

Skyrim AI Follower Framework

Manual

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Intro

This is an evolution from our previous mod, [Herika - The ChatGPT Companion](#).

- Herika as a follower disappears (*still available as a standalone follower*).
- You can make **any NPC AI-driven** (but it's mainly intended for followers).
- **Support for all NPC's!** Highly recommended to install a mod that provides multiple follower functionality, such as [Nether's Follower Framework](#).
- Each AI NPC will have their own configuration file, so **each AI NPC can use a different LLM/AI**. (AI chatbot wars!)
- **AI NPC's will talk between themselves without player interaction.**
- **New JSON mode for LLM's:**
 - **Cons:** Fewer AI models will be supported. (*More info below*)
 - **Pros:** LLM/AI can now issue animations and facial expressions, action commands unified over all LLMs. It allows for very deep interactions with AI NPC's.
- New Linux Distribution Release (**DwemerDistro3**)
- In-game voice generation (XTTSv2)

- Low hardware requirement voice service (MeloTTS)
- Ability to summarize and explain any book in-game.
- **In-game Narrator.** Can be used with and without followers.
- **Dynamic Profiles** that automatically update to match recent interactions with the player.
- **More data is captured from the game and pushed to AI.** Allowing for more accurate responses from the AI.
- The Player can have a TTS voice.
- [Easy to use API to integrate other mods into the framework.](#)

DwemerDistro3 comes as a rather bare metal distribution. However, the following components can be easily installed (under Tools/Components):

- **XTTSv2 (TTS):** Based on XTTS API Server. Allows for ingame voice generation. CAP YOUR SKYRIM FRAMERATE to save precious VRAM so it runs faster!
- **MeloTTS (TTS):** Super small and easy to use TTS service that will run on a potato. Has all the vanilla Skyrim voices setup already.
- **MIMIC3 (TTS):** Alternate TTS service with a lot of custom voices available.
- **Whisper (STT):** Based on remote-faster-whisper and faster-whisper.
- **LLAMA.CPP-LLAVA (ITT):** An older version of Llama supporting LLAVA
- **minime-t5:** This is a small LLM (can be run using CPU) to help other LLM communication with AI-FF.
- ~~TEXT2VEC: A simpler replacement for ChromaDB for long term memories. This service will only do the embeddings. **Not currently in use.**~~

Note about LLM compatibility

We're using a new JSON mode to communicate with the LLM's. Not all LLM models support this mode.

OpenAI: *GPT-3.5*, *GPT-4*, and *GPT-4o* (including *mini*) can use this new mode.

OpenRouter: *Meta-llama/llama-3-70b-instruct* supports this mode and a few others. [Here is a table of other supported models.](#)

KoboldCPP: Tests were done using *openhermes-2.5-mistral-7b.Q8_0.gguf*

This new JSON mode allows us to have more control over 'mood', listener-follower identification, actions (new way of issuing commands) and animations. More LLM models supporting this mode will appear in the future with even better roleplay functionality.

Anyway, under "experimental" options, **you can still use old style connectors. Actions won't work!** Remember you can switch connectors on the fly. **We do not recommend old style connectors for most users.**

What AI services and programs are supported?

A LOT! Here is a list of what is currently supported and what we recommend:

TTS = Text-to-Speech (AI Voice)

STT = Speech-to-Text (How you speak to the AI with your voice)

LLM = Large Language Model (AI generation brain)

ITT = Image-to-Text (Soulgaze feature, view the game visually)

Online Services:

Each one will require creating an account and getting an API key.

NEVER SHARE YOUR API KEYS WITH ANYONE!

OpenRouter [[Billing Link](#)] (LLM) **Highly Recommended!** (Less moderated and has some very cheap AI models)

OpenAI [[Billing Link](#)] (STT, LLM, TTS, ITT) **Highly Recommended!** (Mainly for STT)

Azure (TTS, STT)

ElevenLabs (TTS)

Deepgram (TTS, STT)

Offline Services included in DwemerDistro:

MeloTTS (TTS) [Very little memory usage!] **Highly Recommended!** (Has all Skyrim voices.)

XTTSv2 Fast-API (TTS) [NVIDIA REQUIRED 2-4GB VRAM] **Highly Recommended!** (Allows for easy voice generation for any NPC!)

Local Whisper (STT) [NVIDIA REQUIRED 2-4GB VRAM]

Mimic3 (TTS) [Very little memory usage!]

Llama Llava (ITT) [NVIDIA REQUIRED 4GB VRAM] Not recommended unless you know what you are doing!

