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

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The Unofficial the Elder Scrolls Online Dragonknight Guide

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## INTRODUCTION



efore we begin this guide, I feel it necessary to point out a few things. This might seem like info-dump, but these pointers will help you understand the game more fully and so become better at it faster.

### Race

The first thing you should know is that, depending on what race you choose, you will be more proficient with certain Skill Lines. The differences are not vast, but they exist. You will not necessary be more successful with different classes, but certainly skill lines.

The best way would be to simply give you a list of all the racials (abilities that your race gets and gets to spend points in and are unique to that race) and let you decide for yourself, but we will not do that here. Instead what we shall do is give you the list of the few races that will work best for playing the Dragonknight.

There are three basic Skill Lines for the Dragonknight, each having a sort of optimal race depending on what weapons you will choose to use.

These are:

**ORSIMER** – The Orc, good for tanking, but most importantly better for Two Handed users and heavy damage dealers, you will gain bonuses to Heavy Armor so there will be no need to use skills like Spiked Armor, you will also gain increased stamina for more attacks and more damage, but also health bonuses and reduced sprint cost, making sure no-one will easily escape you.

**DUNMER** – Or the “Dark Elf” is hands down the best race for the Dragonknight, as it focuses on Dual Wield bonuses (one of the most heavy damage dealing specs you can go for with this class), as well as having increased magicka pools and magic damage bonuses for an extra kick, as the Dragonknight is actually quite a heavy caster.



Rolling a Dunmer you will take advantage of the two most destructive aspects of the Dragonknight, Dual Wield and Destruction Staff, but most importantly, and since you cannot effectively combine the two during combat, you will be able to do increased destruction damage even while Dual Wielding.

**IMPERIAL** – The Imperial is an awesome choice if you wish to be a tank. The bonuses are tailor-made for the One-Handed and Shield user., focusing heavily on Combat Regeneration, Increased Health and Stamina, perfect for a front line fighter that can take on anything.

**REDGUARD** – For the best use of the Overpowered Shield Build, it is redguard that performs the best, simply because you will get to use more Shield Bashes and will get to the passives you need for this build to work faster, due to the One Hand And Shield XP bonus the redguards get, as well as boosts to stamina pool and stamina regeneration. Consider this as your race. The decision to choose this one might get easier when you read the Overpowered Shield Build.

### Soft Cap

The second thing you have to know about is what exists in some other MMO's as well, and it is called the Soft Cap. For those of you not familiar with it, it is simply this. When one of your attributes reaches a certain number, armor for instance, you will not receive a lot of benefits if you choose to invest even more points into said attribute. Instead, you will always benefit more if you invest into a different attribute instead, as the scaling becomes very steep when the Soft Cap is reached. This means that, when you reach, let's say 600 armor, and chose to invest in another 10 armor, that armor will absorb less damage that it would have, had you had 590 armor and got 10 more to reach the Soft Cap of 600. Also, 10 more armor will not even add 10 armor to your total armor value. The same goes for all other attributes. Use this cap as an indication that you should spend your points elsewhere.



## Synergy

This is so the leveling is a bit more balanced and there can't be any absurd stacking with group synergies. Which leads us to the next thing you should know and familiarize yourself with. These are called synergies. There are spells and abilities in the game that will cause you to synergize with the group, which basically means working together.

The best example perhaps is a rogue placing a trap on the ground, and a firemage burning that ground. This will cause the enemy to become immobilized, while the firemage's spell will burn the target. A simple mechanic yet highly effective, as it does not only apply to the given example. But this may make it sound overly complicated. Simply what will happen is when a player uses an ability that also has synergy, a notification will appear almost in the center of your screen. For instance: "X Use Impale Synergy." you press X and a synergy is applied for that extra impale damage.

## Weapon Choice

The true merit in "classes", that is to say, who is a tank and who the healer, is not in the choosing of class, but in weapon choice. This is an important point you should realize from the get go. An example that will elegantly describe to you what I mean is simply this. You become a "true" tank (one with taunts and what can be considered as "sunder armor" and aggro-building abilities) by equipping a One Handed and Shield, no other weapon choice give you an aggro build ability. On the other hand, you become a healer by equipping a Restoration Staff and using the abilities that come with it.



## Tanking

It is also important to note that building aggro in this game is different than in most MMO's. You have some additional tanking abilities in the Undanted skill line, but mostly what you will be using is Puncture. This will make any mob attack you for 15 seconds, no matter how much damage anyone does to it meanwhile or before. There is no AoE Taunt, so every time you run into a group of enemies in dungeons, you will have to use Puncture on every mob individually. After you do this, make sure you are using shield (right mouse), otherwise you might die fast.

## Roll

Another useful tip from the get go, is to realize that you can ROLL OUT of a snare placed on you. The game tips will tell you to roll away from enemy fire, but what they wont tell you that you can also roll out of their snares by tapping the movement key twice. Be careful, however, as rolling consumes stamina and if you are wondering why it doesn't work, it is because your stamina is too low.



## SKILLS ANALYSIS



he Dragonknight is The Elder Scrolls Online's contribution to "magical warrior" class, and it utilizes draconic-inspired skills and fire spells to invoke damage. Many of the Dragonknight's skills focus upon damage multipliers and increased numbers, allowing the Dragonknight to obtain high damage output with a high output.

### The Ardent Flame Skill Tree

The Ardent Flame skill tree is the Dragonknight's first skill line, and it focuses on fire magic while de-buffing enemies. Ardent Flame is considerably the most offensive of the Dragonknight's skill trees, and players selecting a heavy concentration within the Ardent Flame sphere will experience heavy offensive output while maintaining decent versatility within PVP scenarios. Ardent Flame similarly retains a collection of defensive utility skills, making the Dragonknight viable for damage and tank hybrid builds.

#### Active Skills

1. Ultimate – The Dragonknight's Ultimate Ardent Flame skill is called Dragonknight Standard. Dragonknight Standard spawns a standard on the ground, dealing damage to opposition while reducing their received healing benefits. Additionally, Dragonknight Standard creates the Dragonknight's Shackle synergy skill for surrounding players' utilization.
2. Fiery Reach – Fiery Reach draws enemies towards the Dragonknight with a fiery line while dealing damage. Fiery Reach is incredibly useful for ranged classes attempting to kite the Dragonknight, though players may find Fiery Reach's utility limited in melee situations.
3. Searing Strike – Searing Strike applies a damage-over-time de-buff to enemies. The de-buff strikes them with repeated fire damage. Searing Strike, overall, is the Dragonknight's bread-and-butter DoT, and it's a great gap-filler for other combinations.



4. Fiery Breath – Fire Breath inflicts fire damage upon nearby enemies, and it places an additional damage-over-time spell upon them. However, Fiery Breath only targets opponents directly in front of the Dragonknight.

5. Lava Whip – Lava Whip inflicts enemies with fire damage, and it knocks them off-balance if they were already stunned or immobilized by either the Dragonknight or another foe. Lava Whip is a bit conditional, so players should be careful when utilizing it during battle.

6. Inferno – Inferno is toggle-able, and it creates an aura capable of dealing damage to nearby adversaries while draining Magicka. Inferno's damage output, and, subsequently, the drained Magicka, increases with duration, making the spell more potent.

### Passive Skills

1. Kindling – Kindling increases the Dragonknight's damage inflicted through fire abilities. While effective for Ardent Flame-based Dragonknight's Kindling isn't too effective against Dragonknights focusing in other skill lines.

2. Warmth – Warmth immobilizes enemies whenever the Dragonknight inflicts fire damage. Again, a fire skill must be used for the effect to take place.

3. Searing Heat – Searing Heat increases the total duration of Ardent Flame abilities, based upon base-fire damage.

4. World in Flame – World in Flame increases the Dragonknight's AoE damage when using fire-based skills. Like many of the Ardent Flame's Passive skills, World in Flame capitalizes upon fire-based skills.

Ardent Flame is a very tactical skill line for Dragonknights, and many of its skills are considerably exploitable. The Ardent Flame skill tree's abilities, meanwhile, work well with several spells provided through the Mage's Guild, and many Mage's Guild spells focus on fire to damage foes.



The Dragonknight's AoE healing de-buff, meanwhile, is very important to Dragonknights during PVP encounters. It's not surprising to see every PVP group supported by an Ardent-Flame-specialized Dragonknight, as Dragonknight Standard is an excellent boost to a team's efficiency and survivability.

### The Draconic Power Skill Line

The Draconic Power skill line is the Dragonknight's defensive approach to combat, and it makes the Dragonknight a viable tank during both group PVE and PVP battles. With several utility skills and defensive-maximizing buffs, Draconic Power will be a house favorite by many players seeking tanking capabilities.

