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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] Max Heals In Dungeons/Trials (Magicka Based)**

**Overview:** This build is designed to put out the most heals per second in group PvE content.

**Attributes:**
You need approx. 20k Health. Put the rest into Magicka.

**Mundus Stone:**
The Mage for more Magicka
The Ritual for 5% inc healing done

**Champion points:**
Tower – Magician > All available points
Apprentice – Elfborn > All available points
Lady – Light armor focus > All available points

**Sets:**
The first and second Setup are the best ones for Templar healers atm. If you do not have access to these sets just make sure that you have over 1.6 Spell damage and you will be fine, just make sure you have at least 1 or 2 Heavy armor pieces
Glyphs:

On armor all Glyph of Magicka to boost your magicka.

On Jewelry put at least 1 or 2 Glyph of reduced Spellcost, you will see it will be hard to get your magicka down ;)

If you have no magicka issues you could try Glyph of Magical Harm or a glyph for more Armor or Spell resistance.

Skills:

First bar is important. Your main healing skills are there. (Resto Staff)
First Bar:

- Healing Springs – Still one of the best heals in the game. This is your main healing skill.
- Combat Prayer – That buff has to be up 100% of the time, it provides 8% increased damage and increases spell and armor resistance.
- Structured Entropy – This skill has to be on enemy for 100% of the time, it boosts your spell damage by 20%, means more healing done.
- Breath of Life – Used in combination with Purifying ritual a strong burst heal. (Got a small nerf in 1.6)
- Inner Light – 5% more Magicka and provides 10% more spell crit for you.
- Uti – It is really up to you which ulti do you want to use

Second Bar: Second bar is totally up to you. I will list some possible skills that would be nice to have.

- Repentance – Very good skill gives huge load of stamina back from dead enemies. And now that stam goes away faster that skill gets even more important.
- Blazing Spear – Stuns, deals damage applies DoT which procs Burning Light passive. Also gives stamina back to ppl who activate synergy.
- Purifying Light – After effect ends, applies a HoT on your allies. Also deals damage to enemy.
- Purifying Ritual – HoT effect and also makes Breath of Life much stronger due to Templar passives.
• Channeled Focus – Has to be up 100% of the time. Gives Magicka back to you if you are staying in the rune. Also provides a huge boost to armor and spell resistance and you do not even have to stand in the circle anymore to get the resistance boost.
• Radiant Oppression – Powerful execute, enemies literally melt away after 20% or lower HP.
• Spirit Syphon – Increases Magicka return of your party members. Good for Trials.
• Elemental Drain – Gives also Magicka back to your party members. Good for Trials.
• Carve – Only reason to use this is to get a minor Heroism boost which gives you a bit more ulti.

**Buffs:**

Here are some of the buffs explained that can be optained by a Templar.

• Berserk – Increases All Damage Done >> Minor (8%) – Combat Prayer (Resto)
• Heroism – Increase Ult. Gain >> Minor – Carve (2-h)
• Intellect – Increase Magicka Recovery >> Minor (10%) – Restoring Aura (Temp)
• Protection – Reduce Damage Taken >> Minor (8%) – Circle of Protection (fighter’s)
• Resolve – Increase Armor >> Major – Rune Focus (Temp) // Minor – Blessing of Protection (resto)
• Sorcery – Increase Spell Damage >> Major (20%) – Entropy (mage’s) // Minor (5%) – Illuminate (Temp)
• Vitality – Increase Healing Taken >> Minor (8%) – Restoring Focus (Temp)
• Ward – Increase Spell Resistance >> Major – Focus (Temp) // Minor – Blessing of Protection (resto)

Buffs are good, also other classes got good buffs which they should take a look at!

**Changes for Healers in 1.6:**

The Major and Minor buffs are one of the biggest changes. It will take a bit to get used to it. Also, blocking in Light Armor seems to be much harder than in 1.5. You have to be much more careful than before, same for your group members.

Light Armor – Light Armor does almost provide no Armor and spell Resistance anymore. That is why we have to wear at least 1 heavy piece. Luckily we have Rune Focus (20%) and Combat Prayer (8%) which boosts our Spell and Armor resistance by quite a bit.
[PvE] Duel-wield/2Hander/Bow DPS (Stamina Based)

**Overview:** This build will show you how to maximize your PvE DPS using stamina based weapons.

**Champion System:**

90 CP. Finally got my extra crit :) There might be better options but that is the setup I run at the moment, still experimenting.