Minime-T5 (LLM Helper)

Offline Services installed separately:

KoboldCPP (LLM) [NVIDIA REQUIRED 4GB VRAM for a 7B model, 8GB for a 13B] Not recommended unless you know what you are doing!

XTTS Mantella (TTS) [NVIDIA REQUIRED 2-4GB VRAM]

xVASnyth (TTS) [1-2GB VRAM]

What we recommend

LLM = OpenRouter

TTS = MeloTTS or XTTSv2 Fast-API or xVASnyth

STT = Deepgram or OpenAI (Can skip if you are on a tight budget)

ITT = OpenRouter or None

High End PC's for running everything locally:

NOT ADVISED UNLESS YOU HAVE A SUPER COMPUTER AND KNOW WHAT YOU ARE DOING!

LLM = KoboldCPP

TTS = XTTSv2 Fast-API

STT = LocalWhisper

ITT = Llama Llava

Note about Skyrim Mod Compatibility and Recommendations

Recommended Mods:

[MinAI](#)

[Nether's Follower Framework](#)

[To Your Face](#)

Mods with compatibility issues:

Subtitles

Open Animation Replacer (Keep AI animations disabled to prevent this)

AI-FF Installation

The installation process will assume you are using [OpenRouter\(LLM\)](#) and [OpenAI\(STT\)](#).

You will need to put \$5 into both and generate an API key for both.

It is by far the easiest way to setup the mod for the first time!

You can use alternate AI services later once you get it working.

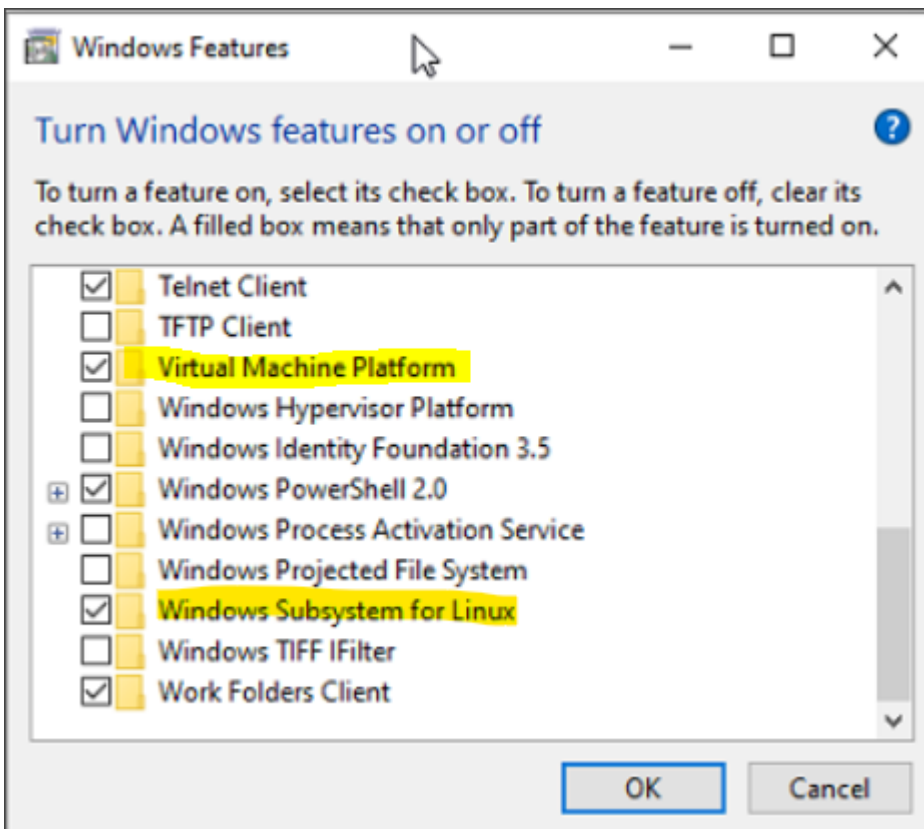
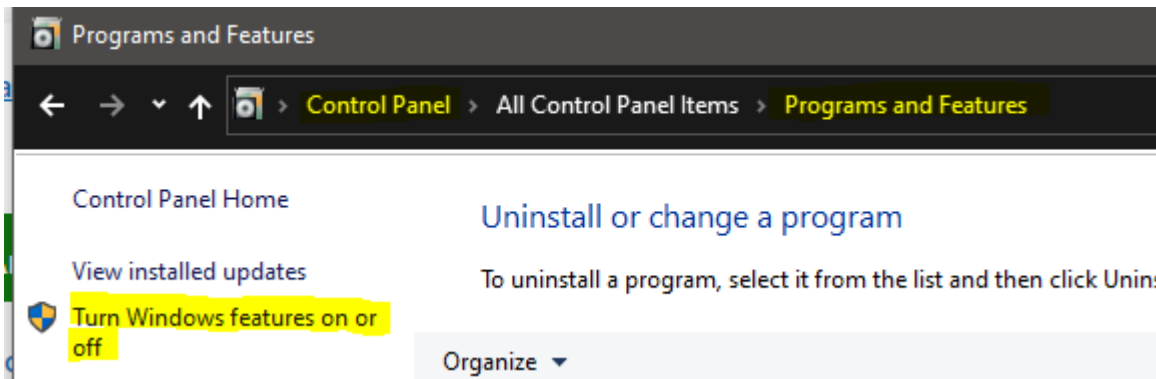
[If it's your first time setting up the mod just watch the installation video!](#)