#### Active Skills

1. Ultimate – The Dragonknight's Draconic Power Ultimate skill is Dragon Leap. Dragon Leap propels the Dragonknight through the air upon magical wings, and it deals AoE damage upon the Dragonknight's landing area, bouncing enemies backwards. Dragon Leap is an excellent opener for Dragonknights, and it's a great kick-starter for stun-based PVP encounters.

2. Spike Armor – Spike Armor increases the Dragonknight's damage resistance while deflecting damage upon melee opponents. Spike Armor is a must-have skill for Dragonknights focusing on main-role encounters.

3. Dark Talons – Dark Talons contains nearby enemies, and it deals damage to enemies not contained by Dark Talons. While Dark Talons is a great spell for freezing melee-based opponents, it may not be as useful when in a melee-versus-melee situation. However, Dark Talons can effectively hinder a kiting-based opponent.



4. Dragon Blood – Dragon Blood heals the Dragonknight, and it adds an additional heal-over-time spell. Dragon Blood is a great utility skill for survival, and Dragonknights may consider gaining skill points to obtain Dragon Blood within the Draconic Power skill line.

5. Reflective Scales – Reflective Scales reflects projectiles targeting the Dragonknight for a short duration. While effective against ranged-based opponents, Reflective Scales is useless in melee encounters.

6. Inhale – Inhale absorbs health from surrounding adversaries, and it explodes damage upon enemies equal to the absorbed health. Inhale will be largely utilized within PVE encounters, where the Dragonknight must gain attention of multiple foes to misdirect damage.

### Passive Skills

1. Iron Skin – Iron Skin increases the Dragonknight's total block-able damage. Iron Skin is useful for tanking Dragonknights, and it may combine well with Ardent Flame skills to benefit the Dragonknight's primary and power attacks.

2. Burning Heart – Burning Heart increases the Dragonknight's health for each dragon ability placed upon their action bar. Burning Heart, while effective, should be utilized by players focusing on the Draconic Power skill line.

3. Elder Dragon – Elder Dragon increases the Dragonknight's total passive health regeneration proportional to the Dragonknight's total number of dragon abilities slotted upon their action bar. Again, Elder Dragon is specific to the Draconic Power skill line, and it is likely most useful for fully-specialized Draconic Power Dragonknights.

4. Scaled Armor – Scaled Armor increases the Dragonknight's spell resistance.



Draconic Power skills complement one another with a maximization of damage reduction, control spells and self-buffing. Players focusing on healing bonuses, like an Argonian's natural healing buff, will be able to take advantage of the Dragonknight's self-healing multipliers within the Draconic Power's skill tree.

Both Inhale and Dragon Blood have proved themselves to be formidable attacks, though their effectiveness is based upon their magnitude of effect to achieve consistent power. In many situations, Draconic Power skills are great selections for a player's alternative action bar, and it grants the Dragonknight staying power within diverse situations focusing upon dealing damage and healing.

### The Earthen Heart Skill Tree

The Earthen Heart Skill Tree is the Dragonknight's last skill group, and it relies upon heavy group support while adding control skills viable within both PVE and PVP scenarios. Where Draconic Power focused on tanking and self-survivability, Earthen Heart is an overtly supportive class.

#### Active Skills

1. Ultimate – The Dragonknight's Earthen Heart Ultimate ability is called Magma Armor, and it reduces incoming damage relative to the player's maximum health percentage per hit. Additionally, Magma Armor engages enemies and inflicts fire damage in an AoE fashion.

2. Stonefist – Stonefist summons a large section of rock from the ground, and it tosses it at an opponent to deal physical damage. Stonefist also knocks down enemies, and it's a great utility skill for controlling and stunning single enemies.

3. Molten Weapons – Molten Weapons supports the Dragonknight with an AoE buff section capable of increasing nearby allies' power. The Dragonknight's power is doubly increased, too, making Molten Weapons a great asset for players focusing on DPS.



4. Obsidian Shield – Obsidian Shield summons a rock shield around allies, and it absorbs a specific percentage of inflicted damage. Like Molten Weapons, Obsidian Shield's benefits are doubled for the Dragonknight.

5. Petrify – Petrify stuns a target for a small amount of time. Petrify is a great crowd-control mechanic, but damaging an enemy beyond Petrify's maximum allowance will release the enemy from its effects.

6. Ash Cloud – Ash cloud summons an ash storm and snares victims. When victims are snared, they have an increased chance to miss attacks. Ash Cloud also creates the Ash Shroud synergy—for nearby allies' use.

### Passive Skills

1. Eternal Mountain – Eternal Mountain boosts all Earthen Heart skill durations, but it isn't very useful for other class skills.

2. Deep Breaths – Deep Breaths restores a Dragonknight's resources through the Ultimate ability. However, the amount restored is directly proportional to the amount of Ultimate points utilized for the Dragonknight's Ultimate ability.

3. Mountain's Blessing – This Passive skill grants the Dragonknight's Ultimate points whenever an Earth ability is used. Mountain's Blessing is fantastic for Ultimate-skill-minded players, as it is one of the few available abilities capable of restoring Ultimate points.

4. Helping Hands – Helping Hands grants the Dragonknight Stamina points whenever another player is buffed with the Dragonknight's earth abilities.



The Earthen Heart skill tree is a fully sportive group, and its selection of two party buffs effectively boost both defensive and offensive powers throughout a party. These buffs are ideal for alternative hot-bar use, and their pre-fight benefits are ideal for players capable of swapping combat styles mid-fight. Magma Armor, the Earthen Heart Ultimate ability, is also extremely good for tanking, and it's an arguably better tank Ultimate than Dragon Leap through the Draconic Power skill line.

The Dragonknight, while versatile, is built to supply DPS while being a viable tanking character, but its skill combinations are varied. Players mixing the Dragonknight's skill trees will find additional benefits between the class's buffs, and, when weapons and armor are added, may become an extremely effective class.



## SKILLS AND SKILL ROTATION



he first thing you need to understand when you begin to play The Elder Scrolls Online, is that the classes are not as strictly one-dimensional as you might expect. By choosing a class, you can still end up becoming a hybrid, depending on what Skill Line you choose and how you decide to combine them.

It is perhaps best if you consider the classes to be more like suggestions on how you should play and by no means something exclusive or rock solid.

Of course, this being a Dragonknight guide, we will focus on solely the Dragonknight, yet the word does not necessary imply a Tanking class AT ALL, even though you will probably have the easiest time being a tank if you choose to play a Dragonknight.

There are three basic Skill Lines that you can choose from if you go for the Dragonknight.

### Skill Lines

1. **Ardent Flame** – Damage over Time and CrowdControl – Deals fire damage over time and Immobilized enemies.

The Ardent Flame skill line is just one example of how unknight-like the Dragonknight can be. This skill line works best if you use a Destruction Staff (link here for later when this section is added), which means you will be more like a caster than a sword and shield user.

The tree focuses primarily on DoT damage and direct damage, as well as AoE by using destruction spells. Yet, at the same time, by using the right spells, one can have the same amount of Armor as a heavy armored player. That is of course for a set duration only.

Each of the skills in this tree diverge into separate two which boost the original skill at a specific Skill Rank (4). What follows is a guide that will tell you what to choose when you reach said rank.



### **Dragonknight Standard.**

1. Shifting Standard

Allows for the standard to be moved, good for PVE as well as PVP situations. The usage of this depends on your play style, although you may find Standard of Might better for a burst damage spec.

2. Standard of Might

Pure burst damage. Great for sudden PVP damage to make your enemies drop. Use it with the combo of Dual Wield weapons.

### **Fiery Grip**

1. Extended Chains

Do not use this outside PVP, use the below one instead.

2. Empowering Chains

Increased the damage of your next attack, perfect for using your most powerful attack after using this ability.

### **Searing Strike**

1. Unstable Flame

Inferior to the below ability.

2. Burning Embers

Adds healing when the effect ends, great for almost any situation, PVP, PVE. It will not work as "saver" ability as its healing is too low. But if you ever played an Undead Shadow Priest in WoW, this is similar to Devouring Plague. It will save your life more than the Unstable Flame will kill your opponents.

### **Fiery Breath**

1. Burning Breath

Choose engulfing flames always.



2. Engulfing Flames

It will increase your damage across the board as a Dragonknight you will be using almost nothing but Fire damage.

**Lava Whip**

1. Molten Whip

Gain an active bonus to your Fire Damage if the ability is placed on your bar.

2. Flame Lash

The superior ability, a self heal and damage ability that could save you. Use this one.

