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## Skyrim dawnguard become vampire or soul trapped

This article contains video content produced by Fandom with some or no input from editors of The Elder Scrolls Wiki, and may not properly represent the scope of the written article below. Statements and footage within the video may be inaccurate, outdated, incomplete, or otherwise misleading to viewers. Xbox 360 – 26 June 2012Windows – 02 August 2012PlayStation 3:26 Feb 2013 (USA)27 Feb 2013 (Europe) For other uses, see Dawnguard. The Elder Scrolls V: Dawnguard is the first official add-on for the fifth installment in The Elder Scrolls series, Skyrim. Released first for the Xbox 360 on 26 June 2012, and later on 2 August for PC, Dawnguard revolves around an ancient prophecy predicted by an Elder Scroll. Foretelling the eternal obfuscation of the sun, the scroll gave instructions on how to perform a magic ritual with a mythic bow and a special blood sacrifice. A legion of vampires known as the Volkihar Clan, lead by Lord Harkon, seek to actuate the prophecy by performing the ritual; the Dawnguard, a faction of crossbow-wielding vampire hunters counters their aims. Skyrim's Dragonborn protagonist chooses whether to join the Dawnguard and prevent Nirn from being plunged in irrevocable night, or assist the vampire coven with realizing their malevolent ambition. Introduced in Dawnguard are two unique skill trees, one for vampirism noted as "Vampire Lord" and one for lycanthropy. Twenty-two quests featured in the plug-in; twelve exist in the main quest, with several optional side quests. A few repeatable, radiant quests can also be completed. The questline forks at "Bloodline," where allegiance between the Volkihar Clan and the Dawnguard must be selected. Choice of side is irreversible. Portal The two main factions central to the add-on are the Dawnguard, an order of vampire hunters dedicated to eradicating vampires, and the Volkihar Clan, a shadowy group of vampires who seek to blot out the sun. The main questline consists of 12 quests that take place across Skyrim and beyond. 9 side quests for each faction are available, along with 4 additional side quests that are unrelated to the storyline. Over 80 new characters are introduced in the add-on, most of whom are members of the newly added factions. 5 new armor sets are introduced into the add-on, not to mention several unique pieces in both light and heavy variants. Storyline The story of The Elder Scrolls V: Dawnguard involves the return of a Volkihar vampire lord named Harkon, who seeks to end the tyranny of the sun. Harkon intends to use the power in the ancient Elder Scrolls to accomplish his goal, while an order of vampire hunters known as the Dawnguard seek to stop him.[1][2] The Dragonborn is given the option either join the Dawnguard and help defeat Harkon or join forces with the Volkihar vampires.[1][2] Dawnguard can be started by listening for rumors or asking Hold Guards about a group of vampire hunters who are recruiting. This will steer the Dragonborn in the direction of Fort Dawnguard, and the add-on will begin.[2] Alignment Vampires Aligning with the vampires provides unique bonuses. Joining forces with Harkon allows the Dragonborn to become a Vampire Lord - the paragon of the species. If the Dragonborn is already a Werewolf, accepting to become a Vampire Lord will remove the Lycanthropy, but it can be regained later.[3] The transformation process works similar to Lycanthropy and grants access to unique powers. One such ability is Vampiric Grip, which suspends an enemy in the air with telekinesis as their health is drained. Other powers and abilities include summoning a gargoyle, hovering above the ground and transforming into a cloud of bats.[1][2] As with Lycanthropy, townspeople will attack a transformed Vampire Lord on sight, however this will no longer happen if the Dragonborn is a regular vampire. Unlike werewolf transformations, the vampire form can be exited at will.[2] In addition to new powers, joining the vampires grants access to Castle Volkihar - an island stronghold that not only serves as a base, but grants bonuses to vampiric powers and gives blood potions, which heal and count towards vampiric feeding.[2] Fort Dawnguard. Joining the Dawnguard grants the Dragonborn access to Fort Dawnguard, a large keep said to be hidden somewhere in the southern region of Skyrim.[4] The unique benefits of joining the Dawnguard include various new weapons and armor to fight vampires, including crossbows.[1][2] Furthermore, Dawnguard members will also be able to "hire" Armored Trolls, which serve as temporary followers.[3] Perks The Elder Scrolls V: Dawnguard introduces two new perk trees: Vampire Lord and Werewolf. Rather than spending points to add perks as in the base game, new perks are gained by feeding on enemies with the new powers. For vampires, consuming life blood through a bite power attack or a Vampiric Drain spell causes new perks to be gained; for werewolves, it is consuming the heart when feeding on a dead corpse.