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A detailed illustration of a female Templar character from The Elder Scrolls Online. She has long blonde hair and green eyes, and is wearing ornate blue and gold armor with a red cape. She holds a sword in her right hand. The background shows a landscape with green hills, a stone wall, and a distant tower under a blue sky.

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

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The Unofficial the Elder Scrolls Online Leveling Guide

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

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## SKILLS ANALYSIS

**W**hen it comes to selecting a class in The Elder Scrolls Online, the Templar is considerably the most diverse. Taking upon a traditional paladin role, and with multifaceted abilities geared towards healing, tanking and DPS, the Templar is a powerful ally within PVE and PVP areas. The Templar is flexible, and it is a viable selection for group dungeons, and it packs enough health to access a decent amount of builds for PVP.

While the Templar is a fantastic healer, its variety of spells makes it a decent damage dealer. When selecting Templar skills, regard the skills listed below to save time and energy during questing. Also, take note of benefits and detriments of each sphere and skill selection.

### The Templar Skill Trees

Just like the other classes within The Elder Scrolls Online, the Templar can access three separate skill lines to get the job done. Templars are granted the Aedric Spear, Dawn's Wrath and Restoring Light skill trees,

and players can focus on pumping points into a singular category, mix abilities and skills across lines or focus on a specific line while diversifying weapons and armor.

The skill tree benefits are worth mentioning, and each is ideal for specific situations. Aedric Spear is great for DPS output, and it's a decent mid-way point for tanking players. While Aedric Spear lacks fundamental healing skills, it's arguably one of the strongest skill lines for PVP. Aedric Spear contains great crowd control spells, and it's a viable group specialization.

Meanwhile, Dawn's Wrath comes second to Aedric Spear in terms of damage, and has a similar lack of healing skills. Dawn's Wrath is considered the Templar's "tank" build, and it's great for those focusing on PVE and group-minded builds. While Dawn's Wrath doesn't have enough damage output to nuke enemies in PVP, it can be melded with Restoring Light skills to make the infamous "healing tank" specialization, which is a formidable enemy in any PVP setting.

As for Healing Light, it's the go-to healing skill-set for Templars, and it's definitely the best skill-line available within The Elder Scrolls Online for healing. Restoring Light does, in fact, contain some damage skills, and



it's not entirely terrible for tanking, if paired correctly within a hybrid build. Healing Light is ideal for groups, making the Templar a great candidate for any quest or dungeon.

## The Skill Breakdown

The following sections focus on each build, and they separate skills between active and passive abilities. Not every skill is created equal, however, and players will find some more potent than others with regards to PVP and PVE needs. Many of the Templar's skills focus on healing and tanking, but its selection of crowd control skills can be combined with either Dawn's Wrath or Restoring Light to make powerful builds.

### Aedric Spear Skill Tree

The Aedric Spear skill tree utilizes offensive spells using light and holy magic, and a majority of its spells focus on stunning and damage dealing with consistent interruptions. While The Elder Scrolls Online doesn't contain a spear weapon, Aedric Spear creates a holy spear of light for players to use, and it's featured with the Templar's execution of each skill.

### Active Skills

1. **Ultimate** – The Templar's Ultimate skill is called Radial Sweep, and it's a crowd controlling AoE spell dealing damage to all nearby enemies. This is fitting for the Templar's DPS build, and it deals a decent amount of damage to nearby enemies. Be careful when using in PVE circumstances, however, as Radial Sweep may accidentally aggro additional mobs.

2. **Puncturing Strikes** – Puncturing Strikes releases a volley of four attacks, and it damages multiple targets in front of the Templar. The final stroke bounces enemies back, and it's ideal for gaining ground during PVP. While the Templar is primarily a melee-specified class, players using ranged weapons as alternatives may find the knock-back useful for kiting, while healing-based players may use the opportunity to release a healing spell.

3. **Piercing Javelin** – This skill is very basic. Piercing Javelin is a high-damage knock-back spell for a single target. Again, it's useful for gaining distance, but it's essentially useless against large enemy groups.



4. **Focused Charge** – Focused Charge is the Templar's bread-and-butter spell for interrupting, and it's ideal for disrupting spell casters. Focused Charge deals magic damage, but those effects are mitigated when paired next to its top-utility function of disruption.

5. **Spear Shards** – Spear Shards is another AoE spell focused on dealing damage while disorienting targets. Its damage output is less than the Templar's Ultimate Radial Sweep skill, but its disorientation is great for PVP crowd control situations and group quests relying upon hindering large groups. Spear Shard is also unique, as an ally may pick up the Templar's spear granting both players a bonus damage buff.

6. **Sun Shield** – Sun Shield creates a magical shield capable of hitting nearby enemies. It absorbs taken damage while causing damage, and it's a great skill for players combining Aedric Spear skills with Dawn's Wrath skills. Unlike the Dawn's Wrath skill tree, however, Sun Shield's defensive benefits are considerably smaller.

## Passive Skills

1. **Piercing Spear** – Piercing Spear increases the Templar's critical strike percentage when using spear spells, and it boosts damage against blocking enemies. Piercing spear is a base-level passive spell used by any Templar focusing on DPS, and it's vital to the Aedric Spear skill line.

2. **Spear Wall** – This skill increases the Templar's total block amount versus melee damage. However, the Templar must have an active spear ability on their action bar. Because of this, Spear Wall isn't too compatible for players focusing on a primary-tank build.

3. **Burning Light** – Burning Light grants the Templar additional damage against enemies. Burning Light, too, is restricted to players using a spear ability, and its effects are activated whenever the Templar strikes an opponent with a spear ability.

4. **Balanced Warrior** – Balanced Warrior is another skill inherent to Aedric Spear Templars. It increases the overall power of the Templar's spell resistance and weapons



during combat. Balanced Warrior doesn't have any real downsides, and it's an overall necessity for Templars seeking an edge in Cyrodiil.

## Dawn's Wrath Skill Tree

The Dawn's Wrath skill tree, mostly, offers a collection of offensive spells while supplying de-buffs capable of hindering enemies. The skill line is great for both loner players and group players, and its selection of spells is ideal for tanking, as they accommodate for heavy-armored players with damage mitigation and enhanced crowd control effects.

### Active Skills

1. **Ultimate** – The Templar's Dawn's Wrath Ultimate ability is called Nova, and it's another massive-damage AoE spell. Unlike Radial Sweep, however, Nova additionally decreases enemy's damage, and it utilizes a synergy system to let allies activate the Templar's super nova—dealing extra damage to enemies while stunning enemies within the area. Nova is fantastic for crowd control, and it's great for reducing an enemy

group's overall damage output when the Templar is in a bad situation, but the synergy system, when in the wrong hands, may be abused or misused by ally players.

2. **Sun Fire** – Sun Fire traps an opponent and inflicts fire damage. It also inflicts extra fire damage across several seconds to trapped enemies. Sun Fire is a great choice for gaining distance, but enemies with specific resistances to fire won't be affected by Sun Fire's selective damage-type adherence.

3. **Solar Flare** – Solar Flare inflicts magic damage to the Templar's target, and the Templar's following attack is granted additional damage. Solar Flare is a great damage dealer, but it's a skill hindered by its post-activation maneuver. Players should remember to make their next skill a damage-inducing one.

4. **Backlash** – Backlash collects damage over a period of time, and when its effect ends it supplies additional damage to nearby enemies. Again, this skill is slightly conditional, but, when timed correctly, has a very good damage output to opponents.



5. **Eclipse** – This skill targets a nearby ally, and it reflects any single target spells placed upon that ally. While Eclipse is extremely effective for granting an ally tanking abilities against spell casters, its repeated use suffers an increased magicka cost and should be used sparingly.

6. **Blinding Light** – Blinding Light causes targeted enemies to miss every executed attack, and they may be knocked off-balance every time they miss. Blinding Light is one of Dawn's Wrath's prized skills, and it's a must-have for any specialized Templar. It has a slower cooldown, however, and should be used in dire situations.

### Passive Skills

1. **Enduring Rays** – Enduring Rays increases the overall duration of the Templar's Sun abilities. This is a class-restrictive passive ability, and it won't help hybrid-classed players not focusing on Dawn's Wrath as a primary skill tree.

2. **Prism** – Prism supplies the Templar with extra Ultimate Points whenever a Sun ability is used. Again, this is skillset inclusive, but it's a great skill to have for Templar's focusing on a Nova-based build.

3. **Illuminate** – Illuminate causes enemies hit with Sun abilities to deal less damage towards the Templar, and it's a needed passive ability for Templars intending to tank. For maximum effect, the Templar should focus on AoE spells to maximize enemies affected by Sun damage.

4. **Restoring Spirit** – Restoring Spirit grants the Templar small amounts of magicka points whenever an ability is activated. Unlike other skill-set-inclusive abilities, Restoring Light targets all abilities.