**Inferno**

1. Flames of Oblivion

Inferior to Sea of Flames in almost all regards.

2. Sea Of Flames

Restores magicka to you on every death of an enemy, however the enemy needs to die in the AoE of the Sea of Flames, serves the Dual Wielder well who is mobile a lot anyway, restoring the magicka means the effect will be able to last longer.

2. Draconic Power

This skill line focuses mainly on self healing and survival, but if you have ever played a class that can heal itself, then you know this can, if properly used, be extremely effective in both PVE and PVP. Not only can this Skill Line give you high mobility and with it a good control of the battlefield, but also independence, since this line also has a lot of reflection spells. This means that if you are being barraged by spells, you will reflect them back at your opponents.



The line focuses on rooting your opponents in place as well, which combines nicely with your Ultimate, which is a kind of leap, where you jump and land in the midst of your opponents, doing AoE damage and knocking them down.

### **Dragon Leap:**

#### **3. Take Flight**

While excellent for its increased damage and radius and PvE, it is not that great for PVP if you do not have a healer backing you up, the reason is simple; you will be noticed if you perform these leaps, and so almost always targeted by smart mages from afar. To combat melee users, use a spell that increased your armor before performing this ability. The reason why this works better in PVE, however, is that it also adds less ultimate, so you have it ready almost constantly when PVE-ing.

#### **4. Ferocious Leap**

The choice for anyone who does PvP, especially for someone with a healer or dedicated healer, it will give you an added bonus to spell resistance, which is great for leaping into the fray.

This trend basically goes on through this Skill Tree and the above example serves well for all of the skills, where the first skill serves as increased damage ability, while the second serves for increased survival, mostly for PvP because of spell resistance instead of pure physical damage.

### **3. Earthen Heart**

You might expect this to be the tanking tree, but that is both true and not true. You see, this is again the beauty of Elder Scrolls Online, because true tanking is the WEAPONS used, not in the Skill Lines themselves, as every weapon comes with its own skills. You will already receive all your great tanking abilities in the One Hand And Shield, so focusing on more of them in the Earthen Heart will not be as useful as one might expect.



The best thing for us to do is to ignore that a skill line is meant for a specific purpose, and instead focus on what works best if you wish to be a tank, or a caster, or a hybrid. First lets look at the Tanking Skill Rotation of the Dragonknight.

### **Magma Armor**

1. Magma Shell

These two spells are contingent upon group vs solo play style. The magma shell is for synergising with your group for maximum damage absorption.

2. Corrosive Armor

For solo play. Reduces incoming damage of all enemies, excellent for solo play.

Magma Armor, however, lasts a bit too little and in dungeons where you would most use it builds up too slow, so you might consider not using it at all.

### **Stonefist**

1. Obsidian Shard

A better choice, since this is intended to be used to knock down your enemies and give you time away from damage. The increased range help with enemies that are running away, which makes this a good PvP ability.

2. Stone Giant

An inferior choice.

### **Molten Weapons**

1. Molten Armaments – choose this one.



Adds 30% critical strike chance. As a rule, in almost all MMOs and RPGs, a massive increase in damage as every third strike is potentially a critical hit, however this lasts only 6 seconds. This is good for Dungeons, where you will mostly be using this ability to buff your group. You will not be heavily Magicka dependent, so considering that it uses only 35 stamina re-applying it every 6 seconds will not be that much of a problem in a group situation. Cleaning adds doesn't last that long either, so you will not have to apply it 10 times in every battle anyway.

### Obsidian Shield

1. Fragmented Shield

For the damage dealer, great for Soloing PvE and PvP if you are getting heals especially.

2. Igneous Shield

Absorbs more damage, use this if you decide to go for a self-healing survivalist.

### Petrify

1. Fossilize

A better choice since this will most likely be your PVP ability. It will decrease the regen of your target.

### Ash Cloud

1. Cinder Storm

For the damage dealer, a superior choice of the two, a great crowd control ability.



## Tanking Skill Rotation

Since a Dragonknight is meant to be a kind of tank, or should I say, is well suited for that role, I will describe the excellent skill rotation you can use for tanking. For a tank an (Orc) Orsimer will serve you best, as well as an Imperial, as their racials focus mostly on heavy armor use, increased health, as well as more health regeneration during combat.

### Active Abilities.

1. Shielded Assault – so you may close the distance fast (a Charge ability)
2. Ransack (deals damage, lowers opponents armor, buffs yours and taunts target)
3. Crippling Slash (deals damage, immobilized target for 2 sec, then slows down and applies a debuff that reduced their weapon damage)

### Passives. (in the Weapon Tree)

1. Fortress (reduced blocking cost, reduced cost of one hand and shield abilities)
2. Sword and Board (increased one handed damage and the shield block more damage)
3. Deadly Bash (the ability does more damage and cost less stamina)
4. Deflect Bolts (deflect more incoming ranged damage)
5. Battlefield Mobility (move 50% faster with your shield up)

### Passives. (in the Armor Tree)

Here you simply go all out and try to get as many of them as you can until they are all full. You do not need to use the ultimate in this tree, since you will already be a formidable tank without it and more crowd control will not be needed for the most part. Don't think too much on what to spend your points on, because if you follow the Leveling tips below you will have plenty of points to spend.

### Passives. (in the Guild Section)

Choose the Fighter's Guild for a tank.



*Slayer* and *Banish the Wicked* should serve nicely, giving you more damage and bestowing you with ultimate point when killing an Undead or Daedric enemy. Which will happen a lot, especially in dungeons. (if you played Skyrim or Morrowing you'll know these two types of enemies are mostly what you'll find inside dungeons)

#### **Abilities: Ardent Flame**

1. Ultimate: Standard Of Might
2. Flame Lash

Passives: Eventually FULL PASSIVES

#### **Abilities: Draconic Power**

1. Burning Talons
2. Coagulating Blood

Passives: Elder Dragon

#### **Passives in Earthen Heart – Battle Roar**

You don't really need to know what these do yet, as you will find out yourself when you begin using this rotation for tanking. Remember that this rotation is for tanking in instances and in heavy PVP environments, as “taunt” abilities have much more utility in PVP than one would expect.

Note that you don't really need a tank that much when lower leveled, as you will better of dealing massive damage instead in both solo and group play and instances.

**But let's get back to this rotation.**

It is simply this:

1. Shielded Assault
2. A Power Attack
3. Flame Lash
4. Crippling Slash



if you are in "trouble" then use

5. Coagulating Blood
6. Burning Talons

Remember that between the 2. and 3. ability, you can always use a power attack.

As your Ultimate in this build is the standard, you should use it every time you run up to three or more enemies. Then the rotation is this:

1. Shielded Assault
2. Burning Talons
3. Dragonknight Standard

After this simply make sure to kite them and keep them inside the circle of the standard which will be displayed on your screen as an orange...well, circle. After this they die very fast and you basically don't have to do a thing.

#### Your Ability Bar When Taking in Dungeons

The skills you should be using in dungeons are a bit different than the ones you will be using in solo play.

For dungeons you should focus on buffing your group and having some crowd control, you will not be doing a lot of debuffing, save for one ability that will be your debuff/aggro build.

The abilities:

1. Puncture morphed into Pierce Armor
2. Dark Talons morphed into morphed into Choking Talons
3. Molten Weapons morphed Molten Armaments
4. Obsidian Shield morphed into Igneous Shield
5. Dragon Blood morphed into Green Dragon Blood

The skill rotation with this is simple. Also, you won't really be needing Shield Charge within dungeons as just running into the group first will get them to aggro you just fine.



1. Use Obsidian Shield
2. Use Molten Weapons just as you are about to connect with the first mob so as to benefit from the Critical Strike buff
3. Puncture the first mob you run into
4. Choking talons to root everyone in place and debuff them.
5. Molten Weapons as your group mates will start charging to rebuff the critical strike buff
6. Puncture everything you can so as to draw aggro on yourself
7. At this point you will need to start blocking and most likely use Dragon Blood to help your healer.
8. Keep using Puncture on mobs that are not aggroing you.
9. Rotate between Molten weapons - Obsidian Shield - Choking talons while blocking and using puncture on mobs that are not on you

This should work extremely well with groups of mobs.

On bosses, however, do not use talons as all of the bosses are too powerful to be effected by that ability. Instead try and conserve your magicka to use dragon blood when and if you are in a bind, while rotating between Obsidian Shield and Molten Weapons and blocking/doing light attacks.

