of the build in any meaningful way.

Passive Skills

Your character may unlock and use an unlimited number of passive skills. These skill bonuses are always active, but some do have conditions. For example, weapon passives only apply when the correct weapon is equipped, and armor passives apply per piece of the correct armor equipped. I recommend investing in as many passives as you think you will use. This means you will get all of the passives for your primary skill line and any passives from other skills lines that are not line-specific. Capacitor, for example is in the storm calling line, but will benefit a dark mage as well. You should also get all of the light armor passives and most of the destruction staff passives as you can afford them.

Race Choice

Your choice of race decides which set of racial bonuses you will have. While you can choose any race for any class, some races are obviously tailored to certain classes. In ESO, the most logical picks for sorcerer are the

High Elf (Altmer) or Breton. In the early game, the High Elf's bonuses are more useful. Due to overcharging, the Breton's bonuses are more useful at high levels. A Dark Elf may also be a secondary race for the sorcerer class, but the bonuses are slight.

Build Tips

All About Magicka

Keep in mind that unlike in many other MMOs there is no strict "skill rotation" in ESO. None of your big five skills have cool downs or timers attached to them. The choice of when to use a skill becomes a tactical choice and not a waiting game. The only time your skill use is delayed is if your magicka value is too low. Aiming for maximum magicka and any passives and gear that aid magicka conservation is important.

When you level your character, you should invest the majority of your points into magicka and some into health. You should never invest points into stamina with a pure sorcerer build.

Getting Surrounded

ESO uses collision detection, so you cannot pass through mobs. This can be very problematic for a squishy sorcerer. If you get surrounded, you will die very quickly, and you will be physically unable to run away. You should always be aware of your surroundings and keep moving to avoid getting surrounded. Each of these builds has bolt escape to ensure that if you make a mistake here you have a survival option.

The Storm Mage

The storm mage is the classic DPS glass cannon magic user build. This build focuses on the storm calling line, light armor and the destruction staff. It is one of the best mob grinding builds in the game because it can decimate groups of regular enemies in clumps as large as six or seven. It is also a very effective, but somewhat risky, build to use in PvP.

Roles and Styles: DPS, AOE, Soloing, PvP

Skill Set

1. Mage's Fury.

This is your mainline DPS skill. It doesn't cost much magicka, and it is easy to spam. It is also an execution skill, since the damage it delivers to low health targets is almost always fatal.

2. Lightning Splash.

This is a classic damage over time AOE skill.

3. Lightning form.

This gives nice AOE damage, and it also increases your survivability. It is very useful when you rush in with overload.

4. *Wall of Elements*:

This is a destruction staff skill that lays down a blanket of continuous AOE damage.

5. *Bolt Escape*:

This is your panic button. It is a short range instant teleport that will allow you to escape dangerous melee situations and prevent you from being boxed in. It is vital to the build because many of the abilities are short ranged.

Ultimate: Overload

Overload is an incredible AOE damage ability, and it is the best of its kind in the game. It is also one of the few toggle skills. Use it against larger groups of enemies to finish them off quickly. Its only disadvantage is its short range, so it is risky to use in PvP.

Gear

You will use exclusively light armor for this build because it is a very magicka intensive build. You will also use the destruction staff. Fire is the preferred staff type, but really any of the types will do. Wall of elements has a slightly different effect with each type, but since fire does the most damage it is chosen here.

Playing the Storm Mage

The storm mage is one of the most pleasurable DPS builds in the game. At the game's current rate of difficulty, it is also one of the most efficient of all the mob grinding classes. If the following skill combinations are properly executed, you will be able to solo all regular groups of overland mobs and almost all group public dungeons.

Basic Strategy

Since this class has very little crowd control ability, it is important to rapidly dispense as much damage as possible. Each one of your active skills, except bolt escape on number five, is a DPS skill. The general idea is to have everything dead before you run out of magicka. If you run out of magicka or get surrounded, use bolt escape to give yourself time to regenerate.

The Opening Moments

Unless you are up against a large group of more powerful mobs or a boss, many battles will only last a few moments. Open the battle with wall of elements and lightening splash in rapid succession. Then spam mage's fury until everything is dead. Most enemies will die to a single mage's fury due to the massive damage increase on low health enemies. In

the majority of cases, this combination will kill all groups of normal mobs that number three or four so long as you catch them all with the AOE damage. If the mobs manage to reach you, then use lightening form to both tank and provide extra DPS.

Dealing With Ranged Opponents

If you are fighting ranged NPCs or magic users, then your AOE combinations may not work as well. Ranged enemies tend to spread out more and evade AOE damage since they do not charge directly at you. Your destruction staff is your best friend here. Its attacks do not cost magicka, so you can use it even when your magicka is running low or to conserve magicka during a longer fight. If you are taking excessive damage from ranged, do not be afraid to use lightening form. The DPS may be wasted, but you still benefit from the damage reduction.

When in Doubt, Bolt Escape

Since skills do not have cool downs, certain skills like bolt escape can be spammed. If you find yourself in an overwhelming situation, use bolt escape multiple times in a row to quickly vacate the battle. The mobs follow you for a distance, but they will eventually reset.

You can also use bolt escape to kite enemies that are difficult. With this strategy, use bolt escape, then quickly turn around and use wall of elements and lightening splash. You will continually drag melee enemies through your AOE damage until they die.

Using Overload

In the vast majority of normal mob battles, you will have no need to use overload. Unlike your big five, ultimately abilities do have a sort of ultimate cool down, so they cannot be spammed. Save your ultimate for large battles involving more than four enemies or for particularly difficult enemies like bosses. Your storm mage build is not particularly effective against bosses, especially ranged and magic using bosses, so overload is your saving grace in these situations. If you choose to pop overload, then you should pop

lightening form directly after. Overload engages at basically melee range, so you will need the extra damage reduction. Simply spam the overload attack until you are nearly out of magicka. If by some diabolical miracle your adversary survives this onslaught, use bolt escape to gain distance and magicka regeneration. You may then use mage's fury to finish off the weakened foe. Don't forget about mage's fury as an execution move.

The Black Mage

The black mage focuses on the sorcerer's crowd control ability. It is named for its heavy use of the dark magic skill line. When focused, it has the best crowd control in the game. This build is much less useful for mob grinding because it has very limited AOE DPS compared to the storm mage. It is, however, a far superior boss killer, and it can effectively allow the soloing of almost any melee boss in the game. It may also be employed in PvP in order to trap a player for assassination or ganking.

Roles and Styles: CC, Group, Boss Killer

Skill Set

1. Crystal Shard.

This is your basic nuke damage spell. The knockback is also effective CC.

2. Encase.

This is the best group CC in the game. It is a root, so it is not effective against ranged or spell casters.

3. Rune Prison.

This is the best single target CC in the game. It fully immobilizes an enemy for about 15 seconds. It can be chained infinitely to control a boss while adds are dispatched or break up two powerful enemies.

4. Mage's fury

This spell is included to give the class some more DPS and especially execution potential. When magicka is low it is better to use this than crystal shard.

5. Bolt Escape

This teleport spell gives you excellent survivability. In PvP it allows you to dart in, throw down CC and then vanish to safety.

Early Slot (daedric curse). This is not one of this build's big five, but you will need to have it slotted for a while in order to make use of the primary ultimate. Even if you never use the skill, it will raise your level of daedric summoning until you can equip the ultimate. Swap it with bolt escape when this is complete.

This is perhaps one of the most useful ultimate abilities in the game. The storm atronach is a powerful summoned pet that deals good damage and can take a huge beating. It also summons with an AOE stun that can be useful in its own right. It is the build's panic button.

Ultimate Swap: Negate Magic

This is your dark magic ultimate, and while it is basically useless in PvE, it may be one of the gems of PvP for this class. While you can keep storm atronach for PvP as well, negate magic may work better in many cases.

Gear

Like the storm mage, this class uses light armor and the destruction staff. Frost or shock is the preferred staff in this case because of the slow and stun effects that compliment the CC style.

Playing the Black Mage

Ultimate: Summon Storm Atronach

If you have chosen the path of dark magic, battles will be somewhat more difficult in general, but you have all the tools of survival in your pocket. It takes a black mage longer to bring down enemies, but if executed correctly even very powerful enemies will fall to a black mage.

