

# Scouting – a guide

## BASICS

- ◆ Kaidan is happy to scout ahead for danger for you at the early friendship level of 10.
- ◆ When it's available, it's through dialogue in the "Can I ask you something" topic.
- ◆ Kaidan can take other companion followers with him! Farkas, Vilkas, both the wolftwins or Aela. Erik would like to go, but Kaidan wants to keep him safe so he will always stay back with you. They must actually be followers, not just accompanying you on a quest assigned by the game.
- ◆ There are custom idles and conversations during scouting, having the aforementioned companions with you is recommended.
- ◆ Scouting is mostly available in dungeons, bandit caves and crypts, but there are some overworld locations like bandit camps. There are certain dungeons he will not offer the option to scout in, like Honningbrew tunnels and Forgotten Vale.
- ◆ While scouting, you will get game notifications for when he has detected an enemy, when he has gotten stuck scouting and is returning, and when the area is safe.
- ◆ Scouting will continue as long as there are enemies nearby, your health is more than 50%, his health is more than 25%, and he's within his scouting radius (approx 15k meters from the player).
- ◆ If any of those conditions end, or if you go through a loading screen (door to a new area, fast travel, etc) Kaidan (and whomever is accompanying him) will stop scouting.
- ◆ After he has dispatched all the enemies he senses, he will return to you and let you know it's clear. You can either ask him to stay on alert for new enemies (scan the area but keep following you), or let him stop.

## QUIRKS

- The algorithm Skyrim uses for the closest enemy can be buggy, especially in twisty dungeons with lots of levels. Additionally, enemies like hidden spiders in the ceiling, falmer in hives, and draugr slumbering inside sealed sarcophagi might be ignored by him or cause him to stop in his tracks since he's unable to reach them. This may result in him trying to get to an enemy that is behind a wall or unopenable door. Some places have imperfect navmesh which will also cause him to get stuck. You can either ask him to stop scouting or he will stop on his own after he is stuck there for a short time (approx 2 minutes) and you are not nearby.
- Scouting involves a lot of very complex mechanics and condition checks, so healing Kaidan while he is in combat may take him out of a combat state. Your healing touch *\*is\** that distracting, after all. But as a bonus, he will no longer decapitate you.

## NOTES:

- ➔ Scouting ahead will not necessarily trigger traps.. so be careful going through and looting all the bodies afterwards.
- ➔ Sometimes the quest which controls scouting can glitch, like most things in Skyrim. To reset the scouting on PC, open your console and type the following, hitting <enter> after each line:

```
stopquest kaifollowradius  
startquest kaifollowradius  
resetquest kaifollowradius
```