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## Eso psijic order quest line guide

Welcome to the Psijic Order Leveling Guide for Summerset Elder Scrolls Online. The Psijic Order Leveling Guide will guide you through all the steps of the mission to successfully reach the maximum skill line level of the Psijic order. Table of contents for the Psijic Sósitos Order for the Psijic Order The missions for the Psijic Order are quite simple, you need to close time gaps or create pieces of fragments for a special personnel. You'll always get maps that show where time gaps can be found. However, the maps are quite inaccurate, so I've created my own maps to correctly identify where the time gaps are so I can find them quickly. The search itself is not difficult, but longer. There are a few ways to speed up Psijic Order Guild leveling, mainly through equipment that you can use to run or ride faster so you can get to the portals much faster. The first set I recommend is Jailbreaker, this will increase your speed by 10%. The second set you can use is the Ward of Cyrodill set that increases driving speed by another 15%. I also recommend using the Quick Maneuver ability of the Assault skill line to give you even more speed! Jailbreaker (set) Quick Maneuver (Alliance War skill) Quest Marker Seed that the mission is active, when you approach the location you can actually see where it is exactly thanks to the game's mission marker! Time Breach Time violations are very easy to detect once you've found the location with the question marker. Part 1 Psijic Order Leveling Guide Aquies access to Artaeum The first step is to unlock a Wayshrine and NPCs in Artaeum. For that you need to approach Shimmerene and begin the mission The Decree of the Queen and finish it. To begin the mission you need to talk to NPC Calibar who will run to you once you approach Shimmerene. Once this quest is over, you'll have a Wayshine unlocked in Artaeum and the NPCs you need to initiate the Psijic Order will appear. Once you have finished the Decree of the Queen mission you have to visit the Ceporah Tower in the Artaeum area and talk to the Loremaster Celarus who will give you the first search for the Psijic Order! Once you've accepted the mission, you'll first have to get the Augur to see the time gaps you have to close around the world. The 1st part you start with Summerset and Iliac Bay. Level 1 – SummerseFirst gets the Augur, after that you will see the time gaps. Once you've closed all the time gaps you can go back to Josajeh and she'll grant you with the order skill line Psijic. La second part of the Psijic order leveling mission Now, you have to collect a total of 4 fragments from a staff called Tower Staff, you'll find the location of the fragments below. Once you find the location, you have to follow the path to the final location where you have to dig dig mud and you'll get one of the fragments. The mission tells you to find: Find the fragment near Pelin Graveyard (Bangkora) Find the fragment near the Leki Leaf (Alik'r Desert) Find the fragment near the Hist (Shadowfen) Find the fragment near the Fang Spire (Deshaan) Level 4 – Fragments of the Shattered Personnel Part 1 Dpuesto of which you finished part 2, you'll get another mission to close more of the time gaps, this time in the Valenwood and Black Marsh area. Level 5 – Valenwood (Grahtwood, Greenshade, Malabal Tor) Once again you have to pick something up from a staff called Staff of Towers this time your Tears, you'll find the location of the tears below. Once you find the location, you have to follow the path to the final place where you have to dig up mud and you'll get one of the tears. The mission tells you to find: Find the Tear near Weeping Giant (Stormhaven) Find the Tear near Spellscar (Craglorn) Find the Tear near Labyrinth (Greenshade) Find the Tear near Brothers (Stonefalls) Once again, we have to close more weather violations, this time in Rivenspire and Craglorn. Level 8 – Rivenspire closes the last gap, the ghost will appear and you can return to the Psijic Order to start with the goal mission that is mostly dialogue. After finishing all the above tasks, you have to complete one more mission. The tower staff was robbed, you have to get it back. You have to go to Divad's Chagrin mine and enter the portal to the White Golden Tower room where you will fight the endboss. Once you've done that, you're almost done with the Psijic Order leveling process. Congratulations! I hope the Psijic Leveling Guide has helped you with the task of completing all levels of the Psijic Order Guild! Related topics Jewelry Crafting Summerset Summerset Cloudrest Trial Guide Psijic Order is a faction of the NPC in The Elder Scrolls Online (ESO). In addition to the Summerset Chapter, this association of powerful wizards operates from the island of Arteum. The Psijic Order has reappeared after 350 years and allows you to join its ranks and try to impress them, with a line of missions that is adoriented in the mysteries of life itself. The inmate and mysterious Psijic Order disappeared from Tamriel centuries ago, taking with her ancient wisdom. Now, in The