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in: Skyrim: Quests, Skyrim: Daedric Quests, Skyrim: Falkreath Quests 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. In-video statements and videos may be inaccurate, outdated, incomplete, or otherwise misleading to viewers. The Shrine of Klavicusvile in ShamerHamar. Near falcrethehammar rueful shame orMasque axe of Clavicus Vile I and my master had a bit of a fall-out. We got into the discussion, and he preferred... Hot. He fired me until I could find someone who could resolve our dispute that's where you come in. Barbas[sr] A Daedra's Best Friend is a quest available in The Elder Scrolls V: Skyrim which the Dragonborn must assist Barbas, the hound of Clavicus Vile in returning to his master's shrine in Haemar's Shame. Background[edit | edit source] I ran into a talking dog named Barbas who had a falling out with his master and wanted my help. He's out shaming Hamar waiting for targets[Editing Source] Conversation with Barbas Traveling with Barbas to The Clavicus Shrine Scoundrel Joining Barbas Outside Shame Haemar Recovers Rueful Axe with Barbas Back to The Shrine of Clavicus Scoundrel with Barbas and Rue Axe Rueful giving Rueful axe to Klavicus scoundrel or killing Barbas with Rueful axe speak to Clavicus Vile Walkthrough[Editing Source] The effort can be achieved when Dragonborn reaches level 10. A guard or Luke himself (whether or not some light theft attempt ends) will say he was looking for a dog and observed one near falcreth entrance. Luke can be persuaded for half a payment (25 can be received) or the task can be obtained. Barpas can be found west of Falcreth along the road beyond fork where he approached dragonbourne. They can return to Luke when Barpas is found, hand in effort and then return to Barpas where he is waiting. Barpas will also warn Dragonburn that it did not make any deals with Klavicusvile. Barpas will lead Dragonbourne to The Shame of TheHamar, in which Dragonburn and Barpas will fight vampires and their terals depending on the current level. SharmHamar is located directly between lvarsted and Fort Neuigrad. There are a few enchanted leveling cases, a confidential enchanter and an alchemy lab. The Shrine of Klavicus Vile is located deeper in the cave, protected by four to five vampires. Activate the Klavicusvile statue and he will ask what he can do for Dragonborn. The Bourne Dragons will be tasked with retrieving Rufol's axe from Rimrok Boro. Barpas can be kept as a follower or told to stay. Behind the statue in the upper chest corridor with some leveling items and a chain that opens a barrier tunnel leading to Skyrim. If asked, Barpas could provide a date for Ruffov's axe and say, One The little witch searches, Sebastian Loret, had a daughter who worshipped Hirsin. When she became a werewolf girl, she drove Sebastian over the edge, she couldn't stand to see her little girl take such a fine form, the witch dreamed of being able to end her daughter's curse. Rimruk Boro is a small cave in the far northwest of Skye Riem. At the end of a short tunnel, there will be a flame atattach and Sebastian Loret, a Meij Burton. He may summon a frozen Atronach, lying his axe on a long table in front of the Arcane enchanter. Behind them is a room with a chest containing leveling loot. The Dragonbourne must now return to Clausville, given a choice to either kill Barpas and hold the Roefol axe or go over the barpas and receive the scoundrel's grace, the Scoundrel's Clavicus mask. Once the selection is made, the effort is finished, and the reward is received. Clavicus Vile[edit | edit source] Lord Vile, I have a request of you. Anyway, let's hear it. That's the least I could do, since you've already helped me make a final wish for my last worshippers... They suffered a lot from vampires and begged me to heal, then you came in and ended their misery! I couldnt have planned better myself. So, what's your heart's wish? What kind of deal can we make? I'm just here to reunite you with Barpas, Ugh. That unbearable puppy? forget it. The request was denied, theres no deal. im glad i got rid of him. Even if it means I'm stuck in this pathetic shrine, at the back end... Somewhere. Well... Maybe there's a way he can take his place next to me. The end of the civil war that is plaguing this land is oh, if I had all my power, it would be trivial to