### Restoring Light Skill Tree

Restoring Light focuses on enabling the Templar's healing abilities, and it grants the Templar healing spells for both them and their allies. Restoring Light additionally removes various negative effects and offers great group support. Located below is a list of active and passive abilities for the Restoring Light skills set.

### Active Skills

1. **Ultimate** – The Templar's Restoring Light Ultimate ability is called Rite of Passage, and it offers damage reduction for surrounding allies while healing the



Templar. Rite of Passage, while massively effective, does not decrease damage inflicted by the Templar themselves, however, and it immobilizes the player while they channel the skill.

**2. Rushed Ceremony** – Rushed Ceremony heals a targeted ally for a specific amount of health, depending upon the skill's upgrades. Rushed Ceremony is the go-to and basic heal for Templars.

**3. Healing Ritual** – Healing Ritual heals the Templar and nearby allies. While its AoE healing effects are great for group quests, dungeons and PVP, the overall healing amount is relatively low.

**4. Restoring Aura** – Restoring Aura grants the Templar a passive increase of health and stamina regeneration, and, when activated, boosts nearby allies' regeneration by a bountiful 60 percent. Restoring Aura should never be forgotten, as it's effective for downtimes between battles. Unfortunately, its effects are mostly geared towards other players.

**5. Cleansing Ritual** – Cleansing Ritual removes a Templar's negative status effects, and it provides healing power for nearby allies. Allies can use synergy, and they can

activate Purify to remove their negative effects. Cleansing Ritual is, for the most part, player friendly, and it's a well-rounded skill for any Templar aiming for high player interaction through PVP and dungeons.

**6. Rune Focus** – This skill increases the Templar's spell resistance and armor, and it also offers immunity to malignant interrupting skills. However, Rune Focus is an area-based spell, and the Templar must remain within its area-of-effect to gain its benefits.

**7. Honor the Dead** – Honor the Dead heals a damaged ally, and it returns 15 percent of its overall spell cost once per two seconds for eight seconds when the target had low health. To gain this skill's benefits, Templar's should target low-health players.

**8. Battle of Life** – This skill heals a targeted ally, and it heals two other allies for smaller amounts. Battle of Life is useful, and it's effective, but Templar players may have difficulty selecting the correct player to heal.



## Passive Skills

1. **Mending** – Mending increases the Templar's Restoring Light abilities when targeting low-health players. Mending is a must-have spell for any healing Templar, as critical hits for healing-based skills are important during PVP and when aiding a main tank during groups.

2. **Focused Healing** – Focused Healing increases overall healing through Restoring Light Spells for allies. However, this spell is location-specific, and allies must remain within a Templar's area of protection to receive benefits. These areas are usually defined through Cleansing Ritual, Rite of Passage and Rune Focus.

3. **Light Weaver** – Light Weaver improves the Templar's abilities by increasing Restoring Aura's duration, decreasing the Templar's taken damage when channeling Rite of Passage and reducing Healing Ritual's overall cost. Overall, Light Weaver is a much-needed spell for Restoring Light Templars.

## Recommended Build And Skills

Templars are holy warriors that harness the power of the sun to smite their foes and heal their allies. Their ability trees give them the option to fight enemies head to head with a magical lance made from light energy, to nuke enemies from a distance with concentrated sun power, and to aid allies with powerful light based healing. They're a good choice for a variety of roles, so let's take a look at their skills and see how to be effective when playing a Templar.

### Skill Trees

#### Aedric Spear

The first tree a Templar can choose is Aedric Spear. This is the one that gives Templars a powerful magically-imbued spear to fight foes head to head. The line doesn't have any healing to choose from, it's a primarily offensive skill line with some good crowd control and damage mitigation abilities available to supplement either a heavy DPS role or tank.



The active abilities are Puncturing Strikes (which can be upgraded to Biting Jabs or Puncturing Sweet), Piercing Javelin (Aurora Javelin or Binding Javelin), Focused Charge (Explosive Charge or Toppling Charge), Spear Shards (Luminous Shards or Blazing Spear), Sun Shield (Radiant Ward or Blazing Shield), with the ultimate ability being Radial Sweep (Empowering Sweep or Crescent Sweep).

The passives are Piercing Spear, Spear Wall, Burning Light, and Balanced Warrior.

### **Dawn's Wrath**

The second option for Templars is Dawn's Wrath, which features some abilities that directly damage enemies from a distance. It's a great line to choose for anyone wanting to play a caster role that nukes enemies from a safe distance.

The active abilities are Sun Fire (Vampire's Bane or Reflective Light), Solar Flare (Dark Flare or Solar Barrage), Backlash (Purifying Light or Power of the Light), Eclipse (Total Dark or Unstable Core), Blinding Light (Searing Light or Blinding Flashes) and the ultimate Nova (Solar Prison or Solar Disturbance).

The passives are Enduring Rays, Prism, Illuminate, and Restoring Spirit.

### **Restoring Light**

The last set of abilities is in the tree Restoring Light, which is one of the few class trees with a healing specialty. (Most classes wanting to be healers will have to do so through just the Healing Staff.) With that in mind, it offers would be healers some unique options when it comes to healing and bolstering defense.

The active abilities in Restoring Light are Rushed Ceremony (Honor the Dead or Breath of Light), Healing Ritual (Ritual of Rebirth or Lingering Ritual), Restoring Aura (Radiant Aura or Repentance), Cleansing Ritual (Purifying Ritual or Extended Ritual), Rune Focus (Channeled Focus or Restoring Focus), and the ultimate ability Rite of Passage (Remembrance or Practiced Incantation).

Passives include Mending, Focused Healing, Light Weaver, and Master Ritualist.



## Skill Rotations

Any effective player will want to focus on gathering skills from multiple trees rather than sticking to one. This goes past just the class abilities as well; there are tons of useful abilities you can get from weapon choice and joining guilds. Mix and match different abilities from different trees for maximum effectiveness.

There are many ways to play the game and many roles you can fulfill. Let's take a look at some popular choices and see how to effectively fulfill some classic MMORPG roles.

### Two Handed Damage Dealing

Aedric Spear is a fantastic skill tree for the Templar to choose from if he wants to dish out damage. It synergizes well with melee weaponry, as many of the Aedric Spear abilities are effective in melee range. Choosing a two handed weapon is a great choice for the heavy burst damage potential and the ability to take weakened enemies down quickly. Let's take a look at how players might slot their active abilities when focusing on being a melee ranged damage dealer.

Focused Charge from Aedric Spear: Start off the fight with this powerful charge ability that'll get you into the fight dealing damage as early as possible. Upgrade it to Toppling Charge when pvping for the single target stun, but if you're in a dungeon upgrade the ability to Explosive Charge for even more area damage.

Puncturing Strikes from Aedric Spear: This is a great ability for doing the brunt of your damage, use it either on single targets or when facing a group. Make sure to upgrade it to Biting Jabs to finish enemies off as quickly as possible.

Momentum from Two Handed: This ability will boost your weapon damage and will keep increasing it steadily over the next 20 or so seconds. Make sure to upgrade it to Forward Momentum, especially if pvping, to remove any snares.

Cleave from Two Handed: This is a great melee attack that'll add even more damage with its damage over time component. Upgrade to Brawler for PVP focused builds and Carve for PVE.



Reverse Slash from Two Handed. This ability will do base damage in addition to bonus damage based on the target's health loss. Upgrade it to Executioner give a flat increase to Two Handed weapon abilities against low health targets.

For the ultimate get Dawnbreaker from Fighters Guild. Get this ultimate ability to just deal flat damage and make sure to pick up the upgrade to Flawless Dawnbreaker to provide a flat increase of all weapon damage done to enemies.

### Tanking

Tanks are always prized in any MMORPGs, as they're necessary for any successful dungeon run. With this build, you'll want to have a good one handed weapon and shield to use to get the obvious threat generating benefits from that weapon's ability tree. You'll want to focus on getting Heavy Armor for the additional damage mitigation. Let's see a good rotation for active abilities.

Puncture from One Hand and Shield. There aren't many taunting skills in the game. Use this one to taunt enemies while reducing their armor so your allies can take them out even quicker. Upgrade to Pierce Armor so caster allies can benefit from enemies' reduced defenses as well.

Defensive Posture from One Hand and Shield. This is a great ability to have slotted just for the block mitigation and cost reduction. In addition to that, it can be used against enemy casters if you keep a close eye on them to protect you from their magic while healing yourself. Upgrade to Absorb Magic so using the ability can heal you.

Restoring Aura from Restoring Light. Just having this ability slotted will increase your health and stamina regeneration, which is very important to have as a tank. Use the ability to give the same benefit to your allies. Upgrade the ability to Repentance to reduce the cost to nothing so it can be spammed throughout the battle.

Inner Fire from Undaunted. Aside from the great synergy option for this ability, it's a fantastic ability for controlling the battlefield. Upgrade to Inner Beast to increase its range so you don't have to run after enemies going after party members.