[🔴 If you have issues with installation and need help, then join our Discord and ask for help in the "i-have-a-problem" channel!](#)

[Checkout the Articles section for more advanced user guides.](#)

Installing DwemerDistro3

- Download **1)DwemerDistro3** file in the [downloads page](#).
- Unzip it on your computer (somewhere you won't forget!)
- Ensure you have virtualization enabled in your PC BIOS menu ([Here is a good guide if you are having issues](#)).
- Ensure you have “Virtual Machine Platform” and “Windows Subsystem for Linux” enabled in “Turn windows features on or off”



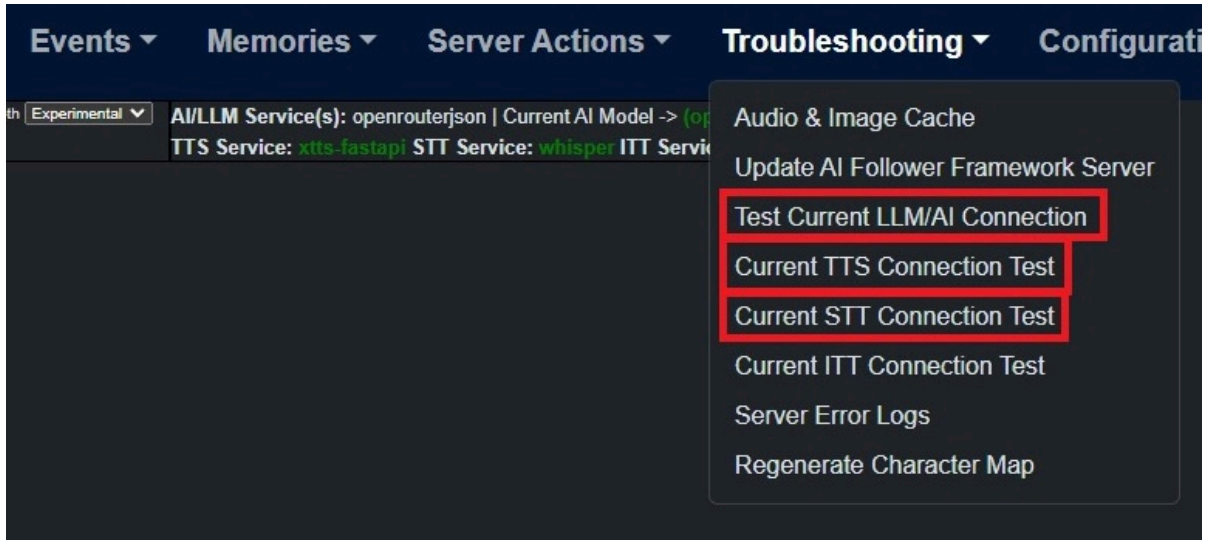
- In the DwemerDistro3 folder you unzipped run the "1) **INSTALL Distro.bat**" and go through the installation process
- **WE RECOMMEND TO CHOOSE YES(y) FOR MELOTTTS. IT IS THE EASIEST TTS SERVICE TO USE FOR THE MOD!**
- **Optional:** If you want to use other Distro services like XTTS, Minime-T5, Mimic3, etc. Install them under Tools\Components (Check the README for more info)
- Run the "**Start Server.bat**" to start the AI-FF server. (Make this a desktop shortcut for easier access)

Fill out the **QUICKSTART** menu:

(Can be found under the Configuration tab)

- Enter your **Character name**

- Paste in your **API keys**
- Choose **TTS** (Once again we **HIGHLY RECOMMEND** you install and use MeloTTS to begin with)
- **Download the AI Agent.ini** (needed for later)
- Click **Save**
- Under Troubleshooting in the web interface, run these connection tests to verify you have setup everything properly.



