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THE UNOFFICIAL THE ELDER SCROLLS ONLINE GOLD GUIDE

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SECTION 1: GOLD MAKING STRATEGIES

Having enough money is always something that is important and of concern, even for a gamer in a fictional world. The Elder Scrolls Online is no different, and having ample gold is the difference between having everything you need for the game's biggest challenges and always falling short of other players. There are many ways to make gold in ESO, and this guide will explore them in detail.

All gold making strategies can fit into three basic categories: mob grinding, questing and crafting.

Mob Grinding

This refers to killing large numbers of relatively easy enemies in order to loot them for valuable rewards. Some enemies, usually humanoid enemies, drop actual currency and other items. Beasts and monsters will

usually drop a grey or "trash" item. These grey items can be collected in large amounts and then sold to vendors. Mob grinding is the most common way to make gold in ESO.

The Secrets to Mob Grinding.

Mobs are the NPC enemies players can encounter throughout the game world. Mob grinding is simply the process of slaying large numbers of these enemies in order to collect their loot for profit. Mob grinding is the most common gold-making activity in ESO. When done properly, mob grinding can be effective, and it doesn't have to be painfully boring.

The Advantages of Mob Grinding.

1. Simple. Mob grinding is the simplest way to make gold. You don't need any special skills or much preparation.
2. Fast. Mob grinding is the fastest way to make gold. You kill a mob, and you get paid immediately.
3. Flexible. Mob grinding can be done solo or with a group of friends, and it suits almost any style of play.

4. Leveling. Since killing mobs also grants experience points for levels and skills, you are making money and leveling your character at the same time.

The Disadvantages of Mob Grinding:

1. Inefficient. While it is simple and easy, mob grinding tends to yield the worst gold to time ratio of any of the options.

2. Repetitive. Mob grinding is by far the most repetitive game activity, so it can get boring. The tips in this section will help alleviate this.

All About Mobs

All mobs fit four basic categories in ESO.

Humanoid

Humanoids, such as elves, men, and undead can be a variety of classes and roles. These include melee DPS, ranged DPS, tank and spellcaster. You can usually identify the role of a humanoid mob by looking at its equipment. These mobs drop gold coins as common loot, so they are among the best type of mob to grind when inventory space is limited. They also drop gear as uncommon loot. The gear can be sold or deconstructed for crafting materials.

Monsters

monster mobs are those such as daedra. These mobs tend to drop a “trash” inventory item that can be sold to vendors for gold. They may also drop other materials or gear as uncommon loot.

Beasts

beasts are wild animals such as wolves, bears or alit. Beasts may drop a trash item, but they also drop leather for crafting, so they are useful to grind for those leveling the clothier profession.

Bosses

The final type of mob is the boss type. These can vary from minor to major bosses. They can fit any of the above three types except that they are far stronger than normal mobs and they have completely different and usually unique loot tables. Bosses drop the best equipment, but they are also significantly harder to beat.

Where Should You Grind

Good mob grinding locations can be found throughout the game world and in every zone. While mobs are spread far and wide, it is inefficient to grind mobs randomly across the game world. Mob grinding should be done in a small area that has a high concentration of mobs.

Overland Locations

There are many locations across Tamriel that are concentrated with mobs. They can include camps, ruins or battlefields. You can destroy large numbers of mobs in these locations, and they tend to spawn quickly. The greatest disadvantage to overland locations is that you may compete with other players for mob kills.

Dark Fissures and Dark Anchors

These are specific types of overland locations that double as a sort of public event. A dark fissure is a small opening to Oblivion that will spawn several waves of daedra to kill for experience and valuable loot. The fissures spawn randomly and are designed to be soloable with a challenging boss at the end. Dark anchors are group events that occur at specific map locations. The anchors provide an excellent and

organic group challenge as well as very good loot to the victors. Dark anchors close when completed and reset after a certain amount of time.

Public Dungeons

The public dungeon is one of two dungeons types in ESO. It may seem unfamiliar to many MMO players, but it is actually an old concept that is being revitalized in ESO. A public dungeon is not instanced, so any players that enter the dungeon are all together. The spawn rate of mobs in a public dungeon is very fast, so it is one of the best places of all to mob grind. Most public dungeons are soloable for a competent and on-level character. If you team up with a friend or two, a public dungeon can be quickly turned into a gold-printing machine.

Public dungeons work so well in ESO because of the game's looting system. In ESO, anyone who has a hand in killing a mob gets loot that is privately instanced to them. That means that players do not have to worry about competing for loot on a team kill. Each player has the same chance of getting loot drops as any other player who participated.

A character build that is focused on AOE damage will excel in public dungeons because they can win the rights to many mob kills, even if they don't actually kill anything.

Public dungeons only become problematic when too many players are inside them. A crowded public dungeon becomes less fun when it is saturated to the point where mobs cannot spawn fast enough, die within seconds and leave players standing around unnaturally waiting for the spawn. If you are in a public dungeon that is overcrowded, it is better to go grind elsewhere.

Instanced Dungeons

Instanced dungeons are the more familiar dungeon type. An instanced dungeon allows only a select group of players inside. Most instanced dungeons are group dungeons. These dungeons are not good for mob grinding because they tend to follow a progression and mobs do not respawn. However, certain high level boss loot can be ground in instanced dungeons to keep or sell for profit.

What Build Works Best for Grinding?

A DPS, preferably a DPS and AOE build, is the primary build for mob grinding. All of the classes in the game can achieve such a build if the right skill lines are followed.

Here are some examples.

Sorcerer

Focus on the storm calling and destruction staff skill lines. You can add in some of the dark magic skill line for crowd control so that you can handle large groups of mobs without dying. The DPS of the sorcerer's ultimate storm calling skill is immense.

Storm Calling:

- Mage's Fury
- Lightening Splash
- Overload (ultimate)

Destruction Staff:

- Destructive Touch
- Wall of Elements

Dark Magic:

- Encase or Repulse

Dragonknight

A slightly unusual build focuses on the ardent flame and draconic power skill lines using the destruction staff and light armor. This “fire mage” build has amazing AOE DPS potential with solid tanking when it counts.

Ardent Flame

- Fire Breath
- Dragonknight's Standard (ultimate)

Draconic Power

- Spike Armor
- Dark Talons

Destruction Staff

- Destructive Touch
- Wall of elements

Nightblade

Use the assassination skill line along with dual wielding to rapidly dispatch large groups of mobs. The build is rather squishy and does not have good endurance, but in theory everything dies before you run out of power and health.

Assassin.

- Teleport Strike
- Blur
- Haste
- Death Stroke (ultimate)

Dual Wield

- Whirlwind
- Flurry

Templar

The aedric spear line has several AOE skills. One option is to dual wield and use medium armor for more AOE damage and use the restoring light skills to self-heal and survive.

Aedric Spear

- Puncturing Strikes
- Spear Shards
- Radial Sweep (ultimate)

Restoring Light

- Healing Ritual

Dual Wield

- Whirlwind
- Flurry

Questing

Questing in ESO is different than in other games, and this makes questing for the sole purpose of gold making to be somewhat less effective. There are certainly quests in ESO, and those quests do provide rewards and gold to the player, but many quests are found naturally through exploration, and there are very few areas of quest concentration that allows a player to do large numbers of quests quickly. Generally, players should do questing for the story and other rewards and use the gold income only as a natural supplement to their gameplay. There are some strategies to questing, however, that will help make them more lucrative.

Unraveling Stories and Earning Gold With Quests

Questing is one of the most common game activities for all players. Quests unravel the rich story of ESO, and they provide players with an interesting experience and solid rewards at the same time. Quests are also among the best methods of leveling.

In ESO, quests are spread organically throughout the game world. There are few if any “questing hubs” in ESO. Players are encouraged to go out and explore, finding

needy NPCs that offer quests as they travel from location to location. This section just provides general strategy. For more information on specific quests, check the “rewarding quests” section of this guide.

All quests in the game can be broken down into three major types.

Readily Available Quests

These quests are available all the time. They are granted by NPCs just sitting waiting for a helpful player to offer their assistance. Most quests in the game are readily available. They may be single quests or quest chains. A quest chain is a sequence of closely related quests that directly follow one another.

Stepping Stones Quests

These quests are locked behind other quests. You cannot access a stepping stones quest until you complete its prerequisite. These quests are completely hidden until you unlock them, but the telltale sign of a stepping stones quest is a named NPC or group of named NPCs that are not hostile and do not have a readily available quest already related to them.

Encounter Quests

In true Elder Scrolls form, ESO has quests that simply appear randomly. An NPC may come running up to the player, or a powerful mage may appear and direct a player through a magic portal to begin a special quest. These encounter quests happen based on a variety of conditions including player level, location and the completion of certain other quests. The encounter quest may be a singular quest or part of a chain.

The Best Way to Quest

Quests provide players with gold rewards and loot upon completion. They are also typically one-shot opportunities. Once a quest is completed, a player no longer has access to its rewards. Since quests cannot be “ground” in the same fashion as mobs, it is important to choose quests that either have very valuable rewards, are part of a chain that will give many rewards or take a player to an already valuable area. If a quest sends you to a dungeon or other high-value area, you should take the quest in order to “double dip” and get rewards for the quest and the mobs.

Exploration and Lockpicking

While you are running around finding good quests, ESO throws something else very valuable your way. Scattered throughout the game world you will find various chests. All of these chests are locked, and you need lockpicks in order to get into them. The lockpicking mechanic is a short mini-game that is easy to understand but tricky to master. Chests can contain gold, crafting materials and high-value gear. Chests are labeled with different difficulty levels that determine the strength of the lock and the value of the gear. Always be sure to have ample lockpicks with you, because you will break more than a few trying to open a difficult chest.

When lockpicking, keep your eye focused on the very base of the pin. You are timed, so don’t procrastinate. Release the control as soon as the base of the pin starts to shake. If you time it right, the pin will become locked in place. If you fail, the pin will jump back up and may break your lockpick, forcing you to use another one. Every pin you lock will grant you extra time.

Once you master lockpicking, you can make a good deal of gold just running around opening chests.

Crafting

Crafting gives players a very consistent and effective way to make gold. It is more complicated and more interesting than mob grinding, and it can result in very effective payoffs for players. Several whole sections of this guide are devoted to using crafting as a way to make money. In this first section, we will explore the general means by which crafting can be turned into a healthy income

Making Money With Crafting

The Elder Scrolls Online has a robust crafting system that can be an excellent money maker for many players. There are several aspects of crafting in ESO that make it different from many other games and have a dramatic effect on using it to make money.

No Crafting Exclusions

In ESO, every character can perform every crafting activity. There are no exclusions or gates that force players to choose which professions they want on a character. This is both good and bad for crafters. It is good because it means you don't need to have four or five alts in order to get access to all of the crafting. It is bad because since every player can theoretically craft everything they need

there is slightly less overall demand for trade between players. Despite this, knowing the kinds of things that will still be in demand in ESO is the key to turning crafting into a consistent money maker that frees of up plenty of time for other gameplay activities.