Cleansing Ritual from Restoring Light: This is a great ability to use to remove any nasty debuffs that get cast on you. Upgrade it to Purifying Ritual to reduce its cost.

For the ultimate get Radial Sweep from Aedric Spear. You'll have a few choices for ultimate abilities. Use this one for its low cost and heavy damage. Upgrade it to Crescent Sweep because you'll have a lot of enemies in front of you for the bonus damage.

## Healing

Healers are some of the most beloved roles in any MMORPG. It's true that the Templar has a great class tree for healing called Restoring Light, but even for Templars the Restoration Staff is a powerful tool for healing, so any healing Templar will want a good combination of the two if they're looking for a pure healing role. Make sure to put a lot of skill points into Magicka, even at the cost of having low health and stamina. The healing art is a very mana intensive role with both the weapon skills and class skills draining Magicka quickly. With that in mind, make sure to use Light Armor for the added Magicka benefits, as you'll want to not

just be able to heal allies, but also be able to keep up in long lasting fights. Let's take a look at how some players will rotate their active abilities.

Regeneration from Restoration Staff: This is a great, relatively Magicka cheap ability that lasts a long time. Try to keep it up on your allies for constant healing, especially after upgrading it to Mutagen to give a powerful instant heal when they drop to low health.

Grand Healing from Restoration Staff: This ability allows you to target an area for quick healing over time. Have it go to work while you start using other abilities. Upgrade it to Illustrious Healing for an even longer duration.

Healing Ritual from Restoring Light: This is both a self and group heal that can be used when the fight is starting to become overwhelming. Upgrade to Lingering Ritual for further healing after the time has expired.

Cleansing Ritual from Restoring Light: This will allow you to remove debuffs from yourself while allowing allies to remove their own debuffs with the activated ability Purify. It'll also provide some great healing over time as well. Upgrading to Extended Ritual will increase the duration.



## BUILD

Rushed Ceremony from Restoring Light. This is a great single target spell to heal an ally for a large amount. Upgrading to Breath of Life will also provide lesser heals to other nearby allies.

For the ultimate get Rite of Passage from Restoring Light. The ultimate will let you channel a powerful and quick healing over time spell to nearby allies. Upgrade to Practiced Incarnation to increase the channel time and effectiveness.

The Elder Scrolls Online will be a very open game with numerous abilities to make your own path. The above builds are just suggestions, don't be afraid to deviate if you want to play a different play style or experiment.

What's the best builds for a Templar in the Elder Scrolls Online? Let's find out.

### Support Archer

The following build is for Templars wanting to play like a Caster with some added support responsibilities.

#### Race

High Elf – Choosing this race will give you some great boosts to Magicka.

Breton – The same as the High Elf, this race will give great boosts to Magicka. Breton is probably the better of the two with both Gift of Magnus and Magicka Mastery.

#### Stats

19 Magicka / 20 Health / 10 Stamina



The second loadout of this build is the primary one. It's a heavy DPS and support role, and in both cases the Templar will need a heavy amount of Magicka. The first loadout is more for picking off trash or for soloing.

### **Armor**

5 Light Armor and 2 Heavy Armor

This combination will help a Templar's Magicka pool but also give some added survivability.

### **Mundus Stone**

The Warrior – This Mundus Stone will give a flat increase to both spell and weapon damage. Choose it because you want to be able to take your foes down quickly from a distance.

### **Loadout 1 – Bow**

Bow – Scatter Shot -> Poison Injection

Bow – Arrow Spray -> Bombard

Bow – Poison Arrow -> Venom Arrow

Dawn's Wrath – Sun Fire -> Reflective Light

Restoring Light – Restoring Aura -> Radiant Aura

Ultimate: Fighters Guild – Dawnbreaker -> Flawless Dawnbreaker

### **Loadout 2 – Restoration Staff**

Dawn's Wrath – Solar Flare -> Solar Barrage

Aedric Spear – Spear Shards -> Blazing Spear

Aedric Spear – Piercing Javelin -> Binding Javelin

Restoration Staff – Regeneration -> Mutagen

Restoring Light – Rushed Ceremony -> Breath of Life

Ultimate: Dawn's Wrath – Nova -> Solar Disturbance



## Hybrid

If you want Healing done right The following build will be for Templars wanting a hybrid role that can be switched from heavy frontal assault to a self-healing and sustained playstyle.

### Race

Imperial – Great to buff Health and Stamina, especially with the Red Diamond Skill

Breton – A great choice for their abilities involving Magicka.

High Elf – Another choice to complement this Magicka focused build.

### Stats

15 Magicka / 25 Health / 9 Stamina

This is a Hybrid build that needs a good selection of all three skills to be effective.

### Armor

5 Light Armor / 2 Heavy Armor

This combination of armor will help damage output with its Magicka perks, and it will also add a little survivability.

### Mundus Stone

The Warrior – This Mundus Stone will buff your damage output. Outputting damage is what you want to do when using this build.

### Loadout 1 – Two-Handed

Aedric Spear – Puncturing Strikes -> Biting Jabs

Aedric Spear – Sun Shield -> Blazing Shield

Two Handed – Cleave -> Carve

Two Handed – Reverse Slash -> Executioner

Restoring Light – Cleansing Ritual -> Purifying Ritual

Ultimate: Aedric Spear – Radial Sweep -> Crescent Sweep



## Loadout 2 – Restoration Staff

Aedric Spear – Focused Charge ->  
Explosive Charge

Undaunted – Necrotic Orb -> Mystic Orb

Mage Guild – Equilibrium -> Balance

Light Armor – Annulment -> Harness  
Magicka

Restoring Light -Rune Focus -> Channeled  
Focus

Ultimate: Assault – War Horn ->  
Aggressive Warhorn

## Sun Mage

The following build is a classic caster build that'll give the Templar the ability to do great targeted ranged DPS or switch to a more AOE focused ranged DPS with some added support abilities.

### Race

High Elf and Breton are both great choices for their Magicka skills.

### Stats

14 health / 35 Magicka / 0 Stamina

This build pulls heavily from Magicka, a Templar will need as much as they can get without making them too much of a glass cannon.

### Armor

7/7 Light Armor

Full light armor is a great choice for a Magicka centric build such as this one.



## Mundus Stone

The Apprentice- This stone will aid with spell penetration.

The Atronach- This is a build that uses a ton of Magicka, use this stone if you find yourself running out too quickly.

### Loadout 1 – Destruction Staff (Targeted DPS)

Destruction Staff – Destructive Touch -> Destructive Clench

Destruction Staff – Weakness to Elements -> Elemental Drain

Dawn's Wrath – Solar Flare -> Dark Flare

Dawn's Wrath – Sun Fire -> Vampire's Bane

Mages Guild – Fire Rune -> Volcanic Rune

Ultimate: Mages Guild: Meteor -> Shooting Star

### Loadout 2 – Destruction Staff (AOE DPS & Healing)

Destruction Staff – Impulse -> Elemental Ring

Destruction Staff – Force Shock -> Force Pulse

Dawn's Wrath – Blinding Light -> Blinding Flashes

Restoring Light – Rune Focus -> Restoring Focus

Restoring Light – Restoring Aura -> Radiant Aura

Ultimate: Dawn's Wrath – Nova -> Solar Disturbance



## The Best Offense

This build is for Templars wanting to output high melee DPS with the ability to turn towards powerful defensive abilities to protect himself if the fight gets out of hand.

### Race

Imperial – This race has a well rounded combination of both health and stamina buffs.

Orc – Orcs have fantastic health buffs.

Reguard – Choosing this race will give the Templar great stamina buffs.

### Stats

30 Health / 0 Magicka / 19 Stamina

A defensive melee DPS build such as this will need a good mix of both Health and Stamina.

### Armor

7/7 Medium Armor

Stamina is highly important for this build.

### Mundus Stone

The Warrior will give a flat damage increase.

The Thief will give more critical hit chance, which is great in PVP for surprise burst damage.

### Loadout 1 –Two Handed

Two Handed – Critical Charge -> Stampede

Two Handed – Momentum -> Forward Momentum

Two Handed – Uppercut -> Wrecking blow

Aedric Spear – Spear Shards -> Blazing Spear

Aedric Spear – Puncturing Strikes -> Biting Jabs

Ultimate. Fighters Guild– Dawnbreaker -> Flawless Dawnbreaker



## Loadout 2 – 1 Hand and Shield

## DPS 101

One Hand and Shield – Low Slash ->  
Crippling Slash

One Hand and Shield – Defensive Posture  
-> Absorb Magic

Aedric Spear – Piercing Javelin -> Binding  
Javelin

Restoring Light – Healing Ritual ->  
Lingering Ritual

Restoring Light –Restoring Aura ->  
Repentance

Ultimate: Dawn's Wrath –Nova -> Solar  
Disturbance

This build is a basic DPS build that can switch from melee to ranged DPS.

