

# Kaidan – Immersive Features NPC Guide

## Quick Explanation

### Types of NPC Conversations

There are two types of NPC conversations. Static conversations that take place in a specific location or travelling conversations with followers. The travelling conversations all conditionally rotate. What this means is that if you bring a supported follower along and there is a conversation that references a romantic relationship with Kaidan but you're not in one, that conversation will be skipped until you are in a relationship.

### Amulet VS Early Flirting

Kaidan has mentioned the Amulet of Mara VS Early Flirt Switch from EE – these are interchangeable. For the purposes of this guide I'll be referring to the amulet but if you have the early flirt switch enabled those conversations will play even if you haven't yet worn the amulet.

RR = Romance requirement

QR = Quest requirement

### Switches (in either MCM or toggled via the Kaidan Options spell)

**Early Flirting** (Extended Edition) – this can be used in place of any mentions of the amulet

**Angst Switch** – NPCs will make random thirsty comments to Kaidan. He may or may not respond depending on your relationship with him (he definitely does not respond after you have spent the night together)

**Spice Switch** – We've locked any jealousy, possessiveness and also NPCs flirting with the DB behind this switch

**Ashes Switch** – This will extend Kaidan's Daedric quest Blood and Fire. Trigger warning for Kaidan yelling at the player, mentions of Kaidan's past (including his relationships).

### Timing/Cooloffs

Most NPC conversations are on a cooloff. What this means is that if you just heard one, there will be a wait before you will hear another one. In Jorrvaskr and Thieves Guild, these are mostly 6 hour timers. With Ulfric and Erik, they are mostly 24 hour timers.

## Companions

The Fratpack! The Wolf Twins and Aela have conversations for both in Jorrvaskr and travelling convos. The Jorrvaskr conversations do follow the Kaidan romance arc after the first several scenes. Here's some key points where you'll need to complete something in order to progress.

*Vilkas: Is there anything a big, strong man can do for you this fine day?*

QR: Complete Proving Honor to hear the next conversation.

*Kaidan: Ah, here's one of the pups! Is it the grumpy one or the grumpy one?*

RR: You will need to wear the amulet to hear the next conversation.

*Kaidan: Oi Vilkas! Remember I said I was getting reformed?*

QR: Complete The Silver Hand to hear the next conversation.

*Vilkas: Ysolda. That definitely explains the flowers.*

RR: You will need to have heard Kaidan's love declaration to hear the next conversation.

*Farkas: Sorry about your face, Kaidan.*

QR: Complete Purity of Revenge to hear the next conversation.

## Erik

Kaidan's conversations with Erik do not have a romance requirement however I do generally recommend getting Kaidan before turning Erik into a follower. You can do it the other way around but you will miss out on some content. Erik and Mralki both have quite a few player conversations so make sure to click on them to see if they have anything to say.

*Player: Erik, I was wondering... if I could speak to you a moment?*

QR: Must **not** have completed Erik's quest to hear the next conversation.

*Player: Goats and chicken racing?*

QR: Must have completed Erik's quest to hear the next conversation.

## Brynjolf

Our favorite thief has a romantic rivalry with Kaidan. You need to begin this quest before Kaidan has declared his undying love. As there are quite a few scenes in this arc with some elements of jealousy, sexual undertones etc, you will need to turn on the Spice Switch in the MCM to hear these conversations.

Note: There are quite a few conversations between Brynjolf and members of the Thieves Guild (Mercer, Vex, Delvin, Dirge). When you return to the Cistern/Ragged Flagon to hand in a quest, I highly recommend hanging around there for a while to see if one of those conversations plays.

The Brynjolf arc also consists of several conversations with the player so click on Brynjolf occasionally to see if he has anything to say. I also recommend not rushing through the TG quests as Brynjolf and Mercer have quite a few conversations before Mercer is no longer in TG. There are failsafes in place to continue the story arc if you do rush through however.

*Dirge: Saw the new recruit...*

QR: Complete Taking Care of Business to hear the next conversation. Then once you have been inducted into Thieves Guild there will be a Bryn-Mercer convo and then Brynjolf will force greet the player.

*Mercer: Brynjolf, I don't appreciate you going behind my back when I give out a job.*

RR: You will need to wear the amulet to hear the next conversation.

*Brynjolf: Mercer. We need to talk. Now.*

RR: The next conversation needs to happen **before** Kaidan's love declaration.

*Brynjolf: Mercer, you bastard!*

RR: Need to have been given the talisman from Kaidan to progress after this conversation.

*Vex: Brynjolf. What were you thinking?*

QR: Begin The Pursuit to hear the next conversation.

*Kaidan: Brynjolf. Once again...*

QR: Complete Darkness Returns to hear the next conversation.

*Brynjolf: I want you to know something lass/lad.*

RR: Need to have heard Kaidan's love declaration to hear the next conversation.