Crafting will be explored in even more detail in the "crafting leveling" section of this guide. Read here on the best ways to turn crafting into gold.

Focus on Consumable Items

Most players will use their own crafting to make the high-value weapons and armor they need. However, players may neglect stuffing extra skill points into professions that craft consumables needed by everyone. This means that alchemy and provisioning will be among the most valued professions for crafters that wish to sell their creations for profit.

Alchemy

Alchemy creates potions that give players various buffs. Health, magicka and stamina potions can be bought from vendors, but alchemists create specialty potions such as those that increase magicka regeneration or weapon damage. An alchemist needs to

search far and wide for the various plant reagents they will need for crafting. They will also need to know which reagents combine into the most valuable effects. Consult the recipes section of this guide for full details.

Provisioning

The provisioner is a crafter of food and drink consumables. Every character can have one potion and one food effect active at the same time. Food gives long term boosts to stamina, magicka or health and other effects. Players going into difficult battles or taking part in PvP will want food and drink boosts stored in their inventories.

Selling the Goods

Once you have crafted the goods to sell, you have to actually get them to other players. This is somewhat more challenging in ESO because there is no global auction house or trade system. Instead, the game has a guild-based market system.

Guilds are player-created groups that work together for certain goals and can take control of keeps in the PvP area of Cyrodiil. Currently, a player may join up to five

different guilds. There are no cross-faction guilds in the game, but they may be released at a later date. This has important implications as far as the player market.

In the PvE regular game world, each guild has an internal guild store. This means that only members of that guild can buy and sell items in the store. The guild store is more of a way to simplify trading between guild members than it is for actual profit making, although that may depend on the style of the guild.

In PvP, the guild store concept changes. Once a guild takes control of one of Cyrodiil's many keeps, they can open a guild store that is available to all members of their alliance faction. This means that if your guild is part of the Aldermi Dominion, then your PvP guild store would be open to all Dominion players. These guild stores are the primary way a crafter will make money by selling.

There is still the option to hawk wares in game chat and send them to players either by direct trade or through in-game mail. It is less efficient, but if you have a high-value item or large stock of crafting material, giving a shout out in game chat may find you a willing buyer.

Selling Materiel

We have already discussed selling consumable items from alchemy and provisioning, but other crafting professions have a good chance of selling things as well. All players need to level their crafting in order to get the items they want, but they don't all want to go hunting for resources. A crafter may also choose to focus their efforts on gathering crafting materials. There are several different types of materials that will be in great demand.

Node Materials

These are basic items such as ore and wood that are obtained by harvesting resource nodes that spawn randomly throughout the game world. Hungry crafters will always need more of these resources for leveling, and will eagerly pay top dollar for them.

Trait Stones

All crafted gear can be enhanced with traits. In order to enhance an item with a trait a crafter will need the correct stone. These stones can be found as loot or gained by deconstructing other items with traits. While not very common, trait stones will have a high value.

Enhancement Materials.


Clothing blacksmithing and woodworking all have an additional material type that allows for items to be upgraded to dramatically improve their stats without increasing their level. All items have five possible levels: normal, fine, superior, epic and legendary. Each level requires a different, and increasingly rare and valuable, material in order to upgrade the weapon. Many copies of these materials will be needed because upgrading a weapon is a percentage chance and only reaches 100 percent when five portions of the material are used. These materials can be found as loot or gained by deconstructing higher level gear.

Gaining materials does not have to mean running all over the map mining nodes. The more valuable stones and enhancement materials are gained as loot or by deconstructing valuable items. Crafters taking this approach can grind valuable mobs or bosses for loot, put skill points into the appropriate skill that affects deconstructing and sell off the useful materials they gain.

Hirelings

The last option for gathering gold from crafting is through the use of the hireling passive ability. When this ability is unlocked, the player is granted a random assortment of crafting materials once every 24 hours or so for free. This can be used to supplement materials to sell or to be used in crafting. While most of the materials given are node materials, there is a chance for higher level materials or items.

SECTION 2: LEVELING CRAFTING PROFESSIONS

he Elder Scrolls Online has a robust crafting system that can provide players with a variety of useful items. In order to craft the most useful and valuable items, you will need to level your crafting skills and hunt down valuable materials.

Skill points and Experience

Your true skill with crafting is based on two systems. Experience represents how much you have used each crafting skill. This value increases by doing various crafting tasks. Most tasks except ingredient collection, such as chopping logs or mining ore, gives experience. Experience increases by level, and higher levels are needed to unlock various skill perks that improve crafting. Experience level alone does not affect crafting. Only perks actually improve your ability.

Skill points for crafting are built into the same system as the other skills for your character. In this way, all crafting skills are on the same level as class skills or weapon skills. This is very important to keep in mind for several reasons.

1. Leveling crafting provides no direct bonuses. You must spend a skill point to receive the benefits of what you have unlocked.

2. The decision to level your crafting means that you are not going to have that skill point to invest in class skills or abilities.

What This Means for Character Advancement.

This system obviously has a huge impact on character development in the early and mid game. Planning and focus become very important to creating a character that is both skilled in crafting and competent in combat. There are several different strategies you can use to approach leveling your crafting. Your choice will depend on your play style and overall plans for your account and alts.

Strategy One: Focusing

Since all characters have access to all of the crafting professions, it is tempting to level all professions on one character. While we will discuss an exception in strategy two, I do not recommend trying to do this. Attempting to level all crafting professions at the start will result in a substantially weaker character. This first strategy is most beneficial if you plan to have multiple alts, since it is simpler and easier to spread crafting out between them.

When you make a character, you should have a build in mind for that character. The crafting professions you choose should be beneficial to that build. Limit yourself to no more than three professions at the start of the game and focus on those professions.

There are a great variety of builds in ESO, but let's look at some basic ways to match crafting to a build. This will not be a class discussion because in ESO each class can fit multiple builds depending in its setup.

1. Magic-focused ranged DPS

Your classic mage build will use light armor and staves. You should level clothing and woodworking.

2. Melee tank

This build will use heavy armor and melee weapons. You should level blacksmithing. If you choose to use a shield instead of a two-handed weapon, then you will also need woodworking, although you could choose to buy rather than craft your shield to save skill points.

3. Melee DPS

You will most likely use melee weapons and medium armor, so you will need blacksmithing and clothing. If you go for more of a tank style with heavy armor and dual wield or 2-handed, then you only need blacksmithing.

4. Bow-focused ranged DPS

You will use a bow and medium armor, so you will need woodworking and clothing.

5. Tank mage

If you choose to have a tank magic user, then choose blacksmith and woodworking for heavy armor and staves.

TIP: When in doubt, focus on your armor.

If you want to limit how many skill points you spend on crafting in the early game, then you should focus on your primary armor only. This means you will focus on either blacksmithing or clothing. This is due to the fact that you are able to equip six or so pieces of armor but only one or two weapons. Also, class skills are not dependent on weapons at all, so if your build is focused on class skills for DPS, then your weapon DPS will be secondary.

The Late Game and Skill Points

The previous rules apply mainly to the early and mid game. This is because once you reach high level and have explored a great deal of the game world, you will have excess skill points beyond what is needed for your initial class and weapon builds. This happens because you get skill points from more than just leveling. Skyshards give you skill points at a rate of one point for every three skyshards. You will gain far more than 50 skill points in the game, even though this is the level cap. In fact, if you find all of the skyshards, will have enough skill points to learn almost every skill available to your character. This means you will have plenty of points left over for crafting skills.

Advantages of the Focus Strategy:

1. You will spend less time crafting and hunting for resources overall because you only need to collect those vital to your professions.
2. You will be able to sell more excess materials and loot for gold instead of using it for crafting.
3. You won't have to worry about a skill point shortage in the early game.

Disadvantages to the Focus Strategy:

1. If you plan to have all professions anyway, then you will have to backtrack through lower level areas in the late game to collect resources.
2. You will miss the most lucrative professions, alchemy and provisioning, so you will need to buy these important power ups.
3. If you choose to alter your build later, then you might no longer have crafting suitable for the build.

Strategy Two: Half-Crafting

If you plan to level only one or two characters, and you like having all professions available, then you should choose the half-crafting approach. In half-crafting, you will collect all materials for all professions, and you will level all professions. You will not, however, invest skill points in all of the perks except for those few that most benefit your class build.

The Material Skills

The greatest different between half-crafting and focus crafting is the leveling of the material collection skills, the first perk in each crafting category. This will allow you to use higher level materials for each profession, and it is the only vital perk to leveling crafting. You will need to invest a total of five skill points for the alchemy profession, a total of eight each for blacksmithing, woodworking, and clothing, a total of seven for provisioning and a total of 11 for enchanting. Take note that provisioning and enchanting have two perk lines, the first two, which must both be leveled. The game provides the first perk in each vital line for free.

The Advantages to Half-Crafting.

1. You will ultimately have all crafting on one character, so you will not need to worry about swapping alts constantly to get what you need.

2. You will not have to go back and collect material for leveling, since you will gather all materials for leveling as you progress.

3. You will have easy and early access to provisioning and alchemy, so you will not have to buy the consumable buffs provided by these professions.

The Disadvantages to Half-Crafting.

1. You will need to gather a very large volume of materials for this strategy. This will make your overall progress through the game much slower. You may consider buying materials off other players to alleviate this.

2. You will want to recycle most, if not all, loot that you don't plan for yourself to use into materials, so you will not be able to sell it for fast profit.

3. You will need to purchase additional inventory early, because you will quickly max out inventory space. Even with the purchase, inventory management will be more difficult overall.

The Bottom Line

The crafting strategy you select depends on your overall style and plans for the characters on your account. The half-crafting strategy gives the most flexibility and ease of use, but it requires a far greater commitment during leveling. If you plan to power level, then the focus crafting approach will most likely suit you better.

The Best Ways To Level Crafting Skills

Woodworking, Blacksmithing and Clothier

These three professions can be easily grouped because they have identical production and leveling mechanics. Experience is gained by creating new items, refining items or performing research. You

generally will get most of your experience points through creation, and the higher the level of items you create the more points you will gain.

Maximizing Tips

1. Never refine or sell a piece of gear that you could do research from.

2. Refine everything you don't plan to use. If you are aiming for crafting levels more than gold, refining grants experience points and materials for creation to get even more experience points.

3. If you have excess materials, you can create an item just to refine it. This gives you extra points, but it also results in a substantial net loss of materials. You will gain back from refining only a fraction of what you invested.

Alchemy

Alchemy is one of the more difficult professions, if not the most difficult profession, to level. This is due to the fact that alchemy potions cannot be refined for materials, and materials drop in loot far more rarely than with other professions. You

will need to find solvents in chests or other loot locations such as water flasks or bags. You will then need to scour the world for plant reagents to combine to make potions. This is further complicated by the fact that not every reagent reacts with every other one to make a potion. You will need to find complimenting reagents if they are to do you any good for crafting.

Maximizing Tips

1. Especially scour NPC camps and around towns. This tends to be where you will find solvents.

2. Collect everything you find. It is better to have extra ingredients than not enough, even if you don't immediately have something to react them with.