Elder Scrolls Online: Summerset, the Order is back to face a sinister new threat Players must own the Summerset Chapter in order to join this DLC guild. You can join the Psijic Order in 2 ways. The easy way to do this is to open your collections, go to the DLC icon and accept the mission called The Queen's Decree. The other way is to find Razum-dar on the island of Psijic ordering skills in elder Scrolls Online were added with the Summerset chapter. Step back in time, restoring your health, Magicka, Resistance and Position to what they were 4 seconds ago. Seconds. time, restoring your Health, Magicka, Resistance and Position to what they were 4 seconds ago. You can cast this ability while controlled by the crowd and it automatically grants you mass control immunity. You can cast this ability while controlled by the crowd and it automatically grants you mass control immunity. Step back in time, restoring your health, Magicka, Resistance and Position to what they were 4 seconds ago. As you slot, you gain Minor Protection, reducing damage taken by 8%. While the damage taken is slotted, it is reduced. Launch time TargetRangeRadiusCost 2s ChannelGround28m7560 Magicka Freezes the passage of time at the target location, gradually reducing the movement speed of enemies in the area during the channel before finally stunning them in place for 3 seconds when the channel completes. Launch time TargetRangeRadiusCost 2s ChannelGround28m7560 Magicka Freezes the passage of time at the target location, gradually reducing the movement speed of enemies in the area during the channel before finally stunning them in place for 3 seconds when the channel completes. Stunned enemies have the next 5000 healing points denied for 3 seconds. It denies the healing done to enemies who are stunned. Launch TimeDurationTargetRangeRadiusCost Instant4sGround28m7560 Magicka Freeze the passage of time at the target location, gradually reducing the movement speed of enemies in the area for 4 seconds before finally stunning them in place for 3 seconds when the duration is complete. Eliminates cast time, but takes longer to stun enemies. Launch TimeDurationTargetCost Instant2sSelf2715 Infuses your weapon with power, causing your next light attack to be used in 2 seconds to deal 739 additional physical damage. If the power is not consumed in time, you restore 1629 resistance. Launch TimeDurationTargetCost Instant2sSelf3122 Magicka Infuses your weapon with power, causing your next Light Attack to be used in 2 seconds to deal 739 additional magic damage and apply the Burning, Shock, or Cooling elemental status effect. If the power is not consumed in time, you restore 1873 Magicka. It becomes a Magicka ability and deals magic damage. Applies a random state effect. Launch TimeDurationTargetCost Instant2sSelf2715 Infuses your weapon with power, causing your next Light Attack to be used in 2 seconds to deal 739 more physical damage and heal you for 25% of the damage dealt. If the power is not consumed in time, you restore 1629 resistance. It heals you for a percentage of the damage dealt. Double the time and space around you to get The Major Expedition for 4 sec and Minor Force 12 sec, increasing your movement speed by 30% and Critical Damage by 10%. Launch TimeDurationTargetCost Instant1.3sSelf3240 Magicka Bend time and space around you for the Major Expedition for 12 seconds Force for 36 sec, increasing your movement speed by 30% and 10% Critical Damage. Triple the duration, but add a cast time. Fold the time and space around you to get the Major Expedition for 4 seconds and Force less than 12 seconds, increasing your movement speed by 30% and critical damage by 10%. Enabling this ability removes all traps and freezes and grants them immunity for 2 seconds. Grants immunity to traps and immobilizations for a short period of time. Summon Moawita's rites, replacing your next Light or Heavy Attack with healing abilities that can be used in allies. Your Light Attack heals for 369 health. Your Heavy Attack heals for 328 health every 1 second and restores 1155 magicka to successfully heal. While healing an ally, you grant them Major Resolution and Slum, increasing their Physical and Spell Resistance by 5280 for 5 sec. Increases your ally's Physical and Spell Resistance while healing them. Summon Moawita's rites, replacing your next Light or Heavy Attack with healing abilities that can be used in allies. Your Light Attack heals for 369 health. Your Heavy Attack heals for 328 health every 1 second and restores 1155 magicka to successfully heal. You heal yourself for 50% of the healing amount done to the ally You heal yourself for a percentage of the healing done to the ally. Focus your body and mind on a meditative state, healing 1500 health and restoring 1500 Magicka and Stamina every 1 second. Focus your body and mind on a meditative state, healing 1500 health and restoring 1900 Magicka and Stamina every 1 second. You'll stay in a meditative state until you turn off this ability or break down. Increases the amount of Magicka and Restored Resistance. Focus your body and mind on a meditative state, healing 1800 health