Basic Strategy

A black mage plays entirely different from a storm mage. You have almost no AOE DPS ability. Instead you will use a combination of crowd control and high-damage, single-target "nukes" to bring down enemies. The one common factor is the use of bolt escape. This is still your best defensive option. You can use it to escape the battle completely or put some distance between you and an enemy while your magicka regenerates enough for a CC ability.

The Opening Moments

Before you start battle, you will have to size up the situation carefully. It is extremely difficult for a black mage to take down groups of more than three enemies. If you are up against such a group, then you may want to consider swapping skills more

closely related to the storm mage before the battle begins. If you have access to your secondary hotbar, then simply swap this before the battle.

If you choose to go in with the black mage, then you will need to choose a target to CC. A ranged damage dealer, boss or magic user are all good choices. You will use rune prison on this mob at the start of the battle. Rune prison is a complete stun, so enemies will not move or attack you. You will want to keep your chosen mob permanently imprisoned until they are the last remaining mob in the battle. Now that all the other mobs are charging you, it is time to use crystal shard. This skill is your damage nuke, and it stuns enemies. Use it against the closest melee attacker. Follow this up with a few blasts from your destruction staff and one hit of mage's fury. This combination should kill most normal mobs. If it does not, keep hitting mage's fury. Do this for all remaining mobs.

Using Encase

With most groups, using rune prison to eliminate the most dangerous mob will be enough CC, but if you are up against a larger group or you accidentally pull too many mobs, then you will need encase. Encase is a group root ability. Keep in mind, however,

that it does not stop enemies from attacking, so it is ineffective against ranged or magic users. It is best used to keep some melee enemies at bay until you can thin them out with crystal shard and mage's fury.

Kiting

Kiting is the process of doing a little damage while constantly retreating. This skill is vital for the black mage. You need to constantly be on the move. Only use bolt escape when truly necessary because you need as much magicka as possible to lay down your limited DPS. You can use a dodge to evade attacks instead of using magicka.

Summoning the Storm Atronach.

Once you unlock your summon storm atronach ultimate, your life will get much easier. When facing a large group of mobs, simply summon your atronach and watch the fun begin. This summoning is so powerful, that there are very few areas of the game where the mobs will be able to kill the atronach. It is also your go to spell when you are overwhelmed. Use storm atronach and then bolt escape. The atronach will stun enemies and draw enemy attacks while you get to safety.

Using Negate Magic

If you elect to have negate magic instead of storm atronach as your ultimate, then you still have a very powerful tool at your disposal. The greatest disadvantage to negate magic is that it does not do much, if any, direct DPS. Since your build is already DPS lacking, I consider storm atronach to be a better choice. There are some serious advantages to negate magic, however. Negate magic is the only AOE full stun in the game. It also dispels enemy magic effects. The stun lasts for about 10 seconds and is not broken by damage, so you can hurt stunned enemies with your weapons. You essentially get 10 seconds of free damage and magicka regeneration. This is particularly good in PvP and group play situations because you will have other players to do the DPS for you.

Final Thoughts

You may notice that these builds make minimal use of the daedric summon line. Currently, and unfortunately, pets in the game do not work very well. There are no pet controls or commands, and they have a bad tendency to break stuns and roots. With the exception of the storm atronach, none of the summons are powerful enough to take up a skill slot and magicka.

If you wish to be more of a tank, then you may elect to wear some heavy armor. This is more appropriate for the storm mage due to the close range of your ultimate. If you fit two pieces of heavy armor into your build, you can dramatically increase your tanking potential while suffering only moderate setbacks to your magicka.

The sorcerer is a very fun and strategic class to play. At level 15, I highly recommend applying both of these builds to your hotbars and switching between them as the situation calls for it. Use the storm mage for mob grinding and the black mage for boss killing. You can use the same gear for both builds.

LEVELING TIPS

General Leveling

As a sorcerer, you can efficiently gain levels in ESO while still having fun. In this section of the guide we will explore how you can level with the sorcerer class in the best way possible. Before we get into the specifics of what to do and where to go at each level range, there are some general leveling strategies that you should keep in mind no matter where you are or what your level is. These general guidelines will make your leveling experience as smooth as possible.

Mob Grinding is Your Friend.

There are several things about ESO that make mob grinding your primary way to gain experience points.

1. Quests are spread out across the map and generally take far longer to complete for the same reward than mob grinding. It is very hard to power through quests in ESO or to do several quests at once.

2. Mobs, even in large groups, are rather easy to destroy with the right build.

3. There are a variety of public and solo dungeons that make gaining access to large concentrations of mobs very easy.

The bottom line is that no matter what your level, you will very likely gain 60-75 percent of your experience points by grinding mobs.

How to Use Solo Dungeons.

Solo dungeons are your best friend when leveling. These dungeons are instanced to you only, so you don't have to worry about other people competing. While they do not provide the sheer amount of potential as doing a public dungeon solo, they may be superior during times when the public dungeons are flooded with players. They may also be easier for players at lower levels or those who have not yet mastered their AOE build.

The only downside to these dungeons is their rarity. Some maps have only one such dungeon, and they are especially rare at the lower levels of play when you probably need them the most. Make use of what's available until it becomes too monotonous, and then

move onto something else. There is plenty to do in ESO, and it is better to have fun and stay interested in the game than to make it into a chore.

How to Use Public Dungeons.

In ESO, you do not have to scour the landscape for mobs when grinding to level up. It is far more efficient to enter a public group or solo dungeon. These locations are marked with torches on the map. They are very often caves or ruins of some kind. If you have a build focused on AOE DPS, such as the one described in this guide, then you will have no problem soloing these dungeons.

Even the group public dungeons can be perfectly soloed. Keep in mind that while ESO is generally easy on players, it is not a complete pushover of a game when it comes to PvE. Soloing the public dungeons will take a completed and focused build along with good knowledge of and practice with skills.

The only time you will want to avoid public dungeons is when they are overcrowded. During peak playtimes, at launch or after a major update, these locations may become over-saturated with players. This makes them rapidly lose their

viability as a good experience point generator. The bottom line is that if you are encountering more than five people in your immediate area of the public dungeon at any one time, then you are losing too many experience points to other players.

If you do find yourself in a group situation, remember that mob experience is instanced to you so long as you can place at least one hit on the mob before it dies. Spam AOE skills everywhere you go in a crowded situation in order to soak up points.

How to Use Quests.

Quests are something of a welcome annoyance when it comes to leveling your sorcerer. On the positive side, the writers of ESO have created a rich story and world that is told through quests. There is good voice acting and plenty to learn about the game.

The downside is that when you are doing a quest you will probably want to listen to all of the dialogue, and this will slow you down considerably. Quests often have you running around the map, talking to NPCs or performing actions that do not directly give you experience points. When combined with

the fact that quests tend to be spread out everywhere, they become wholly inefficient at getting points, but it is arguably far more fun to quest than to grind mobs all day long.

The best quests, and those you should seek out with the help of this guide, are those quests that combine mob grinding and questing. This double dipping is the only way to make quests a viable leveling option. Many quests fall into the category of kill quests or item collection quests. Kill quests obviously send you against mobs, usually in larger overland concentrations. Collection quests in the wild or away from cities usually involve taking things from mobs or their camps, which usually requires slaying them in mass first. This is a very efficient way to quest.

Finally, you will want to complete all of the quests associated with dungeons. Most public and private dungeons have at least one quest associated with them. This gives you the best example of questing experience and concentrated mob grinding.

How to Use PvP.

Once you reach level 10, you have access to Cyrodiil, the PvP area of the game. This PvP is a particular area of focus for ESO. Even if you jump into PvP at a low level, you will be empowered with buffs to make you at least somewhat competitive on the field. You will gain experience points in PvP because there are plenty of quests and very large concentrations of npc mobs defending the points on the map. You also get experience points from killing other players. It is highly recommended that you jump into PvP as soon as it becomes open to you for both experience points and practical experience you will use for the rest of the game.

Leveling Guide: 1-10

This portion of the guide is broken down into three major sections. There is one section for each of the major factions: The Aldmeri Dominion, the Ebonheart Pact and the Daggerfall Covenant. I recommend reading the sections in order, even if you don't plan to play that faction. Take note that in the very late game you can access the other factions' territories, but the experience is different from early game leveling, so not all of the information applies to this "veteran rank" play.

The Aldermi Dominion.

Starting Out.