3. Have a plan. While it may be more role-play friendly to experiment with reagents and find out what makes what, this results in lots of wasted reagents. Consult the recipes section of this guide to find out what reagents actually react. If you try and fail to make a potion, you get few if any experience points.

Enchanting

Enchanting involves the creation of glyphs using a combination of three runes. This crafting profession deviates most obviously from other Elder Scrolls games. You do not need soul gems for enchanting, and you do not need to disenchant items.

The runes can be collected throughout the game world, and they come in three types: aspect, potency and essence. You need one of each type of rune in order to create a glyph. You can gather runes from across the game world. They are usually tucked close to rocks or the walls of ruins. You can also extract from glyphs to get runes.

Unlike with alchemy, any three runes, so long as you have one of each type, will react together to form a glyph. The type of glyph is determined by the name of the various runes used. Consult the recipes section of this guide for more information.

Maximizing Tips

1. Rune spawn locations are more predictable than ore, wood or alchemy reagents. Travel frequently along cliffs or ruin walls and you will encounter many of them.

2. If you have plenty of extra gold, you can buy glyphs from vendors and extract them. This will give you experience and more runes.

Provisioning

Provisioning is one of the easiest of all the professions to get materials for. Provisioning materials can be found very consistently in crates, bags and sacks that are scattered across the game world, especially in dungeons that contain humanoid enemies like bandits or enemy faction NPCs.

Maximizing Tip.

1. Collect provisioning materials while you grind mobs. Good grinding locations and good provisioning locations tend to be one and the same.

Final Notes

Your Bank is Your Friend

As you are collecting crafting materials, you may quickly run out of bag space on your character. It is a great idea to store excess materials in the bank consistently. You

can access the crafting materials that are in your bank directly from the crafting station. You do not need to go back to the bank every time you craft.

Don't Be Afraid to Dabble

While I have outlined some good strategies here, the greatest thing offered by ESO's crafting system is the ability to try any profession at little to no risk. You may enjoy the complexity offered by alchemy or enchanting, or you may just find it a hassle. Don't be afraid to try a profession to see how it fits your style and interest. If you choose not to pursue it, then you haven't lost much of anything from trying.

Know What Your Guild Offers

If you are part of a guild, or more than one guild, then it is beneficial to find a niche you can fill in your guild to focus your crafting. You can share materials and even make a profit in the guild store.

Don't forget to consult the recipes section of this guide for more details on what to craft. Happy crafting!

Section 3 Crafting Guide

Gear Crafting

Gear crafting covers the creation of wearable items and weapons, and it includes the blacksmithing, woodworking and clothing professions. The basic mechanics of all three of these professions are identical, so it is easy to discuss them as a group. In this section, we will look at the general mechanics that apply to all three, and then there will be a short section on the slight differences of each one.

General Mechanics

Style

Style items are used to craft equipment of various racial styles. There is one style item for each of the races in ESO. Any race can wear any style, but style items are very often found in logical locations. For example, you will find more Altmer style items in Auridon than any other race's items. Aside from changing the appearance of the gear, a style item does nothing else in terms of the item's usability. You must, however, use some kind of style item in order to create something. This means you will need to be constantly

gathering style items. It is worthy to note that there are style items for races that are not playable, such as Daedric, ancient elf, barbaric, and primal. You do not need to learn a style anywhere. As long as you have the appropriate item, you can craft in any style. Style items are also one of the few crafting ingredients that can be bought from vendors, so you will never have to worry about running out of style items. They are also common in crates and chests, and you may get them from deconstructing or from hirelings.

1. Alter – Adamantite
2. Ancient Elf (Ayleid) – Palladium
3. Argonian – Flint
4. Barbaric – Copper
5. Bosmer – Bone
6. Breton – Molybdenum
7. Daedric – Daedra Heart
8. Dunmer – Obsidian
9. Imperial – Nickel
10. Khajiit – Moonstone
11. Nord – Corundum
12. Orc – Manganese
13. Primal – Argentum
14. Redguard – Starmetal

Traits

Traits are very important to the crafting of good quality items. Applying traits to items is the lengthiest part of crafting. Item level has no effect on the application of traits, although level and quality may influence the potency of the trait.

The trait gems may be acquired from loot, material nodes and deconstructing items with traits. A hireling may also bring them.

Traits first require research. In order to perform research, you must have an item of the appropriate type, such as cuirass, sword, shield or boots, which also has the trait you want to apply. This means that there are many traits that need to be researched in order to have the full set of traits. Researching also requires real time to complete. This time begins at six hours for the first trait on an item and doubles for each additional trait on the same type of item. This means it will take over 63 days to research all weapon traits and 446 days to research all armor traits. It is best then to focus only on the traits you actually think you will use. Finally, research on an item also destroys the item, so don't research any gear you want to keep using.

Once you have researched the appropriate trait, you now need the gem that corresponds to that trait in order to apply it to the item.

There are a total of eight traits that can be applied to any armor. In this list, the first word is the name of the trait, followed by the name of the gem that gives that trait and then by a description of the trait.

1. Sturdy – Quartz – gives a chance to avoid item wear when defeated
2. Impenetrable – Diamond – increases resistance to critical hits
3. Reinforced – Sardonyx – Increases armor value
4. Well-fitted – Almandine – reduces the stamina cost of sprinting
5. Training – Emerald – increases armor skill line experience gain
6. Infused – Bloodstone – increases armor enchantment effect
7. Exploration – Garnet – increases exploration experience
8. Divines – Sapphire – Increases magnitude of Mundus Stone effects.

There are a total of eight weapon traits that can be applied to any weapon.

1. Powered – Chysolite – Reduces the cooldown period of weapon enchantments

2. Charged – Amethyst – Increases the maximum number of enchantment charges

3. Precise – Ruby – increases weapon and spell critical values

4. Infused – Jade – increases magnitude of weapon enchantment effects

5. Defending – Turquoise – increases total armor resistance and spell resistance

6. Training – Carnelian – increases weapon skill line experience gain

7. Sharpened – Fire Opal – increases armor penetration and spell penetration

8. Weighted – Citrine – increases weapon attack speed

Improvement.

Finally, an already crated item may be improved to make it stronger. Improvement can be applied to any level and type of item without changing the level of the item, so it is a great way to get maximum power out of any given item.

Items have five quality levels ranging from normal to legendary. All items are initially crafted at the normal quality level. You also cannot skip quality levels. In order to get an item to legendary quality you must first get it

to fine, then superior and so on up to legendary. You may also improve items that you find that are already above normal quality.

To increase an item's quality level you must have the appropriate special improvement item. If you are smart, then you will want to have many copies of the improvement items because using just one is a foolhardy proposition. This is because improvement has a chance to fail, and when it fails you lose both the item and the improvement materials you were using. Due to the rarity of improvement materials, I recommend only attempting improvement when you have a 100 percent, or every close to 100 percent, chance of success.

Each of the three professions has different names for improvement items that will be defined in their particular section, but the mechanics of improvement is the same for all three professions.

Deconstructing:

All three professions also have the option to deconstruct items for that profession. Deconstructing can be a great way to get additional crafting resources or to get the last

bits of crafting experience from extra materials. You can, for example, craft an item, deconstruct that item and then recycle the materials, but you will be operating at a net loss of materials. Deconstructing is one of the best ways to get special materials, such as trait gems and especially improvement items. There is no sure way to predict what you will get. For example, just because an item is of a better quality level or has a trait does not guarantee that you will get the associated item when you deconstruct it.

Blacksmithing

This profession creates heavy armor and melee weapons.

Ores

The first step to creating an item with blacksmithing is to find ores. These ores are found in minable nodes throughout the map in logical locations, such as near rocks, crevices or caves. Ore types are divided by level range. Ores are found in the zones that correspond to their level range. There may be some overlap in certain zones.

1. Iron Ore (level 1-14)

Iron ore is found primarily in the start areas, Auridon, Stonefalls and Glenumbra.

2. Steel Ore (level 16-24)

Steel ore is found primarily in Grahtwood, Greenshade, Stormhaven, Rivenspire, Deshaan and Shadowfen.

3. Orichalcum Ore (Level 26-34)

Orichalcum ore is found primarily in Malabal Tor, Alik'r Dessert and Eastmarch.

4. Dwarven Ore (level 36-44)

Dwarven Ore is found primarily The Rift, Bangkorai and Reaper's March.

5. Ebony Ore (level 46-50)

Ebony ore is found primarily in Cyrodiil.

6. Calcinium Ore (veteran rank 1-3)

Calcinium ore is found in the first enemy faction's zones upon hitting veteran rank.

7. Galatite Ore (veteran rank 4-6)

Galatite ore is found in the first enemy faction's zones upon hitting veteran rank.

8. Quicksilver Ore (veteran rank 7-8)

Quicksilver ore is found in the second enemy faction's zones upon hitting veteran rank.

9. Voidstone Ore (veteran rank 9-10)

Voidstone ore is found in the second enemy faction's zones upon hitting veteran rank.

Ingots

You can do nothing with raw ore except refine it into ingots. The level ranges and names for ingots and ores match identically. You need a batch of 10 ores to refine into ingots at the crafting table. The refining process provides a random number of ingots, and it may provide other materials for crafting enhancement. Due to this, it is always advisable to buy or gain ore, and not ingots, whenever possible.

There are four improvement items for blacksmithing

1. Honing stone. This improves the item from normal to fine quality and is represented by the color green. Each additional honing stone increases the chance of a successful improvement by 20 percent.

2. Dwarven Oil. This improves the item from fine quality to superior quality and is represented by the color blue. Each additional dwarven oil increases the chance of success by 15 percent.

3. Grain Solvent. This improves the item from superior quality to epic quality and is represented by the color purple. Each additional grain solvent increases the chance of success by 10 percent.

4. Tempering Alloy. This improves the item from epic quality to legendary quality and is represented by the color gold. Each additional tempering alloy increases the chance of success by 5 percent.

Woodworking

Woodworking is used to create ranged weapons, staves and shields. The mechanics are identical to blacksmithing, so I will outline only the differences in the names of materials here.

Raw Wood

Raw wood is what you collect from logs scattered throughout the game world. The location of logs is logical, so you will find logs near trees or in forested areas. Like ore, raw wood is organized by level range.

1. Raw Maple (level 1-14)

Maple is found primarily in the start areas, Auridon, Stonefalls and Glenumbra.

2. Raw Oak (level 16-24)

Oak found primarily in Grahtwood, Greenshade, Stormhaven, Rivenspire, Deshaan and Shadowfen.

3. Raw Beech (level 26-34)

Beech is found primarily in Malabal Tor, Alik'r Dessert and Eastmarch.

4. Raw Hickory (level 36-44)

Hickory is found primarily The Rift, Bangkorai and Reaper's March.

5. Raw Yew (level 46-50)

Yew is found primarily in Cyrodiil.

6. Raw Birch (veteran rank 1-3)

Birch is found in the first enemy faction's zones upon hitting veteran rank.