The Tower
- Warlord – 21

The Lover
- Mooncalf – 9

The Ritual
- Mighty – 22
- Piercing – 6
- Precise Strikes – 2

The Steed
- Medium Armor Focus – 7
- Spell Shield – 13

The Lady
- Hardy – 4
- Elemental Defender 6

**Race:**

Redguard if you have the choice, Adrenaline Rush is way too good to pass on.

Adrenaline Rush passive: lets say every 3 seconds 700 Stam. So a Fight with a duration of 99 seconds it will tick 33 times, means you have around 23k free stamina from that passive. So I hope all get the importance of that passive.

Imperial would be 2nd choice.
Kahjit and Woodelfs also offer some good stamina bonuses

**Stats and Set combo:**

These stats are with no pvp buffs.

I used Silverside perch pudding Foodbuff for Health+Stamina. +(3,8k health+3,5k stam)

Also, I am a WW for the 15% extra stamina.

**Armor Parts= Glyph of Stamina**

**Necklace 1x = Glyph of reduced feat cost (skillcost reduction)**

**Ring 2x = Glyph of reduced feat cost (skillcost reduction)**

Ravager: It procs of biting jabs and caltrops, that means it is up around 90% during a fight

**Importance of Potion:**

Potion cooldown is now at 45 seconds. And potion is active for 43 seconds. So make sure you always use a potion. Weapon Damage potions give the same effect as for example Rally from the 2hander tree. If you do not use potions then you have to use Rally to get the Extra dmg buff.

Medicinal use bug – Medicinal use boosts your potion duration by 30%. Problem atm is, when you die, you lose the buff and you have to relog to get it back again.

**Skills/Loadouts:**

**Dual-wield / Bow:**

**Bar 1**

- **Blazing Shield** – Great ability to protect yourself./ **Quick Cloak** – Reduces enemy AOE dmg by 20% and you get 40% speedbuff for 4 seconds.
- **Steel Tornado** – One of the best AoE skill atm because of its 11m range. Crits for 12k on low health mobs.
- **Biting Jabs** – This is your main damage skill both used for AoE (8m range) and for single target. 1 cast gives you 4 hits and this skill also procs Valkyn Skoria set.
- **Restoring Focus** – Recast it every 16 seconds, boosts your Spell and armor resistance up to 20k.
- **Radiant Aura** – Slotted for the 10% stam recovery bonus and uppon acitvation you get the Major Endurance buff 20% in Stam rec.
- **Ulti: Flawless Dawnbreaker** – Increases your Weapon damage, if you cant get your Shooting star ready in time, you can also use this ulti it does good damage.
Bar 2

- Anti Cavalry Caltrops – Has to be up 100% of the time, deals very good DoT damage.
- Bombard – If enemies can be desorientated use it on a pack of mobs, your steel tornado will do 15% more damage due to DW passive.
- Scorched Earth – In AoE situations 100% uptime.
- Spiked Bone Shield – Nice Damage shield from synergy.
- Evil Hunter – Provides critical buff.

Dual-wield / 2-Hander:

Bar 1

- Blazing Shield – Great ability to protect yourself. Quick Cloak – Reduces enemy AOE dmg by 20% and you get 40% speedbuff for 4 seconds.
- Steel Tornado – One of the best AoE skill atm because of its 11m range. Crits for 12k on low health mobs.
- Biting Jabs – This is your main damage skill both used for AoE (8m range) and for single target. 1 cast gives you 4 hits and this skill also procs Valkyn Skoria set.
- Restoring Focus – Recast it every 16 seconds, boosts your Spell and armor resistance up to 20k.
- Radiant Aura – Slotted for the 10% stam recovery bonus and uppon acitvation you get the Major Endurance buff 20% in Stam rec
- Ulti: Flawless Dawnbreaker – Increases your Weapon damage, if you cant get your Shooting star ready in time, you can also use this ulti it does good damage.
Bar 2

- Rally – Boosts weapon damage by 20%. I use this one only because medicinal use is bugged atm.
- Anti Cavalry Caltrops – Deals very good DoT damage and procs Ravager set. (Aggros all the mobs so be ready)
- Executioner – Start using this skill at 25-20% of enemies health it deals crazy damage.
- Critical Rush - Used only as a gap-closer.
- Evil Hunter – Provides critical buff.// Biting Jabs – Use it every 20 seconds to get you the crit buff that EHunter would provide. Gives you aedric spear passives for more crit damage.
- Ulti: Shooting Star – This skill is the most powerful ulti in 1.6. Deals crazy AoE damage.// Solar Prison – For more defensive situations like in arena you can use it because it deals good damage and reduced damage of enemies by 30%.