[5] This approach allows high or maximum level characters to obtain new perks that would otherwise be difficult or impossible to obtain.[2] Vampire Lord The Vampire Lord skill tree includes eleven perks:[6][7] Perk Description Requirements Power of the Grave 50 point bonus to health, magicka and stamina as a Vampire Lord. None Detect All Creatures Night Power: Detect all creatures, even dwarven automatons. Power of the Grave Mist Form Night Power: Turn into an invulnerable mist, while health, magicka, and stamina regenerate. Detect All Creatures Supernatural Reflexes Night Power: Everything slows down while you move faster. Mist Form Blood Healing Killing a person with a power attack bite restores all your health. Power of the Grave Unearthly Will Night Powers and Blood Magic cost 33% less. Power of the Grave Poison Talons Melee attacks do 20 points of poison damage. Unearthly Will/Blood Healing Night Cloak In combat you are surrounded by a cloud of bats that feed on enemies within melee range. Poison Talons Vampiric Grip Blood Magic: Can pull a creature to you from a distance, and do choking damage once it's close. Power of the Grave Summon Gargoyle Blood Magic: Can conjure a gargoyle to fight for you. Vampiric Grip Corpse Curse Blood Magic: Target is paralyzed. Summon Gargoyle Werewolf The Werewolf skill tree includes eight perks.[2][5] Perk Level Description Requirements Bestial Strength 1 Do 25% more damage as a werewolf. N/A 2 Do 50% more damage as a werewolf. N/A 3 Do 75% more damage as a werewolf. N/A 4 Do 100% more damage as a werewolf. N/A Totem of Ice Brothers Werewolf Totem of Brotherhood howl calls Ice Wolves.\* Bestial Strength Totem of the Predator Werewolf Totem of Hunt howl has extended range, and shows whether the targets are not in combat, searching or actively in combat.\* Bestial Strength Totem of Terror Werewolf Howl of Terror affects even higher level creatures. Bestial Strength Totem of the Moon Werewolf Totem of Brotherhood howl calls werewolves.\* Totem of Ice Brothers Animal Vigor 100 point bonus to health and stamina in beast form. Bestial Strength Gorging Feeding heals twice as much health. Animal Vigor Savage Feeding Able to feed off most dead creatures. Feeding off creatures instead of people only provides half the extended time. Gorging \*The quest "Totems of Hircine" must be completed before these will become usable. Combat A crossbow, as it appears in Dawnguard. Dawnguard introduces several new additions to both ranged and melee combat. The first new addition is the inclusion of Dragonbone weapons, which are stronger than Daedric Weapons.[8] Crossbows are added to the arsenal of weapons at the Dragonborn's disposal. Crossbows remain loaded while running through the world and provide a quicker shot. They are, however, slower to reload than bows. Another benefit is that each shot has a chance to stagger an opponent. All of the perks seen in Archery skill tree apply to crossbows.[2] Crossbow bolts can also be crafted with various enchantments, such as fire and frost damage.[5] New shouts are also included in the add-on. One shout called Soul Tear can be learned from Durnehviir, an undead Dragon found in the Soul Cairn.[8] This shout allows the Dragonborn to steal the soul of a defeated enemy and raise their soul as an undead minion.[2] Soul Cairn The undead realm of Soul Cairn, a plane of Oblivion known as Soul Cairn, an ethereal realm of trapped souls, is a new location that can be visited in Dawnguard. It can be accessed via a mysterious portal in Castle Volkihar.[1][12] In addition, the Dragonborn can complete a side quest to free an undead skeletal horse named Arvak. This mount can then be summoned at will and is not restricted to the undead realm.[4][5] Creatures Legendary Dragons are the new maximum-level Dragon class. In addition to Legendary Dragons, new enemies such as Gargoyles, Death Hounds, Armored Trolls can be also encountered.[1][12] Within the Soul Cairn realm some of the enemies include Bonemen, Wrathmen, Keepers and an undead Dragon named Durnehviir.[7][5] Character makeover Dawnguard adds a new character in The Ragged Flagon of Riften named Galatili who can alter the Dragonborn's appearance for 1000. Race and gender are locked, but other facial features can be tweaked.[2] Preview trailer A preview trailer was released by Bethesda on 31st May 2012 that showed various aspects of the add-on. Narration You have found our fortress.You have returned my daughter.But what is it you seek?Is it to be one of us?To make the darkness your own?To feast on the souls of the living...and the dead?Or are you with them?The Dawnguard.They think they can stop us.But we will find them.The Elder Scrolls will be mine.And the tyranny of the sun shall end. Trailer The trailer begins by showing a mysterious fortress on an island, known as Castle Volkihar. The leader of the vampire faction, Harkon, narrates that the Dragonborn has found their fortress and returned his daughter, who is shown carrying an Elder Scroll on her back. An altar that bears a resemblance to the Altar of Molag Bal in Markarth is shown, which seems pertinent as Molag Bal is considered to be the creator and patron deity of vampires.