7. Raw Ash (veteran rank 4-6)

Ash is found in the first enemy faction's zones upon hitting veteran rank.

8. Raw Mahogany (veteran rank 7-8)

Mahogany is found in the second enemy faction's zones upon hitting veteran rank.

9. Raw Nightwood (veteran rank 9-10)

Nightwood is found in the second enemy faction's zones upon hitting veteran rank.

Sanded Wood

Raw wood is refined into sanded wood at the crafting station. Like with ore, you need 10 logs of raw wood to create a batch of sanded wood. Sanded wood is also provided by deconstructing woodworking items or is found in loot. The names and level ranges are identical to raw wood. As with blacksmithing, it is always advisable to not buy sanded wood when you can instead buy raw wood.

Improvement.

Everything about improvement for woodworking is the same as blacksmithing except the names of the improvement items.

1. Fine quality is pitch
2. Superior quality is turpen
3. Epic quality is mastic
4. Legendary quality is rosin

Clothing

Clothing is used to produce light and medium armor from fabrics and leather. The mechanics of clothing are identical, so I will cover here only the names of items that are different. Unlike with the other professions, there are two different sets of materials in this profession.

Light Armor

Light armor is made from cloth that is created by harvesting plant products. Plant product nodes occur around the landscape like other crafting material nodes.

1. Jute (level 1-14)

Jute is found primarily in the start areas, Auridon, Stonefalls and Glenumbra.

2. Flax (level 16-24)

Flax found primarily in Grahtwood, Greenshade, Stormhaven, Rivenspire, Deshaan and Shadowfen.

3. Cotton (level 26-34)

Cotton is found primarily in Malabal Tor, Alik'r Dessert and Eastmarch.

4. Spidersilk (level 36-44)

Spidersilk is found primarily The Rift, Bangkorai and Reaper's March.

5. Ebonthread (level 46-50)

Ebonthread is found primarily in Cyrodiil.

6. Kresh Fiber (veteran rank 1-3)

Kresh Fiber is found in the first enemy faction's zones upon hitting veteran rank.

7. Ironthread (veteran rank 4-6)

Ironthread is found in the first enemy faction's zones upon hitting veteran rank.

8. Silverweave (veteran rank 7-8)

Silverweave is found in the second enemy faction's zones upon hitting veteran rank.

9. Void Cloth (veteran rank 9-10)

Void Cloth is found in the second enemy faction's zones upon hitting veteran rank.

As with the other professions, a raw form of each fabric is harvested and must be refined in batches of 10 at the crafting station.

Improvements:

Important Note: Improvement items are identical for both light and medium armor and can be used interchangeably.

1. Fine quality is Hemming

2. Superior quality is Embroidery

3. Epic quality is Elegant Lining

4. Legendary quality is Dreugh Wax

Medium Armor

Medium armor is crafted from leather. Unlike the other professions, leather does not occur at a static node. Instead, it is harvested from various animals and creatures. After you kill the creature, there is a random chance hide will be dropped on the corpse. This hide is then refined into leather in batches of 10 at the crafting station.

1. Rawhide (level 1-14)

Jute is found primarily in the start areas, Auridon, Stonefalls and Glenumbra.

2. Hide (level 16-24)

Flax found primarily in Grahtwood, Greenshade, Stormhaven, Rivenspire, Deshaan and Shadowfen.

3. Leather (level 26-34)

Cotton is found primarily in Malabal Tor, Alik'r Dessert and Eastmarch.

4. Thick Leather (level 36-44)

Spidersilk is found primarily The Rift, Bangkorai and Reaper's March.

5. Fell Hide (level 46-50)

Ebonthread is found primarily in Cyrodiil.

6. Topgrain Hide (veteran rank 1-3)

Kresh Fiber is found in the first enemy faction's zones upon hitting veteran rank.

7. Iron Hide (veteran rank 4-6)

Ironthread is encountered in the first enemy faction's zones upon hitting veteran rank.

8. Superb Hide (veteran rank 7-8)

Silverweave is found in the second enemy faction's zones upon hitting veteran rank.

9. Shadow Hide (veteran rank 9-10)

Void Cloth is found in the second enemy faction's zones upon hitting veteran rank.

Alchemy

Alchemy is one of the more interesting of the crafting professions. Its mechanics are completely different from blacksmithing, woodworking and clothing. Alchemy is used to create various buffing potions that will be in very high demand from players. This makes alchemy one of the most profitable of all crafting professions.

In this section, I will list the various reagents and solvents and then provide a list of possible potions that combine these items.

Reagents.

Reagents are the plant ingredients that create a potion's effects. These reagents are harvested from the plants growing throughout the world. Unlike with other crafting nodes that are level oriented, reagents are not leveled. They may grow in specific areas, but there is no level breakdown. The same reagents you find at level five may also be found at level 50. You may sometimes find reagents in loot or as drops, but the vast majority of your reagents will be manually harvested.

Here is the list of reagents and their effects.

1. Blessed Thistle (restore stamina, ravage health, increase weapon potency, speed)
2. Blue Entoloma (ravage magicka, restore health, invisibility, lower spell power)
3. Bugloss (increase spell resistance, lower spell power, restore health, restore magicka)
4. Columbine (restore health, restore stamina, restore magicka, unstoppable)
5. Cornflower (restore magicka, ravage health, increase spell power, detection)
6. Dragonthorn (increase weapon potency, lower armor, restore stamina, increase weapon critical chance)
7. Emetic Russula (ravage health, ravage magicka, ravage stamina, stun)
8. Imp Stool (lower weapon power, increase armor, ravage stamina, lower weapon critical chance)
9. Lady's Smock (increase spell power, lower spell resistance, restore magicka, increase spell critical chance)
10. Luminous Russula (ravage stamina, restore health, lower weapon power, reduce speed)
11. Mountain flower (increase armor, lower weapon power, restore health, restore stamina)
12. Namira's Rot (increase spell critical chance, invisibility, speed, unstoppable)

13. Nirnroot (ravage healthy, lower weapon critical chance, lower spell critical chance, invisibility)

14. Stinkhorn (lower armor, increase weapon power, ravage health, ravage stamina)

15. Violet Coprinus (lower spell resistance, increase spell power, ravage health, ravage magicka)

16. Water Hyacinth (restore health, increase weapon critical chance, increase spell critical chance, stun)

17. Whitecap (lower spell power, ravage magicka, increase spell resistance, lower spell critical chance)

18. Wormwood (increase weapon critical chance, reduce speed detection, unstoppable)

Traits.

When choosing reagents, it is important to note the difference between traits with beneficial effects and traits with harmful effects. All potions are applied to the user. There are no poisons yet in ESO as there were in other Elder Scrolls games. This means that if you create a potion with only harmful effects and use it, you will only be hurting yourself. It is also possible to create a potion with both a harmful and beneficial effect. Negative traits and positive traits also cancel

each other out if they are used in the same potion. For example, if you use a reagent that has restore health and one that has ravage health then you will not get any effect because there must be two of the same trait in order for an effect to be in the potion. This mostly comes into play if you craft three ingredient potions after taking the Laboratory Use passive skill.

Solvents.

The actual potency of a potion is determined by the type of solvent used. Solvents are liquids that can be found as loot. They can also be harvested from water at certain areas. You will know if you have found a solvent node when you see a pool of bubbling water that allows you to harvest from it. Unlike reagents, solvents are leveled and are only found in the corresponding level zone. There may be some overlap.

1. Natural water (level 3)
2. Clear Water (level 10)
3. Pristine Water (level 20)
4. Cleansed Water (level 30)
5. Filtered Water (level 40)
6. Purified Water (level 50 and veteran ranks 1-5)
7. Cloud Mist (veteran ranks 6-10)

Discovery:

The effects of each reagent are unknown until they are used in a potion. Reagents can also be eaten to reveal some of their traits. It is worthwhile to mix at least one potion for the sole purpose of discovering a new trait because you get a large bonus to crafting experience when this happens.

The Most Beneficial Potion Recipes

This is the part you've been waiting for. The following lists the most beneficial potions and the reagents needed to create them. Note that some potions have more than one possible combination of ingredients.

Restore Health.

This is the classic restore health potion, worthwhile to any adventurer.

Option 1: combine blue entoloma with columbine or mountain flower.

Option 2: combine columbine with luminous russula.

Restore Magicka.

This is the classic potion for all mages.

Combine bugloss with columbine or cornflower.

Restore Magicka and Increase Spell Power.

This potion is obviously one of the best for mages.

Combine Lady's smock with cornflower.

Restore Health and Stamina.

This is obvious great for fighters and any character that uses weapons.

Combine columbine with mountain flower.

Increase Weapon Power.

This is another great buff for fighters and bow users.

Combine blessed thistle with dragonthorn.

Invisibility.

This one is great for sneaking up on opponents and getting stealth attacks. It is especially useful for those builds that do not sneak well.

Combine blue entoloma with namira's rot or nirnroot.

Increase Armor.

This is a three ingredient potion, so you will need the Laboratory Use skill, but it is worth it. You can technically get the effect with just two ingredients, but you need the third to counter the negative effect that also occurs.

Combine mountain flower, imp stool and blessed thistle.

Increase Weapon Critical Chance and Restore Health.

This is one of the best combinations for fighters. It is also a three ingredient potion.

Combine dragonthorn, water hyacinth and columbine.

The Favorite Ingredient.

In case you have not guessed it by now, one of the best reagents in the entire game is columbine. It is useful for a variety of very high-demand potions, and you should get as much of it as possible.

Enchanting

Enchanting is the process of putting magical effects onto weapons and armor. It is a very high-demand profession because every player will want enchanted gear whenever possible. Creating quality enchantments is all about finding the correct combination of runes.

Runes

There are three types of runes in the game: potency, essence and aspect runes. You need one of each type in order to create a glyph. The glyph is what is actually used for enchanting. Runes do nothing on their own.

Potency Runes.

These runes determine what the enchantment does, such as cause damage. They also determine the required level of gear for use of the rune. For example, a Jora rune can only be applied on gear that is level 1-10. The level of the character at the time does not matter. There are both additive and subtractive potency runes.

Additive Potency Runes.

Rune Names--Rune Translation--Gear Level

Jora—Develop--Level 1—10
 Porade—Add--Level 5—15
 Jera—Increase--Level 10—20
 Jejora—Raise--Level 15—25
 Odra—Gain--Level 20—30
 Pojora—Supplement--Level 25—35
 Edora—Boost--Level 30—40
 Jaera—Advance--Level 35—45
 Pora—Augment--Level 40—50
 Denara—Strengthen--Level 40—50
 Rera—Exaggerate--Level VR1—VR3
 Derado—Empower--Level VR3—VR5
 Recura—Magnify--Level VR5—VR8
 Cura—Intensify--Level VR8—VR10

Subtractive Potency Runes.

