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**Note** We are still working on improving the builds guide. We will be adding many more builds, improving the information for each build, and adding a section on how to use each build to its maximum potential. **Note**

**[PvE] Dual Wield/Bow DPS (Stamina Based)**

This build is a melee Stamina based PvE build, specifically designed to be effective in Trials, Veteran Dungeons and Dragonstar Arena. You will use Dual Wield mainly while Bow is your option if you have to stay away from the target for some reasons.

**ADVANTAGES**

- Amazing single target and AoE DPS with good sustain
- Very good defence with high Spell Resistance and Armor
- Roguish playstyle
- Very flexible in terms of weapons and skills
- Easy access with cheap crafted gear, good DPS progression with better setup

**DISADVANTAGES**

- Harder to master than ranged builds
- Requires good movement and coordination
- Requires constant Potion usage for maximum single target efficiency
- Tricky sustain especially when you have to block/dodge a lot.

**RACE**

I think the strongest choice at the moment is Redguard and Imperial. The more we can invest into the Champion System, the stronger Imperial will become. My primary issue with the build was that I could not sustain with the Skills I wanted to use and that’s also why I went back to Dual Wield because sustaining with Wrecking Blow was a pain in long encounters. With the Redguard passives, I think it would be way easier. The more you can invest into Stamina Cost Reduction and Stamina Regeneration, the easier sustain will become obviously and since there is no Softcap, the 22% extra Stats from Imperial are really, really strong. But don’t worry, the Rotation I will present will work with any race.

**STATS**
I think you should not get lower than 18k HP as a DPS for DSA Veteran or Sanctum Ophidia. Get 20k for Hardmodes. I personally prefer 20k all the time, but as Imperial, those Stats are easier to obtain. 18k does work. I like putting all my Attribute Points into Stamina and compensate with Gear Enchants to get the HP required but you can do as you like it. Please consider becoming a Werewolf. You gain 15% Stamina Regeneration in human form without any disadvantages. You only get additional Poison damage in Werewolf form – which I never use. Just be a Werewolf in human form all the time.

For DPS, I strongly suggest you take Weapon Damage as your primary stat, followed by Weapon Critical. Stamina is good but not that important.

**MUNDUS STONE**

I use the Warrior right now, as it gives you the so much desired Weapon Damage. I also ran with Shadow after I got the +Crit passive from the Champion System but really, I felt like both are kind of equal. Just don’t get the Shadow before you have 90 Champion Points. Forget about the Thief in general. It’s just not that good anymore.

**CHAMPION POINTS**

I think there is a ton to test left in this section but I feel very comfortable with my allocation. You can vary here, just make sure to get 30 points into the ritual for the extra Weapon Critical and most of your green points into the Warlord.

**GREEN:**

The Tower: 32 Warlord for 8% Stamina Cost Reduction. This is not a magical number to make things work, I just like straight numbers to calculate and as I happen to need 32 points to get 8%, I have spend those here.

The Lover: After 32 points into the Warlord, I put the rest into Mooncalf for additional Stamina Recovery. Don’t let people fool you. Stamina Cost Reduction is way better than Stamina Recovery. But I like the Synergizer passive in the Lover, so the next 30 Points should go into Mooncalf

**BLUE:**

The Ritual: A no-brainer really. Perfect Strikes is awesome so invest your first 30 points into that. I did 50% into Mighty, 50% into Precise Strikes. I tested Piercing and on regular mobs and vet dungeon bosses, I did more damage with 15 Precise/15 Mighty than with 10 Precise Strikes/10 Mighty/10 Piercing as long as you have Major Fracture (Armor Debuff) on them. Trial bosses tend to have more armor, so splitting the points into 3 parts might be ok. But after you spend 30 points into the Ritual, I’D prefer going for Blade Expert in the Atronach.