and restoring 1500 Magicka and Stamina every 1 second. Maintaining the channel increases restored health by 10% each tick, up to a maximum of 50%. You'll stay in a meditative state until you turn off this ability or break down. Maintaining the channel increases the amount of health restored. Rank I - Psijic Order Rank 3 The vision you have gained from the Psijic Order gives you vision of the spiritual world. Now you can interact with cracks throughout Tamriel. Rank I - Psijic Order Rank 2 Reduces the cost of your Psijic Order abilities by 8%. Rank II - Psijic Order Range 5 Reduces the cost of your Psijic Order abilities by 15%. I - Order Psijic Psijic When you cast a Psijic Order ability while in combat, you generate a spell charge. When you hit 5 spell charges, you cast an orb at the nearest enemy, dealing 189 Magic damage or 189 Physical damage, whichever is greater. Spell loading must be generated within 10 seconds of each other or all charges will be forfeited. Rank II - Psijic Order Rank 7 When you cast a Psijic Order ability while in combat, you generate a spell charge. When you hit 5 spell charges, you cast an orb at the nearest enemy, dealing 397 Magic damage or 397 Physical damage, whichever is greater. Spell loading must be generated within 10 seconds of each other or all charges will be forfeited. Rank I - Psijic Order Rank 6 While you have a Slotted Psijic Order Skill and are blocking, you gain a damage shield that absorbs 2500 damage. This damage shield reloads again at full force that you pass 10 seconds without blocking. Rank II - Psijic Order Rank 8 While you have a Slotted Psijic Order Skill and are blocking, you gain a damage shield that absorbs 5000 damage. This damage shield reloads to its full force, s passing 10 seconds without blocking rank I - Psijic Order Range 9 While casting or channeling a Psijic Order ability you gain Greater Protection, reducing damage taken by 30%. Ancient and mysterious scholars, the Psijic Order is said to have been the first in Tamriel to study the secrets of mysticism or the Old Ways. This study has allowed the Order to develop knowledge and power that is nowhere else in Tamriel, and there are rumors that they have gained the ability to manipulate the flow of time itself. The Psijic Order has stated that they are primarily interested in learning the fundamental foundations of the world and the universe, which holds him together and what could threaten him, explains Lawrence Schick, Loremaster of The Elder Scrolls Online. They are dedicated to knowledge and study for their own purposes, and for them, knowledge is their own reward. For centuries, the Psijic Order carried out its detention studies on its island of Artaeum. Located just south of Summerset, it was there within the ancient corridors of the Ceporah Tower (a massive structure that predates even the arrival of the ancient elves) who explored the mysteries of the universe, rarely leaving their home on the island. It is no secret that the Order is rebuked to share its learnings beyond Artaeum, and although throughout history it was said that some members were in Tamriel, they kept most of their knowledge to themselves. Unlike the Guild of Wizards, the Psijics have little interest in teaching anyone anything, and are not interested in taking an active role in Lawrence explains. When they became involved in the world, it was only in a capacity for advice, and they even withdrew from that paper when they disappeared. Even within the order itself, this self-isolation and (some might say selfish) hoarding of knowledge was not exempt from its critics. The great wizard Vanus Galerion, apparently believing that knowledge of the Order of Hechictle Diffusion should be shared with all tamriel, left to create the Guild of Wizards, an organization founded on the principle of sharing and propagating magical knowledge. The Missing Island Reason is unknown, but about 350 years ago, the island of Artaeum simply disappeared, taking the Psijics and their secrets with them. Where or even when they went is a mystery, but for centuries, the Psijic Order was no longer part of Tamriel. Only by decree of the Queen and the opening of summerse's borders to foreigners have the Psijics appeared to return, although the island itself remains hidden. The return of Psijic Order agents to Tamriel, although historical, is also troubling, for their purposes remain obscured. Why did they go? Why did they come back? And what is your connection to the grim conspiracy that now threatens the house of the High Elves? It is not known what role the Order will play in setting up Tamriel's future, but whatever its plans, as you explore Summerset, you will become a key part of its current efforts, and you will even have the opportunity to become a member yourself. The Psijic Order admits you as a speciat case and allows you to come to Artaeum, wherever they took it, Lawrence says. They are generally not particularly interested in sharing their knowledge with anyone outside the Order unless they prove to be worthy or can fulfill them on an equal footing.

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