- If all the tests pass, then you are good to now install the Skyrim mod!
- Also checkout the **AI-FF 101 Quick Guide** under **Please Read!** for more information on how the mod works!

Skyrim Mod Setup

DOWNLOAD AND INSTALL THESE REQUIRED MODS!

[Address Library for SKSE Plugins](#) | (For VR Users)

[ConsoleUtilSSE NG](#)

[PapyrusUtil SE - Modders Scripting Utility Functions](#)

[powerofthree's Papyrus Extender](#)

[SkyUI](#)

[UIExtensions](#)

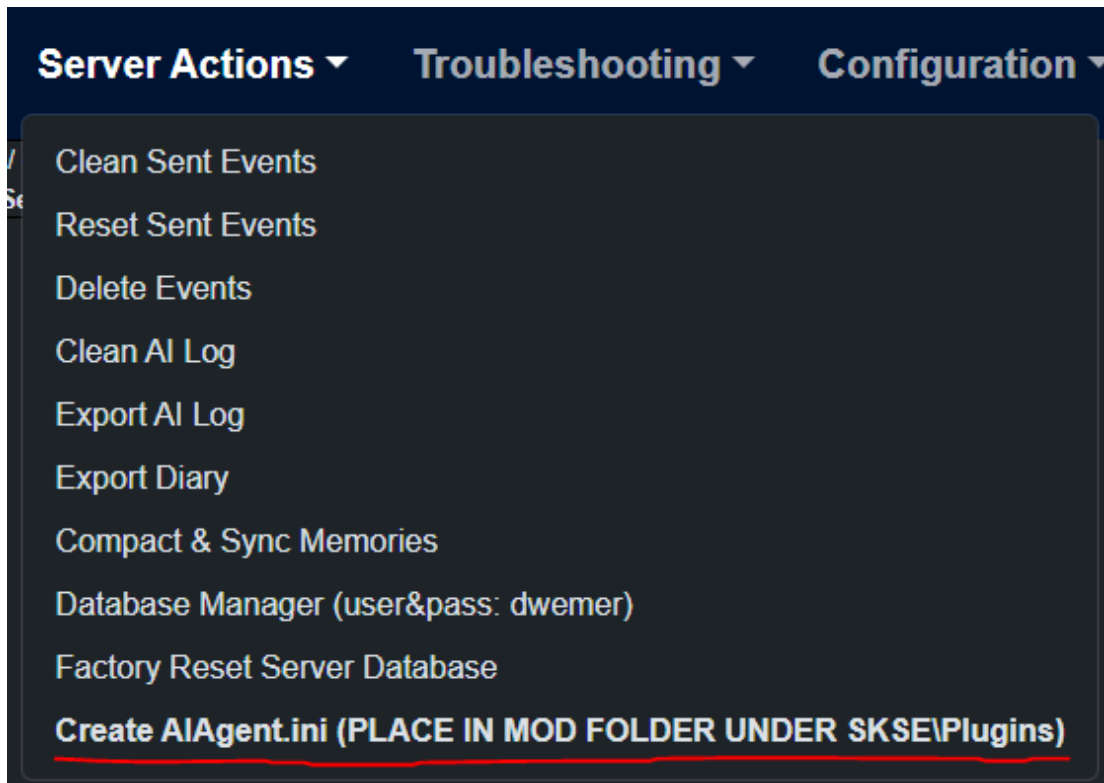
Also download the latest C++ package.

[Microsoft Visual C++ Redistributable Version](#)

- Download the **2)AI Agent** file in the [downloads page](#).
- Install it with your mod manager of choice

IF YOU FORGOT TO DOWNLOAD AIAGENT.INI

- In the AI Follower Framework web page click Server Actions - Create AI Agent.ini and download the file.



- Place it in the AIAgent mod folder you just installed under SKSE - Plugins.

Skyrim Mods > Mods > AIAgent > SKSE > Plugins

Name	Date modified	Type	Size
AIAgent.dll	28-Aug-24 1:00 AM	Application exten...	1,137 KB
<u>AIAgent.ini</u>	28-Aug-24 9:36 AM	Configuration sett...	1 KB

In-game Setup

- Ensure that DwemerDistro is running and start Skyrim.
- Once in game (no newgame required) open **MCM** and open **AIAgent**.
- Setup your hotkeys and settings as needed.
- Test that the mod works by using one of the communication hotkeys and saying "Hey Narrator!" to see if you get a response.
- If that works, go up to any NPC and click the "Activate AI" hotkey and wait for their initial "AI awaken" response.