## Ulfric

The Ulfric spice is absolutely reliant upon turning on the Spice Switch as there are quite a few confrontations that are... confrontational. Most of the Ulfric conversations are tied directly into the CW quest stages so I won't bother mentioning those, usually after Ulfric gives you a CW quest he will also have something to say to the DB/Kaidan. If he does not, try clicking on him.

*Kaidan: Really? An ice wraith?*

RR: You will need to wear the amulet to hear the next conversation. After beginning Liberation of Skyrim there are 7 radiant conversations with Ulfric when returning to Palace of Kings however once Kaidan has declared his love, these will cease and the quest will progress.

Other NPCs that Kaidan or the DB can interact with. Entries highlighted have convos before and after beginning the romance (usually once you've had the first night (K04 35+) is a good point to go back and see if there are subsequent convos).

<i>Abelone</i>	<i>Fruki</i>	<i>Njada Stonearm</i>
<i>Adrienne Avenicci</i>	<i>Galmar Stone-Fist (Spice Switch)</i>	<i>Olava the Feeble (Ashes Switch)</i>
<i>Aela The Huntress (static &amp; travelling)</i>	<i>Grelka (Angst Switch)</i>	<i>Paarthurnax</i>
<i>Aerin</i>	<i>Grelod the Kind</i>	<i>Phinis Gestor</i>
<i>Aia Arria (Angst Switch)</i>	<i>Haelga (Angst Switch)</i>	<i>Rolff</i>
<i>Alesan</i>	<i>Haran</i>	<i>Rune</i>
<i>Alva (Angst Switch)</i>	<i>Helgi</i>	<i>Runil</i>
<i>Ancano (Spice Switch)</i>	<i>Hilde (Ashes Switch)</i>	<i>Rustleif</i>
<i>Anise (Ashes Switch)</i>	<i>Hogni Red-Arm</i>	<i>Saadia (Angst Switch)</i>
<i>Arngeir</i>	<i>Horik</i>	<i>Scouts Many Marshes</i>
<i>Ataf (Angst Switch)</i>	<i>Idgrod Ravenscrae (Ashes Switch)</i>	<i>Senna (Angst Switch)</i>
<i>Aventus Aretino</i>	<i>Irgnir</i>	<i>Shadr</i>
<i>Balgruuf The Greater</i>	<i>J'Zargo</i>	<i>Sibbi Black-Briar (Spice Switch)</i>
<i>Beitild</i>	<i>Jonna</i>	<i>Siddgeir</i>
<i>Belethor</i>	<i>Joric</i>	<i>Silus Vesuius</i>
<i>Braith</i>	<i>Jorn (Spice Switch)</i>	<i>Sofie</i>
<i>Brill</i>	<i>Jouane</i>	<i>Solaf</i>
<i>Brina Merilis</i>	<i>Karita (Angst Switch)</i>	<i>Sorex Vinius (Angst Switch)</i>
<i>Brynjolf (Spice Switch)</i>	<i>Kharjo</i>	<i>Svana (Angst Switch)</i>
<i>Calcemo</i>	<i>Kodlak Whitemane</i>	<i>Svari</i>
<i>Camilla Valerius (Angst Switch)</i>	<i>Lami</i>	<i>Sven (static &amp; travelling)</i>
<i>Captain Aldis</i>	<i>Lemkil</i>	<i>Sybille Stentor (Ashes Switch)</i>
<i>Cicero</i>	<i>Lucan Valerius (Angst Switch)</i>	<i>Taarie (Spice Switch)</i>
<i>Colette Marence</i>	<i>Lydia (static &amp; travelling)</i>	<i>Temba Wide-Arm</i>
<i>Dagur</i>	<i>Lynly</i>	<i>Thoring</i>
<i>Delphine</i>	<i>Mercurio (Angst Switch)</i>	<i>Ulfberth War-Bear</i>
<i>Delvin Mallory (Spice Switch)</i>	<i>Maul</i>	<i>Ulfric Stormcloak (Spice Switch)</i>
<i>Eorland Greymane</i>	<i>Maven Black-Briar</i>	<i>Urag gro-Shub</i>
<i>Erik (static &amp; travelling)</i>	<i>Mercer Frey (Spice Switch)</i>	<i>Vex (Spice Switch)</i>
<i>Faendal (static &amp; travelling)</i>	<i>Mikael (Spice Switch)</i>	<i>Viarmo</i>
<i>Falk Firebeard</i>	<i>Mirabelle Ervine</i>	<i>Vilkas (static &amp; travelling)</i>
<i>Faralda</i>	<i>Mjoll the Lioness (static &amp; travelling)</i>	<i>Vivienne Otis (Angst Switch)</i>
<i>Farengar Secret-Fire</i>	<i>Mralki</i>	<i>Wilhelm</i>
<i>Farkas (static &amp; travelling)</i>	<i>Narri (Angst Switch)</i>	<i>Ysolda</i>
<i>Frida</i>	<i>Nazeem</i>	<i>Zaria</i>
<i>Frodo</i>	<i>Nirya (Angst Switch)</i>	