### **Overpowered Shield Bash Build**

I did not mention this previously simply because you might not like the relative "sameness" this build provides. There is not much diversity in it, but(!) you will benefit from it in ways that will make you virtually unkillable. You may use the above build and you will be powerful in solo, this build however, will make you OVERPOWERED.

The reason why this build is mentioned after the one above is also because it will be accessible to you only when you reach Level 28 in One Hand and Shield.



When this happens, you will be able to spend another point in the One Hand And Shield Tree, called Deadly Bash. This will increase your bash damage by 100% and lower its cost by 50%. And this is extremely overpowered as you will realize as soon as you begin to use it.

### **How to make this build work.**

When putting attributes in your Stamina Magicka and Health upon each Level up, at first start to focus on Stamina. You will be using a lot of stamina abilities early on, but still try and spend one point in Stamina, then on another level up on Magicka. For Solo Play your Health can be largely ignored, but still spend a point in it every five levels, for instance. The thing is that with spending point in these attributes, you will not actually gain all that much extra, since every point virtually means only +10 to that attribute.

If you choose to do PVP (don't bother doing it before a high enough level as you will advance very slowly though pure PVP), respec and put most of your points into HEALTH, as well as wear mostly HP Gear!

AS previously stated, this build become effective only when you can spend two points in Deadly Bash.

At that point, your Ability Bar should consist of these skills.

#### **1. Shield Charge**

1 – Morphed into Invasion (good for both PVP and PVE)

Always begin with charging into your enemy/s. With this build, the enemy you charged into will most likely be dead before he even gets the chance to get up!

#### **2. Dragon Blood**

1 – Morphed into Greed Dragon Blood

This is a must for every solo dragonknight, and even one who roles in group. This is a powerful self heal and when morphed, will add extra stamina and health regeneration. Try and use this ability when you are the lowest in health possible, as the least health you have, the more you will be healed!



### 3. **Searing Strike**

1 – Morphed into Burning Embers. Generally, when doing quests and killing random mobs, this effect will not even be able to finish in its duration before your target will be dead.

In fact, this spell is meant only as a PLACEHOLDER UNTIL YOU CAN REPLACE IT WITH LAVA WHIP.

### 4. **Lava Whip**

As previously stated, this ability should serve as your main damage ability when you run out stamina by using Shield Bash. It does the most single target damage of all your Magicka consuming abilities.

5. The last slot is basically up to you, yet I would suggest using Fiery Breath. Use it immediately charging into a group of enemies, ensuring they all get an AoE DoT that will make them fall even faster–

Your ultimate with this build should be Dragon Leap morphed into Take Flight, as this is the ultimate that builds the fastest and does decent, if not great damage for solo PVE!

The rotation in this build is simple.

1. Shielded Charge or Dragon Leap if it's ready.
2. Fiery Breath (if you have it)
3. Shield Bash (holding down right key and pressing left mouse key)
4. Use this only when you run out of stamina, either Lava Whip or Searing Strike
5. Dragon Blood to regen health if you are low. (this will most likely not happen with regular mobs since you will be shielded when using this ability and so take much less damage)



Later you may change Fiery Breath and Lava Whip with AoE abilities such as Inferno and Inhale.

- Invest in Stamina gear when using this build.
- Change loadout when tanking in dungeons

The main benefits of this build remain that you will be dealing sick DPS while being in heavy armor and being a tank, with Dragon Blood giving you insane survivability. This build is not a burst damage build as such, but a steady DPS build that simply cannot be beaten by any other build, because Shield Bash takes so little stamina and can be spammed for a long while, while other player may run out of stamina or Magicka.

You will also constantly be shielding yourself, meaning you will take very little damage across the board.

There is another trick for the One Hand And Shield user, and that is what I call the PERPETUAL BLOCK. This technique takes a bit of time to get used to and you might always actually be better off whacking your target to hell with shield bash, but it's still a technique you should be aware of.

If you double-click with your left mouse (attack) key, and then immediately press block after (right mouse), the animation that makes you hit your target will actually not play, and you will just be blocking instead. You will still do the weapon damage as if you have used your attack, but you will in fact be blocking!

It takes a bit of practice to get the timing of your clicks right, but once you get the hang of it you will do it every time without problems.



**Main passives for this build:**

As with all passives, it is best to get as many of them as you can.

There will be some that will be essential for this build until you can get high enough level that you can simply put points in all of them.

The essentials are:

Racial passives: Conditioning

Vigor

Class passives:

1. Draconic Power:

1. Iron Skin

Weapon passives:

1. Sword And Board

All passives! Focus on these ones especially.



## One Hand and Shield in PVP

this build actually work very well in PVP as well, however there are aspects that you will need to consider for pvp and abilities that you will have to use you man not necessary think will be the best.

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

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

1. Shield Charge (you can charge your opponent from Sneaking, it is also another reason why morphing Shield charge into Invasion is great, as it will prolong the duration of your stun)
2. Dark Talons. Having your target rooted in place while you have maximum mobility is extremely useful. This will actually create a sense of panic, especially for the inexperienced PVPers, as they will usually not even know what to do or how to counter the root.
3. Searing Strike. This will slowly eat through your opponent and when morphed into Unstable Flame will actually do pretty decent damage.
4. Dragon Blood. Always nice to have a self heal no matter the situation. As always, try using it when you are the lowest possible to heal for the most possible.
5. Stonefist. Another stun sure to come in handy.

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

1. Charge, preferable from Sneak so your target is not aware of you and you have the advantage of surprise.
2. Immediately start using Shield Bash until the target manages to get up.
3. Burning Talons and root them in place.
4. Use a few more Sheild Bashed, 2 or 3 will do.
5. Stonefist and keep using Bash



6. Root with talons again

7. Bash

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

What you have to remember to do if you intend on PVPing a lot is that having high HP is, just like in nearly every PVP have, almost always better than having high stamina or magicka. If you ran out of quests and intent on PVPing you should invest in respecing your attribute points and placing as many as you can into increased Health, the investing and getting gear that will boost your HP as well.

### High End PVE Solo Build

This build is for higher level 40-50+, when you are able to equip some of the higher or high tier abilities for solo questing. With this build you will be able to take on very large groups without dying.

Your ability bar should look like this:

1. Shield Charge
2. Inferno morphed into Sea of Flames
3. Inhale morphed into Draw Essence
4. Dragon Blood for self healing.
5. Fiery Breath

The rotation here is simple:

1. Shield Charge
2. Inferno
3. Fiery Breath
4. Start Bashing
5. Inhale
6. Blood dragon when in a bind



## Dual Wield Skill Rotation

Dual Wield should be your basic go-to when you wish to play a Dragonknight and be a damage dealer and if you choose to play in a group with friends and your preferred role is not a tank. This build will ensure AoE damage across the board, as well as giving you good self-healing and survival abilities, as well as crowd control! This build works best with the Dunmer (Dark Elf) race, the only ones with added bonus to experience gain for Dual Wielding.

**The skills on your ability bar for this build should be.**

1. Blood Craze – is your main ability in this setup, the second being the below, Flurry, which is quite expensive so your will need Blood Craze for when Flurry is down.
2. Flurry – this is your main damage ability and will actually put down your targets very fast. (IMPORTANT!) *Be alert and do not use it when the NPC is about to attack you, as it will get interrupted and your DPS will not be maximal as a result.*
3. Burning Embers – a DoT that does decent damage and heals your when its effect ends.
4. Razor Armor – Adding physical damage to your attackers while granting you increased armor. (with this build you will need it as you will most likely be under attack by multiple opponents constantly).
5. Burning Talons – Can get you out of a bind by immobilizing nearby enemies, allowing you to some breathing space. It actually works great for immobilizing your enemies when you want them to be immobilized in PvP, so that you can deal the most damage since a dual wielded is the center out of which all damage comes from, unlike a mage that can cast stuff to an area.

The rotation for this build is as follows:

1. Burning Embers (you want to use this ability first to make sure it last until the end so you get the self heal)
2. Blood Craze
3. Flurry



If you are using this build for PvP there is much that can be gained if you are using Dragon Leap instead of Dragonknight Standard as your ultimate. The reason for this is simple. In PvP, your opponents will usually be smart enough to move out of the Standard's AoE area fast, while a leap's damage cannot be dodged or blocked. The standard can be moved later, but leap will still serve you better. For PvE, always use the standard, always!





## LEVELING TIPS

This section of the guide will tell you every little trick you can use to level you character faster.

### Addons

First things first. You may not like to use addons for your MMO, but in this case they are in fact essential for leveling faster.

Applying them and using them in Elder Scrolls Online is easy.