After escaping the clutches of Coldharbour, you are quite literally dumped onto Kenarthi's Roost. You will be greeted by a Khajiit who is the start of the story's main quest for the Dominion. You will need to follow his quest line in order to leave Kenarthi's Roost, which you should do as quickly as possible. This small starting island has much less opportunity than the first major area of Auridon, so it is only usable for getting your feet wet and adjusting to the game.

There are a few interesting quests to do in order to warm up your character. The first is begun by speaking to a mage studying a strange artifact spewing water nearby. This takes you to a larger ruin on the east side of the map. This ruin has about the largest concentration of mobs on the map, but it's not overly impressive. The second deals with pirates around a ship to the west. Again, there is a somewhat large concentration of mobs around the ship and toward the north of it.

Aside from these two quest lines, everything else can be largely ignored. You will still want to collect the six skyshards on the map, but everything else can be largely ignored.

Southern Auridon.

Once you are off of Kenarthi's Roost, you can really get down to business in Auridon. This large, long island will carry you until about level 18, so you will be spending a fair bit of time here. The map is laid out in a south to north direction. You begin at the city in the south and the map progresses in a fairly linear fashion northwards in terms of both quests and difficulty.

You will want to continue with the main quest line here, beginning and completing the quest "Harborage" before you do anything else. This is a non-combat quest, but the main quest is essential to your character development, so it is not something that should be skipped over.

Don't forget your skyshards! There are a total of 16 skyshards on the island. There is at least one in each of the dungeons described.

Essential Quest Hub.

There are two essential quest hubs on Auridon that you should focus on doing. The first is your starting location of Vulkhel Guard. There are several basic quests to do here. Importantly, you will also want to join the Fighter's Guild and Mages Guild. They have very productive quests associated with them, and you unlock new skill lines for your character by joining them. By the time you are done with the quests in Vulkhel Guard and its surrounds, you should be almost to level 10.

Essential Grinding Locations.

Del's Claim.

Just to the north of Vulkhel Guard, you will find the cavern of Del's Claim. This is an excellent starting public dungeon for you to grind humanoid enemies and practice your mob grinding skills.

Ondil.

Farther north, you will come to the Ayleid ruin of Ondil. This is the best way for you to polish your dungeon skills and reach level 10. There are many humanoid mobs both inside and covering the hills outside of Ondil.

Toothmaul Gully.

If you are up for more of a challenge than Ondil, you can tackle Toothmaul Gully. It is better with a group because there are places where you can pull more than four mobs, but if you are nearly level 10 and are comfortable with your build, then this is a very good grind location. There are also two quests inside.

The Ebonheart Pact

Starting Out.

The Ebonheart Pact start is somewhat different than the Dominion in terms of starter locations. There are essentially two starter zones before the first big map. The good news is that each one has less content than the Dominion's. Just like with Kenarthi's Roost, the same principle of blowing through these maps quickly is the best idea. There are three skyshards and essential parts of the main quest here, but there are no public dungeons or anything else of note. Again, they are just meant to warm you up and get you used to the game.

Stonefalls

This is your first questing area of levels 1-18. The majority of activities are concentrated in the east and center of the map. Things to do dwindle off as you go east, and the far northeast section has almost nothing in it but scattered mobs and a dark anchor. Your overall progress across the map will be slower because content is more

concentrated. Due to a lacking of good dungeons compared to Auridon, you will spend more time questing and grinding overland mobs in Stonefalls.

Essential Quest Hub.

Davon's Watch.

You will certainly want to spend some time in Davon's Watch. It contains a variety of useful quests, including access to the Mage's and Fighter's Guilds. It also contains a useful nearby overland grinding location. The Starved Plain. This place has a good combination of lots of mobs and several quests.

Essential Grinding Locations.

Inner Sea Armature.

This is the Ebonheart equivalent to Del's Claim. It is a small dungeon that is easy to solo even for starting players. Mobs come only in groups of one or two, so you don't need to have developed AOE skills yet. The Guardian Sphere boss at the end may be challenging without help, but is still doable for some nice starting loot.

Emberflint Mine.

This is a nice step up from Inner Sea Armature without being too difficult for a starting player. You could easily tackle this dungeon at level seven.

The Daggerfall Covenant

Starting Out.

Like the Pact starting zone, there are two maps to get through for the Daggerfall Covenant before the first main zone is reached. Do the main quests in order to progress quickly through these zones, and don't forget the six skyshards you need to find.

Glenumbra

Once out of the start zones, you will come to the land of Glenumbra. This map is laid out much like Auridon with a general south to north progression. The quests are perhaps even more spread out here than in Auridon,

so you will have to choose to either explore the reaches or focus on mob grinding. There are two very useful public dungeons right outside Daggerfall for you to grind.

Questing Hubs.

The starting city of Daggerfall represents the only real quest hub on the map. It also has the starting locations for the Fighter's Guild and Mage's Guild.

Essential Grinding Locations.

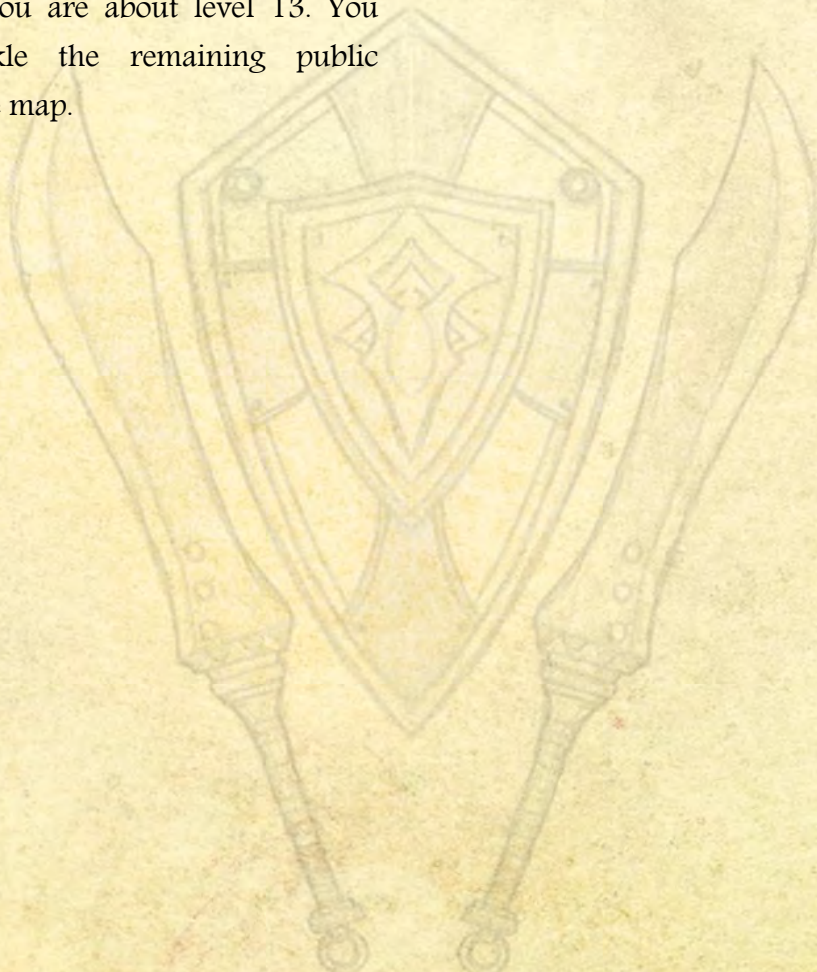
Ilessan Tower.

This tower is the easy start dungeon for Covenant players. Mobs inside are around level seven and almost never come in groups of more than two. It has a simple map layout, and it is good to warm up on and get a level out of.

Silumm.

Once you are bored with Ilessan Tower, move on to nearby Silumm. This dungeon is not much harder, but will be able continue your character progression until you are ready to move across the map.

Once you clear out the area around Daggerfall, there is a serious lack of dungeons in between levels eight and 15, so you will have to rely on questing as you make your way northeast. Quest around Aldcroft until you are about level 13. You can then tackle the remaining public dungeons on the map.



Leveling Guide: 11-20

Your journey across the starting reaches of the factions continues as you progress past level 10. You will be about halfway across the maps, and should be getting to the second questing hub on the map. You will have completed several of the lesser public dungeons, and through that experience you will have developed some confidence with mob grinding on your sorcerer. If you have focused your build progression on the Storm Mage line, which I highly recommend, then you should have a decent array of AOE skills to tackle the higher level dungeons in the second half of these zones.