Rune Name--Rune Translation--Gear Level

Jode—Reduce--Level 1—10
 Notade—Subtract--Level 5—15
 Ode—Shrink--Level 10—20
 Tade—Decrease--Level 15—25
 Jayde—Deduct--Level 20—30
 Edode—Lower--Level 25—35

Pojode—Diminish--Level 30—40
 Rekude—Weaken--Level 35—45
 Hade—Lessen--Level 40—50
 Idode—Impair--Level 40—50
 Pode—Remove--Level VR1—VR3
 Kedeko—Drain--Level VR3—VR5
 Rede—Deprive--Level VR5—VR8
 Kude—Negate--Level VR8—VR10

Essence Runes.

Essence runes determine the attribute or stat that is affected by the rune. For damage runes, they also detail the type of damage applied.

Rune Name--Translation/Effect

Dekeipa--Frost
 Deni--Stamina
 Denima--Stamina Regeneration
 Deteri--Armor
 Haoko--Disease
 Kaderi--Shield
 Kuoko--Poison
 Makderi--Spell Harm
 Makko--Magicka
 Makkoma--Magicka Regeneration
 Meip--Shock
 Oko--Health
 Okoma--Health Regeneration

Okori--Power
Oru--Alchemist
Rakeipa--Fire
Taderi--Physical Harm

Aspect Runes.

The final type of rune is the aspect rune. The aspect rune determines the quality of the rune and is much like the improvement ingredients used in blacksmithing, woodworking and clothing. Since a rune cannot be improved or changed after its creation, its quality level is set at the time. As can be expected, the higher level quality runes are much rarer than the lower.

Rune Name--Rune Translation--Glyph
Quality Color--Aspect Level

Ta—Base—White--Level 1
Jejota—Fine—Green--Level 1
Denata—Superior--Blue--Level 2
Rekuta--Artifact--Purple--Level 3
Kuta—Legendary—Gold--Level 4

Creating Glyphs.

There are dozens of glyph possibilities, and it is best when designing a rune to simply follow the logic of the rune translations. For example, if you want to apply fire damage to your sword, simply attach an additive potency rune of the correct level, combine it with Rakeipa, the fire rune, and then add whatever aspect rune you would like. Do not get hung up on the many names for the potency runes. All additive runes are identical in that they increase or add an effect. It is only the level of the resulting glyph that is changed by different runes. The same rule applies to all subtractive potency runes. Note that some effects can only be applied to weapons, others only to armor and others only to jewelry. You do not need any special skills to apply a glyph. Simply drag the glyph to the item or select the item you wish to enchant and apply the glyph.

The Rules of Glyphs

You can only apply damage or offensive glyphs to weapons. You can only apply glyphs that add to your maximum health, magicka or stamina to armor. You can apply all other buffing glyphs, such as those that increase regeneration or resistance, to jewelry.

Armor glyphs also have a normal and small enchantment depending on the type of armor piece they are applied to. If they are applied to the head, chest or legs, they have a normal enchantment, giving the full benefit of the glyph. If they are applied to the feet, shoulders, hands or waist, then they have a small enchantment that is around 40 percent of the value given on the glyph description. This means it is better to use your best or rarest glyphs on the head, chest or leg armor pieces.

The following lists can help you sort this to make the exact glyph you want according to the rules.

Armor Glyphs.

Glyph of Magicka (adds maximum magicka). Combine any additive potency rune with the Makko essence rune.

Glyph of Health (adds maximum health). Combine any additive potency rune with the Oke essence rune.

Glyph of Stamina (adds maximum stamina). Combine any additive potency rune with the Deni essence rune.

Weapon Glyphs.

Glyph of Frost (adds frost damage). Combine any additive potency rune with the Dekeipa essence rune.

Glyph of Foulness (adds disease damage). Combine any additive potency rune with the Haoko essence rune.

Glyph of Poison (adds poison damage). Combine any additive potency rune with the Kuoko essence rune.

Glyph of Shock (adds shock damage). Combine any additive potency rune with the Meip essence rune.

Glyph of Rage (increases your power by a certain amount for a certain number of seconds when the weapon strikes). Combine any additive potency rune with the Okori essence rune.

Glyph of Flame (adds fire damage). Combine any additive potency rune with the Rakeipa essence rune.

Glyph of Hardening (grants a shield of a certain number of points for a certain number of seconds when the weapon strikes). Combine any additive potency rune with the Deteri essence rune.

Glyph of Absorb Magicka (deals magic damage and recovers your own magicka). Combine any subtractive potency rune with the Makko essence rune.

Glyph of Absorb Health (deals magic damage and recovers your own health). Combine any subtractive potency rune with the Oke essence rune.

Glyph of Decrease Health (deals magic damage). Combine any subtractive potency rune with the Okoma essence rune.

Glyph of Weakening (Reduces target's power by a certain amount of a certain number of seconds when strikes). Combine any subtractive potency rune with the Okori essence rune.

Glyph of Absorb Stamina (Deals magic damage and recovers stamina). Combine any subtractive potency rune with the Deni essence rune.

Glyph of Crushing (reduces target's armor by a certain number of points for a certain number of seconds when strike). Combine any subtractive potency rune with the Deteri essence rune.

Jewelry Glyphs:

Glyph of Increase Physical Harm (increases weapon damage). Combine any additive potency rune with the Taderi essence rune.

Glyph of Health Regeneration (increases health regeneration rate). Combine any additive potency rune with the Okoma essence rune.

Glyph of Magicka Regeneration (increase magicka regeneration rate): Combine any additive potency rune with the Makkoma essence rune.

Glyph of Bashing (increases bash damage): Combine any additive potency rune with the Kaderi essence rune.

Glyph of Stamina Regeneration (increases stamina regeneration rate): Combine any additive potency rune with the Denima essence rune.

Glyph of Potion Boost (increases potion effect magnitude): Combine any additive potency rune with the Oru essence rune.

Glyph of Increase Magic Harm (increases spell damage): Combine any additive potency rune with the Makderi essence rune.

Glyph of Frost Resist (increases frost resistance): Combine any subtractive potency rune with the Dekeipa essence rune.

Glyph of Poison Resist (increases poison resistance): Combine any subtractive potency rune with the Kuoko essence rune.

Glyph of Decrease Physical Harm (increases armor value): Combine any subtractive potency rune with the Taderi essence rune.

Glyph of Reduce Feat Cost (reduce stamina cost of abilities): Combine any subtractive potency rune with the Denima essence rune.

Glyph of Disease Resist (increase disease resistance): Combine any subtractive potency rune with the Haoko essence rune.

Glyph of Shielding (reduce stamina cost of bash and blocking): Combine any subtractive potency rune with the Kaderi essence rune.

Glyph of Reduce Spell Cost (reduce the magicka cost of spells): Combine any subtractive potency rune with the Makkoma essence rune.

Glyph of Shock Resist (increase shock resistance): Combine any subtractive potency rune with the Meip essence rune.

Glyph of Potion Speed (reduce the cooldown of potions by a certain number of seconds): Combine any subtractive potency rune with the Oru essence rune.

Glyph of Fire Resist (increase fire resistance). Combine any subtractive potency rune with the Rakeipa essence rune.

Sample Glyphs.

As you can see, there is a great combination of different glyphs you can create. The following are some sample glyphs to get you started on enchanting and so you can see an example of how the runes go together. Beyond this list, simply use the tables above to combine the effects you would like.

A beginner's fire damage glyph that is good for any weapon.

Potency Rune: Jora

Essence Rune: Rakeipa

Aspect Rune: Ta

A beginner's magicka regeneration glyph that is good for any jewelry piece.

Potency Rune: Jora

Essence Rune: Makkoma

Aspect Rune: Ta

An intermediate health glyph that is good for any armor piece.

Potency Rune: Jera

Essence Rune: Oko

Aspect Rune: Jejota

Provisioning

Provisioning is all about cooking food and drink. It compliments alchemy by providing long-term stat buffs that can last beyond thirty minutes. It is in just as high demand as alchemy because everyone will go through large amounts of these consumables.

Recipes.

Unlike all the other professions where all creatable items are essentially known from the start, provisioning requires that you find a recipe before you can craft. There are nearly 1,000 different recipes in the game, making it the most diverse of all of the crafting professions. Despite this great amount of variety, recipes are for the most part very focused in what they accomplish. All recipes increase max health, stamina or magicka, increase the regeneration rate of one or more states or increase both the max and the regeneration rate. Recipes are found as loot drops or in containers. Once the recipe is learned, it is there forever.

Foods.

There are three classifications of food in the game.

1. Grilled foods that increase max stamina
2. Breads and pies that increase max health
3. Soups and stews that increase max magicka

The higher level recipes get slightly more complicated, producing a grilled meat that increases mostly stamina but also a small amount of health, for example.

Brews.

There are three classifications of drinks in the game.

1. Beer that increases healthy recovery
2. Spirits that increase stamina recovery
3. Wine that increases magicka recovery

Like with food, higher level drinks may blur the lines somewhat by impacting the recovery of multiple stats.

All recipes require at least two food items. The more complicated the recipe, the greater the number of food items required. The best foods require five or more food items. Food items are not necessarily leveled, and many of the same food items are used across all level ranges.

Finding Food Items.

Food items are never found in material nodes like with the other professions. Instead, all food items are found in containers throughout the game world. In towns and dungeons that have humanoid inhabitants, you will find many crates, barrels, chests and so on. All of these containers have a chance of dropping a random food item and other loot. There is no such thing as crime for theft in ESO, so feel free to just walk into houses or shops and take everything that's not nailed down. The NPCs never seem to care. If you are diligent about hunting through containers, you can find provisioning materials more quickly and easily than any other profession.

Sample Recipes.

Since listing all recipes and ingredients would be a book in itself, here are some sample recipes. Consider this your appetizer of the many cooking adventures to come.

Recipe: Bear Hash

Ingredients: bear haunch, drippings

Type: grilled

Effect: increase max stamina by 96

Recipe: Capon Noodle Soup

Ingredients: capon meat, thin broth

Type: soups and stews

Effect: increase max magicka by 42

Recipe: Bottled Buzz

Ingredients: wasp squeezings, brown malt, hallertau hops

Type: beer

Effect: Increase health recovery by four and increase magicka recovery by four for 60 minutes

Recipe: Tangerine Liqueur

Ingredients: tangerine, corn mash

Type: spirits

Effect: increase stamina recovery by 4

Recipe: Spiced Wine

Ingredients: shornhelm grains, wine grapes

Type: wine

Effect: increase magicka recovery by 2

Recipe: Vintage spew

Ingredients: orc hops, grasa grapes

Type: wine

Effect: increase magicka recovery by 7

Final Note.

You now have all of the information you need to go about crafting in any or all of the professions in ESO. A great deal of the fun of crafting in ESO is about experimentation and discovering various things that go well together. If you are serious about one of the professions, then do not forget to put skill points into the passives for that profession. The hireling skill is especially useful for providing extra crafting ingredients and lowering the amount of time you have to spend gathering.