**RED:**
The Steed: Not much to say here. I went 50:50 on Spell Shield and Medium Armor Focus.

GEAR:

**End Game Gear:** This is gear that you get from end game content

<table>
<thead>
<tr>
<th>Item</th>
<th>Set</th>
<th>Armor/Weapon</th>
<th>Trait</th>
<th>Enchant</th>
<th>Set bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Helm</td>
<td>Vicious Ophidian</td>
<td>Medium</td>
<td>Infused</td>
<td>Stamina</td>
<td>(2) 656 Weapon Critical</td>
</tr>
<tr>
<td>Chest</td>
<td>Vicious Ophidian</td>
<td>Medium</td>
<td>Infused</td>
<td>Stamina</td>
<td>(3) 656 Weapon Critical</td>
</tr>
<tr>
<td>Shoulder</td>
<td>Vicious Ophidian</td>
<td>Medium</td>
<td>Divines</td>
<td>Stamina</td>
<td>(3) 8% Reduced Stamina cost</td>
</tr>
<tr>
<td>Waist</td>
<td>Morag Tong</td>
<td>Medium</td>
<td>Well-Fitted</td>
<td>Stamina</td>
<td></td>
</tr>
<tr>
<td>Feet</td>
<td>Morag Tong</td>
<td>Medium</td>
<td>Well-Fitted</td>
<td>Stamina</td>
<td>(2) 177 Weapon Damage</td>
</tr>
<tr>
<td>Mainhand</td>
<td>Morag Tong</td>
<td>Dagger</td>
<td>Precise</td>
<td>Poison</td>
<td>(3) 933 Stamina</td>
</tr>
<tr>
<td>Offhand</td>
<td>Morag Tong</td>
<td>Dagger</td>
<td>Precise</td>
<td>Fire</td>
<td>(4) 177 Weapon Damage</td>
</tr>
<tr>
<td>2nd Weapon</td>
<td>Master</td>
<td>Bow</td>
<td>Infused/Precise</td>
<td>Master's Enchant</td>
<td>(1) 343 Weapon Damage, 1195 Stamina</td>
</tr>
<tr>
<td>Legs</td>
<td>Ravager</td>
<td>Heavy</td>
<td>Impenetrable</td>
<td>Stamina</td>
<td>(2) 648 Weapon Critical</td>
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<tr>
<td>Hand</td>
<td>Ravager</td>
<td>Heavy</td>
<td>Impenetrable</td>
<td>Stamina</td>
<td>(3) 1002 Health</td>
</tr>
<tr>
<td>Neck</td>
<td>Ravager</td>
<td></td>
<td>Robust</td>
<td>Alchemical Acceleration</td>
<td>(4) 173 Weapon Damage</td>
</tr>
<tr>
<td>Ring</td>
<td>Ravager</td>
<td></td>
<td>Healthy</td>
<td>Reduce Stamina Cost</td>
<td>(5) Melee hits have 8% chance to add 600 Weapon Damage for 10s.</td>
</tr>
<tr>
<td>Ring</td>
<td>Ravager</td>
<td></td>
<td>Healthy</td>
<td>Reduce Stamina Cost</td>
<td></td>
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</tbody>
</table>

**Starter Gear:** This is gear that is easy to get to start out with.

<table>
<thead>
<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>Helm</td>
<td>Hundings Rage</td>
<td>Medium</td>
<td>Infused</td>
<td>Stamina</td>
<td>(2) 672 Weapon Critical</td>
</tr>
<tr>
<td>Chest</td>
<td>Hundings Rage</td>
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<td>Infused</td>
<td>Stamina</td>
<td>(3) 945 Stamina</td>
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<tr>
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<td>Hundings Rage</td>
<td>Medium</td>
<td>Divines</td>
<td>Stamina</td>
<td>(4) 672 Weapon Critical</td>
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<tr>
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<td>Hundings Rage</td>
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<td>Divines</td>
<td>Stamina</td>
<td>(5) 299 Weapon Damage</td>
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<tr>
<td>Feet</td>
<td>Hundings Rage</td>
<td>Medium</td>
<td>Divines</td>
<td>Stamina</td>
<td></td>
</tr>
<tr>
<td>Mainhand</td>
<td>Ashen Grip</td>
<td>Dagger</td>
<td>Precise</td>
<td>Poison</td>
<td>(2) 1002 Health</td>
</tr>
<tr>
<td>Offhand</td>
<td>Ashen Grip</td>
<td>Dagger</td>
<td>Precise</td>
<td>Fire</td>
<td>(4) 173 Weapon Damage</td>
</tr>
<tr>
<td>2nd Weapon</td>
<td>Ashen Grip</td>
<td>Bow</td>
<td>Precise</td>
<td>Poison</td>
<td>(3) 648 Weapon Critical</td>
</tr>
<tr>
<td>Legs</td>
<td>Ashen Grip</td>
<td>Medium</td>
<td>Infused</td>
<td>Stamina</td>
<td>(4) 173 Weapon Damage</td>
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<td>Hand</td>
<td>Ashen Grip</td>
<td>Medium</td>
<td>Divines</td>
<td>Stamina</td>
<td></td>
</tr>
<tr>
<td>Neck</td>
<td>Shadow Walker</td>
<td>Healthy</td>
<td></td>
<td>Alchemical Acceleration</td>
<td>(2) 173 Weapon Damage</td>
</tr>
<tr>
<td>Ring</td>
<td>Shadow Walker</td>
<td>Robust</td>
<td></td>
<td>Reduce Stamina Cost</td>
<td>(3) 945 Stamina</td>
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<tr>
<td>Ring</td>
<td>Shadow Walker</td>
<td>Robust</td>
<td></td>
<td>Reduce Stamina Cost</td>
<td></td>
</tr>
</tbody>
</table>