You will probably be leaving these zones around level 18, but for simplicity's sake, I will not move onto the next zone until the level 21-30 section. It is okay to move on early because grinding mobs a few levels above you grants more experience points per kill and provides a little extra challenge.

Readers may also notice that several dungeons in each zone are being skipped. Remember that not all dungeons in ESO are created equal. The concentrations of mobs in each dungeon have a great deal to do with whether or not they make it into this concise

list. Dungeons that do not have a focused layout, have too much talking to quest NPCs or that simply don't have good mob concentration are not mentioned here because they are not conducive to leveling.

The Aldermi Dominion

Essential Quest Hub.

Skywatch.

You can use the quests of Skywatch to level in-between the dungeon locations on Auridon. These quests are all around level 12, so they will catapult you quickly to level 13 or so and allow you to tackle the remaining dungeons on the map.

Essential Grinding Dungeons.

Entila's Folly.

The mobs in this dungeon come in small groups, so it is still very easy to solo. Since there are level 11 mobs, it is a very nice transition from the lower level mobs you will have faced in previous dungeons. Even

though you are only fighting pairs or trios of enemies, practice the AOE skills you have developed in preparation for harder locations.

Wansalen.

This Ayleid ruin will be your first upper-level public dungeon challenge. It is a nice mid-range cave where you can easily grind for mobs.

The Banished Cells.

This dungeon makes the list because it is the only group dungeon on the map. Group dungeons, unlike the public instance dungeons, require a group of players in order to achieve victory. The rewards for these dungeons in terms of both loot and experience make them well worth doing. You can tackle this dungeon as early as level 12, but I recommend being at least level 14 before you try it unless you have higher level group members.

Once you have done these activities, continue to explore around the map for the remaining quests until you surpass level 15. You have a choice at this point to either experience more of the story or simply focus on grinding mobs in dungeons. Traveling to

Greenwater Cove, the town to the south of Firsthold, provides a higher level quest and a concentration of overland mobs for you to grind.

Leaving Auridon.

When you have done all you can in Auridon, it is time to head to Grahtwood. You will probably run out of quests and content on the island before you are level 18. To leave the island you must return to Skywatch. On the docks before a large ship, you will find a female elf. Simply speak to this elf and choose the travel to Grahtwood dialogue option.

The Ebonheart Pact

Essential Quest Hubs.

Ebonheart.

This island fortress provides your mid level questing in Stonefalls. There is no good grinding dungeon for level 11, so you will want to get through this level using the quests at this hub and immediately surrounding it.

Vivec's Antlers.

There is also the battlefield of Vivec's Antlers located just to the southeast of the city. It is marked by crossed swords on the map. This area provides some quests and a good concentration of overland mobs to grind your way to level 12.

Essential Grinding Dungeons.

Softloam Cavern.

This is the first of the more difficult dungeons you can tackle in Stonefalls. The mobs are level 14, so you should be at least level 12 before attempting it. There are places where you can pull more than three mobs if you are not careful, so be sure that

your AOE skills are up to date before going in. You can get to the end boss in about five minutes, so it is a small and easy place to grind.

Sheogorath's Tongue.

When you are bored with Softloam Cavern, you can head a short distance east to nearby Sheogorath's Tongue. The difficulty here is basically the same as Softloam. You will be fighting between one and three humanoid enemies with a boss at the end that is worth grinding for good loot.

Fungal Grotto.

Located at the far eastern edge of the map, this is Stonefalls group dungeon. Like its counterpart in Auridon, you will want to bring about four friends with you to tackle this group instanced location. The rewards in terms of both loot and experience are well worth the effort of putting a group together. I recommend being at least level 14 before tackling this dungeon.

Leaving Stonefalls.

Before level 18, you will probably run out of content in Stonefalls. You should move on as soon as possible, because more experience is always granted by content that is slightly above your level. You can exit the map in two places, but you will want to choose the southern road that leads to Deshaan. The far northeast road leads to the Rift, but that zone is only for characters above level 35.

The Daggerfall Covenant

Essential Quest Hub.

Camlorn.

Once you finish up with the quest in Aldcroft you should be ready to tackle the quests to the north in and around Camlorn. The quests in northern Glenumbra are much more spread out than in the south, so you will do less questing at this stage. Once you finish with Camlorn and any other quests that strike your fancy nearby, you should focus on the available public dungeons for grinding.

Essential Grinding Dungeons.

Enduum.

This undead cavern presents a solid concentration of mobs and a nice challenge for those around level 12. This should be your first stop after you are done dealing with the problems in Camlorn. It is not far to the west of Camlorn.

Eboncrypt.

This dungeon is for players around level 13. It can be done after you level up off of Enduum. The dungeon has several locations where you will have to deal with three mobs or more, so your AOE should be prepared or you can find a friend to help. There is a mix of melee warriors and fire-wielding mages inside, so be prepared to dodge spells.

Spindleclutch.

This is Glenumbra's group dungeon. It is similar in difficulty to the group dungeons of the other factions' zones. You will want to assemble a group of about four players before heading in. Like all of the group dungeons, the rewards in terms of both loot and experience are very good for this dungeon.

Leaving Gelumbra.

You will likely run out of content to do in this early zone before you reach level 18. You should progress onto the next zone of Stormhaven as soon as you feel comfortable. Simply take the pass at the far northeast corner of the map.

Final Checklist

Since you are leaving a major zone now, you will want to be sure to check off everything on this list.

1. You have done all of the main story line quests for this zone.
2. You have collected the crafting materials you need from this zone. They will be different in the new zone.
3. You have collected all of the skyshards from this zone. Leave no skyshard behind!

Leveling 21-30

As you move into the mid-level range on your sorcerer, life will begin to get easier for you. If you have gained a healthy amount of experience from grinding mobs, then you should have by now gained an acceptable amount of skill experience. This skill experience should be invested into optimizing the AOE build for your class. Before you get to level 25, you should have the five basic skills outlined in the Storm Mage build mentioned in this guide. If you have not read about the skills related to the Storm Mage, then you should go do that right now. Your life will be made much easier. The first maps are also the first respect locations, so if you have messed up your build, you can reset your skill points here for the first time. It is an expensive proposition, however.

The Aldmeri Dominion

There are two primary maps you will progress through on your way to level 30 for the Dominion: Grahtwood and Greenshade.

Grahtwood Essential Quest Hubs

Haven

Your service to the Dominion has finally brought you to mainland Tamriel. You are now in the land of the Wood Elves, and begin your journey through the lush forest of Grahtwood in the port town of Haven. Haven is the first essential quest hub in this map. You will find several regular quests here, but also it is where the fighter's guild and mage's guild are located. You will continue their quest lines from Haven.

Elden Root

When you are done with quests in Haven, you should proceed north to Elden Root. There are a total of eight quests that begin in Elden Root, making it the most concentrated quest location on the map. The level range of these quests is also rather large. The lowest quest is level 18 and the highest is level 26, so you will probably do many of these quests

around level 20, do some leveling in dungeons around the map and then return to the city for additional quests before leaving Grahtwood.

Essential Grinding Locations in Grahtwood

Root Sunder Ruins

As you head north of Haven toward Elden Root, you will certainly want to spend some time in the Root Sunder Ruins. This public dungeon is nice place to gain a level or two before progressing to the more difficult areas of the map. You will want to pair your hitting of Root Sunder with nearby Brackenleaf to collect on many joint quests.

Ne Salas

Another Ayleid ruin that lies to the west of Haven, Ne Salas is a good place to go for extra dungeon experience if you are bored with Root Sunder or you would simply like to engage more faction enemies. You will fight mostly Daggerfall Covenant troops in this dungeon. It is somewhat off the beaten path, but there is also a nearby Dark Anchor, so you could hit that as well if it is open at the time.

Reman's Bluff

There are many fine grinding locations in northern Grahtwood for you to tinker with before you take the path to Greenshade, but my personal favorite is Reman's Bluff. Mob concentration here is heavier than average and there are plenty of nasty, brutish Orcs to kill. There are also three quests associated with the area.

Elden Hollow

Don't forget about Grahtwood's group instance. This dungeon can be found in Elden Root itself. As with all group dungeons, it is a must do.