REWARDING QUESTS



In this section of the guide we will explore questing in detail. Quests are a good way to make a large chunk of gold in an interesting way, and they often also provide valuable and useful items. Questing is part of your natural progression through ESO. While you do not have to complete every quest, you will probably want to complete most of them. This section is not an exhaustive list of quests. Instead, it details those quests that are especially lucrative. All of the quests here have direct payouts of above average gold and a valuable item as a reward. Many of them also include a skill point as a reward. Except the main quest line, all of the quests are divided by faction and area.

Important Note: Obviously, there are major spoilers in this section.

The Main Quest

The main quest is simply something that you will do as part of your ESO experience. You must complete it in order to access veteran rank content. It is also one of the only quest lines that continually awards skill points. Besides that, half the reason you buy an Elder Scrolls game is for the story, right? If you have enjoyed past Elder Scrolls story content, the writers have not let you down here.

Quest 1: Soul Shriven in Coldharbour

All players start out in an isolated section of Coldharbour. You will want to progress through this area as quickly as possible. Complete the tutorial and get a feel for the game. You will meet two important characters: The Prophet and Lyris Titanborn.

Rewards: Some gold and starting items

Quest 2: The Harborage

Once you are dumped into Tamriel, the main quest leaves you alone until you reach your faction's first main zone of Auridon, Stonefalls or Glenumbra. You will then be approached by The Prophet who has found a secret hideaway called The Harborage, and he wants you to meet him there.

Once you arrive in the Harborage, The Prophet takes you on a vision quest of sorts to give you the backstory of what is happening in Tamriel. You will see the Five Companions and see for the first time Mannimarco. Aside from Molag Bal, Mannimarco is the principle bad guy in the game. You may recognize his name from the Mage's Guild quests in Oblivion. Once you have completed the vision, which involves nothing but dialogue, you will return to the Harborage and be rewarded. The ring is probably the best jewelry item you have at this point.

Rewards: The Prophet's Recollection ring, 146 gold and one skill point.

Quest 3: Daughter of Giants

After a time, The Prophet will contact you again. He is ready to rescue Lyris from Coldharbour. While he distracts Molag Bal, you will venture into Oblivion and rescue Lyris. You will progress through Lyris's life and memories. There will be some minor combat, but it is mostly dialogue. Once you have restored Lyris, you will take a portal back to the Harborage and be rewarded.

Rewards: The Titanborn Family Signet, 260 gold and one skill point

Quest 4: Chasing Shadows

The Prophet will contact you again and ask you to return to The Harborage. He asks you to stop an agent of Mannimarco in an attempt to find a clue as to the location of Sai Sahan, another of Five Companions. You will then be sent to a faction-specific area. You will kill the agent and speak to Jabnur Tharn, man working closely with Mannimarco. He will hint that Sai Sahan is being held in a very secure location, but he does not give any details. When you return to the Harborage, Lyris will pull you aside and give you more details about Tharn. She suggests that you might be able to turn him to your side. You will then be rewarded.

Rewards: Aldmion's Amulet, 336 gold and one skill point.

Quest 5: Castle of the Worm

You are called again to The Harborage where you will see the specter of Jabnur Tharn. You will enter Oblivion again with the mission to rescue Tharn from Mannimarco's castle. Once in a village outside the castle, you will find Cadwell. He directs you to a cistern that will allow you to enter the castle in secret. You will then progress through the castle, fighting various human and Daedra enemies. After reaching Tharn, you will fight a difficult battle against Mannimarco. The necromancer will flee, and you will return to the Harborage with Lyris, Jabnur and possibly Cadwell. After speaking with the characters for a time, you will be rewarded.

Rewards: Signet of the Worm ring, 360 gold and one skill point

Quest 6. The Tharn Speaks

This short quest involves you going to speak with Jabnur Tharn at one of the mage's guild houses near the Harborage. He will give you important plot details. You will do some tasks for him and then return to the Harborage to speak with Varen. You will then immediately begin the next quest.

Reward: Tharn Family Ring and one skill point

Quest 7. Halls of Torment

You will free Sai Sahan in this quest. Varen will open another portal to Oblivion. You can choose to either bring Lyris or Jabnur with you. After facing doppelgangers of the companions and fighting some other enemies, you will reach Sai and return him to the Harborage.

Rewards: Jewel of the Dutchess, 446 gold and one skill point

Quest 8. The Valley of Blades

Sai informs you that he entrusted his friend Kasura with a ring to help keep the Amulet of Kings safe. You go with your companions to the Valley of Blades via a portal and find Kasura. After facing several enemies, including Mannimarco and a horde of undead that he summons, you will return to The Harborage with the Ring of Stendarr's Mercy and give it to Varen.

Rewards: Sword Saint's Choker, 486 gold and 1 skill point

Quest 9. Shadow of Sancre Tor

After Sai Sahan has recovered, you will be summoned again to The Harborage. It is time to recover the Amulet of Kings. You will journey with your companions to Sancre Tor, an ancient ruin. The main event inside is the battle with Mannimarco in the flesh. This is a long and difficult battle, and you will need to bring every buff you have if you expect to get it in the first try. I won't spoil the whole thing, but suffice it to say that the necromancer does not make it out alive despite his talents. You will recover the fabled Amulet of Kings from its pedestal and return to the harborage for your well earned reward.

Rewards: Signet of Sacre Tor, 525 gold and one skill point

Quest 10. Council of the Five Companions

This short quest involves mostly a meeting with the companions in preparation for the final battle. It occurs at the Harborage.

Rewards: Band of the Companions, 564 gold and one skill point

Quest 11. The God of Schemes

This is the end. You will journey with the companions to Heart's Grief, the fortress of Molag Bal. You will fight through a variety of the some of the most powerful Daedric enemies that culminates in a battle with the Daedric Prince himself. The battle is long and entertaining but not particularly challenging since you are infused with divine power before the battle. The game does a good job of making you feel like a true god slayer in this final sequence. You also finally get to reclaim your soul.

Rewards: The Emperor's Blessing restoration staff, 604 gold and the ability to travel to other alliance zones for veteran rank content.

Coldharbour Quests

When you reach Coldharbour at the end of the leveling experience you will want to complete all of the quests found there. Many quests in this zone deliver a valuable item and over 500 gold, making it the most lucrative questing area in the game. The following are some examples of valuable quests in the zone.

Truth, Lies and Prisoners.

You will speak to Gwillir at the Tower of Lies for this quest and rescue the various prisoners found within.

Rewards: Skordo's Stalwart and 556 gold

An Unusual Circumstance and Light from the Darkness.

You will get this quest from Tzik'nith if you decide to ask the Lamia's for help. You will then collect a shard of darkness and light so that you can set a king free.

Rewards: almost 1000 gold, the Bow of Penumbra, the Ayleids' Coat of Memories and one skill point

Vanus Unleashed and Breaking the Shackle.

You will find this pair of quests in the Black Forge. You will team up with a powerful mage, Vanus Galerion, who was imprisoned trying to destroy the Shackle, which is apparently the source of the Planemeld and the Dark Anchors. After assisting him in destroying it, you are richly rewarded.

Reward. the Black Forge Blade, Galerion's Spare Staff, almost 1000 gold and one skill point

The Final Assault.

This is essentially a story line conclusion quest outside of the main quest line. You will be assaulting Molag Bal's fortress, The Reaver Citadel in an attempt to stop the Planemeld once and for all. After a great battle, you are richly rewarded by fallen king.

Reward. Bulwark of the Citadel, Ayleid's Wrath, over 1000 gold and one skill point

Aldermi Dominion Rewarding Quests

Auridon

Ensuring Security and A Hostile Situation.

These two quests are part of a chain that you should do as soon as you get to Auridon. They are both relatively easy and are composed primarily of dialogue. There is one small confrontation with traitors at the end of A Hostile Situation.

Rewards. Around 200 gold

Silsailen Rescue, Real Marines and Teldur's End.

These quests are linked as part of a chain that you will find near the village of Silsailen. Save the villagers of the besieged town, recover supplies and uncover the traitors posing as Dominion troops.

Rewards. Around 300 gold and the destruction staff Traitor's Flame, which is probably one of the more powerful staves you can get at this point in the game

Rites of the Queen.

You will follow Queen Aryenn to Tanielwil for this quest. It is a vital continuation of the Dominion story line. After helping the queen with her ritual and defeating another traitor, you will be rewarded.

Rewards: 114 gold, the Eaglehammer Longbow, which is one of the better bows you can get at this point, and one skill point

The Plague of Phaer and The First Patient.

When you reach the village of Phaer, you will learn that it has fallen victim to a mysterious plague. The first quest involves you finding herbs to cure the plague. The second quest involves you tracking down a group of traitors who may have started the plague in the first place. At the end you can choose to kill or spare their leader.

Rewards: over 300 gold and the Plaguetender's Staff

Lifting the Veil, Wearing the Veil and The Veil Falls.

You are tasked by the royal guard with infiltrating the group of traitors known as the Veiled Inheritance. You will start by meeting one of their leaders. Then you will perform several trials that will get you into the group. Once in, you will do what any good infiltrator and assassin does, of course. You go and kill the leaders of the Veiled Inheritance, discovering that their leader, Estre, is actually the Queen's own sister-in-law. After bringing this news to the Queen, she refuses to believe it until she witnesses Estre using magic to escape.

Rewards: Over 400 gold, the Queensguard Chestplate and one skill point

Breaking the Barrier and Sever All Ties.

Once you have completed The Veil Falls, you can continue that story line with these two quests. You will speak to Razum-dar and use talismans to break Estre's wards. You will then enter her fortress and defeat her.

Rewards: over 300 gold, Estre's Dreadstaff and one skill point

Grahtwood and Greenshade

The Honor of the Queen.

When you reach Elden Root, you should speak to King Cameron to start this quest. You will begin an investigation as to why an embassy has not yet been built in the city. You will ultimately uncover a nefarious smuggling plot and be rewarded well by the nobility.

Reward: The Ear of the Queen and 362 gold

Frighten the Fearsome and Wilderking Quests.

This quest line is perhaps one of the most productive so far. It begins in Marbruk, and you have taken on the task of investigating why the Bosmer in that region are opposed to the Dominion. You will speak to a variety of interesting characters during the investigation and work to ultimately convince the Bosmer to join the dominion. You will have more run-ins with agents of the Veiled Inheritance. Apparently, they don't know when to quit. In completing the five quests that culminate with Throne of the Wilderking, you will be richly rewarded.

Rewards: over 1000 gold, Robes of the Wilder, Earth-Shaker's Staff, Ashenblade and one skill point

A Storm Upon the Shore and Pelidil's End.

These quests both take place in the village of Seaside Sanctuary. You are tasked with freeing this town of brutal occupation.

Rewards: over 400 gold, Triumphant Spaulders, Sergasso's Curse and one skill point

Retaking the Pass and Shades of Green.

You can complete these quests at Driladen Pass. These quests have both a high direct payout and plenty of combat against hordes of nasty undead that are infesting the region, so you will get plenty of money off drops as well.

Reward: 500 gold and the Vinedusk Staff

Striking at the Heart.