2-Hander / Bow:

Bar 1

- Repentance – Boosts your stam regen and is very good to get loads of stamina back from corpses.
- Rally – Boosts weapon damage by 20%. I use this one only because medicinal use is bugged atm.
- Biting Jabs – This is your main damage skill both used for AoE (8m range) and for single target. 1 cast gives you 4 hits and this skill also procs Valkyn Skoria set.
• Executioner – Start using this skill at 25-20% of enemies health it deals crazy damage.
• Evil Hunter – Provides critical buff.
• Ulti: Flawless Dawnbreaker – Increases your Weapon damage, if you can’t get your Shooting star ready in time, you can also use this ulti it does good damage.

Bar 2

• Anti Cavalry Caltrops – Has to be up 100% of the time, deals very good DoT damage. / Blazing Shield – Instead of caltrops. Caltrops are very expensive.
• Scorched Earth – In AoE situations 100% uptime.
• Restoring Focus – Provides great armor and spellresistance boost.
• Snipe – If you can’t get close this is your skill to use.
• Evil Hunter – Evil hunter increases your Weapon Critical by 10%
• Ulti: Shooting Star – This skill is the most powerful ulti in 1.6. Deals crazy AoE damage.

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Stamina sustain and Stamina Recovery:
Stamina Recovery – Templar has the advantage of the 10% stamina rec buff from repentance or radiant aura. Currently I am using Radiant aura because healers use repentance.

I am also using 2x Bloodspawn because it gives 117 Stamina Recovery bonus and nice protection. With Bloodspawn set and Potion buff or Radiant aura buff (both give Major Endurance buff) I am currently at 1,2k Stamina Recover with dualwield compared to 1k with 2hander. I really feel the difference of the 200 more Stamina recover it is pretty nice.

Stamina sustain – You and most of your teammates rely heavily on the healer due to Spears AND the most important skill repentance. If you have stamina builds in your group and your healer doesn’t use those skills slap him in the face and tell him to use it on dead mobs!

**Rotation:**


Single Target:

First of all, jabs is your main damage skill, it is kinda up to you what else you want to use, here is an example of a easy rotation.

100-25%: Potion or Rally>Jabs>LA>Jabs>LA>Jabs>LA>Jabs>LA>Jabs>LA>Jabs>LA…… (Use Caltrops if you have enough sustain)

25-0%: Executioner>LA>Executioner>LA…..(Or just Jabs the enemy down, also works good lol)

Ultimate: Use Shooting star whenever it is ready and the boss does not move around too much, because you want the AOE effect of Shooting star to keep hitting the boss.

**[PvE] Monster Templar Tank Build**

**BUILD SKILL TREE AND BASIC SETUP:**

This build is all about Avoidance. From the armor sets to the skills themselves, the purpose of this is to not only mitigate over time, but completely avoid taking damage. This build currently consists of all three armor weights, Light Armor is used for Magicka Regen / Spell Resistance, with Medium used for Stamina Regen, and Heavy Armor for the 5 Piece Passives. Be sure to take all forms for mitigation and cost reduction passives in all three armor trees, as well as the Undaunted passives for wearing all three armor types!
Bar #1 is pretty straightforward. This bar gives you your primary taunt, damage reduction, personal shield, and some DPS/Utility for the group.

- **Pierce Armor (Morph of Puncture)** – Applies Major Fracture and Major Breech debuffs to your enemy. Primary Taunt.
- **Heroic Slash (Morph of Low Slash)** – Applies Minor Maim debuff on target. Applies Minor Heroism buff to yourself.
- **Radiant Ward (Morph of Sun Shield)** – Self Damage Shield, increases in strength for each attack shielded. Cost reduction.
- **Puncturing Sweep (Morph of Puncturing Strikes)** – Primary AoE DPS, selfheal based on damage dealt.
- **Power of the Light (Morph of Backlash)** – Applies Minor Fracture on target. Scales on stamina.
- **Solar Prison (Morph of Nova)** – Damage Reduction. Group Synergy for additional DPS.

Bar #2 is a lot more fun! Thanks to the changes with Update 1.6, Dodge Chance is properly stacking, and Templars got their own execute! Radiant Aura got nerfed, and cost for Inner Fire went up considerably, making it an emergency taunt, however, the DPS from the Synergy got a considerable boost and the Synergy is now an insta-cast.