🎉 Well done, you have the mod installed! 🎉

Rechat (AI NPC Group Interaction Dynamics)

- 1. Conversation Initiation:**
 - When you talk to an AI NPC and they respond, there is a chance that another AI NPC will join the conversation.
- 2. Directed Conversations:**
 - If you initiate a conversation while pointing to a specific AI NPC, that AI NPC will be the first one to respond.
- 3. Proximity-Based Conversations:**
 - If you talk without pointing to any AI NPC, the nearest AI NPC will respond.
- 4. Hey Follower activation:**
 - You can talk to any specific AI NPC by starting your chat with “*Hey <AI NPC name>*”

By understanding these interaction dynamics, you can better manage conversations with your AI NPC's, whether targeting specific individuals or allowing for more organic, group interactions.

Note: AI speech can collide with Skyrim's standard dialogue system. To avoid this, AI-FF disables the voicetype from NPCs when talking (AI speech), and will be restored 5 seconds after the last sentence was spoken. So, when the NPC speaks, regular dialogue will be disabled, and will be restored after 5 seconds. Sometimes, this “reset” can fail if you leave a cell with *non-resetted* NPC. Just talk to them again using AI-FF and wait to reset after NPC answers.

This issue can also stop scenes if AI speech is mixed with standard dialogue during quests. Just activate the NPC (talk with NPC again, standard dialogue, after that 5 seconds) to reactivate. *You can test this with Heimskr at Whiterun and see how it works!*

MeloTTS

MeloTTS is one of our recommended TTS services for you to use. It is free, runs locally, and with a low hardware requirement. Currently we have all the default approved [Skyrim Voices](#) trained using it. The quality is not as good compared to XTTS, but it will allow all players to have easy access to a comprehensive TTS service. There is no current way to easily train more voices using the Distro.

It is rather easy to set up. It can be installed using the main installation script or as an optional component folder in the Distro. You can run it on CPU (required usage for AMD users), or GPU (which is faster). After that just select it as the TTS service in the default profile, and speak to any vanilla NPC. They will automatically be allocated with an appropriate voice whenever they are activated.

More info on MeloTTS can be found here: <https://github.com/myshell-ai/MeloTTS>

XTTS In-game Voice Generation

- XTTS provided in the DwemerDistro comes with no AI voice files. (Well, just one for the narrator...)
- Instead, when using XTTS, the NPC's AI voice will be generated automatically ingame!
- To generate a voice for an NPC, interact with the NPC (get them to say a few lines of regular dialogue) in the game before using the “*Activate AI*” MCM key.
- The plugin will search for compatible audio files within the Skyrim data folder.
- These audio files will be sent to the XTTS server in the DwemerDistro for generation.
- A generated voice ID will be created using the NPC’s name, with spaces replaced by underscores and converted to lowercase (e.g., "John Smith" becomes "john_smith").
- This voice ID is attached to the NPC’s profile in the configuration wizard.
- **Ensure to engage in conversation with the NPC before activating them.** Longer sentences spoken by the NPC will help achieve more accurate voice generation.

By configuring the default profile to use XTTS, you can ensure new followers have the correct settings and matching voices, enhancing the overall experience. You can still override voices manually, the automatic in-game generation won’t overwrite voices.

There is currently no way to easily delete voices in the interface. We are looking to fix that.

You can also manually upload .wav files for generation under **Configuration - XTTS Distro Management**.

Regarding AI Voices

Any voices you see from videos of people who do not wish to be generated are done by users without our permission.

WE CAN NOT CONTROL THIS!

WE DO NOT CONDONE THE USE OF THE TOOLS PROVIDED TO GENERATE AI VOICES OF THOSE WHO DO NOT WISH TO BE AI GENERATED.

We will not now or in the future provide training data or voice files for anyone who does not wish to be generated within our mod files.

Diary and Memories

Each AI NPC will have their own diary. Using the MCM hotkey “*Write into diary*” will trigger the command for all AI NPC’s within the area to write to their diary. Pressing the key while looking at one AI NPC, will only trigger the command to that AI NPC.

1. Activating Memories:

- To trigger a search, start a question with, "Do you remember...?". This will be managed by a custom t5-flan model. If not using the minime-t5 model, each request will trigger a memory if relevant keywords are found.