This triumphant climax to the area is both an exciting quest and very lucrative. You will venture to Hectahame where you will assist Queen Ayrenn herself in eliminating the shade of Prince Naemon.

Reward: 450 gold, Defender of the Valenheart and one skill point

Malabal Tor

The Dru'blog of Dra'bul and Reap What is Sown.

You will be working to drive the offending orcs from Velyn Harbor and take the fight back to their base. After defeating the offending orcs, you will be rewarded.

Rewards: over 400 gold, The Axe of the Houndslayer and one skill point

You continue to fight against the offending wood orcs by attacking their prison fortress of Jathsogur. There are several elven ambassadors imprisoned there that the Silvenar asks you to free. The task will be difficult, but you are well rewarded.

Rewards: The Sapmagic Ring and 303 gold

Restore the Silvenar.

The new Silvenar, you may remember that the old one was assassinated in Kenarthi's Roost, has arrived to claim his role as the spiritual leader of the Bosmer. The Hound has arrived first to usurp his position. You must fight the surrounding Houdsmen in order to help restore the Silvenar to his rightful place.

Rewards: The Hound's Helm, 303 gold and one skill point

The Prisoner of Jathsogur.

Reaper's March

The Colovian Occupation.

This high intensity quest has you fighting to retake the city of Arenthia from Colovian forces. The road is long and filled with Imperial blood, but you are well rewarded for your mercenary work at the end of it.

Rewards: Leather of the Emancipator, 510 gold and one skill point

The Lunar Champions Quests.

This quest line begins in Rawl'kha and is one of the best linked quest lines in the region. After completing a total of three linked quests that culminate in Motes in the Moonlight, you will be well rewarded.

Rewards: Pathwalker's Shield, Gavel of the Hallowed, about 1000 gold and two skill points

The Dune Quests.

The city of Dune is under siege by vicious Deadra. The Queen herself is overseeing the recapture of the city. You will fight through the Daedra to find the Champion and assist her in stopping Javad Tharn. There are a total of three quests in this line, and they present the richest rewards of any quests in the Dominion.

Rewards: about 1,500 gold, the Desert Jewel's Cowl, the Helm of Khali's Strength, the Fire of Shazah's Wisdom and one skill point

The Daggerfall Covenant Rewarding Quests

Glenumbra

Deadly Whispers.

This quest is obtained inside the dungeon of Spindleclutch. You will be slaying spiders in order to avenge the deaths of a group of fallen soldiers. The surviving officer rewards you well. When combined with grinding, this is very lucrative.

Rewards: Chausses of the Spider-Slayer, 146 gold and one skill point

Can't Take it With Them.

You should journey to Bad Man's Hollows near Daggerfall for this quest. You will be tasked with performing a ritual that will permanently banish the Dremora in the cavern from Nirn and in the process help Finvir to make amends.

Rewards: Finvir's Trinket and 116 gold

Pride of the Lion Guard.

A recruit will ask you to find the general's dispatch orders in a nearby camp. The quest is relatively quick and easy for how much it pays you.

Rewards: Lion Guard's Pride and 122 gold

The Retaking of Camlorn Quest Line.

This rather lengthy set of quests begins by speaking to Conjurer Grahla in the Glenumbra Moors. She will provide you the quest Ripple Effect. You will then complete a total of seven additional linked quests that culminate in The Fall of Faolchu. Faolchu is a rather nasty boss that changes shape during the course of the battle. By the end of the quest line you will have gained a multitude of rewards. The gear is well fit for heavy armor wearers and will be one of the better sets of equipment for this level range.

Rewards: over 1000 gold, Bastion of the Red Dragon, Lion Guard Great Helm, Lion Guard Pauldrons and one skill point

Angof the Gravesinger.

You will journey inside the crypt of Cath Bedraud for this quest. There are other quests associated with the crypt that you may also complete, but this is the only quest that stands alone and also gives the best rewards. You will need to collect a variety of shards and then defeat the undead boss Angof the Gravesinger.

Rewards: Daggerfall Champion's Breastplate, 210 gold and one skill point

Stormhaven

Deception in the Dark.

This is the quest associated with the Wayrest Sewers dungeon. You are tasked with investigating crimes that may implicate the city's ranking nobility.

Rewards: Investigator's Uniform, 370 gold and one skill point

The Firebrand Keep Quest Line.

This group of four linked quests begins outside of Firebrand Keep with the quest False Knights. You will assault and retake the keep. The line culminates with the quest Sir Hughes' Fate.

Rewards: about 400 gold, Honor's Guardian, Flamecrest Hammer, and one skill point

Repairing the Cage and Lost Lions.

This quest is found inside the Bonesnap Ruins. It makes the list for its high gold payout and the unique item that is given as a reward. You will need to collect several fragments in order to repair an important ward inside the ruin. The Bonesnap Binding Stone encases you in an impenetrable sphere bubble for a few seconds. While you are at it, you should also complete Lost Lions. Although it is not a linked quest, you will end up speaking to the quest giver anyway in the process of completing Repairing the Cage.

Rewards: The Bonesnap Binding Stone and 441 gold

A Ransom for Miranda and a Woman Wronged.

These two quests are located near Faragel's Landing. The two quests are linked and relatively short. You will be tasked with saving a woman named Miranda Arcole. The sash is especially interesting for its trait and very useful for anyone leveling crafting.

Rewards: Recondite Sash and over 200 gold

King Aphren's Sword.

This quest is located in Aphren's Hold. You will be assisting the specter of King Aphren. The seal is especially useful for warriors.

Rewards: King Aphren's Seal and 196 gold.

Rivenspire

The Incredible Quest Chain.

Back in Pariah Abbey, which is in Rivenspire, you will get the quest Fire in the Fields. That quest begins one of the longest connected quest chains in the game that will take you from Pariah Abbey to At-Tura Estate

then to the Dro-Dara Plantation and then finally to Shornhelm in Rivenspire. While this is a very long chain, it is well worth it to pursue it in its entirety. You will collect thousands of gold and a few skill points as well as several useful items. Not all of the quests in the chain are lucrative, but each of the payouts in Rivenspire are 400 gold each. The chain reaches its final climax in a major battle during the quest A Blood-Spattered Shield.

Rewards: over 4000 gold, several skill points and a multitude of items.

Archaic Relics.

You will encounter Alvaren Garoutte among the ruins of her caravan near Traitor's Tor. She will task you with recovering a special artifact of Arkay from bandits. The reward item for this quest is important because of its trait. The "ornate" trait allows it to sell for 150 percent more, making it a valuable item to perform research on or to sell itself.

Rewards: Arkay's Vambraces and 216 gold

Foul Deeds in the Deep.

This quest is given to you just inside the Obsidian Scar dungeon. You will assist a young orc in her revenge while also clearing out the dungeon.

Rewards: Fetish of Anger and 265 gold

A Change of Heart.

For a standalone quest, this quest has a rather high payout. Federic Seychelle will come running up to you near Edrald's Estate to give you the quest.

Rewards: Edrald's Wedding Veil and 432 gold

Alik'r Desert

Tu'Whacca's Breath and A Reckoning with Uwafa.

You will assist Throne Keeper Farvad in these quests to find and keep safe the Ward of Ansei Redan.

Rewards: over 200 gold, Windcaller's Sash, the Throne Keeper's Coif and one skill point

Master of Leki's Blade.

You will speak to Leki's Disciple, answer several riddles and defeat the other pupils. The quest is rather short and easy considering the high payout of the reward.

Rewards: Master's Sharpsword and 486 gold

Secrets of the Lost City and An Ill-Fated Venture.

These two quests take place in the public dungeon of Na-Totambu. You will want to complete them both while grinding in the dungeon. Complete Secrets of the Lost City first in order to access the upper part of the city and make the second quest much easier.

Rewards: Yokudan Totem and about 600 gold

Feathered Fiends.

This is another very lucrative standalone quest found near Kozanset. You will be tasked with retrieving a number of Harpy eggs.

Rewards: Harpy Feather Shirt and 494 gold

Alasan's Plot.

In this quest in Tava's Blessing, you will assist Prince Azah in uncovering a plot. It has very good rewards for not being part of a long chain.

Rewards: Staff of Whithering, 308 gold and one skill point

Amputating the Hand.

This is the final skill point quest in the zone. You will journey to Satakalaam and speak to Talia at-Marimah.

Rewards: Sutura's Hubris 313 gold and one skill point

Bangkorai

A City in Black and Imperial Infiltration.

When you arrive in Evermore you may notice that guards around the city have quests for you. These two linked quests will be an excellent source of gold in the city and they are not overly difficult to complete.

Rewards: Mourning Sash, Graves of Evermore and over 1000 gold

The Will of the Woods and Freedom's Chains.

This is another high-payout pair of quests found in the Viridian Woods and Kerbol's Hollow.

Rewards: Sentinel's Longbow, Chausses of the Cured and over 1000 gold

Beyond the Call Quest Chain.

This is a series of four quests that begins with Beyond the Call outside Evermore and ends with The Parley in Jackdaw Cove.

Rewards: Cuirass of the Defender, Robe of Nature's Fury, The Negotiator, almost 1500 gold and one skill point

The Walking Darkness.

You will help Lort the Gravedigger to lay the prince to rest and realize his opportunity to recover his knighthood and serve the crown.

Rewards: the Crozier of St. Pelin and 518 gold

A Marriage in Ruins.

You will help Najan to sort a personal matter and be well rewarded for the effort.

Rewards: Anexiel's Thorax and 532 gold

The Hallin's Stand Quest Line.

This quest line represents all of the four quests in the town of Hallin's Stand. Considering their above average payouts, they are well worth doing.

Rewards: Boots of the Seventh Legion, Hallin's War Belt, Staff of Secundus and about 2000 gold

The Hall of Heroes Quest Line.

This is the final line of lucrative quests for the Covenant, and you will not want to miss out on it. It is rather lengthy compared to some other selections, but it is still worth it. You will be assisting the High King himself with some important business. It begins with the quest Trials and Tribulations that is given by the King.

Rewards: Heroes' Hatchet, Shore's Edge, over 1500 gold and one skill point

The Ebonheart Pact Rewarding Quests

Important Note: More information about the Ebonheart Pact quests will be added in a later addition.

Stonefalls

Crows Woods Quests:

While Crow's Woods is one of the few dungeons that I do not recommend going into in order to grind mobs, it does have two of the more rewarding quests for its area and level range. You will complete A Son's Promise and Decree of the Court while battling the strange spirits in this haunted and magical wood.

Rewards: Blackfeather Court Whistle and over 200 gold

The Starved Plain Quests:

This location is very good for both grinding mobs and completing the short but lucrative quest chain in the area. You will begin with Through the Aftermath and continue with Giving for the Greater Good.

There are also two independent quests. Enslaved in Death and The Fate of Friend that you will want to pick up from the tortured spirits of the battlefield.

Rewards: Rhorlak's War Axe, Spiritmender's Staff and about 300 gold

Restoring the Guardians and the Death of Balreth.