### Race

Imperial – This race has both a self healing ability and a bonus to stamina and health.

Reguard – This race has some great stamina buffing passive abilities.

Khajiit – This is a great choice for race because of the Khajiit's stealth and critical hit chance increase.

### Stats

0 Magicka / 14 Health / 35 Stamina

Templars using this build will want a lot of Stamina to dish out damage as much as possible, but they do need some health so they can survive the fight.

### Armor

7/7 Medium



## Loadout 2 – Bow

This build uses a load of stamina while fighting.

### Mundus Stone

The Tower gives even more stamina.

## Loadout 1 – Two handed

Two Handed – Cleave -> Carve

Two Handed – Reverse Slash ->  
Executioner

Aedric Spear – Focused Charge ->  
Toppling Charge

Restoring Light – Rune Focus ->  
Channeled Focus

Restoring Light – Cleansing Ritual ->  
Purifying Ritual

Ultimate: Fighters Guild – Dawnbreaker  
-> Flawless Dawnbreaker

Bow – Scatter Shot -> Draining Shot

Bow – Poison Arrow -> Venom Arrow

Bow – Volley -> Arrow Barrage

Restoring Light – Rune Focus ->  
Channeled Focus

Restoring Light –Healing Ritual -> Ritual  
of Rebirth

Ultimate: Fighters Guild – Dawnbreaker  
->Flawless Dawnbreaker



## Tanking 101

This is a pure tanking build. The first group of abilities should be used to begin the fight before switching to the second hotbar.

### Race

Imperial – Choosing Imperial will give the Templar a good balance of both stamina and health abilities.

Redguard – This race has a great selection of stamina buffing abilities.

Orc – Orcs have fantastic health buff abilities.

Argonian – This race has passive abilities to increase healing received as well as an increase to overall health.

### Stats

5 Magicka / 34 Health / 10 Stamina

### Armor

5/7 Heavy and 2/7 Light

This combination is necessary for the survivability and for the Light Armor ability Harness Magicka.

### Mundus Stone

The Lord will help a Templar using this build obtain more health.

### Loadout 1 – 1 Hand and Shield (The Starter Hotbar)

Aedric Spear – Focused Charge -> Explosive charge

Aedric Spear – Sun Shield -> Blazing Shield

Dawn's Wrath – Blinding Light -> Searing Light

Light Armor – Annulment -> Harness Magicka

Heavy Armor – Immovable -> Unstoppable

Ultimate: Support – Barrier -> Replenishing Barrier



## Loadout 2 – 1 Hand and Shield (Switched to after going through the starter hotbar)

One Hand and Shield – Puncture -> Pierce  
Armor

One Hand and Shield – Defensive Posture  
-> Absorb Magic

Undaunted – Inner Fire -> Inner Beast

Restoring Light –Cleansing Ritual ->  
Purifying ritual

Restoring Light –Restoring Aura ->  
Repentance

Ultimate: Dawn's Wrath – Nova -> Solar  
Disturbance

## Healing With A Vengeance

This build focuses on healing allies but has a secondary function of outputting some decent DPS.

### Race

Breton and High Elf are both great choices for their Magicka buffing abilities.

Stats – 40 Magicka / 4 Health / 5 Stamina

### Armor

7/7 Light Armor

Choose pure light armor for the best boost to Magicka.

### Mundus Stone

Mage / Atronach

Loadout 1 – Restoration Staff (Healing centered)



Restoration Staff – Regeneration Ultimate: Dawn's Wrath – Nova -> Solar  
->Mutagen Prison

Restoring Light – Rushed Ceremony ->  
Breath of Life

Restoring Light – Cleansing Ritual ->  
Extended Ritual

Restoring Light – Healing Ritual ->  
Lingering Ritual

Mages Guild – Equilibrium -> Balance

Ultimate: Restoring Light – Rite of Passage  
-> Practiced Incantation

**Loadout 2 – Restoration Staff (DPS  
centered)**

Dawn's Wrath – Solar Flare -> Dark Flare

Dawn's Wrath – Backlash -> Purifying  
Light

Dawn's Wrath – Sun Fire -> Vampire's  
Bane

Mages Guild – Entropy -> Degeneration

Mages Guild – Magelight -> Inner Light



## Standing Your Ground

This build has high ranged burst capability and support but can quickly switch to a melee role for questing or solo pvping.

### Race

High Elf or Breton are both great choices for their Magicka abilities.

### Stats

19 Magicka / 20 Health / 9 Stamina

It's good to have well rounded stats in this build, as you'll be using both Magicka and Stamina quite a bit to both dish out damage and for self healing, and you'll need to stay alive as well being on the front lines.

### Armor

7/7 Heavy Armor

Decking yourself out in full heavy armor will both increase survivability and damage.

## Mundus Stone

The Warrior will simply increase your damage output.

### Loadout 1 – Two Handed

Dawn's Wrath– Sun Fire -> Reflective Light

Two Handed – Reverse Slash > Executioner

Fighters Guild – Circle of Protection > Ring of Preservation

Mages Guild – Entropy > Degradation

Restoring Light – Rushed Ceremony > Breath of Life

Ultimate: Dawn's wrath – Nova > Solar Disturbance

### Loadout 2 – Bow

Dawn's Wrath – Sun Fire > Reflective Light

Bow – Poision Arrow > Venom Arrow



Aedric Spear – Piercing Javelin > Binding Javelin

Dawn's Wrath – Solar Flare > Dark Flare

Restoring Light – Healing Ritual > Lingerin Ritual

Ultimate: Soul Magic – Soul Strike > Soul Assault

## LEVELING GUIDE

### General Leveling Tips

Leveling a Templar in the Elder Scrolls Online can be challenging. There are all sort of unique skills, weapons, armor types, and guilds to choose from, so which ones are a good fit for a Templar? Let's take an in depth look at some tips you can employ to get the most out of your Templar.

### Weapons

You'll be doing a lot of fighting in ESO, so it's good to choose a weapon that will both match your playstyle and get you through fights easily. You'll be given a choice of weapons in the tutorial area of Coldharbour. One of the best weapons you'll be able to choose early on is the two hander. There aren't any real challenges early on, so choosing a sword and shield is just going to slow you down. Ranged is a good choice for some, but you won't have all that many ranged skills to choose from at such a low level, so the majority of your fighting is going to come within melee range. Two handers, by themselves, offer great burst damage and a



charge spell called Critical Charge that you can get really early on. It's also a great weapon to choose as it will synergize well with the melee templar tree called Aedric Spear.

## Skills

Once you get your weapon, make sure to put the few skill points you get early on in the game towards damaging attacks. Spend the first two on your first weapon's skill and on Puncturing Strikes in your Aedric Spear line. This'll give you some great melee combo opportunities that can draw from both stamina and Magicka. Afterwards go ahead and pick up Sun Fire from Dawn's Wrath either as a good opener or to kill fleeing opponents. Once you've gotten enough skills to take foes down quickly, go ahead and get Rushed Ceremony from Restoring Light. It'll save your skin when you're fighting tough boss battles, but aside from that it's good to level up your three class skill lines together, as you'll always be able to respecialize your skill points later on and you'll want to have a good variety of skills to choose from.

## Skyshards

You'll feel starved for skill points early on, especially before you even have a full bar of skills available to use. Make sure to visit your faction's starting zone (Khenarthi's Roost, Stros M'kai, or Bleakrock Isle) for six easily gotten skyshards, as well as several decent quests to choose from.

## Side Quests

Level up quickly by accepting any and all quests you come across. Always keep an eye on your compass at the top of your screen for black arrows to appear. That indicates a quest giver is available in the area. This'll give you the much needed experience you need to level up, and they also offer rewards of gold, gear, and sometimes even extra skill points.

A good way to find quests is to make sure to visit every black icon on your map. Sometimes the black icons will turn white after simply visiting the area, such as with wayshrines. Other times it'll stay black even if you're in the area. That generally means there's a quest around somewhere that'll give you the opportunity to turn the icon from black to white. Other times, especially with



public dungeons, it just means you need to clear the area and kill the boss at the end of the route. Visiting all the icons on your map as you're out doing your normal quests will insure you complete everything an area has to offer you without having to back pedal later on.

## Crafting

Crafting is a great way to level up. It'll keep you equipped with the most protective armor, stat buffs, and most powerful weapons available at your level, and it's a great to earn some side income as well. In addition to that, you'll want to level up the crafting skills so you'll be able to loot even more powerful crafting nodes as you get further and further up the tech tree. Generally, you'll want to loot everything you come across in order to fit yourself with the most up to date gear, and then you can sell any leftovers you have to other players. They'll be more than happy to buy them.

## Trading

To find other players, simply advertise any rare or commonly used items you've come across in /zone chat. Make sure not to spam the channel, though, as many possible

customers will put you on their ignore list if you become a nuisance. Just send out a message every 10 or so minutes and wait for people to respond.