Essential Grinding Locations in Greenshade

Marbruk

Around level 25, you should take the path farther west toward Greenshade. You will immediately come to the town of Marbruk, and this is your first questing hub for this map. The fighter's and mage's guild quests are located here as well as several additional quests.

Woodhearth/Seaside Sanctuary

I have combined these two locations into one primary because they have linking quests. You should proceed from Marbruk to Woodhearth and then north to Seaside. The quest line will direct you to Seaside, and there are several independent quests in each location.

Essential Grinding Locations in Greenshade

Hectahame

This is the major dungeon on the map. There are several quests associated with it, and you will want to spend lots of time grinding here around level 28. It is far from the other quest hubs, so it is good to do the hubs first and then come here.

City of Ash

This is the group dungeon in Greenshade and one of my personal favorites. You will be saving the burning forest from the fiery march of Daedra that have overtaken the city. It brings back the glory days of Oblivion.

The Ebonheart Pact

After Stonefalls, there are two primary maps for levels 21–30: Deshaan and Shadowfen.

Essential Quest Hub in Deshaan

Mournhold.

You will need to traverse to the center of Deshaan before you reach the map's only real quest hub. You may be getting visions of Morrowind's Tribunal expansion here. This is the same city you visited then, although it is a dramatically different time period. The fighter's guild and mage's guild are here, as well as a variety of additional and interesting quests. Welcome to the capital of Morrowind.

Essential Grinding Locations in Deshaan

Forgotten Crypts/Lady Llarel's Shelter.

I have paired these two dungeons because they are very close together. Forgotten Crypt is the primary dungeon of the two, being longer and much more difficult. There is also a nearby Dark Anchor, making this whole area a nice all around location on your way to Mournhold.

The Corpse Garden/Knife Ear Grotto.

These two dungeons lie on the far eastern side of the map. You will probably want to clear them both in order to get your character past level 24 and keep things interesting. One has undead and the other has plenty of Daedra. Both dungeons are longer and interesting.

Darkside Caverns.

As always, don't forget about the group dungeon that lies to the southeast.

Essential Quest Hub in Shadowfen

Stormhold.

You will want to stop off at the first major settlement in Shadowfen, Stormhold. This represents the only central quest hub on the map, including the fighter's guild and mage's guild quests.

Essential Grinding Locations in Shadowfen

Sanguine's Demesne.

This challenging public dungeon lies just to the east of Stormhold. There are several quests to be done here and plenty of enemies. You may even want to bring a friend.

Zuuk.

If you are up for fighting faction enemies, then you will definitely want to visit Zuuk and do the quests of nearby White Rose Prison. There are plenty of Dominion troops occupying this ruin.

Arx Corinium.

This is the group dungeon on the map. You will fight the vicious Lamia, creatures that you can also encounter throughout the nearby ruins.

There are two maps that will take you to level 30 with the Covenant: Stormhaven and Rivenspire

Essential Quest Hubs in Stormhaven

Alcaire Castle and Firebrand Keep

These two fortresses are located near each other when you first enter Stormhaven. You will want to complete the many quests in both locations and hit the dungeon near Firebrand before continuing across the map to the main city of Wayrest.

Wayrest

This main city continues the fighter's guild and mage's guild quests as well as several independent quests.

Essential Grinding Locations in Stormhaven

Portdun Watch

This dungeon is right next to and paired closely with Firebrand Keep. Grind it while you are doing the nearby quests.

The Daggerfall Covenant

Bonesnap Ruins

Just to the south, you will face off against a vicious goblin tribe in these ruins. The dungeon is rather extensive and packed with enemies to slay.

Wayrest Sewers

This group dungeon is located in Wayrest. You will want to bring a group and prepare to get wet.

Essential Quest Hub in Rivenspire

Shornhelm.

The central town of Shornhelm is the best quest hub location on this map. It has direct continuations from Wayrest. Due to its central location, it is easy to expand from it to do quests in any direction.

Essential Grinding Locations in Rivenspire

Obsidian Scar

This public dungeon may be one of the most challenging and packed of any so far. You may want to bring at least one friend and maybe two. It is easy to pull large groups of mobs that are challenging here, but the rewards are well worth it.

Hildune's Secret Refuge

This dungeon is nicely fit for the solo adventurer. If you are a vampire slayer then you will like this dungeon even more. It is packed with enemies but still very solo friendly. It is located on the far eastern side of the map.

Crypt of Hearts

This group dungeon, located to the south, is packed with undead and Daedra by the legion. Bring a group of your best friends for this challenging task.

Final Checklist

There is a lot to do on these maps, and this guide gives you only the juiciest locations to visit. You will still want to scour the map to be sure you have done the following.

1. Collect those skyshards. Remember that there is one in every dungeon, not just the dungeons mentioned here.
2. Get all the crafting materials you need. They will be new in the next few zones.
3. Complete the main quests. As long as you visit the major hubs mentioned here you should be able to find and complete the main quests. Don't neglect them.

Level 31-40

By the time you get to level 30, you should have unlocked the ultimate ability for your Storm Mage. If you have not unlocked this yet, then that is your primary objective. The game is going to start throwing some real challenges at you now, and you will probably be encouraged to begin more extensive PvP activities at this level range. You will need everything you can muster for PvP.

The Aldermi Dominion

You will only have one map for this level range. Malabal Tor.

Essential Quest Hub

Velyn Harbor.

The map can be accessed from both Grahtwood and Greenshade, but you will most likely be accessing it from the north end of Greenshade. In this case, continue heading north to the town of Velyn Habor. The guild quests continue here, and there are a variety of additional quests to get you started in this zone.

Velyn Habor is also the only concentrated quest hub on the map. Other locations with many quests have roughly three quests in each area. Since there is only one zone for roughly ten levels of character advancement, then you will probably want to seek out all of the quests. You will certainly want to head east to Fuller's Break and south to Jasogur for additional quests in those areas. You will have to venture east regardless to each the next zone.

Essential Grinding Locations

Dead Man's Drop.

This Orc-filled cave is the closest dungeon to the starting town of Velyn Harbor and an excellent place to grind out a few more levels. It is also closely linked to the quests and storyline of that area of the map.

Hoarvor Pit.

As you traverse along the road into the eastern half of the map, you should definitely stop for a bit and grind this bug-filled cave. The enemies may be gruesome, but the experience and rewards are well worth the

effort. You can solo this dungeon or bring a friend. Due to its central location, it is a popular stop and a good place to meet new companions.

Tempest Island.

This is the group dungeon of Malabal Tor. You will battle hordes of serpentine Lamia and Sea Viper pirates. This will be your most challenging group encounter yet, and you should be at least level 35 with a solid group before attempting it.

The Ebonheart Pact

There is only one map for this level range: Eastmarch.

Essential Quest Hub

Windhelm.

This is the only major city on this map, and it also represents the most concentrated collection of quests and services. One of the most difficult and essential grinding dungeons for this level range is also conveniently located here, so it is a location you must visit.

After Windhelm, quests in the region are rather spread, but I recommend making a north to south route along the western edge of the map. You will pass through three locations with high quality fighting and quests: Fort Morvunskar, Cradle Crush and Fort Amol. Completing these three locations will present you a nice chunk of experience points efficiently.

Essential Grinding Locations

The Chill Hollow.

I recommend this dungeon primarily because it is close to Windhelm and it has two skyshards in very close proximity. One is found in the dungeon and another is found near the entrance. It is possible to see the skyshard from the entrance.

Hall of the Dead.

This dungeon is conveniently located inside Windhelm. It is the most difficult public dungeon on the map. You may be able to solo the dungeon provided your character is up to par both in skills and equipment. Otherwise, you may want to find a friend. The rewards are well worth the difficulty.

Mzulf.

One of the few Dwemer ruins to make the list of essential locations, Mzulf may be familiar to Skyrim players. This dungeon is of moderate size and has associated quests. It also provides some unique enemy types in the form of Dwemer centurions.

The Daggerfall Covenant

There is a single map to get through for this level range for the Covenant: The Alik'r Desert. The easiest way to get to this map may very well be to swim across the water from Wayrest. The distance from the port to the Alik'r shore is very short. You will come on shore close to some major questing areas that are more easily reached this way than trekking from Sentinel.

Essential Quest Hubs

Sentinal.

This is the largest city on the map, and it is the central hub for quests and crafting activity. If you take the option of swimming across the channel, then you may want to stop at Tava's Blessing, a town to the north before continuing on to Sentinal. You will want to reach the city eventually, however.