What you need to do is install a program called Minion. Once you start the program select elder scrolls as the game you wish to find addons for and Install the following (the program will do it for you and the addons will work without problems. There will be an error widow open when you start the game most likely, but you can dismiss it or close it, it will be fine and your addons will still work fine).

1. Foundry Tactical Combat

A mod that will give you a display of your damage done, and give you more approximate values of your health, magicka and stamina, as well as that if your enemy. Another fantastic aspect of this addon is that you will be able to see how many seconds you have left on a buff or debuff. Buffs are shown below your attributes bar, and debuffs below the NPC's you are attacking.

2. Multi-Quest Tracker

This will allow you to have a list anywhere you chose to move it on your screen, displaying all of your active quests. You can use T (default) to move through the quests and make them active.

3. ZrMiniMap



This is probably the most useful Mod for this game. It will give you a minimap where you'll be able to see all of the things that are on the map and so more easily find them! Also, it works great with the last mod.

There is a small issue with this mod that you should be aware of if you are doing PVP. In Cyrodiil, which is the only place you can PVP, you will not be able to use Transit Shrines, because this mod bugs out the map in a way that you will not be able to zoom it out. So if you are doing PvP, disable this mod and use the Reload UI button in the Addons settings.

#### 4. Skyshards

This mod is also a must. Finding all skyshards in every map that you are leveling on is necessary. On the map display there are also tips as to where these shards are if you are having difficulty finding them.

### The Most Important Tip For Leveling

Just like in every other Elder Scrolls game, you get better at something by doing it. In a similar fashion it works the same way in this game as well, only that you don't actually have to use an ability to progress a tree. Let me explain.

You are not using a two handed weapon, but you are considering the possibility of using it later. You simply *buy* (spend a skill point) the first skill in that skill line, and place it on your ability bar. This doesn't mean that only that skill will get XP and so advance, but the entire Two Handed skill line of which that particular skill is apart of!

This is why, when you begin to play the game, you should branch out in all the three class trees of the Dragonknight. You will be using three skills anyway, so those extra will not take much away.

If you are considering playing a healer later, or a caster, or a bow-wielder, place a skill from that tree line on your ability bar.



Remember that you don't actually have to use that skill in order for it to progress, it simply needs to be placed on your ability bar. Take advantage of this!

Remember though, that the more skill of a particular line you have on your bar, the faster you will progress. So to begin with, try and place as many skills from the One Hand and Shield on your bar, so you get Shield Charge faster, as well as Draconic Power abilities so you get Dragon Blood asap.

The same goes for armor types. If you have four heavy pieces equipped, one Light Armor and one Medium, you will get XP and further your knowledge in all three. The one with the most pieces will progress faster, but not by a huge margin!

### **Open Chests in the Tutorial Part of the Game**

When you are doing the Tutorial part of the game, make sure you open crates as you will find Lockpicks within which you can then use to open the many chests. Opening chests early on is good because opening each will give you an XP bonus as well as an item you might use and some cash.

#### **Lockpicks**

Make sure you are carrying at least a few lockpicks with you, as chest are very easy to open and give XP for doing so! You can buy lockpicks from any Store Merchant.

#### **Merchants**

There are different kinds of merchants in the game. Some sell enchanting equipment, others are regular store merchants, which are the only one who sell lockpicks. What the merchant sells is written like this: Merchant (Blacksmith), Merchant (Mystic)



## Open the Urn

When you have completed the Tutorial Part of the game, you will be given an Urn with your own ashes. Open it as you may get an item you will be using.

## Follow the Markers

In the upper corner of your screen you will have something you may be familiar with from Skyrim. It is a compass display. Pay attention to it especially when entering areas where you have not been before, as you will notice new quest givers on this display well before you manage to spot them by eye. They will appear as black triangular markers.

## Explore

Do not mistake this as running aimlessly through the map, as this will be a waste of time! In ESO, you get very good exploration bonuses for discovering every location on the map. This is where your minimap addon comes in extremely handy. Look at your minimap, if you see an icon that is black (as opposed to the discovered location that has a white icon), run to it.

## Check Bookshelves

Just like in every other Elder Scrolls game, books can award you with an increase in your Skills. Of course you don't have to actually read every book, or even turn any pages, simply run to a bookshelf you see and interact with it. Most bookshelves will not grant you anything, but some will so it's always best to check. Do this with the bookshelf in the Harborage cave of the main questline, and in guildhalls especially. Check every bookshelf you find!

## Go to Bleakrock Sooner Rather Than Later

In this guide we will assume you rolled the Ebonheart Pact and you are sent to the island of Bleakrock by quest by visiting the beach. Save this line for later, when you have half-completed the first few quests around the main town.



You will receive a nice shield in the bleackrock line, as well as great items for the Shield Bash build. You will no doubt want to go explore further, but trust me, go to Bleakrock first as the quests are easy with not a lot of mobs to kill, simply a lot of XP!

### Avoid Repairs When Leveling

Your gear will decay when you die. But do not repair it while you are up to level 25-30, unless it's really damaged. It is an unnecessary money sink at lower levels, because you will always get a new piece of gear before the one you are using gets broken. If you, however, die plenty of times while doing something, die enough for your gear to decay enough anyway, then you are doing something wrong and should probably level up more before attempting that specific mob or quest again.

### Stun

Stuns should be an integral part of your game before you reach levels 15-20. You will not be doing MAD DPS, so stunning to mitigate the damage done to you is a good idea, especially because stuns are often abilities that do damage. For the Dragonknight, you should keep Stonefist on your ability bar always, at least in the beginning. It might get you out of tight situations and will further your XP in the Earthen Heart skill line.

### Roots

Rooting abilities are great for Dungeon play and as an escape ability. I will give you a few examples on how you should use root in both PVE and PVP. Your root ability will be Burning Talons that is in the Draconic Power Class Tree.

1. When tanking in a dungeon, this will be a kind of aggro ability, making everyone focus on you at first before they go for your team mates. This will also active the Impale synergy for your groupmates for extra damage.
2. When trying to run away from a group of mobs that are chasing you. Simply root them to gain some distance.



3. After pouncing on an opponent in PVP, this will confuse them and root them in place while giving you full mobility.
4. If you are fighting a battle you know you will lose in PVP and PVE. Try and root your opponents then Sneak away! Another good combo in this regard is to first Stun then root while you are slightly further away, so you will have already have gained some distance.
5. Charging into a slightly larger group of enemies than normal, rotting the rest in place first so they cant get to you and damage you straight away is a good way to conserve stamina. You must remember that you will be shield bashing, so a large number of enemies attacking you means you will be losing stamina as it is converted into damage.

### Shares

There is really only one way to snare as a Dragonknight. That is a by getting the passive Warmth in the Ardent Flame skill line, which will cause your enemies to become snared each time you use any Ardent flame ability on them. This is next to useless in PVE. It is quite useful in PVP, however. It is not outweighed by being ready with stun, roots and charge abilities however, as closing the distance will become easier when you can do it by using both Magicka and Stamina. Consider putting Fiery Grip on your ability bar instead of Stonefist if you have tested the above PVP build. Try it out, it may just so happen that you run into many more cloth wearers, mages and healers than any other class, and they can snare you and simply decide to nuke you from further away.

### How to Respect

Respecting is done in shrines, not by talking to a NPC. This shall cost you 100g per skill point and the location where you can do this depends on your faction. If you're in the Aldmeri Dominion, you'll need to travel to Elden Root in Rahtwood. If you're a member of the Daggerfall Covenant, you'll need to head to Wayrest in Stormhaven. If you're a part of the Ebonheart Pact, your location is Mournhold in Deshaan. Respecting does not cause you to lose any of your skill progress.



## Soul Gems

As always, Soul Gems are used for charging weapons, you have to place the Soul Trap ability on you ability bar and then use it on your enemy before he dies to fill a soul gem. These things are good for resurrecting on the spot as well, which will be very useful at times, but you won't be dying that much, if at all, after you get to use the OP build mentioned above.

## Main Quest

Every time Varen appears to you and summons you to the Harborage, don't hesitate, get there ASAP. The main quest will give you a lot of XP, and always an extra Skill Point as well, but don't expect any particularly awesome items. All the quest are pretty straightforward, however, and especially by using the above mentioned Overpowered Shield Bash, you will not have any problems whatsoever in completing the quests.

## Potions

DO NOT save your potions, thinking, I will use them later, when it really count. *Use them!* Think of them as grenades in a FPS game, they are not to be hoarded but used as they make the game easier. You will get plenty of potions from NPC drops all the time. If you are a heavy stamina user, use potions when you see you still have a few enemies to kill, when you are low on health, use health, when you need magicka, use a pot. Otherwise these things will simply clog you inventory and take up space! This really is more essential than you might imagine.