[9][10] The trailer then depicts the transformation process in becoming a Vampire Lord and a new vampire feeding cinematic. Fort Dawnguard is shown and the inclusion of crossbows is confirmed. The trailer then shows the Dragonborn fighting a variety of creatures, including a gargoyle-like creature, an ogre-like giant and a vampire who bursts into a cloud of bats. Also included in the trailer is an example of mounted combat, an undead skeletal horse and a Dragon that dives into a frozen lake. The Dragonborn is also shown opening an Elder Scroll, then a map of Skyrim comes into view with the symbols for Markarth and Solitude labeled in red. The trailer concludes with the sun being blotted out above Dragonsreach in Whiterun, as a Dragonborn with glowing eyes walks toward the perspective. Release On 26 June 2012, Dawnguard released on Xbox 360 in the anglosphere.[11] priced at 1,600 Microsoft Points.[11] Dawnguard became available for download on Steam on 2 August 2012 in English, Spanish, German, and French. The PlayStation 3 version was delayed according to a Bethesda Softworks spokesperson who said, "We are not satisfied yet with Dawnguard's performance on the PS3," in an interview.[12] It was released on PS3 in North America on February 26th 2013.[13] Public beta Following the success of PC beta updates, Bethesda announced a Dawnguard Beta for Xbox 360 on 1 June 2012. Bethesda selected applicants in the third week of June, and those accepted, receive an Xbox LIVE code to redeem the full version of Dawnguard. Gallery External links References The UESPWiki - Your source for The Elder Scrolls since 1995 This page is currently being rewritten as part of the Skyrim Quest Redesign Project. The page is being rewritten and checked in several stages. All users are welcome to make changes to the page. If you make a change that is relevant to the project, please update this template accordingly, and make sure you have observed the project guidelines. Speak to Serana. Explore Castle Volkihar. Investigate the Moondial. Explore Castle Volkihar's Ruined Tower. Locate Valerica's Journal. (If not a vampire) Become a Vampire Lord or get partially soul trapped. Enter the Soul Cairn. Serana will want to speak to you after the Moth Priest reads the Elder Scroll, saying she may know where to find one of the scrolls. She thinks her mother, Valerica, may have information on it, and possibly may even possess it. After going through her dialogue, Serana believes Valerica may have left a clue at Castle Volkihar, in the courtyard. You will not be able to enter through the Keep, but there is a secret entrance used by the previous owner to obtain shipments. Note that if you have a follower at this point, you must dismiss them, as it is not enough. Serana won't accompany you unless you send your follower home, and you'll need her later on. When you reach the castle, head left, along the coastline. Serana will mention you're getting close to the entrance. When you reach the castle's old docks, you will be attacked by skeletons (more powerful than average skeletons). Once you enter through the secret entrance to the castle, you will have to fight your way through death hounds, skeletons, and a feral vampire. After dealing with the feral vampire, you will arrive at a stone archway blocked off in the western corner of the room. Ignore this for the time being and proceed instead up a set of stairs on the opposite corner of the room, which will lead you to a lever needed to lower the bridge blocking passage through the stone archway. Once on the bridge, take a left as instructed by Serana. This leads into an open area inhabited by death hounds. Afterwards move up the stairs in the southern section of the room which takes you into a tunnel. Eventually you must fight a giant frostbite spider and pull an additional lever to lower a bridge, allowing access to the courtyard. Just before you hack through the web to reveal the giant frostbite spider, there is an adept-locked chest to your right hidden behind more spiderwebs. If you don't go right into the room ahead, the giant spider can be killed with long-range attacks as it's too big to come down the small tunnel. When you reach the courtyard Serana will tell you there is something strange about the moon dial, and you have to find all three missing pieces and place them in the moon dial for a secret entrance to open. The Half Moon Crest can be found in the center of a pond lying against a rock in