Satakalaam.

This city, with a ruined half to the north, is not only a good quest hub close to the shore across from Wayrest, but also it doubles as a quality grinding location. The city has been invaded, and you will be tasked with its liberation.

Essential Grinding Locations

Santaki.

This Dwemer ruin lies just south of Sentinal. You will find humanoid enemies within, and it should be easily doable solo.

The Warrior.

Continue to head south from Santaki, and you will come to The Warrior ruin, which lies conveniently near the warrior Mundus Stone. This ruin is filled to bursting with faction enemies. Come here if you want to work on driving the Dominion from Covenant lands.

Lost City of the Na-Totambu.

This will be the most challenging public dungeon you have tackled so far. It may even be the most challenging public dungeon out of all of the public dungeons for all three factions in this level range. You will probably not be able to solo-grind this dungeon even with a quality Storm Mage build and good gear. You will want to bring at least one friend who can tank, and you may want to consider two friends if there are few other people in the dungeon at the time.

Volenfell.

This is the group dungeon on the map. As always, you will need at least four friends to tackle its challenges. It may not be as challenging as trying to solo Na-Totambu, but it is still a worthy challenge and well worth the effort. It is located on the far eastern side of the map.

The Final Checklist.

You may move on to the final zone slightly before level 41. Technically, these three zones are designed to last you up to level 37, but remember that you are running out of normal game content by this point, so you may want to get all of the experience out of these zones as possible.

1. You didn't forget the main storyline, did you? It should be really drawing you in at this point.
2. Skyshards! You can find them all over these zones to finish up your last few vital skills. Don't forget to hunt through those dungeons.
3. Okay, so you don't have to do PvP, but at this point in the game you are more than capable of joining the faction war and actually surviving. You have a good build with enough skills, quality gear and plenty of combat experience under your belt. I advise that you don't wait until level 50 to get involved in the PvP portion of the game. If you haven't already, now is the time to get into the thick of it.

Level 41-50

You have almost reached the end of normal leveling content for your sorcerer in ESO. These last 10 levels will be the most interesting and the most challenging you have faced yet. This exciting level range will culminate in a visit to Coldharbour to take the fight directly to the realm of Molag Bal. Players are also likely to take a trip to the PvP zone of Cyrodiil to finish off their leveling. This is also the level range where you can become a werewolf or vampire.

Aldermi Dominion

There is only one faction specific zone left for the Dominion: Reaper's March.

Essential Quest Hubs

Arenthia.

This town is located in the northern edge of the map, and it should be your first major stop when you get to Reaper's March. It provides the continuation of fighter's and mage's guild quest lines and has a variety of independent quests as well. It should represent your base of operations for the north end of the map and your first adventures in the nearby ruin of Senalana.

Rawl'Kha.

This Khajiit trading town is the quest hub for the southern end of the map. It is centrally located and has another instance of the fighter's guild and mage's guild. When grouped with the village of S'ren-jah to the east and the Thizzrini Arena to the north, this town is a major center of questing activity.

Essential Grinding Locations

Senalana.

This ruin is paired with the Arenthia questing hub, and it also represents a very dense collection of mobs to grind while completing these quests. It is one of those extra juicy quest and mob grinding locations and should definitely be a priority at the north end of the map.

The Vile Manse.

This is perhaps one of the most interesting and popular dungeons for Dominion players. This public dungeon is located just west of Senalana. It is difficult but still soloable for an experienced player that has fully completed the Storm Mage build and has good gear for their level.

The Ebonheart Pact

There is only one faction specific zone remaining for Pact players: The Rift.

Essential Quest Hub

Riften.

Players of Skyrim may recognize this murky town that was the center of thieves' guild activity in the game. It is also the primary quest hub for the eastern end of the map. If you are coming from Eastmarch, then you will want to continue along the road south until reaching Riften.

Ivarstead.

This village, along with nearby Geirmund's Hall is the quest hub for the western end of the map. There is also a Dark Anchor very close to the village.

Essential Grinding Locations

Faldar's Tooth.

This is a small public dungeon located just to the west of Riften. It is easily soloable and worth stopping at on your way westward.

The Lion's Den.

This larger public dungeon is located at the extreme western edge of the map. It is the largest public dungeon on the map, and it should be your go to area for grinding levels before you leave the Rift.

The Daggerfall Covenant

There is only one faction specific zone remaining for the Covenant: Bangkorai.

Essential Quest Hubs

Evermore.

This is the primary city on the map, and it is the first thing you will come to after crossing the bridge from Stormhaven. There is plenty to do here. The city is under siege and there are combat locations all around the map. You will generally want to follow a north to south direction on the map, hitting several highlighted points as you progress.

Hallin's Stand.

This city at the southern end of the map is occupied by Imperials. There will be a variety of quests to liberate it and fight in the surrounding area.

Essential Grinding Locations

Veridian Watch.

This tower directly east of Evermore can be your first early dungeon experience on this map. Be careful, there is a trap door in the tower.

Razak's Wheel.

This dungeon is located in the south end of the map. It is a more difficult dungeon that is best done with a group. There is also a group achievement in the dungeon to kill a flesh atronach.

Bangkorai Garrison.

This fortress is a battleground rife with faction enemies. You will need to pass through this location on your way to the southern half of the map, and you will want to stop for both quests and a high concentration of enemies to farm.

Vampire and Werewolf

Entering Reaper's March, Bangkorai or the Rift will be your first opportunity to become either a vampire or werewolf without the help of another player. Other players can turn you using their special ability regardless of your level, but the only NPCs that spread the diseases are found in these last game areas.

You will first need to contract the appropriate disease by fighting with one of the appropriate creatures. There is a werewolf den located at Weeping Wind Cave that provides a good possibility of

contracting Sanies Lupinus, the disease you need to become a werewolf. Contracting this disease will start Hircine's Gift and you will ultimately become a werewolf. The other factions have werewolf packs spread overland throughout the map.

If vampirism is more your style, then look for various crescent moon symbols on the map where vampires of the correct type congregate. Visit these places only at night and you may contract vampirism. This will start the quest Scion of the Blood Matron. When it is completed, you will be a full fledged vampire.

Take note that you cannot be a vampire and a werewolf at the same time. Since vampire skills rely on magicka, it is more beneficial for a sorcerer to be a vampire.

Coldharbour

You have finally made it to the last solo zone on the game, Molag Bal's realm of Coldharbour. All three factions will visit this zone, and it is largely the same regardless of what faction you are. It is a special area, but it has the same mechanics with quests and dungeons as the other zones of the game.

Essential Quest Hub

The Hollow City.

You will probably want to do all of the quests presented in this unique area. The Hollow City is essentially the hub for the map. You can find additional quests in the various surrounding ruins and towns that have been ripped from Tamriel. Ultimately, you will progress through the final stages of the main quest line here.

Essential Grinding Locations

Village of the Lost.

This is a large dungeon packed with groups of enemies. It is possible to solo, but very difficult. It is located just to the east of The Hollow City.

The Vaults of Madness.

This is the group dungeon in Coldharbour. It is one of the most interesting and challenging in the game so far, and you will definitely want to bring a group of friends to complete it before finishing the main quest and leaving this zone.

Cyrodiil

ESO is designed to have some leveling completed in the PvP zone of Cyrodiil. No quests in the final faction zones progress beyond level 45, and many of the quests in Coldharbour fall short of level 50. In order to finish off your leveling and begin on veteran ranks, you will probably do some questing in Cyrodiil. You can find out more about how to operate in Cyrodiil in the PvP portion of this guide.

Final Tips And Other Strategies For The Sorcerer

You are nearly armed with all of the tips and tools you need to be successful as a sorcerer in the Elder Scrolls Online. There are only a few things left to cover before you have everything you need for this fantastical journey through one of the richest game worlds ever created. You should keep the following tips and strategies in mind as you progress through the game and develop your character. Not everything here applies to every player because there are many style choices that only you can make, but everything here is an important consideration.

Staff Choice.

The majority of sorcerers will have a destruction staff as their primary weapon. Destruction staves are superior to other weapon choices for sorcerers because they rely on magicka instead of stamina, and most sorcerers will be maxing out their magicka points and keeping minimal stamina. There are three types of destruction staves in the game that correspond to three different damage types: fire, shock and frost.