Place a potion by pressing and holding Q and dragging it into the while from your inventory. Until you get the Blood Dragon ability, use health potions when in a bind!

## Fast Travel

Discover every shrine out there. These are ports that you can use to fast travel. You can travel to any of these from any location on the map, however it is almost always best to travel to a shrine first and then to another shrine because otherwise you have to pay in gold.



## Mount

Save up for a mount and start feeding it for increased speed ASAP. Sell everything you find unless you have decided to be a Blacksmith, which really is the most useful for a Dragonknight. You can feed your mount at the Stables vendor. Invest some into giving your mount carrying capacity, as this is much cheaper than buying extra bag space.

## Blacksmithing

Really the only crafting useful to a Dragonknight. It comes handy at higher levels, however, as you will be finding armor that will be better than the one you are crafting. Before then, simply save you heavy armor pieces, deconstruct them and Craft until you have run out of materials. Don't worry about running out and not having anything for crafting, until you reach Ebony Ore this will not be anything but a preparation.

## Shrines of Mara

These shrines give you permanent boosts to your attributes or skills. As a Dragonknight, use The Tower, which will give you a permanent increase to your Stamina pool.

## Skyshards

Find every shard on the map. For this use the addon Skyshards as mentioned before and the minimap. Some shard will be within caves or mini-dungeons, but these are almost always filled with other people questing so you will not have any problems clearing them. You will be able to do it by yourself as well.



### Participate in Chains of Harbor

This are public quests that become active as soon as you come near them. You will hear a booming voice when this begins to happen, as well as a big circle in the sky that can been seen from quite far away. "Draw forth your anchor." is something you you'll hear when this begins to happen. When you hear this, drop everything and just get there asap. Sometimes two people are enough to beat this event, but more often than not there will be many people there. Simply stick to the end and you will be given XP.

Pay attention to the falling meteors, as they will spawn NPCs.

Once you have Shield Charge, use this and simply charge into each spawned NPC and try to do as much damage to it as you can. This will ensure you get maximum XP from it as well as possible drops.

### Persuade and Intimidate Passives

Join the Mages and Fighters guilds in the first town you visit. Being a member grants you the possibility to place a point into the Persuade and Intimidate skills. These are great, because they will often times allow you to cut the time it will take to complete a quest by at least a half. For instance, if you will have to get 5 boar's heads to use in a ritual, you can persuade the NPC to give you those 5 boar's heads instead of you having to go do it yourself. The same goes for intimidate. There will often be quest when you will need to go from person to person to get information. Sometimes you'll be able to simply intimidate someone for that info and so save yourself some time.



## Be a Healer

This does not imply being an active healer. It is the same as with the other skill lines you wish to try. Do this, choose a Melee (Sword and Shield, Two Handed, Dual Wield), A ranged, Destruction Staff or Bow, and a Restoration Staff. You will not be able to level all of these as there will not be enough space on your ability bar to level them all effectively, but you can chose one of each that you can level when it comes to melee and ranged. For a healer the choice is easier. Spend a Point in Grand Healing and place it on your hotbar and decide to become a healer later if you wish.

*Remember that any and every healing spell that says "Heals your allies" is actually a self-heal as well. So basically any heal that works on your allies will give you a heal as well equal to that given to your friends!*

## Quests Connect

Whenever you enter a new area, you may sometimes find that there are no quests there. This is usually because you need to do one quest that is near that area for the other quests to open up to you. This can be viewed as gaining influence. When you start to do quests, new ones will open for you in that particular section of the map, NPC will suddenly want to talk to you. So if you come into a city and find only one quest giver there, do that quest first.

## Level 15 and its Benefits

At level 15, you will be able to equip another weapon and will be able to switch between the two loadouts with the "" key, the one left from the "1" key. This brings with it the benefit of having another ability bar specific to that weapon loadout. You might want to consider using a Bow for PVP, or a Destruction staff, although a Bow has the benefit or greater range which can be very useful in PVP. Having a Destruction staff equipped can make you into an awesome



battle mage, while a restoration staff will make you into a great support role. The choice here is really yours as nothing tends to work better than the other, everything can work great if you use it correctly. *Although I recommend a Restoration Staff as your eond loadout for soloplay as it can save you on numerous occasions.*

### Do Not Waste Time on Bugged Quests

You may ask, how the hell one know what quest is bugged? It's actually simpler than you might think. If you run into a quest where you cannot interact with a NPC, or an item, or anything of a nature where things just doesn't seem right, do not dwell on it. Move on. Realize that there are still a few bugged quests out there and in these situations it's always best to simply move on as soon as possible. You may try to relog and if it doesn't work even then then move on for sure.

### Public Dungeons

Always enter a public dungeon when you see it on the map or are close to it. More often than not, there will be a quest associated with it, but if not that, you will get XP for "Completing a Dungeon", which basically means killing the Dungeon Boss. These will for sure always be people camping these bosses so the spawn location will be easy to spot. Also they are always named bosses.

### Public Dungeon Bosses

You may have seen people camping dungeon bosses in public dungeons and may be wondering if this is a viable way to level up. No. It is not. The people camping dungeon bosses are more than for the XP doing it for the loot. Sometimes the drops can be pretty good and this is what they are mostly camping, in most cases they are bots farming gold. So once you kill a boss you may wait once or twice to kill it again and gain some possible loot. Three or two times should be enough to get the drops the boss can drop. Then move on.



## Being a Werewolf is Better Than Being Vampire For a Tank

There are ways of becoming a Vampire and ways of becoming a Werewolf in this game. The main reason why you might choose to be either are the passives. But unlike being a Vampire, being a Werewolf really has no particularly nasty drawbacks. Passives like Pursuit, Bloodrage and Savage Strength are awesome to have. You can read on how to become either further in this guide.

### Loot

Loot in this game is phased to you. Meaning there is, apart from Chests, no ninja looting. Everyone gets their own loot. There are some tricks, however. For instance, if you are engaged in a boss fight, do not die. Use healing potions if you are not getting heals, be careful, whatever you have to do not to die. Do as much damage as possible to that boss. Whether you get a rare, epic or better drops depends a lot on these two factors. If you die on a boss, it is very likely that you will not even get any green items!

If you do not need a drop that has dropped while in a dungeon with a group, try and sell that loot to one of your party members. If it's an epic and they will use it, a price of 2k gold will usually be paid by almost anyone.

### How to Find Motifs

In crafting, you can only craft gear in the design of your race. At first. There are these things called motifs that you can find, and you will sometimes be lucky enough to find while questing. In this way I have managed to find only one. You can buy them as well, but there is another way. If you're wondering how all these people can sell all of these motifs, this is how.



In some banks which you can find in the bigger town, you will find that in the bank there are some cupboards and closets and stuff of that nature. These things are, like all loot in the game, phased to you character. This means that you will get to look inside them and loot them despite how many others have looked. It is in these chests and cupboards that you will usually find motifs.

And you don't simply look once and then that's it. Each time you log out, the cupboard is full again and you can loot it once more. If you take enough time to do this, you will eventually run into a motif, depending on how long you have the patience to do it. But this is the only trick that works, the keys are patience and perseverance.

Also, it may sound like tedious work, but you should always check out Urns and Crates, especially in the main story line and inside houses, as you may run into a motif quite often. Certainly faster than if you did not check them.

It is advisable for you to actually sell them instead of use them and spend that money on a mount instead, it will be more useful for you than having the motif!

### **Red Circles/Cones of Death**

These are indicators where a NPC, usually a boss, will hit. This implies AoE, or even a Cone in front of the NPC. Avoid these as they usually do quite a bit of damage! Some bosses make quite a huge circular sphere, and if you are a tank, you will usually be in the center of these sphere. Use Roll if you can to get out faster!



## Sneaking & Sneaking in PVP

Every once in a while you may be tempted to actually sneak around to get to your goal faster. This is actually not the best idea. You might think you will benefit from completing a quest if you just sneak up to that mob and kill him, but more often than not, actually killing mobs on the way to your objective will not reward bad pvp. What would reward bad pvp if you would just spend your time killing mobs. Instead consider this as extra XP instead of a hassle, as for the most part the added bonus is decent for killing mobs.

Now in PVP the story is quite different. In PVP, everyone is a rogue and Sneak becomes highly effective. You can Charge from a Sneak, you can Charge from a Sneak, a whole raid can stand on a tower where the opposing raid is trying to take an objective without being seen by simply staying in sneak and wait for the perfect time to rush the opponent.