**SKILLS:**

I will give you some ideas for good skill combinations that I tested and found very effective. Keep in mind that I switch around skills quite a bit to adept to the encounter ahead. I know many of you guys do not have access to Caltrops. I highly suggest making it a project to get it. It adds a lot to any Stamina based build. Until then, feel free to add some utility skill you might find useful to help the raid like Shades, Circle of Protection or something like that.
Loadouts:

SINGLE TARGET DPS

**Dual Wield**
- Killer's Blade IV
- Surprise Attack IV
- Rending Slashes IV
- Rapid Strikes IV
- Relentless Focus IV
- Flawless Dawnbreaker IV

**Bow**
- Reaper's Mark IV
- Focused Aim IV
- Poison Injection IV
- Anti-Cavalry Catapult IV
- Relentless Focus IV
- Shooting Star IV

AOE DPS

**Dual Wield**
- Killer's Blade IV
- Steel Tornado IV
- Deadly Cloak IV
- Evil Hunter IV
- Siphoning Attacks IV
- Flawless Dawnbreaker IV

**Bow**
- Relentless Focus IV
- Scorched Earth IV
- Sap Essence IV
- Anti-Cavalry Catapult IV
- Siphoning Attacks IV
- Shooting Star IV

**[PvP] Two-Hander and Resto Staff (Stamina Based)**

**Build Notes:** Want to know what the 2x former Emperor is running on his Nightblade in Elder Scrolls Online patch 1.6? Read further.
My strength as a player is my flexibility, I have each skill, both morphs, WW and Vamp all rank IV and adjust the gear, skills and weapon types almost every half hour in PvP so it was pretty difficult to say “Use these skill it’ll work!” I think I came up with something pretty strong and flexible for patch 1.6.

**Character:** Imperial

**Loadouts/Skills:**

**Two-Handed Mace with Disease Glyph**

- Spiked Bone Shield (morph of Bone Shield | Undaunted skill line)
- Surprise Attack (morph of Veiled Strike | Shadow skill line)
- Shadowy Disguise (morph of Shadow Cloak | Shadow skill line)
- Killer’s Blade (morph of Assassin’s Blade | Assassination skill line)
- Ambush (morph of Teleport Strike | Assassination skill line)
- [Ultimate] Soul Harvest (Death Stroke | Assassination skill line)

**Restoration Bar**

- Healing Ward (morph of Steadfast Ward | Restoration Staff skill line)
- Resolving Vigor (morph of Vigor | Alliance War Assault skill line)
- Shuffle (morph of Evasion | Medium Armor skill line)
- Mass Hysteria (morph of Aspect of Terror | Shadow skill line)
- Shadowy Disguise (morph of Summon Shade | Shadow skill line)
- Soul Tether (morph of Soul Shred | Siphoning skill line)

**Gear:**

- 5 Medium Armor – Stamina Glyphs
- Light Armor Belt – Stamina Glyphs
- Heavy Armor Pants – Health Glyphs
- Jewelry Glyphs
  - Stamina cost Reduction
  - Magicka cost Reduction

All passives taken for:

- Race, Assassination, Shadow, Siphoning, 2H, Light Armor, Medium Armor, Heavy Armor, Undaunted, Fighter’s Guild, Restoration Staff.
Attributes 30 health and 32 stamina 0 magicka

This will work as a very effective single target assassination build, a duelist build, an anti zerg build, and a tight nit group PvP support build. All of that can be achieved with these skills if used appropriately.