The variation in staves has to do with their damage type. Fire, frost and shock damage all do the same amount of damage, but they all have a different secondary effect and can change how certain staff skills function. Different damage types may also change the effectiveness of a staff on different enemies. Certain enemies, such as vampires, have a weakness to fire, making fire staves more effective on them. In PvP, certain players may also be wearing gear that gives them a resistance to certain elements, reducing the effectiveness of certain staves. It is a good idea to carry one of each type of staff at all times and swap weapons based on circumstance.

Fire Damage.

Fire damage causes knockback and stun effects when using destructive touch. This alone makes fire staves one of the main staves to use for PvE on all builds. Some skills also cause it to apply the burning effect, which is an additional damage over time effect. This means that fire staves have a higher overall damage output compared to other staves.

Shock Damage.

Shock damage skills can cause the disorient effect, which is a useful CC effect for single-target situations but is useless in AOE damage situations because the effect is negated by damage. If the target remains undamaged, then it is a long stun. Other shock damage skills can cause concussion. This effect lowers the target's damage by 10 percent.

Frost Damage.

Frost damage skills can cause the deep freeze effect which is a temporary root. It is not as effective as a stun because enemies can still attack, making it overall inferior to the fire knockback and stun combination. Other skills, such as force shock, can apply chilled. Chilled is more useful because it is a slowing effect that allows melee enemies to be kited very effectively. This could make the frost staff better for certain situations such as against melee bosses or 1v1 PvP fights as long as the opponent player is most reliant on melee DPS.

Using a Bow.

Some players choose to level with a bow instead of destruction staff. This is often a style choice depending on how you want to play your character. Bows still do ranged

damage like staves, and they still have AOE abilities. In most basic respects that can function much like a destruction staff with the noticeable difference that the bow skills will consume stamina instead of magicka.

There are two reasons why you may consider using a bow instead of a staff. First, the bow's use of stamina means that you have a whole secondary pool of resources to work with in combat. When you have exhausted your magicka on class skills, you can still lay down effective DPS using your bow and stamina reserves. This will give your magicka time to regenerate. This applies even at higher levels when you will likely reach the soft cap for magicka, making investments in stamina a worthwhile choice. Veteran ranks also give you an increase across the board to all three stats, so your stamina will be going up regardless. Second, bows have the ability to sneak attack, something that is not possible with destruction staves. Sorcerers may not be the sneakiest of classes, but they can still sneak and get the bonus damage from sneak attacks. This is effective against bosses and powerful mobs in PvE, and it is especially potent in PvP where sneaking happens constantly.

Ultimately, the choice to use a bow or staff is a style choice that can also be influenced by uses of stamina that are not skill related. Remember that stamina is also consumed by running and dodging, so if you are constantly performing fancy footwork having to rely on stamina for DPS may not be helpful. You may also find the general idea of a mage who shoots bows to be either interesting or offensive. As with many things in ESO, the choice is yours to make.

Leveling With Repeatable Quests in Cyrodiil.

We have already discussed standard ways to level in Cyrodiil and throughout other zones. Now let's explore a strategy for leveling that borders on abuse of the game mechanics. This is repeatable quests in Cyrodiil. Throughout Cyrodiil, you will find quests that are repeatable. The volume of repeatable quests is very large. If you are willing to take the risk of venturing into the PvP zone as a lower level character, then you could potentially get a massive amount of leveling experience off of repeatable quests in the zone. The greatest disadvantage to this strategy is the threat of being killed by PvP players. Despite the buffs applied to lower level characters in the zone, you will be no

match for a veteran ranked PvP player if you are by yourself or even in a group of several lower level players. The best way to implement this strategy is to enter Cyrodiil during off times when the population on the battlefield is minimal. The rest is just blind luck as to whether or not an enemy happens to be walking by. The payoffs in most cases are worth the risks. This can also get you familiar with the PvP map, which is a place you will be spending plenty of time in. Having the extra alliance points to spend later is another added bonus.

Spending Attribute Points.

Every level you gain on your sorcerer will provide you with attribute points that you may invest in magicka, health or stamina. This choice is very important to the strength of your character. Magicka is obviously going to be a major need for a sorcerer. Magicka will govern how you use your class skills and staff skills. Your magicka pool will ultimately determine how quickly you can put out DPS. While it may be tempting to sink most of your points into magicka, there is a soft cap for attributes. A soft cap results in a decrease in the effectiveness of attribute points after a certain amount. It is important to point out that magicka and stamina can

both be soft-capped but health cannot be. For this reason, attribute point allocation should be fairly even with an emphasis on health over magicka and stamina. If you are going with a pure mage build then stamina may be less important, but it may also not be a good idea to put no attribute points in stamina. Stamina is still important for dodging, sprinting, manually breaking roots and stuns and using skills like dark exchange. Since being mobile is vital to the sorcerer, you do not want to handicap yourself in this area.

Your demand for attribute points will also change as your character progresses and you get better gear. If you are wearing mostly light armor, then there is a good chance your gear is providing a great deal of magicka and bringing you close to the soft cap even before attribute points are taken into consideration. Racial bonuses can also bring a character to soft cap levels faster. In the early game, you will want to invest heavily in magicka with some in health because your attributes will be in high demand and nowhere near soft cap. By the time you surpass level forty, you will probably want to respect some of the points spent in magicka into either health or stamina depending on your build. If you are choosing to use a weapon other than a staff,

then investing points into stamina is vitally important. Keep in mind also that veteran ranks increase attributes across the board, which can bring stats over the soft cap.

Some players argue in favor of pushing a vital stat such as magicka far over the soft cap regardless of the penalty. While it is okay to go slightly over the soft cap on your magicka, I do not recommend pushing this limit very far. Especially as a squishy light armor user, your health stat is vital to your survival, and it deserves a quality investment of points.

Skill and Class Synergy.

ESO brings a new dynamic to group situations with the idea of skill synergies. A synergy is a secondary effect that another player can activate when in close proximity to a spell effect. Lightening splash is one of the most popular sorcerer synergy skills. On its own, the skill creates an AOE lightening effect that does minor damage over time. If any ally is present when the skill is used then that ally may activate its synergy, causing a burst of damage and increasing the effectiveness of the spell. Generally, synergies are great ways to enhance the power of a group and should be employed when

possible. These synergies are built directly into the game mechanics and are expected to be used. They can mean the difference between victory and defeat in difficult group fights and PvP.

There is also a level of natural synergy between certain classes and builds. Dragonknights tend to be one of the best companion classes to the sorcerer. Dragonknights can make extensive use of roots to maximize a sorcerer's DPS and can tank for the sorcerer. A good group should always be thinking about the synergy potential of group members.

Now you have everything you need to excel as a sorcerer in The Elder Scrolls Online. A rich world of challenges and opportunities is just waiting for you to come along and snatch it up.

PVP TIPS

Playing a sorcerer in PvP can be very tricky, but it is also one of the best offensive PvP classes in the game. As a sorcerer, you have an essential choice. Do you want to be a complete glass cannon in light armor, or do you want to gain more survivability but less DPS by applying heavy armor?

Your answer to this question is largely a matter of how you want to play and what situations you will be in. If you plan on doing a lot of small group or solo work, then you will probably want to put on at least two pieces of heavy armor, so you have some tanking ability. If you plan to play in a very large group, then it is probably best to simply maximize your DPS because the amount of damage you will get if you are heavily targeted will exceed any tanking potential you could possibly have. The build choice you have may also determine your tanking style. The Storm Mage gets in close when using their ultimate ability and will quickly become the center of attention in the fight. The Black Mage actually lowers the enemy's ability to deal damage, so their ultimate will be less risky. If you intend to use the Storm Mage build for PvP, then I strongly

recommend at least two pieces of heavy armor, and you may even consider going mostly or entirely heavy armor. If you intend to use the Black Mage then you can probably get away with little to no heavy armor.

What to Do in Cyrodiil?

ESO presents players with a PvP experience unlike any other. For starters, the PvP zone is massive. It is essentially the map content of the game Oblivion dumped into ESO. It is in many ways similar to the other zones in the game. It has dungeons, overland mobs, ruins, Dark Anchors and towns. These locations are all neutral and can present a chaotic and interesting mix of players and NPCs all fighting each other. The game also has a variety of quests that are not directly PvP related. Many of these quests are repeatable, and the idea is to gain alliance points that you can use to buy and deploy siege weapons for use in assaulting PvP fortress locations. There is enough leveling content in Cyrodiil to carry your character the rest of the way to level 50 and begin progression in veteran rank content.