grant it. I simply put my fingers on and everyone dies in Skyeim. As much as I hate to say, you're almost as powerful as I am now. But it's just because half my power resides in that mutant, Barpas, come think about it, I know of a win-win situation for both of us. really? Power? You're a dragon born. (Or really? Uned inspiration. If the dragon rise is finished) as far as I hate to say it, you're almost as powerful as I am now. But it's just because half my power resides in that mutant, Barpas. There is an axe. An incredibly powerful axe. The axe is powerful enough for me to have quite a bit of fun, actually. If you bring me that, I'll help you. No strings attached. theres no dirty surprise. At least, not for you. As I recall, he's resting at Rimrokboro. Barpas May youre right. The little mutant may even have earned his place next to me. If it came close again: What did you want again? In Rimrok Boro, there is a work called Rueful Axe. After obtaining the axe, Oh, you got the axe! and my dog. Splendid. were back. Now make the end of your deal. A hero and he (the scoundrel will say this even if the Bourne dragon is female) a faithful companion, retrieving the ancient artifact for the prince. Almost... storybook. Oh, but does it seem almost embarrassing to keep paying the same gun, Maggie? I think I can be persuaded to let you keep it... but only if you use the axe to kill barpas. I'm sure I'm going to keep this axe... And I can absorb the spirit of poor and dead Babras, he's still reuniting with me and I'm sure Barpas doesn't want me to have that axe, that's how he wants to choose yours, friend. were all counting on you to make the right decision. get him out of our misery! Take the axe and get The Barpas back! Hrmph. I think I should have some other place to have fun, and with the puppy's back, I'm going back to full strength. There's a whole world waiting for me! If he was told to kill The Beras, and approach again: I was thinking about it... And? After killing Strass: He is dead. Are we done here? Definitely! Now I can re-absorb his body and go back to full strength, everyone without having to listen to his moans oh, sure, he'll be back in a century or two, but think about the fun I can have then. Enjoy that axe! and dont worry about poor old barpas. After all, he really should choose a better friend... Dawnguard[edit | edit source] In Dawnguard, one may come across Barbas and the statue at Haemar's Shame. He may still be there, depending on who attempted this during the Dawn Guard mission, if Barpas is still alive, he will try to kill the vampires who are fighting. He never dies and, for that reason, offers good help. Journal[edit | edit source] Introduction – DA03Start ID Journal Entry 5 A guard outside Falkreath mentioned the Blacksmith Lod is looking for a Dog and offering a reward. Goal 5: Talking to Lod 10 Goal 10: Finding dogs outside Falkreath 20 Daedra's best friend - DA03 20 Goal 20: Discussions with Barbas 25 I ran at a talking dog called Barbas who said he wanted my help. He waited outside haemar's shame target 25: joining The Barbas outside the Haemar 50 shame I ran in to a talking dog called Barbas who said he had a fall with his master and wanted my help. Out there Shame Hasmar waits target 50: a barpas trip to the 70th Scoundrel Clavicus Shrine I ran in to a talking dog called the Barbas who had fallen out with his master Clavicus scoundrel. Klavicus has agreed to take back Beras if you bring me and Stras back. Goal 100: Retrieve Rueful Axe with Barpas 100 Goal 110: Return to the Shrine of Clavicus Scoundrel with Barpas and Axe Rueful 110 Goal 150: Axe Rueful to Klavicus Scoundrel or Kill Barpas with Rueful Axe 150 I ran in to a talking dog called Barbas who had fallen with his master Colavicus. I got the roof axe back for Klavicus. I can hold the axe if I kill Barpas or I can get the axe back, reunite Barpas and Klavicusvile and get the Klavicusvile mask. 155 I was running to a talking dog called Barpas who had a fall with his master Clavicusvile. I pulled back Ruffheli's axe for Klavicus, who offered me a deal, decided to kill Barpas and hold the Ruffel axe. Target 155: Talking to Klavicus Scoundrel 200 I ran in to a talking dog called Barbas who had a fall with his master Clavicus scoundrel. I recoiled Ruffil's axe for Klavicus, who offered me a deal, decided to reunite Barpas and