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Latest News

Bethesda Game Studios Unionizes — July 19, 2024

[Bethesda Game Studios](#) in Austin, Dallas, and Rockville have formed a union with the Communication Workers of America. The

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newly-formed union has been described as a "wall-to-wall" union, comprising artists, designers, engineers, and programmers. The formation of the One BGS USA union follows previous union formations by the [Montreal BGS Studio](#) and [ZeniMax Workers United](#).

This comes during a period of [continued mass industry layoffs](#) for the last few years. These layoffs have also affected Bethesda Game Studios, and job security was one of the stated goals behind the formation of the union. Other objectives include "compensation transparency, and flexibility to continue creating the games we love".

You can see the initial announcement of this on [X \(formerly Twitter\)](#). Microsoft has [officially recognized the union](#).

Rollback of Accounts on ESO's PC-NA Server — April 16, 2024

A major rollback is in progress on *The Elder Scrolls Online's* North American PC [megaserver](#). Following yesterday's launch of v10.0.0 on the [Public Test Server](#), test characters from the PTS became available on the live PC-NA server, resulting in both servers being temporarily taken down. The live server has since been brought back online, but certain users who logged into the PTS have had their accounts locked until the rollback can be completed. Affected characters will have their progress rolled back to April 15 at 13:30 UTC; [banks](#) are reportedly unaffected. Customer Support has advised affected users that this process will take two to three days to complete.

This rollback comes at an inopportune time, with the [Anniversary Jubilee](#) in full swing. In addition to the valuable in-game rewards offered every year, this year's Jubilee offers additional bonuses to celebrate the game's tenth anniversary: many players are currently grinding for rare character-bound [style pages](#), and the rewards for completing certain daily [endeavors](#) have been increased this week to coincide with the *[Thieves Guild DLC](#)* being made available for free.

Update: This issue was resolved on April 26 when affected accounts had their access restored. On May 6, additional compensation was provided to those affected: one month of [ESO Plus](#) and the associated 1650 [Crowns](#); 16,000 [Seals of Endeavor](#); five Glorious Anniversary Jubilee Gift Boxes; all five artifact replica style pages; and 25 Jubilee Confetti Packs, enough to unlock the [Jubilee Steed](#).

The Elder Scrolls Online: Gold Road Preview — April 5, 2024

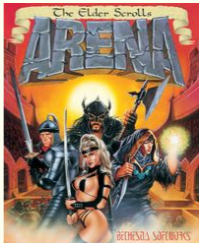
The UESP was invited to the 10th Anniversary Celebration for *The Elder Scrolls Online* in Amsterdam, where we got a chance to preview the upcoming *Gold Road Chapter*. During this preview we were given a chance to explore the [West Weald zone](#), visit the city of [Skingrad](#), encounter one of the new [World Events](#), and try out the new Scribing system.



Our travel to this event was paid for by Bethesda. You can see the official article about the celebration [here](#). You can see a recounting of our experiences with the preview [here](#).

TES 30th Anniversary Stream — March 29, 2024

To celebrate the 30th anniversary of *The Elder Scrolls: Arena*, UESP's founder [Dave Humphrey](#) will be hosting a stream tonight at 9PM EST! You can join him as he reminisces on 30 years of *The Elder Scrolls* (and 29 years of UESP) on our [Twitch account](#).



Today is the 30th Anniversary of The Elder Scrolls! — March 25, 2024

Today marks the officially acknowledged anniversary date for *The Elder Scrolls*. Although originally scheduled for release in December 1993, *The Elder Scrolls: Arena* was delayed into 1994.

There is currently [no known definitive evidence](#) for when the game reached consumers, but the date used to celebrate its anniversary is March 25th.