2. Shared Memories:

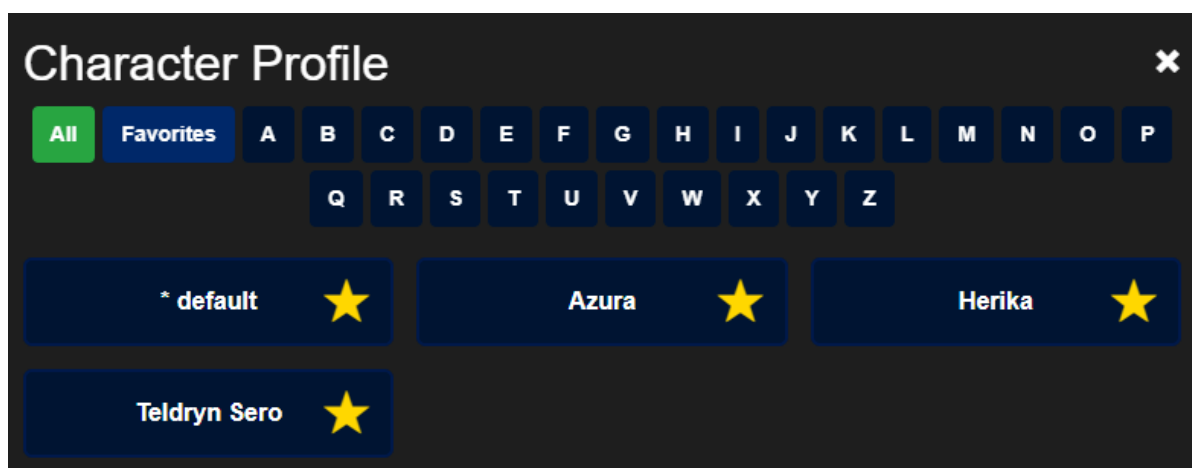
- Memories are shared among all AI NPC’s.
- Each memory includes information about which AI NPC’s were present when the memory was created.
- **An NPC may not recall a specific topic if they were not present during the event when the memory was created.**

Memory triggering is semantic if using minime-t5. Using sentences like *I forgot the secret code, can you remind me? Do you remember...? I remember when...* should trigger a memory search. Only those AI NPC’s who were present during the event can recall the specific details. AI NPC’s should “search” both into memories and **diaries**.

If not using minime-t5, memories will trigger on every user input.

AI NPC Profile Management

Every AI NPC that has been activated in the framework will have their own profile in the **Configuration Wizard**..



You can favorite profiles for AI NPC’s you interact with a lot.

The **default** profile is very important as this is the “**Narrator**” profile and the **baseline for all other profiles**. Also when a new NPC is added **for the first time** the **AI/LLM** and **TTS**

settings (with different voiceid's set for each character) will be copied and set into their profile.

Example: I have OpenRouter and XTTS set in my default profile, I make Heimskir an AI NPC for the first time, he will use OpenRouter and XTTS for his AI dialogue.

Certain settings such as **STT, Player TTS Voice, minime-t5, etc** can only be configured in the default profile. These are “global” settings.

When a new character profile is created, the Dwemer Database is checked to see if they have a character biography. If it is there it will be copied into their profile, if not it will just be a simple one line entry. You can pre upload custom or overwrite existing character profiles using the **NPC Biography Upload** page.

Right now when a character profile is created and you change the “default” profile to use a different service, you will need to use the **“Copy to All Profiles”** button to apply the changes to all other profiles.

Example: I have XTTS set in my “default” profile. I activate Lydia for the first time as an AI NPC and she is using XTTS to speak. I then change the default profile to use MeloTTS. I then activate Belethor for the first time and he is using MeloTTS to speak. If I want Lydia to use MeloTTS I can go to the “default” profile and use the “Copy to All Profiles” button to set her to MeloTTS.

The reason we have this detailed profile management is to empower you to finetune **EACH AI NPC** to your specific liking. You can have one AI NPC use llama3 LLM and another using gpt-4omini LLM and see how they interact with each other like a “chatbot war”. We encourage you to experiment with all the settings present

NPC Biographies

When an NPC is AI activated it will be given an appropriate character biography to help them roleplay. These biographies are saved in our PSQL database under the *npc_templates* table. This table will only hold biography information for vanilla Skyrim NPCs.

You can easily upload your own biographies for custom characters from mods using the **Upload NPC Biography** page in the AI-FF server. These templates will be saved in the *npc_templates_custom* table. This table will overwrite any character entries from the *npc_templates* table.

When you activate a character ingame their biography can be edited in the Configuration Wizard under their profile. If you already imported a character and want them to use a new biography from the database, you can delete their profile and reactivate them. Or just copy/paste the biography into their existing character profile.