the northwest corner of the courtyard. The Full Moon Crest can be found behind a patch of nightshade lying against the castle's exterior wall in the fenced off area identified as Valerica's garden. The Crescent Moon Crest can be found up the stairs just to the right of the entrance to Volkihar North Tower lying on the floor beside a table and chairs. Serana opening the portal to the Soul Cairn Afterwards, you will have to continue fighting gargoyles and skeletons until you reach a room with gargoyles and a fireplace. Serana will tell you there must be a secret entrance somewhere. Turn the candlestick near the fireplace or pull the chain behind the gargoyle to reveal the door (there is a royal vampire armor near the shelf to the right). Inside the laboratory you will need to search for Valerica's journal which is located on the central bookcase to the right of where you entered. After Serana reads it, she will tell you to find certain ingredients which can be found in the laboratory. The Finely Ground Bone Meal is on the table by the entrance beneath the mammoth skull. The Soul Gem Shards are on the first wardrobe up the stairs that head to the left. The Purified Void Salts are on a shelf with other ingredients, near the farthest point of the raised area of the room, on the balcony above the entrance. All of these items are in silver bowls, which will not be added to your inventory when you pick them up. These are the items you must have; normal bonemeal, soul gem fragments, and void salts will not work. Find them and place them in the vessel in front of the portal (Serana will typically wait for you beside the vessel, making it easier to locate). Serana will then add her blood to the mixture and the Soul Cairn portal will start to open. If you are not a vampire and you attempt to enter the portal, it will leech some health, so return to Serana. Serana will tell you to enter the Soul Cairn you must be "dead". She will then give you a choice: Allow her to turn you into a Vampire Lord. Allow her to trap part of your soul in a soul gem, which will add the Weakened Soul effect, causing you to have 45 points less of health, stamina, and magicka and reducing their regeneration rates while in the Soul Cairn. This is the only way to enter the Soul Cairn without becoming a vampire. The effect is removed once you find the Soul Essence Gem. Choosing either will allow you to enter the Soul Cairn. Notes[edit] While this quest or the quest Beyond Death is active, you will be unable to dismiss Serana from your party. Though the option to part ways with her is present, no matter how many times you click on it you will remain a quest follower until this quest and the following quest are over. If you are on the Dawnguard side and are a werewolf, this can be extremely frustrating if you use Beast Form and have the Savage Feeding perk as Serana tends to raise corpses in battle, thus disallowing any feeding to extend bloodlust. For this reason, it is strongly advised not to use Beast Form at all. There is a small window of opportunity where you can feed on raised corpses after they die again but before they turn into a pile of ash. One tactic, therefore, is to kill any enemy Serana raises yourself before it dies due to the spell's effect ending, and to quickly try to feed on it before it turns to ash. It is not necessary to be a Vampire Lord to enter the Soul Cairn without needing to be soul trapped. Being a regular vampire works as well. If you side with the Dawnguard, you may choose to become a normal vampire for the duration of this and the next quest, then cure yourself after leaving the Soul Cairn. However, if you've entered the Soul Cairn for this quest as a vampire, you will have to be a vampire on subsequent trips. From the courtyard you have access by door to two more zones, the north and east towers. The east tower is empty with some minor loot (gems and coin), the north tower has a few skeletons and a gargoyle plus also some loot. Once the quest ends and you emerge from the portal, the fastest way to leave the castle is to exit through the door that leads to the "Castle Volkihar Balcony". This is an outside area that can be fast-traveled to and provides easy access to the Soul Cairn without having to traverse the castle ruins and the courtyard again. If you use this door before entering the Soul Cairn, Serana will stay in the study even if you fast travel, making an exception to the above rule about dismissing from party. There is a chest convenient to the door so that one can load up to maximum weight minus one, fast travel to merchants and repeat, as well as visit trainers, do other quests, etc. There is a small window of opportunity to acquire two followers here, Serana and one other. From the point where Serana is waiting for you to fill the vessel with the special ingredients, until you decide whether you want her to turn you into a Vampire Lord