The UESP looks forward to another decade of adventures in [Tamriel](#) and the rest of the [Aurbis](#)—and we are also looking forward to documenting it all. But perhaps most of all, we're looking forward to [The Elder Scrolls VI](#). The official commemorative post for the anniversary (pictured) included a mention of the long-awaited sixth main installment of the series:

"Last but not least, yes, we are in development on the next chapter - The Elder Scrolls VI. Even now, returning to Tamriel and playing early builds has us filled with the same joy, excitement, and promise of adventure"

You can see the official anniversary post [here](#).

UESP's 2023 Retrospective — February 13, 2024

2023 was a really big year for the UESP, and we wanted to [take a look back at some of the stuff we've gotten up to in that time](#).

While it's not really possible to capture every single moment, we hope this year in review will give you a nice slice of it all. We look forward to everything we will get to create and improve as we continue our journey of documenting everything [Elder Scrolls](#) into 2024 and beyond, and we thank you all for joining us in that journey.

—Everyone at UESP.net



Laralyn McWilliams Dies Aged 58 — February 9, 2024

[Laralyn McWilliams](#), an Italian-born American game designer and producer, passed away on Monday. She was a former member of the [Council of Wisdom](#) and helped [beta test The Elder Scrolls II: Daggerfall](#) before its release in 1996.

The Elder Scrolls Online Announces Gold Road Chapter — January 18, 2024

The next [Chapter](#) of [The Elder Scrolls Online](#) has officially been revealed. This year, ESO will take you to the [West Weald](#), a region of [Colovia](#) featuring [Skingrad](#) as a major city on the eponymous [road](#).



The region will also feature the Dawnwood, a sudden growth of [Valenwood](#) into [Imperial](#)-controlled [Cyrodiil](#). Separating the two is the Wildburn, a particularly dangerous region with magic sickening the trees, altering the wildlife, and even modifying the landscape itself.

The story centers around the return of the forgotten [Daedric Prince Ithelia](#), who was wiped from all history by [Hermaeus Mora](#). Now with Ithelia let loose in the West Weald, you must investigate her wanderings and her scheming followers, the Scions of Ithelia. There are also new [Daedric](#) threats to face, but you will not be alone while uncovering the activities of this Prince or her followers. Old allies will come to your aid, including [Leramil the Wise](#), [Beragon](#), [Fennorian](#), and [Mizzik Thunderboots](#). New faces include Alea Idolus, in the service of Count Calantius of Skingrad.

Included with the Chapter is the new Mirromoor Incursion [World Event](#), where you and any nearby players will have to fend off Daedric invaders that are appearing in the West Weald due to Ithelia's return. A new [Trial](#) awaits twelve-person groups in the form of the Lucent Citadel, where you will explore a vault in [Fargrave](#) in search of the "mysterious Reanimating Crux". With the Gold Road Chapter, you will also gain access to Scribing, a new system that serves as a progenitor to the spellmaking practices of later years in Tamriel. Scribing lets you customize special new [Skills](#) called Grimoires, which allow you to change a primary, secondary, or tertiary "script" of the skill. Your journey into the Scribing will also involve exploring the very origins of magic itself, along with the [Mages Guild](#) and a knight of the [Order of the Lamp](#). Similarly, there will be "Skill Styling", which lets you visually modify your skills, making your particular actions in combat more distinctive.

The Zenimax team used this opportunity to provide a roadmap for all of the content for 2024.

- The year will start with Update 41, featuring the [Scions of Ithelia](#) dungeon pack and miscellaneous improvements to the game. This will arrive on PTS January 29th, and officially releases March 11th for PC/Mac and March 26th for PlayStation and Xbox.
- The previously described [Gold Road](#) Chapter will launch June 3rd for PC/Mac and June 18th for PlayStation and Xbox.
- Update 43 will release with a new [Housing](#) feature, as well as more improvements and bug fixes.
- The year will conclude with Update 44, which will bring two new companions to the game, as well as a new [PvP](#) feature.

releases, including a [zone exploration guide](#), a breakdown of [purchasing options and rewards](#), a look at [Scribing](#), and a [general overview](#). They also started an [ESO Plus Free Trial](#) to go along with today's reveal. Finally, you can watch the [announcement trailer](#) and [full presentation](#) on YouTube.