We provide support for custom followers from mod authors who give us explicit permission to officially integrate their character within our AI framework. **If you are a mod author and want your follower officially integrated**, then follow this guide:

<https://www.nexusmods.com/skyrimspecialedition/articles/7547>

The Narrator

The Narrator has actually been around since the Herika mod! But now he can talk directly to the player. You can do a playthrough just using Narrator if you want. The Narrator character can be customized in the *default* profile.

AI NPC's will see the narrator's speech, but they will tend to ignore his speech and won't talk to the Narrator. This is not a hard constraint.

Narrator's name cannot be changed, but you can specify in the character profile (HERIKA_PERS) to refer to himself using another name (ex. "The Voice")

The narrator can be very useful for lore information (specially if using a GPT model), what to do on your current quest, summarizing contents of books, and summarizing long conversation dialogues!

Example: *Go through the entire dialogue tree of Arngeir the Greybeard and skip through it quickly. Then say "Hey Narrator, summarize what he just said". You should get a short and sweet response of the entire lore about the Dragonborn.*

Minime-t5

Minime-t5 is a small model currently using the [T5-Flan](#) model from Google. It is fast and has low memory usage. It can be run on a CPU and requires about 400 MB of RAM or 400 MB of VRAM when using CUDA.

We're using Minime-t5 for the following tasks:

1. **Action Triggering:** Every user input is sent to the model, which determines if an action is needed. If so, it will add a recommendation to the prompt sent to the AI/LLM. This can be especially useful with less sophisticated LLMs/AIs.
2. **Memory Offering:** Not every user input needs to trigger a memory, so we use this model to decide whether a memory should be triggered.
3. **Raw Summarization of Goals:** For instance, if you state, "Our new goal is to retrieve all words of power," Minime-t5 should add this to the current mission table so that AI NPC's are aware.

It will likely be used for more things in the future, and we will probably end up doing a fine-tuning of the model to assist with tasks. **We recommend you use it if you can.**

Dynamic Profiles

The idea behind dynamic profiles is to have the AI continuously update an NPC (preferably a follower) profile over the course of the game. Currently, the profile updates are based on the existing profile, taking into account the latest world interactions, player dialogues, and interactions with other AI NPC's. Therefore, if the profile is updated after a conversation, it should reflect the changes in the AI NPC's personality that the conversation has triggered.

It is possible to use this approach to configure the personality of the characters. First, you add a character to the framework using the standard procedure, leaving the field that defines the personality traits blank. Next, you initiate a conversation with the added AI NPC. During this conversation, you can use your manipulation skills to influence the character's development.

For example, you can make assertive statements like, 'I heard you're a champion with famous combat skills, an honorable past, and a love for partying.' These kinds of statements will prompt the AI to assume this role in the conversation. By following this method, you can fully define a character just by talking to them. After finishing the conversation, the profile would automatically update through the framework within the game, and the AI NPC's personality should be reflected accordingly.

Another approach is to look for AI NPC's who already have defined dialogue. For example, there are many that have brief dialogue sections, often found in other mods, and some follower-specific mods even include quests. If you are using a follower that has its own dialogue and quests, it is recommended to go through those dialogue trees before AI activating them. *By using the dialogue that comes with the follower before adding them to the framework, you can utilize that data to help define their personality.*

For example, if you download the dialogue expansion mod for Brelyinna, she will be able to talk to you about her origins. The mod's author has defined where she is from, and she'll share a small biography about the character using the standard dialogue system. If you talk to her about these things using the standard dialogue and then you add her to the framework using dynamic profiles, this information will be used to create her profile. Therefore, followers created by mod author's who come with predefined dialogue will have that dialogue respected when creating the character using dynamic profiles.

Long-Term Memories

The long-term memory system has changed significantly; for now, **text2vec is not being used**. Since the database has been migrated to PostgreSQL, both vector search and full-text

search have been unified into a single structure, so tech like ChromaDB is no longer necessary. **We continue to include text2vec in the distribution in case it is needed in the future.** For now, we are limiting memory to use of PostgreSQL native vectors and the full-text search functionality.

For users, this just means not to install the text2vec component currently.

Generally speaking, the system continues to function as before, with the exception that only memories for AI NPC's will be stored. These memories will only be available to the AI NPC's who were present when the memory was created. So. you can now have "secrets" with certain AI NPC's.