or capture your soul, you can leave via the balcony door. You now have the opportunity to leave the castle grounds and recruit another follower. Once you do and fast travel back to the castle balcony, Serana will automatically rejoin with you and your follower will not be dismissed. Your follower will not enter the Castle (neither will a dog companion). However, when you finish with the Soul Cairn and leave via the balcony again, your recruit will still be there waiting. Serana will continue traveling with you. If you take advantage of this one opportunity before completing "Stage 100" below, you can have two followers for the rest of the game. You will still be able to change the 'normal' follower, dismiss him or her and pick another instead, continuing to have two followers in the group, but you can't dismiss Serana. If you dismiss her this opportunity will be lost. You will lose the second slot on entering the Ancestor Glade for that quest, however there will be a second opportunity at the end of 'Touching the Sky' immediately after you kill the boss for that quest to fast travel elsewhere and return with a second follower - at which point you'll have a second slot for the rest of the game, although it's recommended not to dismiss them until you've killed Harkon at the end of Dawnguard and returned to normal game areas. Dismissing Serana at any time will always eliminate your second spot so don't do it, ever. Choosing to become a Vampire Lord and then returning to Fort Dawnguard will prompt Florentius, Sornie, or Gunmar to direct you to Falion, thus beginning the quest Rising at Dawn. Other Dawnguard members, including Isran, will regard you with caution and disgust. You will not be able to use the Dawnguard's services until you cure yourself. Bugs[edit] When asked to put the ingredients inside the vessel, they will be removed from your inventory, but the vessel will not be filled, and Serana will keep telling you to put the ingredients in, causing the quest to be unfinishable. ? It is possible to manually advance to the next stage of the quest by opening the console and typing setstage DLC1VQ04 75 . This can also be caused by multi-follower mods. Typing 'set playerfollowercount to 0' will let the quest continue normally. Once back out of the Soul Cairn set the value back to the number of followers you have. When asked to speak to Serana after putting the ingredients inside the vessel, speaking to Serana does not advance the quest. It is possible to manually advance to the next stage of the quest by opening the console and typing setstage DLC1VQ04 80. Dead Thralls cannot enter the Volkihar Courtyard. Entering the Courtyard can cause the thrall(s) to vanish from the game after returning from the Soul Cairn. Kill and leave the bodies of the thrall(s) in a safe place before entering the Courtyard. When Serana asks for the journal, it might not be removed from your inventory. It can be dropped or stored once you rescue her mother and return from the Soul Cairn. You may not be able to enter the Soul Cairn. Open the console and type set DLC1VQ04SoulTrapped to 1. Quest Stages[edit] Chasing Echoes (DLC1VQ04) Stage Finishes Quest Journal Entry 10 Dexion's inventory) Objective 54: Gather Finely Ground Bone Meal (if not in inventory) Objective 56: Gather Purified Void Salts (if not in inventory) Objective 57: Place the ingredients in the vessel 75 Objective 70: Speak to Serana 90 Serana and I are trying to locate her mother, Valerica who may have one of the Elder Scrolls. In Valerica's laboratory, we've recreated an experiment she performed and opened a portal to the Soul Cairn, a plane of Oblivion. Serana believes strongly that her mother is inside this strange place and has indicated we should step through. Objective 80: Enter the Soul Cairn 95 Objective 90: Speak to Serana 100 When attempting to step through the portal to the Soul Cairn, a hidden force that seems to be draining my life energy is preventing me from entering. I have two choices if I wish to enter the Soul Cairn. I can allow Serana to change me into a vampire, thereby "killing" me in effect. Alternatively, I can allow her to partially soul trap me which could potentially weaken me while I roam the Soul Cairn. Objective 100 or 110: Become a vampire or Become partially soul trapped 200 Finishes quest Serana and I have stepped from Valerica's laboratory on Tamriel to a plane of Oblivion known as the "Soul Cairn" in order to find her mother Valerica. Serana strongly believes if we can find her, she will be able to tell us the location of one of the Elder Scrolls we need to decipher the Tyranny of the Sun prophecy. Unknown Objective 120: Enter the Soul Cairn The following empty quest stages were omitted from the table: 0, 1, 25, 40, 45, 80, 110, 111, 112, 115. This Skyrim-related article is a stub. You can help by expanding it.





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