***The Elder Scrolls: Castles* Soft Launched — January 17, 2024**

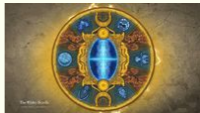
In a move that is almost as surprising as its [surprise beta last year](#), *The Elder Scrolls: Castles* was released on January 17th with a soft launch. The game was made available exclusively in the Philippines, with promises that it would extend coverage over the course of 2024. As for the game itself, its gameplay is similar to their previous title *Fallout Shelter*, with it intending to provide a relaxed and casual visit to *The Elder Scrolls* setting.



[Pre-registration](#) for the game was made available through the [Apple App Store](#) and [Google Play Store](#). We will provide more coverage on this mobile spin-off as it becomes available.

***The Elder Scrolls Online* Begins Teasing 2024 Content — January 10, 2024**

The next [chapter](#) of *The Elder Scrolls Online* has begun its marketing campaign with a series of letters, glass fragments, and leaves sent to members of the community. Shortly thereafter, the completed design was officially unveiled (pictured), with a full announcement of the upcoming plans set for their [Global Reveal](#) on Thursday, January 18 at 4pm EST.



You can review our current documentation on the released material for this chapter on [its page](#).

Verified Creators Program Launched for Skyrim — December 11, 2023


Skyrim Special Edition received a surprise patch last Tuesday, December 5, 2023. In addition to a host of bug fixes, the main

addition has been a reorganization of the [Creation Club](#) and [Mods](#) menus into a single, unified "Creations" menu. Additionally, Creation Club has been retired in favor of a new Verified Creators program, whereby third party mod authors can apply to become verified and sell their mods in-game via this new menu. Known as [Verified Creations](#), these new offerings bear a strong resemblance to the short-lived [Paid Mods](#) program that was launched on Steam in April 2015 for *Skyrim*'s original release. The Verified program has launched with seven initial offerings, although only two of these are available for [PlayStation](#) players due to existing modding limitations on that platform. Note that Verified Creations disable [achievement](#) progress when enabled and are not included with the [Anniversary Edition](#) upgrade.

For the full list of changes included in the patch, see the changelog for [Special Edition Patch 1.6.1130](#).


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[Lore:Ayleid Empire](#)

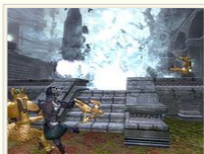


White-Gold Tower, The Ayleid Empire Capital 

The **Ayleid Empire** (or *imperatum saliache*) was the original **dominant power** in **Cyrod**. It was composed of multiple city-states, ruled by the **Ayleid** sorcerer-kings. The empire's roots began in the **Middle Merethic Era**, when established Ayleid settlements flourished in the Heartlands. Though they were ostensibly a tribute-land to the **High King of Alinor**, the distance between Cyrodiil and **Summerset's** communication lines led to the Ayleids' isolation and eventual detachment. Their fall is attributed to their arrogant pride of their achievements and smug self-assurance that their empire would last forever, which doomed them to fail and fade into obscurity. **(more...)**

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Current Featured Image



The End of Order (Oblivion) 

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Did You Know...

(updates once per hour)

- ... that **Skyrim** was inhabited by **Aldmer** and **Falmer** until they were driven out by **Ysgramor** and the **Nords** in the late **Merethic Era**?
- ... that **Meridia** is believed to have originally been a **Magna Ge**, going by the name of Merid-Nunda?
- ... that a **PSP port** of **Oblivion** was in development at one point but is presumed to be **cancel**ed, since it silently disappeared from store listings?
- ... that when going through an **Oblivion Gate** in **Oblivion**, you're usually going to one of seven **random worlds**?
- ... that the **Imperial Navy** is the Empire's aquatic force, complementing the land-based **Imperial Legion**?

[Would You Like to Know More?](#)



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