The sneak mechanic works the same as invisibility in PVP if you are far enough away. You can be in combat and successfully Sneak away, provided you are not rooted in place.

## Questing

It is obvious that the best way to level the fastest, is to not listen to any of the dialogue. There are no wrong choices really, in the end, it comes down to accepting a quest and not accepting a quest. This really is up to you, if you want to immerse yourself in the game you may listen to every dialogue, or you may just skip it by pressing it fast, you won't be missing as much as you might think. The quest are almost always in the same vain. Someone is getting raided by someone else. Or you need to run somewhere to inform someone about something, etc.



## World Bosses

The world bosses are all marked on your map as a skull with crossed swords. Most of them you will not be able to solo, however with the above mentioned Shield Bash Build you will be able to solo most. Wait a while if the boss is spawned and you are the only one there, another player will probably join you soon enough. The bosses give a nice XP bonus and can on occasion drop some nice loot. Do not overreach and go around just to kill bosses because most will be too powerful and you will be wasting your time running about.

## The Best Farming Spots

You will always be better off doing quests than farming mobs in this game. There are, however, some exceptions where you can gain a lot of XP in a very short amount of time. Again I am assuming you rolled Ebonheart Pact as this farming spot is in one of their zones called The Rift. The location is displayed on the map below and you will likely find a group already farming in this area. There basically two farm spots here. One is on the lower side of the river. Here you will be farming zombies in a clockwise rotation, meaning once you pull a group you will be moving to the next one in a clockwise way. This will take you a little bit to get used to, but should take more than a rotation or two. Why these mobs are farmable is because of their respawn time and good XP. When you reach the same mobs where you began, the next group will already have spawned and you can just keep circling and killing. The best time to do this is later at night so you'll have a better chance of being alone, as you can do these alone, although it is always better to do it in a group. This is also the perfect spot to level your Werewolf skill line!

The second spot is the in the same location as marked on the map, but where the tents are. The rotation here is better counter-clockwise and goes the same way. By the way you reach the last mobs the group next to the will have already spawned. Also a fantastic way to level up Werewolf.





Remember that these spots are always better farmed in group as you will all get XP. If there's a group farming there try and join them

### Group Dungeons/Instances

If you want to level fast; do not do dungeons. They are a massive time sink and most of the time you will not even get any decent loot. But that aside, they can be a nice distraction after a long time of nothing but questing.



The main reason you should do these is the Extra Skill Point you will get at the completion of each dungeon.

Using the Overpowered Shield Bash Build will also ensure that you will ALWAYS get a group. There is always a group out there that will either need a Tank or a Healer, always. Damage dealers are the ones who are the least needed, as virtually anyone can be one.

### How to Tank in Dungeons

There is one crucial aspect you must remember about tanking in this game that is fundamentally different than in most MMO.

#### *Active blocking.*

Blocking in this game is an active process, equipping a shield doesn't simply mean you will have a certain percentage to block an attack, you actually have to physically block it in order for it to even be effective, otherwise it is just an armor and attribute boost.

Active blocking means that, after you have tanked or are tanking something, a good tank will always rather block the attack than soak up the damage with armor.

If your group is struggling with a certain boss, it also usually means they are not blocking a certain AoE or direct damage effect that can otherwise not be avoided. Even a Sorcerer can block or in his case mitigate incoming damage by using block, even if that damage is magical in nature, block still works!

The other thing you need to really watch out as a tank in dungeons especially is the red circles of death. I've mentioned these before but you really need to watch out for these in dungeons as the bosses usually have this primed for special attack that hit for a lot of damage. If you can't avoid them, at the very least BLOCK them.

Tanking a boss in itself is very easy, however, simply have Puncture on your ability bar and use it every so often, or when someone managed to draw aggro.



### **Dungeon Abilities.**

6. Puncture morphed into Pierce Armor
7. Dark Talons morphed into morphed into Choking Talons
8. Molten Weapons morphed Molten Armaments
9. Obsidian Shield morphed into Igneous Shield
10. Dragon Blood morphed into Green Dragon Blood

### **Skill rotation.**

1. Use Obsidian Shield
2. Use Molten Weapons just as you are about to connect with the first mob so as to benefit from the Critical Strike buff
3. Puncture the first mob you run into
4. Choking talons to root everyone in place and debuff them.
5. Molten Weapons as your group mates will start charging to rebuff the critical strike buff
6. Puncture everything you can so as to draw aggro on yourself
7. At this point you will need to start blocking and most likely use Dragon Blood to help your healer.
8. Keep using Puncture on mobs that are not aggroing you.
9. Rotate between Molten weapons - Obsidian Shield - Choking talons while blocking and using puncture on mobs that are not on you

This should work extremely well with groups of mobs.

On bosses, however, do not use talons as all of the bosses are too powerful to be effected by that ability. Instead try and conserve your magicka to use dragon blood when and if you are in a bind, while rotating between Obsidian Shield and Molten Weapons and blocking/doing light attacks.



## How to Level Crafting the Fastest

Being a Heavy Armor user you should probably go for Blacksmithing as all other types of gear will eventually become quite useless as you begin to level. You might consider some Medium Armor, but the extra benefits for full heavy will eventually overweight any small benefits from Light or Medium Armor passives. For Blacksmithing save every piece of Heavy Armor you come across and then Deconstruct it. In the Ebonpact zones you will come into the Skyrim zone called Eastmarch that will be riddled with Ore around the central, swampy area. No other zones are this full of Ore at this tier, it is the dame for the Dominion in this zone levels. Take advantage of this and run around collecting ore every time you have to run through this zone to complete quests.



## PVP GUIDE

### How To Enter and Move Around in PVP

**You can enter a Campaign (Cyrodiil) at level 10.**

Most don't even know how to get inside a PVP campaign, so devoting a bit of time into this should be paramount. One thing you should remember is that you will find many Skyshards in on Cyrodiil map, but do not be swayed and attempt to find them, as the map is really massive.

The procedure to enter a campaign is simple.

Press L (default) for the alliance war, then campaigns (icon on the top right), then select a campaign you wish to be a part of by right-clicking it and selecting Home. This will be your campaign from then on. To enter Cyrodiil, simply right click on the home campaign and select enter. You will be prompted when ready to enter, should not take more than a few seconds anyway.

To move inside the map one needs to use transit shrines, which are different than the normal shrines, called Wayshrines. The only way to get out of the Cyrodiil campaign is to use the regular transit shrines located in one of the main camps.

### How to PVP

If you are the type of PVP'er who prefers small battles like for instance battlegrounds in PVP and would much rather do Arenas and small skirmishes, then chances are you will be vastly disappointed with Elder Scroll's PvP.

It's good to remember that you can only move in PVP from keep to keep via trade routes. If these routes are the color of your faction, then you can safely move around these, but if not, and if these are transparent, you cannot use the connection to travel to a different keep.



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

**The objectives are.**

**Keeps.** Large structures surrounded by walls with Transitus Shrines. They're difficult to attack and require siege equipment to break into.

**Surrounding Keeps are.**

**Farms/Mines/Lumbermill.** These are objectives which provide resources to Keeps and your overall Alliance score. If your Keep doesn't control these, you likely won't be able to teleport out of it as you'll lack the resources.

**Outposts.** These are connecting buildings that support your point accumulation and help with teleporting.

**Gates.** These are road blocks (obviously gated) that act as barriers to prevent enemy progression. Once destroyed they tend to lead to your Temples.

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

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

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

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



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

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

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

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

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

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



# WEREWOLF AND VAMPIRE

## How To Become A Werewolf

I am certain there are many people out there who still have no idea how to actually become a werewolf or a vampire. The first thing you actually must do is get infected. Simply put, you must find a special werewolf mob in your faction's level 30-40 zone (Bangkorai for DC, The Rift for Ebonheart Pact, and Reapers March for Aldmeri Dominion). These mobs spawn only at night, most notably during the full moon. A full moon is when werewolves spawn, and a non-full moon is when vampires do. So without a full moon, tough luck finding a werewolf to bite you. Once you locate this mob you must attack it and take damage from it to receive a special buff telling you that you have been scratched by a werewolf. Once you have this debuff, you can go back to town and find an NPC who has a quest for you. Don't worry if the werewolf manages to kill you, they only actually need to damage you. Also, don't panic if you don't get the quest immediately, as this never actually happens. When you find the NPC in town (you will be "tracked" down once you are infected) you now have the option to get cured or start on the path to becoming a werewolf.

The quest will be difficult for anyone aspiring to become a werewolf before they're level 30+. You must travel to a ritual site of Hircine and meet with your new pack master. After a brief talk you will be spirited away to Hircine's Hunting Grounds where you must prove yourself. At this juncture a ritual is performed and you will be sent out on a hunt for a beast worthy of being a part of your pack.