- **Inner Rage (Morph of Inner Fire)** – Ranged Taunt, Higher % Synergy chance.
- **Radiant Aura (Morph of Restoring Aura)** – Health & Stam Regen for you and your group upon activation at the cost of Magicka.
- **Shuffle (Morph of Evasion)** – Increase Dodge Chance by 20% for 20 seconds. Removes one Negative Effect per piece of Medium Armor.
- **Degeneration (Morph of Entropy)** – Deals Damage, mini heal. Weapon attacks have 15% chance to heal you for damage caused.
- **Radiant Glory (Morph of Radiant Destruction)** – Casted Execute. Self heal for 20% of damage caused.
- **Empowering Sweep (Morph of Radial Sweep)** – Damage reduction for yourself, impact DPS + DoT.
**STATS:**

All attribute points should drop into Health, and Min/Max as much as you can with Enchants and Food. I sit at 30,000 Health, 16,000 Magicka, 16,000 Stamina with V10 food.

**ARMOR DETAILS:**

NOTE: Due to the current drop system with the Undaunted Set, you will need to adjust your crafted gear to give you the Light and Medium armor accordingly.

**Armor Weights:** 1/7 Light Armor, 1/7 Medium Armor, 5/7 Heavy Armor

**Armor Traits:** Infused for Head/Chest/Legs, Divines for Shoulders/Gloves/Boots/Shield

NOTE #1: Only the Footman’s Fortune Gloves and Shoulders have the proper trait. You will miss out with an off trait for Belt, but will not be very noticeable.

NOTE #2: Ideally, you would like to have Infused for your Helmet, and Divines for your Shoulders with the Blood Spawn set, but trait drops are random. This set is still well worth giving a bit on the Traits.

**Weapon Traits:** Defending for Sword

**Armor Enchants:** Split between Magicka and Stamina to give equal amounts.

**Weapon Enchants:** Hardening for Sword

**Jewelry Enchants:** Two sets are used depending on the situation. Magicka Cost Reduction Jewelry and Armor Enchanted Jewelry. Use accordingly.

**Mundus Stone:** The Atronach – Magicka Regen

**ULTIMATE:**

With Update 1.6, ZOS requires that you light or heavy attack a target once every 8 seconds to maintain your Heroism buff which generates ultimate every second for 8 seconds. This is a bit of a pain, but fortunately as a Templar Tank, you have many ways to build extra ultimate.
First off, Heroic Slash now adds an additional 1 Ult every 1.5 seconds for the 8 second duration. Prism (Dawn’s Wrath Passive) grants 2 Ultimate for using a Dawn’s Wrath ability, so keeping Power of the Light on your target will also help. Plus, the primary gear focus of Blood Spawn yields you 25 ultimate on proc, which will help hugely towards hitting that lofty 288 Solar Prison goal.

[PvE] Destruction Staff DPS (Magicka Based)

**Character information:**

My character is a Breton templar for the increased magicka and reduced magicka cost passives. Other viable options are Dunmer, Imperial and Altmer, though I think Breton is best.

**Attribute points:**

Aim for 18-20K health (with food/enchants etc). As healer I have 14 points into health and the rest into magicka. Once you have a healthy dose of CP in The Lady defenses you can start reducing your max health and putting more points into magicka. I currently run with 18K health.

**Mundus Stone:**

There’s been talk of the Shadow stone (increased crit damage) being bugged, but I do see my highest dps with the Shadow. However, the difference between the Shadow and Mage (increase max magicka) is small and I recommend Mage for healer. So for this build I use the Mage mundus.

**Champion System:**

**The Lady** – I distribute the points evenly between Thick Skinned, Elemental Defender, Light Armour Focus and Hardy due to the diminished returns.

**The Apprentice** – 30 points into Elfborn (increase critical damage) to unlock the 12% spell critical passive.

**The Ritual** – All remaining points are going into Thaumaturge (increase poison, disease and magic damage dealt).

**The Lover** – 30 points into Arcanist (magicka recovery) to unlock the Synergizer ability (gain ultimate for performing a synergy).

**The Tower** – All remaining points are going into Magician (reduce magicka cost).

I put no points into elemental expert. The bulk of your damage is from Puncturing Sweep and Radiant Oppression, which are both magic damage, hence the rest of my points going into Thaum.

I’m aware that cost reduction is better than magicka recovery, but the Synergizer ability is great for getting ultimate ready faster.
Gear sets:

Armor

Head: Twilight’s Embrace (heavy, infused/nirhoned, health enchantment)

Shoulders: Martial Knowledge (light, divines, magicka enchantment)

Chest: Twilight’s Embrace (medium, infused/nirhoned, magicka enchantment)

Hands: Martial Knowledge (light, divines, magicka enchantment)

Waist: Adroitness (light, well-fitted, magicka enchantment)

Legs: Martial Knowledge (light, infused, magicka enchantment)

Feet: Martial Knowledge (light, divines, magicka enchantment)

Note: light, medium and heavy pieces for the full undaunted passive bonus. Nirhoned/Infused depends on whether you want amazing spell resistance or to squeeze out a tiny bit more DPS. I recommend at least 1 piece of Nirhoned. Whether chest or head is heavy/medium doesn’t matter – they are both major pieces. But put the health enchantment on the infused piece if possible.