scoundrels and get the Klavicusvile mask. 205 Gallery[Edit | Edit Source] Masque of Clavicus Vile.Add a photo to this gallery Trivia[edit] This is one of the few Daedric quests where the Dragonborn is not supposed to kill the daedra's target in order to receive the artifact. If Barras is killed, Klavicus will do: He should have chosen a better companion. If Klavicus Weil is asked, the crushing power of all those who oppose me! When first encountered, he will act as a surprise, noting that Dragonborn's power is now unrivaled, and giving them any extra power will be redundant. Barpas can be kept as an undefeated follower if the player chooses not to complete the effort. He does not occupy a legitimate follower slot, so Dragonburn can have numerous followers. Before starting the effort, the leveling conjurer will inhabit Rimerock Burrow. Once the effort has begun, the conjurer will be renamed Sebastian Loret. Bugs[editing] This section contains bugs related to A Daedra's best friend. Before adding a bug to this list, consider the following: Please reload an old save to confirm if the bug is still happening. If the bug still occurs, please send a bug report with the appropriate system format 360/XB1, PS3/PS4, PC/MAC, NX, depending on the platform(s) bug encountered. Be descriptive when listing bugs and fixes, but avoid having conversations describing and/or using first-person anecdotals: such discussions belong to the appropriate community board. Click to display If Barpas is addressed during the closing interview, he will not join the shrine, and thus may not be given a mask. 360 If this effort is successfully completed with 49 clean dungeons, Delver's achievement will be achieved. 360 Barbas may stop accidentally and do not move during the attempt. This may take place near ShamarHamar or after initially speaking with him. To fix this, a quick journey somewhere and on his return had to enter the cave. It may be found near the shrine later, using the magic of destruction on it to move it, sometimes Barpas may have trouble traveling through Helgen. He may continue to Helgen, wandering around and walking back over and over again. Opening the east gate in Helgen may solve the problem, as Barpas then follows the Bourne Dragon towards Hamar's shame. 360 These shapes can be fixed by killing all enemies in Helgen, including one at the top of the tower on the right after entering Helgen. Sometimes, while looking for Barpas, after running into a sober on the snedar, Barras will disappear. To fix this, go to ShamarHamar, where Dragonburn will meet Barpas. PC If Barbas encounters the skeleton of a dragon blocking his path, such as the remains of a dragon killed recently in Falkreath, he may stop to sniff at the skeleton like any other dog in the game and be unable to proceed. The computer (fixed) dragon skeleton can be moved from the Barbas path using relentless force screams. A trip to SharmHamar (or using one of the other methods mentioned above) will also reunite the Bourne Dragon with Barpas. The player can also open the console (~), click on the barpas, close the console, Dragonbourne will go through the barrier skeleton, re-open the console and use the moveto player console command to move the barpas around the skeleton, where he will go in his path (or simply use the Barpas reference ID with the command moveto player instead of clicking on him). PC Lod may die in dragon attack. If he dies, effort cannot be achieved. PC(Fix) Clicking on Lod while in the console commands (~) and type in resurrect to bring him back to life permanently or until he is killed again. The PS3 Barbas may run into a locked door and float into the air until the door is opened. The PS4 360 sometimes doesn't seem to be at the start of the Barbas effort, making the effort imperfect. If he is attacked while looking for Barpas, it is likely that he will go somewhere close and stop walking for a while. 