These two linked quests are given near Ash Mountain. They culminate in the battle with the boss Balreth, which will be one of the more challenging monsters you have faced so far at this level. You cannot stop Balreth from regenerating his health in the lava pools, so you must maximize your DPS in this fight. You can stand beside Indoril to regenerate.

Rewards: Dagon Morag, about 200 gold and one skill point

Hrogar's Hold Quests:

This pair of quests includes Protecting the Hall and Kinsman's Revenge. You will attain victory over the goblins and protect the inhabitants of Hrogar's Hold.

Rewards: over 1000 gold

Rewards: Pauldron's of the Holdfast and about 300 gold

Breaking Fort Virak Quest Line.


You will speak to Garyn Indoril to start this quest line and stop a general from releasing the Brothers of Strife, an act that could result in the destruction of all of Stonefalls. The line includes the quests Breaking Fort Virak, Evening the Odds and The General's Demise.

Rewards: Lionbanner Chestplate, about 400 gold and one skill point

The Tormented Spire Quest Line.

You will begin this quest line in Kragenmoor with Aggressive Negations, which is by itself a very lucrative quest. You will then go on to complete several quests that will link together with the story begun in Breaking Fort Virak. You are well rewarded for essentially saving all of Stonefalls.

REWARDING MONSTERS AND BOSSSES



The best loot and the most amounts of gold are always attained from bosses in ESO. The loot dropped by bosses can include rare crafting ingredients and especially items that are above average quality. Due to the nature of ESO's crafting system, killing a boss for a nice item drop, regardless of whether or not you have use for the item itself, is always a good way to make gold. High quality items give more valuable crafting ingredients when they are deconstructed and give the opportunity to research traits that can later be used to produce more valuable crafted gear.

There are essentially three types of bosses in ESO: overland bosses, dungeon bosses and quest bosses. Overland bosses are generally the easiest to find and get to. Public dungeon bosses tend to be rewarding, but they are very often farm camped and generally may not provide as fun an experience. Quest bosses are those bosses that appear in quests. While

they can drop good rewards, they are not discussed in this section because they appear only once as part of a quest and are mandatory for the quest completion, so they are not something that can be farmed or considered a source of continuous profit.

Overland Bosses.

Overland bosses are scattered across all zones in ESO. They are very easy to find because their locations are marked with a skull and crossed bones on the map. In this section, I will cover a variety of some of the more rewarding overland bosses from several different zones across the game world.

This is in no way an exhaustive list, but it will provide an excellent starting point. Players should note that boss drops are random. Sometimes the boss does not anything remarkable, and at other times you will get an amazing rare drop. One of the biggest rewards for overland bosses comes not from the boss drops themselves, but from the achievements gained that ultimately give excellent rewards. Each overland boss is part of an achievement that has its own rewards.

These bosses are also a very reliable source of soul gems that can be used to resurrect yourself group members and are invaluable in PvP.

The Soulfire Plateau

Location: Auridon

Encounter Type: multiple bosses with mobs

This is a ruin along the southeast coast of Auridon and it has level seven mobs and bosses. It is a challenging encounter, and I recommend bringing a group of at least three players if you are tackling it on level. If you are above level ten, then you can probably handle the encounter with just two players. You will fight your way through several groups of skeleton mobs and reach the two bosses at the top. You will want to kill Eraman, the floating boss first because of its healing ability. The other boss should be covered in AOE to prevent her summoning additional skeletons.

Lady Solace's Fen

Location: Grahtwood

Encounter Type: single boss

Lady Solace is a spirit boss without any mobs that can be encountered just east of Elden Root. She can be taken down with a group of two, but is very difficult to solo. With single boss fights such as this, it is usually best to CC the boss as much as possible and then apply maximum DPS.

Maomer Camp

Location: Greenshade

Encounter Type: multiple bosses

Three bosses that consist of one mage and two warrior types inhabit this small camp. You should bring at least three companions with you unless you have one character with excellent CC ability. The mage should be brought down first.

Deathsong Cleft

Location: Reaper's March

Encounter Type: Single boss with mobs

This is a good boss to do with as a pair. It may be possible to solo with ranged attacks and excellent CC, but the mobs make this very tricky. With two players, the mobs can be dispatched without getting overwhelmed. The boss is melee type, so he is easy to control.

The Western Overlook

Location: Glenumbra

Encounter Type: Single boss

This is an excellent starting boss for Daggerfall players that lies just outside of the starting city. It is single melee boss, which is the best type to solo. It is slow but very powerful and should always be engaged at range. Its heavy attack can kill many players in one hit, so it is essential to block or dodge roll.

East Rock Landing

Location: Rivenpire

Encounter Type: boss with mobs

This difficult encounter can be found on the northeast coast of Rivenpire. You should bring at least two friends to the fight unless you are very competent in your CC ability.

The Strifewarm Hive

Location: Stonefalls

Encounter Type: mob waves

This is an interesting boss fight unlike many of the other encounters. You will face three waves of mobs that finalizes in a particularly strong mob that could be considered the "boss" of the encounter. It is different in that the boss is not apparent at

the start of the encounter. The waves of mobs must be defeated in order for the boss to appear. It is a difficult encounter that requires a group of at least three players.

Dungeon Bosses:

Dungeon bosses are part of whatever dungeon they are in. In this section, I will cover mainly instance bosses, or those bosses that lie within the group instanced dungeons. I am covering primarily these bosses for the simple reason they will prove a more reliable source of loot than many of the public dungeon bosses at this time. ESO is suffering a case of serious spawn camping at the public dungeons due to their ease of access. This leads many players, and possibly even programmed bots, to camp the boss spawn location in such numbers that the boss is defeated within seconds, depriving a normal player of the ability to loot the boss.

This does not even mention the fact that the fun of fighting and killing the boss as it was intended is completely removed from the experience. Until the game makes changes to the current boss spawning or public dungeon system, I cannot recommend trying to use public dungeon bosses as any reliable source of loot or gameplay enjoyment. Your best bet for a public dungeon boss is to try the boss at hours where server population is very low and you have a chance of meeting the boss with a minimum of other players present.

The Banished Cells

Group dungeon bosses represent some of the most rewarding and enjoyable bosses in the game, and they do not suffer from the spawn camping problems that currently plague public dungeons because they are instanced. They cannot be farmed as quickly, but the combined rewards of the boss and mobs from the instance more than make up for the fewer numbers of boss kills in total.

This is not an exhaustive list, but it highlights some of the more interesting and lucrative dungeon bosses at a variety of level ranges.

This is Auridon's group dungeon. There are a total of four bosses within The Banished Cells, but only the final boss is particularly difficult. Each boss has a chance of dropping a high-value item, and each boss drops soul gems and other minor loot.

Boss 1. Cell Hunter

This spectral boss is largely immobile. It should be tanked by one character while the other characters DPS it down as quickly as possible.

Boss 2. Shadowrend

This is a melee clanfear boss. It has a nasty charge and melee attack as well as an AOE attack that should be avoided. Otherwise it does nothing special and can be killed relatively easily.

Boss 3. Skeletal Destroyer

This is another melee boss with a particularly strong melee attack. The boss is slow, however, so ranged attacks are very effective against it. If the tank is having trouble with the damage then it is best to kite the boss while the tank is healed.

Final Boss. High Kinlord Rilis

The final boss is by far more difficult than the previous bosses. He is a melee spell caster that covers the ground in AOE hotspots marked by blue fire. The group must stay highly mobile and dodge these hotspots throughout the battle. The boss will often target one character for melee and follow that character relentlessly. After he has taken some damage, the boss will summon healing orbs from the pedestal behind him. It is essential to destroy these orbs before they reach the boss or they will heal him continuously for a large amount, making the fight impossible to win.

The Crypt of Hearts

The Crypt of Hearts is located in Rivenspire, and it has some of the best boss encounters in the game. You will be fighting a variety of undead and daedric monsters, so making use of abilities such as those from the fighter's guild may be useful for this dungeon.

Boss 1. Archmaster Siniel

This is a caster boss that has several abilities players will need to watch out for. He cannot be tanked because he targets randomly, so the tank should focus on ensuring no squishy members are overrun by the mobs that spawn throughout the fight. He may also try and fear a player, and that player needs to run away and break line of sight if possible.

Boss 2. Death's Leviathan

This slow, heavy-damage melee boss is best fought by dodging and ranged attacks. He leaves a trail of fire, which can be difficult for melee DPS to deal with, but it easily avoided by ranged DPS. He has a powerful AOE attack that is particularly damaging. Its large range makes it difficult to

dodge, so it has to be dodged with a role that requires a reserve of stamina. Ranged attacks are again helpful for minimizing the risk of this attack.

Final Boss: Dogas the Berserker

The challenge of this boss is the great number of additional mobs that enter the fight continuously. The group will have to manage DPS in order to deal with these additions or they will overrun the group. The boss himself does heavy melee damage, and the tank will need to focus on blocking his heavy attacks. He also fires off an occasional AOE damage ability.

Direfrost Keep

This large dungeon is located in southern Eastmarch. It contains five bosses.

Boss 1: Teethnasher

This boss is all about melee AOE damage. It is difficult for most groups to engage him in any kind of melee. The best option is kite him and deal ranged damage. Block or roll dodge is power attacks.

Boss 2: Guardian of the Flame

This is another boss focused on melee damage. His trick is randomly targeting a party member. This breaks his aggro on the tank, forcing it to be reacquired. He does a very powerful attack marked by lifting his sword high in the air. There is plenty of time to see this coming and for it to be blocked. If it is not blocked, then it is a near fatal blow.

Boss 3: Drodde's Deadlord

The major trick to this boss is the large AOE flame hotspots he leaves on the ground where he is standing. He must be constantly pulled out of these hotspots in order for melee DPS to be effective. Alternatively, ranged DPS does not have to worry much.

Boss 4. Garmath, Orva, and Lord Agomar

This boss encounter is actually three bosses in one. None of them are that strong individually, but altogether they present a complex battle scenario. Agomar continually charges, and his charge attacks should always be avoided. Look for the red path on the ground just before the attack. Orva spawns AOE flame hotspots all over the battlefield that can be challenging to work around. Garmath is another average melee fighter that must be tanked and blocked. The final trick is that each boss gets stronger when one of them dies, so it is important to kill them all in rapid succession.

Boss 5. Drodde of Icereach

The final boss is a caster that targets random party members with a ranged magic attack. She is essentially impossible to tank because of this. Since she teleports constantly, melee DPS in the battle is a challenge. Players should focus on ranged DPS where possible. Her secret attack is an AOE wave of spikes that does considerable damage to anyone unable to dodge. The group should remain split apart and use ranged attacks when possible.

This should give players a nice overview of the boss encounters that can be found in ESO. Most of the other bosses in the game follow patterns similar to those described here. Since we are focused mainly on boss loot in this section, it is very important to keep one thing in mind. Boss drops are random, and sometimes a boss drop may be very unappealing. Almost all bosses have the chance to drop one or more valuable gear items. Players just have to keep killing them. On the positive side, all bosses will almost always drop some minor loot, gold and a soul gem.