Jewelry

Necklace: Adroitness (spell cost reduction)

Ring 1: Cyrodiil’s Light (spell cost reduction)

Ring 2: Cyrodiil’s Light (spell cost reduction)

Weapons

Bar 1: Sword of Twilight’s Embrace X2 (poison damage and absorb magicka, currently both precise – nirhoned perhaps better)

Bar 2: Inferno Staff of Twilight’s Embrace (precise, poison damage/absorb magicka – depends on your resource management)

Why Twilight’s Embrace? I dropped Valkyn due to it only adding ~600 DPS. Therefore, with DW I had 4 slots and decided to fill (2 weapons, head and shoulder). With Twilight I get the same spell damage as those using Torug (both give +1 spell damage) I get the health bonus of 1-piece Valkyn, but I’ve traded out the free meteors for increased spell critical. Considering Templars do more damage with critical thanks to Aedric passives, this has trumped my previous sets in recent tests.
Skill Bars:

Bar 1 – Single Target DPS

- Inner light for the 5% increased magicka and Major Prophecy boost.
- Structured entropy for Major Sorcery boost.
- Balance for Mage Guild passive of increased magicka and magicka regeneration – I rarely if ever use this ability.
- Puncturing Sweep is your main DPS skill for single target until enemy is ~25% health.
- Radiant Oppression is your execute skill for when enemy is <25% health. Note: issues have been seen with this skill for some people, see the @timidobserver thread for more information. I recommend using Combat Analytics addon to keep an eye on this skill.
- Shooting Star (DoT) ultimate. Depending on the situation I use Nova instead if damage mitigation is needed. Note: with enough points in Thaum your Nova could be a better option than Meteor – at the minute I have ~23 points in Thaum and Shooting Star still does about 18K more damage overall.

Rotation details: activate Entropy and swap bars to throw Reflective Light as you close the gap, swap bars and drop down a Channeled Focus once in position, swap back to bar 1 then weave light attacks with Puncturing Sweep. Reapply Entropy as needed and rune if you think resources will start lacking, but otherwise keep jabbing until the enemy is ~25% health, then you start executing. I’ve found that other skills are a DPS loss to simply using the sweep, but you can have Vampire’s Bane/Reflective Light or Purifying Light here – the latter I occasionally use as it helps with the healing too.

Tip: If you have all the passives in Mage’s Guild then using Entropy grants you the Empower buff – refresh Entropy before activating Shooting Star for the Empowered Shooting Star.

Bar 2 – Ranged DPS

- Inner Light – see above
- Channeled Focus for resource management and armour/spell resistance buffs.
- Reflective Light will give the group Minor Sorcery and hits 3 targets for 8K base damage.
- Blazing Spear is a great AoE attack that the stamina builds/tank will thank you for using.
- Solar Barrage/Pulsar for high AoE damage.
- Crescent Sweep (DoT) is a cheap ultimate you can use if Shooting Star isn’t going to be ready in time. Unsure of whether this is actually a DoT – damage pulses now so could potentially proc Valkyn Skoria.

AoE rotation details: Activate Entropy on bar 1 then swap bars to throw an Empowered Reflective Light onto the group, throw in a Blazing Spear as you continue to close the gap then drop down your rune and spam Solar Barrage/Pulsar. Solar Barrage is stronger, but Pulsar has Minor Mangle for reducing enemy health by 10% instantly. Ensure Entropy is up at all times and refresh Blazing Spear as needed.
Ranged rotation details: Activate Entropy on bar 1 and swap bars to use Empowered Destructive Clench. Throw down your Channeled Focus then weave Force Pulse and medium attacks. Reapply DoTs as needed. Note: your ranged DPS will be much lower than Puncturing Sweep.

Additional note on ultimate: Crescent Sweep will do the same damage as Shooting Star if you normalise to the cost. If you aren’t going to get Shooting Star charged again in time then feel free to use Crescent Sweep.

Builds We Are Currently Working On:

**If you are looking for a tanking build check out our DK build guide, you should be able to alter the class skills used to make a pretty good build for your Templar until we get more Templar specific builds done.**

- [PvP] Magicka Based DPS
- [PvP] Monster Healer/Utility