The Alliance War.

Obviously, the main point of Cyrodiil is to participate in the alliance war. You will, for the first time, be able to identify and attack players of the other two alliances in the game. Your goal is to work with your fellows to attack and hold the various forts surrounding the Imperial City. Your faction can assault a fort directly, or they can capture surrounding towns to weaken the fort and make it easier to assault. Considering the high level of challenge in assaulting a fortress, your group will want to do everything possible to weaken it before attacking.

Use Forward Camps.

Being killed in Cyrodiil can be quite the hassle, and it is likely to happen often, especially to inexperienced players or groups that lack proper healing ability. This is where the size of the Cyrodiil map works strongly against players. They may have to trek for up to five minutes or longer to return to the battle after being killed, and that comes with its own potential dangers of being ganked and having to start all over again.

The good news is that forward camps can be purchased and setup at the site of battle to allow a temporary spawn point. All groups should use forward camps and defend them whenever possible. Having a forward camp can mean the difference between taking a keep or failing due to a lack of available reinforcements. The camps are infamously easy to destroy, however, so they will need excellent protection.

Hit and Run.

As a sorcerer, your class will excel as a hit and run combatant. Since you have less tanking ability than most other builds, staying one place long enough to be targeted by multiple enemies will mean your death. Remember that in ESO there is no target lock, so the more you move around, the less likely you are to be slain. As the Storm Mage, you can pop your ultimate ability and dash into the fray just long enough to expend your magicka on DPS and run out. The potential for Overload to decimate an entire enemy team should not be underestimated.

Mixing your other AOE skills with the hit and run tactics is also the best way to go. Due to the lack of hard targeting, it is very difficult to kill a skilled player with direct

attacks because they will be constantly moving out of your targeting. No matter how much they bob and weave, however, they cannot escape a large blanket of AOE damage. The same skills you have practiced taking down large groups of NPC mobs apply to the chaotic battlefields of Cyrodiil. Coat the ground with AOE damage, and you will get kills. You cannot kill a member of your own faction, so you don't have to worry about friendly fire. The ability to lay down such effective AOE is one of the reasons sorcerers are killing machines on the PvP battlefield. This also makes them prime targets, so remember to never stop moving.

Store Alliance Points.

It may be very tempting to blow your alliance points at the first opportunity, but you should strongly refrain from doing this. Siege equipment is very tactical in ESO, and you can't just throw it down anywhere and expect it to be effective. There are also multiple kinds of equipment, and you should carry a variety in your inventory whenever possible so that you have options on the battlefield. There are times where the equipment can be effective outside of a keep siege, but always have a solid plan in mind

before you put down a weapon. If there are already five ballistae pounding one group of NPCs, you probably don't need to add another.

Becoming Emperor.

A discussion of PvP in ESO would not be complete without mention of the grand prize. Becoming emperor will be no easy feat. First, your faction must control all of the keeps on the map. At that moment, the game will run a leaderboard check, and the player at the top of the leaderboard will be named emperor. The Emperor gets a special suit of armor and a separate skill tree that is incredibly powerful for as long as that player is Emperor. Once a keep is lost, so is the title, but the player gets to keep the skill tree. It simply works in a less powerful state. It is well worth it to try and become emperor for the skill tree alone, but it will take dedicated practice and team support to be number one on the leaderboard at the exact right moment.

ENDGAME GEARING



ear is a very important part of making a character in ESO, and it is the element that often sets high level players apart. Due to the variety of different builds in ESO, there is not necessarily one particular set of gear that is altogether better than another set of comparable level. In this section, I will present several options for endgame gearing that a player can choose depending on their build. For the purposes of this guide "endgame gear" means any gear that is at least veteran rank one or higher.

Crafted Gear.

Crafted gear in ESO is often as good as or better than gear that drops from mobs so long as it is enhanced with traits and enchantments.

Endgame crafted gear for a sorcerer includes light armor made from kresh fiber, silverweave or voidcloth. It includes heavy armor and melee weapons made from calcinium, galatite, quicksilver or voidstone. It also includes bows or staves made from

birch, ash, mahogany or nightwood. There are few, if any, good quality sorcerer builds that make use of medium armor, so that will not be discussed in this section.

Trait Selection

While many traits are useful in endgame gear, there are a few that stand out as especially important.

Light armor or heavy armor should make use of either the reinforced trait provided by the sardonyx gem or the infused trait provided by the bloodstone gem. Reinforced provides bonuses to armor and spell resistance. Having extra of this is always beneficial to a sorcerer, which is likely to be squishy. The infused trait increases the power of enchantments, which increases the effectiveness of the gear piece overall.

Weapons, whether they are bows, staves or a two-handed melee weapon should use either the infused trait provided by the jade gem or the precise trait provided by ruby gem. Infused on weapons is the same as on armor, improving the values of enchantments. Precise improves the

weapon's critical values. Since most sorcerers are DPS focused, having greater critical values is often an excellent DPS improvement on high level gear.

Improvement

Improvement is an extremely important part of endgame gearing. Although every level of gear can technically be improved up to legendary quality, it is very unlikely that the average player would invest so heavily in gear that they are quick to replace with that of a higher level. Endgame gear is different because it is likely to be with the player for an extended period of time. At the very least, leveling slows down considerably at the veteran ranks, so even rank 1 calcinium gear is worth improving up to the higher levels of quality. Since improvement items are limited and expensive, it is sometimes best to be choosy about what pieces are improved. Always invest in major pieces, such as robes and weapons, first. Likewise, pieces that already have the best enchantments should be improved first.

Improvement is also useful in that it can improve gear that is not already crafted. If you find an item with a useful trait and enchantment combination as a drop, that item can be improved using the crafting

system as well. This is very useful to keep in mind as we discuss various item sets. Improving a set to legendary quality is often the best way to go when creating endgame gear. Keep in mind that there are no drops currently that are of legendary quality. The only way to get a legendary item set is to have it improved by a crafter.

Item Sets.

When discussing endgame gear selection, it is very important to understand item sets. All good endgame gear is part of a set. A set is a group of items that go together to give a special bonus based on the number of items in the set that are used. Most gear has a bonus at three items or five items. Sets can be crafted at special crafting stations, bought in Cyrodiil using alliance points, or found as drops in regular PvE content from dungeon bosses or overland bosses. Here I will detail some of the best sets for a sorcerer.

The Worm's Raiment Set.

This is perhaps one of the better light armor sets in the entire game, and I highly recommend that all sorcerers consider it. It is also rather rare, being one of the rarest drops off of bosses in the veteran rank zones. It can be found at veteran ranks five and 10.

Set Bonuses: three items adds 75 magicka at VR 5 and 111 magicka at VR 10, four items adds 10 to incoming healing and five items reduces the magicka cost of skills of all group members by 8 percent.

Spectre's Eye Set.

This is a crafted set created at the special crafting locations found in Coldharbour. It is very flexible because any weapon or armor piece crafted at the correct location is endowed with the set bonus. It is also one of the more difficult sets to craft because it requires all eight traits to be known for whatever piece of equipment is being crafted. Other than the set bonus, the individual crafted items will match whatever crafted material and level is applied.

Set Bonuses: three items adds 47 magicka and five items gives a 20 percent dodge chance after using a skill that costs magicka with for three seconds with a six second cool down.

Cyrodiil's Light.

This is a PvP light armor set for veteran rank six. It is purchased from PvP item vendors in Cyrodiil. It has excellent tanking assistance for the sorcerer, since many powerful sorcerer skills are channeled.

Set Bonuses. three items adds 17 to health regeneration, five items reduces income damage by 30 percent when casting or channeling a spell.

Syrabane's Grip Set.

This set of three pieces of light armor and two rings appears at level 35 and at veteran rank 5. The veteran rank five version is the endgame gear, dropping off of bosses at that level. It is an excellent set to assist with magicka regeneration and maintenance during a long fight.

Set Bonuses. three items adds 100 spell resistance and five items restores 122 magicka each time a spell is reflected.

Endgame gearing may change and grow as the game progresses. When content is added, it is always beneficial to check if new crafting materials, new special crafting stations or new item set drops have been added, as this may indicate an important change in endgame gear options.