At this point you may encounter much difficulty if you are of a low level. You are stuck in werewolf form at this point and will not be able to use any of your normal abilities. You're stuck with werewolf melee, a stunning pounce, and a fear inducing roar. At low levels, your normal attacks will miss on almost everything while your stunning and fear abilities won't work on the boss monsters. This is a solo instanced area, so no help from your friends.



The area is filled with many level 40ish mobs including panthers, crocodiles, and harpies. There are several clearings with torches, bones and ritual markings. These are the lairs of various bosses that can spawn here.

I have personally encountered a Troll boss and a Mammoth boss. Others have reported a large snake as well. After you've become a werewolf in this zone, practice your new form on some panthers. There's a yellow spotted one just down the path from your starting point. Keep in mind you're faster as a werewolf, you can easily run this cat in circles avoiding its charge up attack. When you're confident, go out and find which boss you have. Upon zoning in, the game randomly assigned one of possible bosses to you.

At the very back, on the highest ledge is the Troll. If you're not level 35+, I wouldn't bother with him. At level 22, he nearly 1 shots with regular melee attacks. The Snake is located at the waterfall and he is just as deadly as the Troll.

Just bellow the troll is the Mammoth. If you got the mammoth on your first try, consider yourself lucky. The Mammoth seems to be the easiest of the bunch. The good thing is that the mammoth is slow to turn and uses "long-casting" frontal attacks that give you plenty of time to beat on him from behind. At level 22 and with half broken gear and no consumables, I got him down to 30% several times by staying behind him and beating on him. I would highly recommend bringing a handful of good healing potions and the best health regeneration drink or max health boosting food you can. Stay on his butt, don't run away because he resets rather easily. Just keep strafing around him and he won't get too many hits off on you. Spam melee until he's down. I have heard reports of him being put down by as low as level 20.

If you do not get the Mammoth... exit the zone and wait roughly 5 minutes before you re-enter. Following some tests it's actually quite evident that re-entering immediately does not give the zone sufficient time to reset your instance of it. Many people have noted rezoning 40+ times and having the same boss every time. I tested this theory myself, had the troll and rezoned immediately 15 times to find it was still the troll. I waited 5-10 minutes and zoned in again to find the mammoth.



The alternative to becoming a werewolf aside from doing this quest is to get one of the players to bite you. This almost always comes with a price of about 20k gold, and I have heard of a few instances of people being scammed out of their money by not getting paid after they have traded the money. This of course is not a normal trade, as nothing happens when you trade the money and you have to trust the player to actually perform the ritual. The ritual can only be performed every seven days.

### Werewolf Abilities

- Werewolf Transformation– Transforms you into a werewolf and causes nearby enemies to run in fear. Increases your stamina, armor and run speed.
- Pack Leader – Allies gain ultimate faster.
- Werewolf Berserker – Increases attack speed with each hit and adds bleed damage.
- Pounce – Leaps to your target dealing physical damage and stunning off-balance targets.
- Brutal Pounce – Deals damage to all enemies in the area.
- Feral Pounce – Every use increases time in werewolf form.
- Roar – Causes fear, disorientation and off-balance to 3 nearby enemies for 3.5 seconds.
- Ferocious Roar – Killing feared targets leaves nearby allies off-balance and disoriented.
- Rousing Roar – Increases weapon power of nearby allies.

### Passive Abilities.

- Pursuit – Increases stamina by 10%.
- Blood Rage – Generates 2 Ultimate by taking damage in humanoid form.
- Devour – Devours humanoid corpses to extend time in werewolf form.
- Savage Strength – Increases max stamina by 3% for every kill, stacking up to 5 times.
- Bloodmoon – Allows you to turn another player into a Werewolf once every 7 days, giving them the Werewolf skill line.



- Call of the Pack – Allows allies to remain in werewolf form for 3% longer. Affects up to five targets and stacks up to five times.

## How To Become a Vampire

For a player to become a vampire, he or she needs to contract a condition or disease called Vampirism, which you get if you get bitten by a Vampire. But it just so happens that this will not work with any and all vampires, you need to get bitten by a special NPC. There are Bloodfiends that spawn only at certain spots in certain zones that can give you this disease. They spawn in level 37–44 zones of each faction, which means they spawn in Bangkorai, the Rift and Reaper's March. They only spawn at night at one of several spawn locations. Once you kill them, they do not respawn until some other night. They actually never spawn during a full moon, as only werewolf spawn on full moons, so the saying that they only spawn on certain moon cycles is actually very true. It is rumored that this phase seems to last 1.5 real days, and the phase repeats every 8 days. One of their spawn can be found in Bangkorai east of Pelin Graveyard POI (south of the city of Evermore).

Once you contract Vampirism you should go to a nearby wayshrine where you'll get to start the quest Scion of the Blood Matron. This is a level 38 quest that once completed grants you the Vampire skill line. Unlike the Werewolf quest line, you will be able to do your Vampire quest line by using all your regular abilities.

You can of course cure vampirism completely instead. You just need to visit the same NPC that started the Vampire quest and he will tell you that instead of going to the Vampire matron you can visit a priest of Arkay in a nearby town who will remove the disease for a price.

The Alternative way of getting vampirism is the same as with werewolves. You need to get bitten by another player who agrees to this. Mostly you will have to pay a heavy price for it if this is the case, so I would always recommend checking out the spawn points for a bit first until you decide to pay a player instead.



The drawback of vampirism are actually quite pronounced and you will need to feed fairly regularly, and while being a werewolf is for the Stamina-heavy user, being a vampire is best suited for those who use Magicka a lot.





## GEARING IN GENERAL

Do not buy weapons or armor from players. Start doing that when you have bought a horse, before this there is no point in buying weapons as it will just be a money sink and you never know, you might get a better weapon by completing the next quest you are on.

Dungeons will give you decent loot, but bosses almost exclusively drop only weapons. There will be exceptions, but armor is to be gotten mostly from doing quests, not dungeons.

### Newbie gearing 1-15

As a low level player using any type of melee weapon or a Bow, your main focus at first should be stamina.

Especially if you intend to dual wield stamina is important, so use gear that boosts stamina. Do not concern yourself with mixing light, heavy and medium armor, as you will not have enough passives yet to fully benefit from any of them, instead use what works best and give you the most stamina.

If you are a caster, focus on Magicka. Health will not be as important yet, what is more important is that you are careful, since you will still be quite squishy no matter what type of armor you chose to use.

### Low level gearing 15-25

Continue to use the above principle at these levels, but begin to add more Heavy or Medium or Light, depending on what your play style will be. At these levels you will begin to benefit from the passives in the armor skill lines. Remain focused on keeping at least 1 of each armor type equipped.



### Mid level gearing 25-35

Remain focused on whatever attribute you use the most, but also don't shy away from boosting your other stats as well, namely magicka for the Dragonknight. Keep health in check as you will not need that much when soloing with a shield.

Begin saving armor pieces with Health boosts for tanking in dungeons and switch to that armor then.

### High level gearing 35-49

Start wearing full armor sets of a certain type when passives become heavily invested into. Still continue to put a lot of stock into Stamina, but also into Magicka at this point, try and find a nice balance. As before, save all your best health gear and use it in dungeons.

### Veteran level gearing 49-V10

At this point you will start to run out of quests and might consider doing dungeons just to try and get the best gear you possible can out of them.

You will begin to do a lot of PVP at this point probably and will be high enough to benefit from full sets of armor, so wear full sets of Light, Medium or Heavy.

Invest into Health gear for PVP, your focus should try and be around 2.5k hp and you will become a powerhouse of indestructibility.

The locations for this gear are obvious. They are within dungeons. But more than that, the best gear will usually be crafted. The veteran dungeons, especially in **Spindleclutch**, almost always drop nice gear, so feel free to repeat them a few times until every boss has dropped an Epic for you.



There are quite a few crafting caverns out there, like for instance **Crimson Cada's Crafting Cavern**, when you can craft specialized gear, some of these can have cool bonuses, but you will most likely find better gear than you can craft in these caves.

With the combination of being an Enchanter, you can craft yourself the best gear in the game once you reach Veteran10.

There is also another way you can get the best gear out there. That is through Alliance Points in Cyrodiil. Anything you do in Cyrodiil will give you alliance points. At least anything useful that you do, like killing players or taking objectives or doing quests. These points can be spent at specialized vendors that sell gear. This gear is very good and you would most likely be best of getting this gear.

The best way to get the best gear is to craft and enchant it yourself. Good luck!