## Joining a Guild

Joining a guild is another great way to find players to trade with. Many guilds are dedicated trader guilds that focus on bringing likeminded players together to do business. You'll get a private guild channel to talk with people that you can use to either sell directly or get advice on what's selling the best and what price to sell things at. You'll also have access to a guild store, located at a town's treasury, where you can list items for a set price that players can go in and purchase, even if you're logged off.

Trading and selling won't directly level you up, but it's a great way to gather money for powerful rare armor and weapons, as well as purchasing things such as horses, which will expedite your travel time between quest nodes.



## Roads

If you're a true adventurer then you want to stay off the beaten path. Roads don't commonly have monsters you can kill on them nor crafting nodes. There are a couple of quests you can find while using a road to get to your destination, but there are just as many out in the wild. Whenever you've been told to go to a certain location for a quest, try to detour through the wilderness whenever you can. You'll find plenty of monsters to kill on your way, crafting nodes to loot, chests to pick open, and out of the way dungeons to clear much more than if you take the easy route.

## Level 1-10

Leveling in the Elder Scrolls Online is a long process, and keeping track of all of the different quests, dungeons, and sky shards for each zone can be a confusing process. Let's take a closer look at each zone to give you an idea of the best way to go about leveling for each of the three factions.

### Coldharbour

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



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

## Aldmeri Dominion

After getting through Coldharbour, Aldmeri Dominion players will be transported to a boat in a zone called Auridon. After leaving the boat, you'll come across an NPC that will start a miniature quest chain to have you sent off to a starting zone called Khenarthi's Roost. It isn't mandatory to pick up the quest chain to go there, but if you do, you'll have opportunities to get easy experience doing simple quests as well as the ability to pick up six different skyshards, which can add two new abilities to your character, and abilities are everything especially this early on in the game.

### Khenarthi's Roost Skyshards

The first Skyshard in Khenarthi's Roost is located at the top of the wrecked tower in the town called Eagle's Strand. The second one is north at the Temple of Crescent Moons. It's located on the backside of the temple. The third will have you go all the way to the western coast amidst the ruins of crashed boats. The fourth Skyshard is all the way back to the east at the Temple of Mourning Springs. Go south from the path leading up to its entryway. The fifth is on the northern



side of the western building in Mistral. The final Skyshard is located west of Mistral and west from Bolga's Hunting Camp just on the ground near the entrance to the cave.

These are six easy skyshards to get, and you'll be able to easily rack up experience points doing the simple quests in the area.

Once you've finished up in Khenarthi's roost, you'll go back to the Vulkhel Guard port in southern Auridon.

## Ebonheart Pact

Ebonheart Pact players will find themselves transported from Coldharbour into the volcanic land of Stonefalls. From there, players can start a quest to transport them to the beginner zone of Bleakrock Isle where they can pick up 3 Skyshards before going to the second half of the beginner area called Bal Foyen where they can pick up an additional three. The quest from Stonefalls will send you down to the Davon's Watch port to be transported to the snowy Nord land of Bleakrock. There will be several easy quests to do while you're on the prowl for skyshards.

## Bleakrock Skyshards

The first skyshard in Bleakrock is located behind some trees at the top of Skyshroud Barrow to the east. The next can be found on the northern portion of the island, right before the cave entrance to Orkey's Hollow. The third is found on the western half inside a mine called Hozzin's Folly.



### Bal Foyen Skyshards

Onwards to Bal Foyen, players will find the first skyshard there located on the western side of Dhalmora, behind the hut. The second skyshard is located to the southwest of the zone, behind the westernmost building in Fort Zeren. The last skyshard is simply located on the boat in the Bal Foyen dockyards.

Once you've gotten the skyshards, complete the quests there to go back to Davon's Watch in Stonefalls.

### Daggerfall Covenant

Choosing Daggerfall Covenant will transport the player to a house in the zone Glenumbra after completing Coldharbour. After walking outside, they'll find an optional quest that will take them to the beginner zones where they can pick up 6 skyshards to get them an additional 2 abilities without much trouble. Stros M'Kai is the first beginner zone for Daggerfall Covenant players, and the first skyshard can be found by following the road west out of Port Hunding. There's a bay just south of the Port Hunding Wayshrine where the skyshard is located on a nearby cliff overlooking the water. The next one is north of Port Hunding near where the two rivers meet. The last skyshard in Stros M'kai is located on the southern edge of the island in Saintsport in a broken building. After finishing up the quest chain there, players will be pushed to the Orc zone of Betnikh.

The first Betnikh skyshard is located to the northwest of Stonetooth in a subzone called Moriseli. The shard is located just to the right of Moriseli's entrance. The second skyshard is located directly south of the boat in the port of Stonetooth near some ruins on top of



a hill. The final skyshard can be found by going to Grimfield, located southwest of Stonetooth. It's on top of a hill next to the eastern crypt in Grimfield.

After completing the starting areas, you'll be transported back to Daggerfall City in Glenumbra.

## The Main Zones

Once you've completed your faction's beginner areas, you'll be transported back to the first city in the main questing zone, these areas will take you all the way up to level 15. You'll want to be sure to pick up the main quest line in each city early on. Daggerfall Covenant players will find the first quest by coming across a dead man's body down by the river in Daggerfall City. Ebonheart Pact members will speak with Holgunn, the military commander in Davon's Watch. Aldmeri Dominion players will speak with the Watch Captain, located near the docks in Vulkhel Guard. There will be numerous side quests to pick up in the area as well, so be sure to keep an eye on your compass for any black arrows, as they indicate quests that need to be completed. One thing you want to pick up early on is the quest chains you can get from both the mages guild and the fighters guild. Not only will it open up a good quest line with a magic necklace at the end, it'll also open up their skill trees.



## Additional Notes

After earning skill points, make sure to get as many active abilities as you can. Most of the fights you come across aren't too difficult, so focus on getting a lot of damaging abilities to get through content quickly. Don't worry if you decide to change your weapon type half way through or decide you want to become a tank after spending a lot of points in healing skills, you'll get an opportunity to respecialize your skill points in the next zone, called Grahtwood, for a modest fee. Additionally, you'll want to pick up any and all crafting materials you come across, as it's a great way to stay properly geared while leveling up, and it's also a great way to make some extra money selling to players.

All in all, getting to level 10 isn't too entirely difficult as long as you keep an eye out for any side quests, skyshards, and pick up everything you come across.

## 11 - 20

### Templar Skill Sets

Let's take a look at what Templars should be doing while they're out leveling up by questing and dungeoning. This is a very important level range for any new templar.

This early on in the game, you want to focus on getting out as many active abilities as you can. Not only will this help you burn through enemies a lot quicker and give you more versatility when it comes to healing abilities, but it'll also let you level up each ability tree at roughly the same level. For example, if you're level 50 and find a really powerful but rare two handed weapon you want to use but have been dual wielding the entire game, then it's going take a while to level up the two handed skill tree. You want as many options open to you at level 50 as possible. So try to get at least one active ability from each of your class trees, one from the tree of the weapon type you like the most, and one from a guild.



Once you've opened up an ultimate in one of the lines, swap out that line's active ability for one from the other guild. You'll have 5 active abilities and one ultimate, so with upgrades that's 12 skill points you'll need total to just fill out your first bar.

At level 15, a brand new hotbar opens up for you to fill out. That's a new weapon skill tree, 5 new active abilities, and another ultimate. It's definitely possible to reuse the same abilities or the same weapon type on this second hotbar, but try to level up your different skill trees as much as you can without impeding your ability to kill things efficiently.

The same goes for armor. Mix and match all three types of armor while you're leveling, as the only real way to level up the skills is to be hit while wearing it. Obviously, if you're a tank, you're going to need as much armor as you can get, so feel free to just wear 1 piece of medium and 1 piece of light while you're out tanking. Besides, you'll find the armor soft cap pretty easy to hit at these earlier levels.

## **The Aldmeri Dominion**

### **Auridon**

Aldmeri Dominion players will find themselves in Auridon until around level 15. You'll slowly be working your way northward towards your faction's first dungeon.

### **The Banished Cells**

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

### **Cell Hunter**

Cell Hunter hits like a truck. He's got a channeled leech life ability that will deal damage while healing him. This does damage quick, so make sure the healer has everyone topped off throughout the fight. The second



ability involves an icy missile being launched at players, dodge this if you see it and make sure to spread out to avoid the splash damage.

### **Shadowrend**

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

### **Angata the Clannfear Handler**

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

### **Skeletal Destroyer**

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

### **High Kinlord Rilis**

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

### **Grahtwood**

Once you're finished with Auridon quests, you ought to be about level 15. Head on to Grahtwood, this zone will have a brand new dungeon and enough content to get you to level 24.