360 At the start of the effort while looking for the Barbas, he may wander ahead while the enemy encounters, and he doesn't stop to help fight. By making the initial effort followed by markers to Barpas, he can show up to get stuck in a problem on the ground in random areas. Hitting him with a few demolition spells transported him to the nearest And he will resume the journey to the place of the quest. Masque's 360 receptions may have caused the game to freeze and cause the Bourne Dragons to accept rueful axe. 360 Dawnguard: If Smith-lvarstad is spoken, but one has not yet run into Barpas, until Dragonborn does touch the sky, he may run up after Prelate Sidanyis activates wayshrine at Darkfall Crossing, prompting efforts to continue from that point. During the final conversation, if Bassas is spoken to after choosing the mask over the axe, Clavicus may disappear, leaving Barpas in the form of a real dog. 360 Sometimes another beast follower may not be allowed, such as dogs, death hounds, or armored trolls, until after the effort is finished, because the game thinks Barpas is still looking for Dragonborn. While looking for Barpas to shame Haemar, he may have accidentally hauled away big distances. If already after the dragon is killed attacking Western Watchtower but have not yet opened Falcreth, after arriving in Falcreth a dragon will attack and there is a high probability that Luke may have been killed in the attack. After retrieving Rueful's axe and returning to Haemar's shame, there was no option to start a conversation with Clavicus Vile, leaving the effort unable to be finished. PS3 If Dragonborn reunites Barbas with Clavicus Scoundrel, the option to activate the shrine remains after completing the effort, but nothing will happen if they choose to do so. Kill The Beras with rueful axe however, avoid this. Pc 360 PS3 (optional) it is possible (though complicated) to obtain both rueful and Masque axes from Clavicus Scoundrel using slow time and having a house that contains weapons racks. For this exploit, using Breezehome works best, it's also the easiest way to get a slow time scream through the hog end. It helps to both time and open sand in slow time screams. 1. The operation preparation is equipped with the assurance of racking the weapon just inside Breezehome and functioning properly, which is the chain behind the Cloicus statue and the exit has been opened, which screams slowly and is equipped, and rueful axe as well. Note that loading auto save while exploiting these shapes cancels the time in the game, and if it doesn't work first, reloading the save from the Clavicus shrine is required. 2. After obtaining the axe, Breezehome and slow time, head to haemar shame, and position yourself behind the statue, next to the boss's chest. 3. Save. 4. Start a conversation with Lord Daedric, and select the no-deal option! Take the axe and take the barpas back. 5- As soon as the conversation exits, do so and use the cry of slow time. (It locks the screen into one direction, as though he still speak). 6. While slow time is active (and Klavicus is in dialogue), back out of Haemar's Shame through the exit behind. Since the screen is locked, run back towards the exit to Skyrim, past the pull-chain. 7. Once outside, make sure the Rueful axe is equipped and travel fast to Whiterun. 8. The moment Whiterun is reached, use slow time again, and run to Breezehome's door. (Although the screen is locked, it can still access due to the location of the house). 9. As soon as the loading screen ends, and you are inside, immediately move to the right instead of rueful axe on the weapons rack. (There's a brief moment here where the screen should open). 10. If everything was done properly, shortly after placing the axe on the arms rack, a message must appear to confirm the completion of the effort. However, it should still be to shame The Travel'sHamar to retrieve Masque. 11. Leave the axe now, and move towards the shame of the commion. About halfway through the first part of the cave, another completion message will appear, and also a note on the top left said Masque received from Klavicusvile. At this stage the operation is done, and further exploration of the shrine reveals the barpas on the Klavicus side. Now head to Breezehome and collect the Rueful axe, which is no longer labelled as an attempted item and can be dropped and picked up freely, as well as masque. (Note that this exploit is finicky and may require several attempts.) Deutsch Español Français Русский *Disclosure: Some of the links above are affiliate links, meaning, at no additional cost to you, Fandom will earn a commission if you click through and make a purchase. Community content is available under CC-BY-SA unless otherwise noted. Mentioned.

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