Single Target Assassination:

Start from stealth, use Shuffle, then switch bars and use Spiked Shield then Shadowy Disguise. Next attack is guaranteed critical so you charge a heavy attack then use ambush. both of these will hit simultaneously probably around 10k-15k. It also stuns them for one second. The follow up is Surprise Attack spam down to killer’s blade range. Soul Harvest if it is up rather than Surprise Attack. If they are still lives, keep spiked Spiked Shield, stealth into charging a heavy attack then surprise attack. He’ll be hit with both, and stunned for 4.6 seconds. Killer’s blade should do it now. If he was invincible and couldn’t not be damaged, once he is up running around pop to the Restoration Staff bar for Vigor heals, drop a Shadowy Image near anything you can Line of Sight. Ambush in and Surprise Attack until their stamina is gone and pop out with the Shade if it goes bad to reengage later or change targets.

Duelist:

Start with Shuffle, drop a Shadowy Image and use Vigor for self heals. Switch bars into Spiked Shield (he will probably already have charged you but if not go in with Ambush). Dueling is a bit different than Ambushing, you want to stealth, and heavy attack until your stamina is 100%. If stamina is capped, Spiked Shield on depletion to keep it up, Ambush into Surprise Attack, stealth into a heavy attack that you don’t let fully complete because you overwrite the animation with a surprise attack from stealth. Both trigger at once, the surprise attack critical. The idea is keep vigor up, Healing Ward if Magicka is near 80% and health is below 50%, keep Shuffle up and use to break snares. Keep Spiked Shield up unless they fight without any physical attacks (they won’t) then every 6 seconds make sure to stealth to keep the armor/spell resist buff on and either use heavy attacks or Surprise Attack to work them down. This build will outlast most others, but if its iffy keep Shadowy Imagine up and use a lot of heavy attacks from Restoration with Mass Hysteria to create some space.

Anti-Zerg:

Here you need to keep your allies up with Healing Ward and Vigor, Shuffle needs to stay active, and switching between Mass Hysteria to break them into fear and Spiked Shield. Stealth-Mass Hysteria, Vigor and Shadowy Image to change positions can allow you to halt them effectively. Weave light attacks to try to get a soul tether in on bottle necks ONLY if it hits the max number of targets, otherwise this won’t stop zergs and you’ll get run over eventually.

Tight nit guild fighting:

Your main priority here is cycling Vigor every 5 seconds, and using Spiked Shield every 2 seconds. Don’t let it go 3 seconds or more since even synergies heal allies but also it gives a 74% health shield to everyone who uses this. Call out when you need them to group if people move out of range and aren’t benefiting. Once you get overwhelmed or just clash on top of a large enemy force your main job is
endless spamming mass hysteria. If you can keep them running for 3 seconds your team can beat them. Also this still has all its ambush and surprise attack high single target damage for your own solo kills, Also rather than soul tether (assuming you want to be more support at the moment) use soul harvest on the vampires, DK, or Templars to cut their healing.

I’m currently using the random gear from PTS and really like the Vicious Ophidian set if people can get it. Otherwise your gear sets are almost irrelevant as long as the play style is strong. I’d rather leave that up to you, but if they just want a recommendation Archer’s Mind is good but you’ll have to lose a bit of armor moving the light armor piece from the belt to the shoulder. Then Hundings Rage 2 piece on light shoulder and heavy pants, 2H Mace and Restoration Staff.

The reason I went 2H Mace even without using 2H skills is because of the insane critical burst damage from stealth is often better than using abilities, also the 20% armor reduction helps you bring down the huge armor stackers to a more manageable range rather than using a sword that just ups damage by 5%.

**Ways to Adjust:**

Not many people have Vigor which is an important part of this but not a staple, this can be replaced by either Evil Hunter, Reaper’s Mark (rather than Piercing) Relentless Focus, or Mutagen is healing is lacking.

Those that REALLY want a 2H bar can swap our killer’s blade for rally. Rally is a nice heal and DMG bonus and surprise attack costs so little with the combo of stealth, heavy attack, surprise animation overwriting and soul harvest you really don’t need an execute.

**Builds We Are Currently Working On:**

- [PvE] 2-Hander and Bow DPS (Stam Based)
- [PvE] Max Healing (Magicka Based)
- [PvE] Monster Tank Build
- [PvE] Caster DPS (Magicka Based)
- [PvP] Magicka Based DPS