## Daggerfall Covenant

### Glenumbra

You'll still be in Glenumbra until level 15, make sure to check out the dungeon Spindleclutch before running off to the next zone.

### Spindleclutch

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

### Spindlekin

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

## The Swarm Mother

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

### Cerise the Widow-Maker

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

### Big Rabbu

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



### **The Whisperer**

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

### **Stormhaven**

After completing Glenumbra, you'll be headed to Stormhaven, the Daggerfall territory that'll get players to level 24.

## **Ebonheart Pact**

### **Stonefalls**

Ebonheart Pact players will be in Stonefalls until level 15. There's a dungeon called Fungal Grotto for players level 12+ over in the western area of the region.

### **Fungal Grotto**

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

### **Tazkad the Packmaster**

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

### **Warchief Ozozai**

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



### **Bloodbirther**

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

### **Clatterclaw**

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

### **Kra'gh the Dreugh King**

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

### **Deshaan**

Finish up Stonefalls and head south to Deshaan, which will have enough content to get you to 24.



## 21 - 30

Part three of the leveling guide will feature two new zones for each faction, each with their own dungeon to do. Let's take a closer look to see how to get the most out of the game while you're leveling from 21 to 30.

Specializing in being well-rounded: A templar's journey to thirty.

Now that you've been playing the game for a decent amount of time, let's take an even closer look at building your templar.

By the time you're in the 20+ range, you ought to have both hot bars completely filled up, so right now you're mainly spending points on passives. That'd be 24 skill point spent, accounting for five basic abilities and an ultimate on each bar, and an extra skill point spent on each one for the upgrade. Make sure the actives draw from as many different trees as possible, so you have as many skills unlocked as possible once you're 50. This includes wearing at least one piece of the three different types of armor available and making sure to have two different types of weapon for your second weapon slot.

It's not even a bad idea to have more than two types of weapons and switch them out periodically while leveling up. Again, while specializing is definitely the way to go at 50, right now you want to just focus on leveling everything up so you'll options to choose from at end game. By the time you level up completely and gather all of the skyshards in the game, there will be well over 400 different skill points to use, with the vast majority of these will be spent on said passives.

Weapon and class passives are a no brainer, but don't be afraid to spend a bunch of your skill points on crafting passives. Crafting skills are great to get, especially when it comes to the skills that allow you to use higher leveled materials. Crafting is a big section of ESO, especially at end game. By focusing on it early and often, you'll be able to make some really decent money later on. This involves making sure to research traits at crafting tables, too. To remind you, you're able to deconstruct a weapon imbued with a weapon trait to then put that same trait on other weapons of the exact same type. While traits are the same across weapons, research will only unlock it for that one type of weapon. Each time you upgrade something,



it's going to take longer and longer to research your next choice. Getting started on this process early is the best way to go about things.

## **Aldmeri dominion**

### **Grahtwood**

Grahtwood is the second major zone in the game, and it's got the content required to get from level 15 to 24. Once players are at level 21, they'll be in the right range to go through the Elden Hollow, the zone's group dungeon.

### **Elden Hollow**

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

### **Akash gra-Mal**

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



### **Ancient Spriggan**

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

### **Chokethorn**

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

### **Nenesh gro-Mal**

Nenesh will go invisible early on in the fight; use the time to kill his adds. Once he's back, he'll create pools of lightning that stun and do massive damage, but they can be

avoided if you're quick enough. Once he's hurt enough, he'll take on a lightning form to reduce damage. Also, make sure to block his heavy attacks, they're pretty painful.

### **Leafseether**

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

### **Canonreeve Oraneth**

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

### **Greenshade**

At level 24, you'll head west out of Grahtwood and in to Greenshade. This zone will have enough content to get you to level 32.



## Daggerfall Covenant

### Stormhaven

Daggerfall Covenant players who've finished Glenumbra will find themselves in their second major zone, a place called Stormhaven. It's got enough content to get players from level 15 on up to 24, with its own dungeon mid way through the zone.

### Wayrest Sewers

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

### Investigator Garron

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

### Uulgarg the Hungry

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

### The Rat Whisperer

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

### Varaine Pellingare

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

### Allene Pellingare

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



## Rivenspire

Get to 24 and move from Stormhaven to the Rivenspire zone to continue leveling all the way up to 32.

## Ebonheart Pact

### Deshaan

The second major zone for Ebonheart Pact members is Deshaan, located south of Stonefalls. Traversing these lands will get players from level 15 to 24.

### Darkshade Caverns

Darkshade Caverns is for 4 players in the level 20-23 range. The story is fairly entertaining, so make sure to pay attention during your first run through.

### Head Shepherd Neloren

Even though Neloren can heal herself, her incredibly low health makes for an easy fight. Just watch out for her fire missiles that cause splash damage.

### Foreman Llothan

Llothan summons some Kwama throughout the fight that can be taken out easily. Other than that, he creates pools of poison that need to be watched for and casts a powerful melee range AOE attack that does a high amount of damage.



### **The Hive Lord**

The Hive Lord hits like a truck. He's got an AOE cone attack that is very difficult to dodge, so make sure DPS are behind him throughout the fight. He'll occasionally jump to random party members and summon a bunch of kwama. The thing to look out for is his AOE DOT spell, it charges up with a red circle, and while the first couple of damage ticks won't usually kill you, any additional ones most likely will. When you see that red circle, get as far away from it as you can.

### **Cutting Sphere**

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

### **Sentinel of Rkumgamz**

Rkumgamz doesn't do too much damage, just be ready to move fast. He casts an AOE cone spell that can be avoided by having melee DPS attack him from behind. He'll also throw out lightning pools to targeted players,

they take a while to land, though, so it's easy to move out of the way. Once at low health, he'll summon some additional help from spiders.

### **Shadowfen**

After Deshaan is Shadowfen, further to the south. It'll get players from 24 to 32, with another set of skyshards and a new dungeon.



## 31 – 40

At this point during your Templar play through, you ought to have completely filled up both action bars of upgraded skills. Continue filling out passive skills and swapping active skills and weapon types out for lower leveled trees so you'll have more options once you get to level 50.

### Aldmeri Dominion

#### Greenshade 24–32

After Grahtwood comes Greenshade, the Aldmeri Dominion zone for players up to level 32. It features the dungeon City of Ash.

#### City of Ash 28–32.

#### Infernal Guardian

The first boss, Infernal Guardian, isn't too tough. He'll use power attacks that the tank needs to block. He'll occasionally damage a random player, and every so often he'll cast an AOE fireball spell that's easily dodged by party members.

### Warden of the Shrine

The second boss has power attacks that hit for a large amount, so the tank needs to make sure he blocks them. He'll randomly jump to different party members while dealing damage. He'll also spawn large pits of fire on the map and cast AOE fire spells that should be dodged whenever possible.

#### Razor Master Erthas

Erthas will occasionally summon flame atronachs that should be taken down quickly. He'll randomly teleport around the room while casting AOE fire spells, so make sure to dodge roll away from those while chasing him.

#### Malabal Tor 33–38

After Greenshade, head towards Malabal Tor, which is the zone for players up to level 38. It'll feature the dungeon Tempest Island about midway through.



## Tempest Island 34 – 37

### Sonolia the Matriarch

The first boss fight is Sonolia the Matriarch. She'll start with a lot of Lamia adds that need to be burnt down quickly, and make sure to watch out for her strong power attacks.

### Valaran Stormcaller

Valaran will teleport around the map while casting random AOE lightning spells. He'll also summon a mirror image that'll attack random players.

### Yalorasse the Speaker

The Yalorasse fight will begin with an army of adds that need to be taken down quickly, as it can make the fight pretty chaotic. She'll do heavy melee damage and cast AOE lightning spells as well, so be ready to dodge quickly.

## Stormfist

Stormfist is a giant golem that will periodically summon additional golems. He'll stomp the ground for an AOE attack, this is a fast charging spell that can be difficult to dodge. He'll also punch the ground to dish out extra damage

### Stormreeve Neidir

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

## Onward to Reaper's March 37–43

After Malabal Tor, players will be around level 37 or 38. From there, they'll want to head on to Reaper's March, the final zone in Aldmeri territory.



## **Daggerfall Covenant**

### **Rivenspire 24-32**

Rivenspire is the Daggerfall zone after Stormhaven. It'll have enough content to get players to 32, along with a dungeon called Crypt of Hearts.

### **Crypt of Hearts 28 – 32**

#### **Archmaster Siniel**

Siniel will summon multiple zombies throughout the fight. They're not dangerous individually, but take them out quickly so they don't add up. He'll target players randomly while fighting, so the healer will need to stay focused on everybody's health. Finally, he'll occasionally fear a party member. When this happens, they'll need to run away from the Archmaster quickly.