Log File Locations

AIAgent.log = C:\Users\YOURUSER\Documents\My Games\Skyrim Special Edition\SKSE
or

C:\Users\YOURUSER\Documents\My Games\Skyrim.INI\SKSE

AI-FF Server logs = **Troubleshooting - Server Error Logs** or
\\wsl.localhost\DwemerAI4Skyrim3\var\log\apache2

AI-FF Server Files = \\wsl.localhost\DwemerAI4Skyrim3\var\www\html\HerikaServer

Dwemer XTTS Logs = In the DwemerAI4Skyrim3 folder under **Tools/Logs/zlog_xttsv2.bat**

Papyrus Logs (for MinAI) = C:\Users\YOURUSER\Documents\My Games\Skyrim Special Edition\Logs/Script/Papyrus.0.log

Integrated Mods

- **MinAI** (*Credit @Min*): <https://github.com/MinLL/MinAI/releases>

Advanced Installation/Configuration Guides

- [Installing DwemerDistro on Linux](#)
- [How to edit NPC's Diaries - Memories - Events](#)
- [Backup and Restore Profiles for Different Playthroughs](#)

MeloTTS VoiceID's

- femaleargonian
- femalechild
- femalecommander
- femalecommoner
- femalecondescending
- femalecoward
- femaledarkelf
- femaleelfhaughty
- femaleeventoned
- femalekhajit
- femaleneivavoice
- femalenord
- femaleoldgrumpy
- femaleoldkindly
- femaleorc
- femaleshrill
- femalesultry
- femaleuniqueastrid
- femaleuniqueazura
- femaleuniqueboethiah
- femaleuniquedelphine
- femaleuniqueelenwen
- femaleuniqueghost
- femaleuniquekarliah
- femaleuniquemaven
- femaleuniquemephala
- femaleuniquemeridia
- femaleuniquemirabelleervine
- femaleuniquenamira
- femaleuniquenightmother
- femaleuniquenocturnal
- femaleuniquevaermina
- femaleuniquevex
- femaleyoungeager
- maleargonian
- malebandit
- malebrute
- malechild
- malecommander
- malecommoner
- malecommoneraccented
- malecondescending
- malecoward
- maledarkelf
- maledrunk
- maleelfhaughty

- maleeventoned
- maleeventonedaccented
- maleforsworn
- maleguard
- malekhajiit
- malenord
- malenordcommander
- maleoldgrumpy
- maleoldkindly
- maleorc
- maleslycynical
- malesoldier
- maleuniqueamaundmotierre
- maleuniqueancano
- maleuniquearngeir
- maleuniqueaventusaretino
- maleuniquebrynjolf
- maleuniquecicero
- maleuniqueclavicusvile
- maleuniquedblackdoor
- maleuniquedbgardian
- maleuniquepbspectrallachance
- maleuniquedelvinmallory
- maleuniqueemperor
- maleuniqueesbern
- maleuniquegallus
- maleuniquegalmar
- maleuniqueghost
- maleuniqueghostsvaknir
- maleuniquehadvar
- maleuniquehermaeusmora
- maleuniquehircine
- maleuniquekodlakwhitemane
- maleuniquemalacath
- maleuniquemehrunesdagon
- maleuniquemercerfrey
- maleuniquemgaugur
- maleuniquemolagbal
- maleuniquenazir
- maleuniqueperyte
- maleuniqueseptimus
- maleuniquesheogorath
- maleuniquetullius
- maleuniqueulfric
- malewarlock
- maleyoungeager
- specialfemaleuniquegormlaith
- specialmaleuniquefelldir

- specialmaleuniquehakon
- specialmaleuniqueetsun
- dlc1femaleuniquefura
- dlc1femaleuniquevalerica
- dlc1femalevampire
- dlc1ld_femalenorduniquekatria
- dlc1maleuniquedexion
- dlc1maleuniqueflorentius
- dlc1maleuniquegaran
- dlc1maleuniquegelebor
- dlc1maleuniquegunmar
- dlc1maleuniqueharkon
- dlc1maleuniqueisran
- dlc1maleuniquejiub
- dlc1maleuniquesnowelfghost
- dlc1maleuniquevyrthur
- dlc1malevampire
- dlc1seranavoice
- dlc2crgiantvoicekarstaag
- dlc2femaledarkelfcommoner
- dlc2femaleuniquefrea
- dlc2maledarkelfcommoner
- dlc2maledarkelfcynical
- dlc2maleuniqueadril
- dlc2maleuniqueelleril
- dlc2maleuniquemiraak
- dlc2maleuniquemodyn
- dlc2maleuniqueneloth
- dlc2maleuniquestorn