#### **Death's Leviathan**

When Death's Leviathan charges in the battle, he'll leave a path of flames in his wake. He'll dish out heavy power attacks at the tank that need to be blocked every time, and he'll also occasionally cast a large AOE fire spell

that will knock down players as well as do damage. Keep an eye out for that last spell, as it can be tough to get away if you're in melee range.

#### **Dogas the Berserker**

The Dogas fight will feature skeletons coming in throughout the entire battle. They're relatively weak individually, just make sure they don't add up. Dogas himself tends to dish out a lot of melee damage and high hitting power attacks, so the tank will need to focus on blocking through the majority of the fight. He'll also cast an ability that can hit multiple party members at once.

### **Alik'r Desert 31-38**

After Rivenspire is the Alik'r Desert, and it will get players up to about level 37. It features the Volenfell dungeon

### **Volenfell 34 – 37**

#### **Quintus Verres**

Early on in the fight, Verras will occasionally do a melee AOE attack that's easily avoidable. But once he gets down to about half health, he'll start casting fire spells at random party members as well as placing



fire patches on the ground. The fight isn't over when he's dead. Right before he dies, he summons a large gargoyle that will dish out heavy power attacks that can be blocked. The gargoyle will also use an AOE cone attack and a circular AOE attack, both of which can be avoided.

### **Boilbite**

Make sure to take out Boilbite's adds early on in the fight. Afterwards, just avoid his short range AOE attack and he ought to go down easily.

### **Tremorscale**

Make sure to the group is spread out for the Tremorscale fight. One of his signature moves is burrowing underground and popping up at an ally while dishing out large AOE damage. Other than that, he'll have a quick casting tail lash and roar that he'll use throughout the fight.

### **The Guardians**

The final fight involves taking on three different bosses at once

The Guardian's Strength will dish out high damage melee power attacks that need to be blocked by the tank. He'll also occasionally chase a party member while pulsing AOE bursts of damage, so he'll need to be kited during this phase.

The Guardian's Spark is stationary. He'll spurt out lightning attacks that fall down throughout the fight that'll need to be avoided. He can easily be saved until last.

The Guardian's Soul has an AOE cone attack that he'll use with his normal attacks. Make sure to take Soul down first, as he'll occasionally heal the other two guardians.

### **Onward to Bangkorai 37-43**

After finishing up the Alik'r Desert, head onwards to Bangkorai, the final zone in Daggerfall territory before Coldharbour.



## **Ebonheart Pact**

### **Shadowfen 24 – 32**

Shadowfen is the Ebonheart Pact zone that'll get players to level 32. It features the dungeon Arx Corinium.

### **Arx Corinium 28 – 32**

#### **Fanged Menace**

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

#### **Ganakton the Tempest**

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

## **Sliklenia the Songstress**

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

#### **Ancient Lurcher**

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

#### **Sellistrix the Lamia Queen**

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



### **Eastmarch 31 – 38**

After Shadowfen, players will head to Eastmarch to level up to 38. There's a dungeon about halfway through called Direfrost Keep.

### **Direfrost Keep 34 – 37**

#### **Teethnasher the Frostbound**

Teethnasher can dish out some pretty devastating damage. He'll let out a constant stream of AOE attacks in addition to strong melee power attacks. Even with blocking the power attacks, a well geared tank can still go down quick with his AOE attacks in the equation, so an alternative strategy is just kiting him with a barrage of ranged damage.

#### **Guardian of the Flame**

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

### **Drodda's Deadlord**

The Deadlord fight is pretty simple. Make sure to block all the power attacks, as they do quite a bit of damage, and watch out for the fire patches the spawn on the ground.

### **Garmath the Bold, Orva Direfrost, and Lord Agomar**

The second to last fight is three medium powered bosses at the same time. Each time one is killed, the surviving bosses get stronger, so make sure to whittle all three down at about the same rate. The three bosses are individually pretty simple; the main challenge is fighting all three at once. Garmath will dish out powerful heavy attacks that need to be blocked. Orva will spawn large patches of fire, and Agomar will charge in a straight line throughout the fight.

### **Drodda of Icereach**

The final boss will target party members randomly with a ranged spell while periodically warping around the room. Other than that, Drodda will charge a large AOE spell that'll do a large amount of damage. Make sure to avoid it when possible.



## Onward to The Rift 37-43

The final Ebonheart zone before Coldharbour is The Rift, head there after Eastmarch.

## 41 - 50

### The Final Levels of the Templar

At this point in the game, you ought to have gotten a nice selection of passive abilities to bolster your active spells and playstyle. Continue leveling up and looking for skyshards during these last few levels to get even more. Also, if you've finished leveling up a skill tree, particularly for weapons, don't be afraid to get another weapon to start leveling up another one. You don't want to have to level it up during things like PVP or high end dungeon content.

There's no reason to be sad once you've reached the level cap, as this is only really the beginning of the game. Once you're at 50, you'll have access to go through the other two factions' zones with high level content, you'll have access to Veteran Rank content, and at 50 it'll be the best time to do some serious PVPing, as well as many other options for continuing to play.



## **Aldmeri Dominion**

### **Reaper's March**

The final Aldmeri zone is Reaper's March, which features the dungeon Selene's Web, and enough content to get players to level 43.

#### **Selene's Web**

##### **Treethane Kerninn**

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

##### **Longclaw**

The Longclaw fight starts out as a fight with four easily defeated panthers. After killing them, you'll get an opportunity to hit Longclaw with some ranged attacks, as he's located on the platform above the panther area. After a few seconds, he'll resurrect the panthers in ghost form and jump down and start fighting you all together. The undead panthers are considerably stronger than they were while they were still alive. Longclaw

himself will shoot arrows at random patches of the ground, so make sure to avoid them whenever you see the red circle come up. He'll also summon patches of poison on the ground, these are much, much larger than the arrow AOE spells but not as frequent.

##### **Queen Aklayah**

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

##### **Foulhide**

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

##### **Mennir Many-Legs**

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



## Selene

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

## Daggerfall Covenant

### Bangkorai

Bangkorai is the final zone in Daggerfall Covenant territory, and it will feature enough content to get players to level 43, including the dungeon Blackheart Haven.

## Blackheart Haven

### Iron-Heel

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

### Atarus

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

### First Mate Wavecutter

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



## Roost Mother

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

## Hollow Heart

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

## Captain Blackheart

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

## Ebonheart Pact

### The Rift

The Ebonheart Pact's last zone is The Rift, featuring the Blessed Crucible dungeon as well as enough content for players to get to level 43.

### Blessed Crucible

### Grunt the Clever

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

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

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



### Teranya the Faceless

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

### Stinger

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

### Captain Thoran

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

### The Lava Queen

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



## Coldharbour

Once you've completed the final zone your faction owns, you'll be transported to the Coldharbour, a different plane of Oblivion and home to Molag Bal, the game's main antagonist. This is the same zone all three factions will use to get to level 50, however each faction will have their own version of it so there isn't any intermingling.

### Vaults of Madness 48-51

#### The Cursed One

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

#### Ulguna Soul-Reaver

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

## Death's Head

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

### Grothdarr

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

#### Achaeraizur

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

#### The Ancient One

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



### Iskra the Omen

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

### Mad Architect

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

## PVP TIPS



layer versus player combat can be an exciting and high stakes thrill for anyone. It's one of the biggest draws in the Elder Scrolls Online, so let's take a closer look and see how to get the most out of the PVP experience.

### Get a CC breaker

Crowd control is used a ton in PVP because of just how effective it is. Make sure to slot a good CC breaker whenever you go out into the fray. For the Templar specifically, this is the Purifying / Extended Ritual ability from the Restoring Light tree. As a bonus, it also CC breaks some nearby allies as well.

### Synergy

Synergy! And not just the game mechanic. PVP in an MMO is all about teamwork. Get yourself a good person, or better – a group of persons, and play off one another's strengths and weaknesses. You find someone that's constantly healing you? Then that weak self



heal you keep on your action bar might be redundant; it'd be better to fit yourself with something that'll make it easier to protect them.

Also make sure to capitalize on spells that boost your allies' strengths as well. The most obvious choices for these are the ultimates, such as Nova and Rite of Passage for the Templar with their aptly named Synergy mechanics. There are other great abilities to use as well, just remember when you're reading your skills' tooltips that the most effective way to PVP is within a concerted group.

### Mixing and Matching

The best builds are going to draw from multiple trees. It's fine if you want a Dawn's Wrath PVP build, but pepper in some other skills as well, such as Mages Guild or from your armor skill tree as well. Versatility is key in PVP fights.

### Stuns, Disorients, Debuffs and Interrupts

Ideal PVPing is all about equally matched opponents outputting more damage than they receive. The way to do this is through strategic usage of stuns, roots, and debuffs. Luckily, templars have some of the best and most numerous options for stuns and breaks in the game.

From Dawn's Wrath there's Vampire's Bane / Reflective Light, Dark Flare, Unstable Core / Total Dark, Blinding Flashes / Searing Light, and Solar Prison / Solar Disturbance.

From Aedric Spear there's Puncturing Sweep / Biting Jabs, Aurora Javelin / Binding Javelin, Explosive Charge / Toppling Charge, and Luminous Shards / Blazing Spear.

Restoring Light doesn't have any, as it's mainly about providing beneficial buffs to allies.



## Dual Roles

It's common for people to want to fill up their second action bar with even more damage skills. Maybe be melee DPS for one and ranged DPS for the other. This is a great strategy, but it certainly isn't the only one.

## Support and Non-Combat

The Templar has some of the best class-based healing abilities in the game, meaning they don't require a Restoration Staff to use. This opens up a lot of options for a templar. For example, you could focus on dishing out damage with a melee weapon using stamina as your primary resource while saving your magicka for stepping back and quickly healing yourself or your allies.

Templars can dish out damage with the best of them, but their class skills make them natural support roles. Aside from the obvious healing spells, there are spells like Spear Shards / Luminous Shards / Blazing Spear, Nova / Solar Prison / Solar Disturbance, and Power of the Light.

## Blocks

All weapons can block. Block light attacks, bash heavy attacks, and remember that blocks are effective even when being attacked from behind.

## Nature of PVP

Many players will focus on using as many of their spells as often as they can as early as they can. Fights are slower with this game; it's all about positioning, blocking, and surprise. So think strategically about what abilities you use and when and don't blow through all your magicka and stamina within the first 5 seconds.

## Stealth, stealth, stealth!

Many players gravitate towards the templar because they like playing a stalwart warrior or a righteous paladin in their MMOs, and those aren't classically known for sneaking around. This isn't true at all in ESO, as every class should use the stealth mechanic, and use it constantly. There's no better way to get the drop on enemies or to get out of a tough situation.



## Crowd Control abilities

**Off Balance** – A short duration daze that can cause you to be knocked down if hit with a heavy attack. Getting this is often the result of being bashed while powering up your own heavy attack. This effect can be cancelled at a cost your stamina, and doing so will make you immune to further off balances and disorients for a short duration.

**Disorient** – A long duration disable that makes the player unable to move or attack. Like Off Balance, it can be broken for stamina and the player will get a short immunity.

**Fear** – Various length stun that causes the player to cower in fear

**Immobilize** – You're rooted to the ground but are otherwise able to attack the same way.

**Deep Freeze** – This is the same as immobilize

**Stun** – A usually short duration daze where you can't move, attack, or perform any type of action at all. It's similar to Disorient but can't be broken out of simply without a special ability.

**Knockback** – This ability causes a player to be knocked backwards, such as with Piercing Javelin from Aedric Spear.

**Knockdown** – This ability is like knockback but the afflicted player stays in the same place.

**Chilled** – This ability will lower your movement speed. It's mainly used by ranged attackers to kite you while picking you off slowly or if you begin running away.

**Snare** – This is the same as chilled

**Blind** – This ability will reduce a player's hit chance

**Concussion** – This ability reduces the damage players deal by a decent amount.

The last thing to mention is to make sure to always be able to see the forest instead of the individual trees. Elder Scrolls PVP is centered on capturing and defending objective points on the map, so keep an eye on it to see where the most fighting is and what your faction is collectively working towards next rather than just running in one direction and killing anything you see.



## END GAME GEARING

Now that your templar has reached level 50, the true game really starts opening up. You'll begin at Veteran Rank 1 and must progress all the way up to Veteran Rank 10 by going through the opposing factions' zones, doing the veteran rank dungeons, and pvping. This content is considerably harder than what you've faced normally in the past, and it will require a much more conscious effort to get through it. You'll need to equip the best gear possible, but how do you find it? The answer is set gear, which are beefier versions of normal crafted items that, in addition to the better stats, provide a set bonus based on how many different types of the same gear you have on.

Crafting set gear requires two things: you must be at the specific set gear crafting stations, located throughout all of Tamriel and detailed below, and you need a certain amount of traits unlocked to craft that specific type of gear. For example, the Ashen Grip set requires 2 traits to craft a piece of gear for it, which means that if you want to create a heavy armor chest piece, you'll need to have unlocked at least 2 different traits



specifically for heavy armor chest pieces, which means you will not be able to craft any other type of Ashen Grip heavy armor until you have two unlocked traits for each of those individual types of heavy armor.

Just remember that set gear can be made for any level and veteran rank, so don't automatically discount it just because you find the stations in lower leveled zones. Also, don't be afraid to mix and match sets, you have seven slots for armor and up to two active weapon slots, so you could easily have three sets of three at once.

Different gear has different trait requirements, so let's take a look at each of the gear sets to see what's required and what they do.

### Zone 1 Set Gear

All located in each faction's starting zones. Glenumbra, Auridon, and Stonefalls. Each set requires 2 traits unlocked

Night's Silence has a three item bonus increasing health regeneration while hidden. This is a great choice for a pvp oriented templar that'll allow you to heal while getting out of tough situations.

Ashen Grip gives the wearer a chance to breathe fire on melee hits with a three piece bonus. This is a great choice for melee DPS templars wanting to push their damage up as far as they can.

Death's Wind will trigger a knockback when the wearer gets low on health once every 3 minutes. This makes it a great line of defense for tanks in PVE settings or for certain situations in PVP.

### Zone 2 Set Gear

These are all located in the factions' second zone. Stormhaven, Grahtwood, and Deshaan, and they each require 3 traits to make.

Torug's Pact will add armor with 3 items and reduce weapon enchantment cooldowns with 5 items. The armor and enchantment effect make this a great choice for both PVE tanking templars and PVP melee templars.

Seducer reduces the cost of spells by a slight amount. This is a great choice for DPS wanting to push out as much damage as possible in PVE settings, but the amount reduced makes it rather negligible for PVP.



Twilight's embrace increases the amount of healing received, making it a great option for templar tanks or damage dealing templars who pvp with a dedicated healer.

### Zone 3 Set Gear

The third zone for each faction is Rivenspire, Greenshade, and Shadowfen. These sets require four traits unlocked.

Whitestrake's Retribution will give the wearer a damage shield when they're low on health once every 3 minutes if they're wearing at least three pieces of this set's armor. This is a great choice for just about anybody in PVP or for tanks.

Hist Bark adds a high amount of disease resistance with three set pieces and extra dodge while blocking with five items. This is a fantastic set to get as a templar tank.

Magnus' Gift gives a chance to make a spell free to cast, which is great for healers and casters alike.

### Zone 4 Set Gear

Alik'r Desert, Malabal Tor, and Eastmarch are the fourth zones for their respective factions. These sets need five traits unlocked.

Alessia's Bulwark adds armor with three pieces and gives a chance to reduce your attacker's power for a short duration, making it a great choice for templar tanks.

Song of Lamae adds health recovery at three items and dishes out damage while healing when you drop to low health on a short cooldown, making it a great option in PVP and not a bad choice for tanks either.

Vampire's Kiss increases health regeneration after killing your opponent. This is a good option for pvp templars, particularly melee DPS.

### Zone 5 Set Gear

The final zones in Tamriel are Bangkorai, Reaper's March, and The Rift. These sets require six traits.



Hunding's Rage will add stamina recovery with three pieces and weapon damage with five pieces, which is fantastic for melee DPS and tanks that are armor and health capped.

Willow's Path adds spell critical hit chance with three items and increases all regeneration during the day time, which makes it a great choice for casters and healers.

Night Mother's Gaze causes critical hits to reduce your target's armor, which has great applications for melee DPS in both PVP and PVE situations.

### Coldharbour Set Gear

After Tamriel, players will find an additional two set stations in Coldharbour. These each require eight traits to unlock.

Spectre's Eye adds Magicka with three items and increases dodge chance after casting a spell. This has great applications for stat capped tanks and for anyone in PVP situations.

Oblivion's Foe allows you to recover two soul gems when resurrecting a fellow player on a 60 minute cooldown with 5 items. This is a great way to fill up soul gems if you're farming them or if you roll with a dedicated PVP group.

### Guild Set Gear

Some sets will open up once you've completed the NPC guilds' questlines. These each require 8 traits as well.

Kagrenac's Hope from the Fighter's Guild will add stamina recovery with three items and decrease time for resurrection with five items. This is a decent tanking set but a fantastic one for weapon damage oriented PVP templars, particularly those who run with a dedicated PVP group.

Shalidor's Curse from the Mages Guild adds magicka recovery with three items and grants additional health when fighting weakened opponents, which makes it a good option for both templar tanks and pvpers.

Eyes of Mara from the Mages Guild adds spell resistance with three items and reduces the Magicka cost of abilities while using a restoration staff with 5 items. The spell



resistance is good for anybody but great for tanks and PVPers with the relatively low three item requirement. The five item requirement is a decent choice for templar healers rocking both Restoring Light and Restoration Staff abilities.

