
BUNKERS & BADASSES

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TINA'S COPY
DO NOT STEAL PLZ

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INTRODUCTION

ADVENTURE. EXCITEMENT. LOOT. These are the currencies of that most dangerous, that most heroic, that most head-explodingest occupation in all the six galaxies: Vault Hunting.

Vault Hunters scour the galaxy in search of alien artifacts (and guns), defeating villains (by shooting them with guns) and saving innocents (in exchange for guns).

Vault Hunters are badasses of the highest order. And what makes a badass, exactly? Is it their ability to commit wanton violence on a planet-exterminating scale? Is it their ability to take a buzzaxe to the face without breaking stride?

No, my friends.

There is only one element that separates the normal denizens of the universe from the true badasses:

Imagination.

The ability to create universes with nothing but your mind's eye. The willingness to hand over your fate to the roll of a single die. The desire to tell a story with your friends. The drive to create and play and share and improvise an adventure that will echo throughout your memories for all time.

That is badassery.

And *that* is what you will hopefully find within the pages of this tome.

Welcome to Bunkers & Badasses.



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ABOUT THE AUTHOR

I'M MS. GRAYGAX PERENNIA DARNESON -- call me "Gray" for short -- and I am a firm believer in two things:

1. Friendship and social interaction are the most important things in all of human existence

2. Friendship and social interaction are difficult and they suck and I don't like them at all

Now, some of you extroverts will read that and be like, "what's so hard about social interaction? You just hang out. It's easy."

Which, *sure*. It's "*easy*." For *you*, maybe. Have fun going to *parties* and *talking* and having *sex* with people, you *psychopath*.

The rest of us -- for whom average conversations are like walking a tightrope over two separate pits of flesh-eating skags, one of which is labeled "making yourself look stupid" and the other "offending the other person" -- need a little help when it comes to being around the people we actually enjoy being around.

That's why I created *Bunkers & Badasses* -- to provide a safe, fun way to hang out with your friends and create a story together.

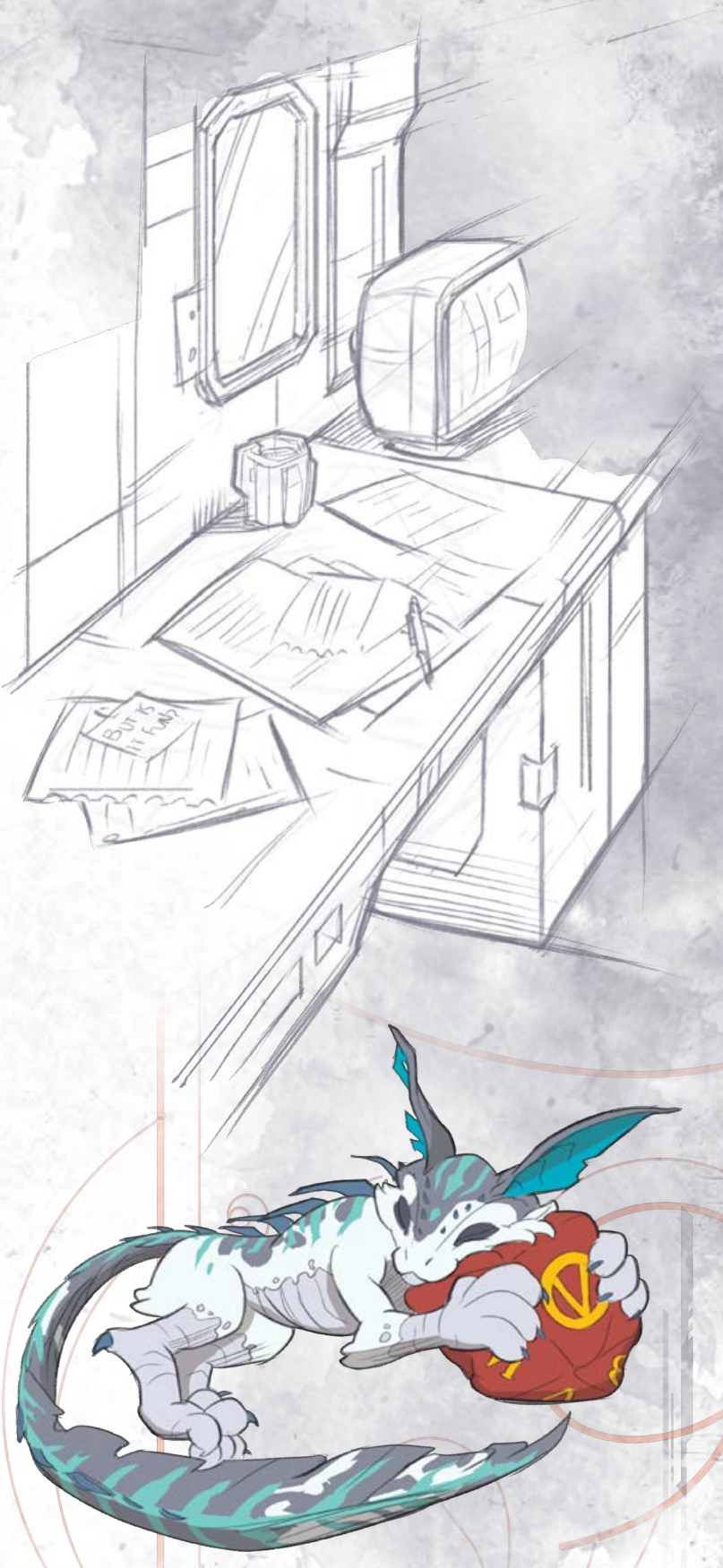
I also like murdering imaginary orcs. So there's a lot of imaginary orc-murder in here, too.

I created the B&B system when I was supposed to be filing collateral damage reports for the Frontline Paperwork Division of the Atlas Crimson Lance. I was sick of reading about real-life death and destruction, and figured escaping into a world of fantastical death and destruction might calm my nerves somewhat.

Once my rank-and-file Lancemen coworkers decided to take a brief intermission from mercilessly bullying me, I managed to convince them to sit down for a brief one-shot. Over the course of a couple hours, I watched in awe as these gruff, armored, masked killers-for-hire lost themselves in a world of dice rolls, character sheets, and borderline-copyright-infringing fantasy tropes.

From that day forward, I was happy to call the elite soldiers of the Crimson Lance not just my coworkers, but my *friends*. One such friend, Alphonso Knoxx, suggested I turn my homebrewed fantasy system into a proper product. And now, five years and a hundred thousand imaginary dead orcs later, you are holding the fruits of those labors: the first edition of Bunkers & Badasses.

I hope you dig it. And if you don't you're probably an extrovert and we'll never meet anyway.



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THE WORLD

PAN'DORAH IS much like the real world in which we all live: death is plentiful, loot even more so, and only the strongest and/or most insane will survive. Both Pan'Dorah and the real world are filled with dangerous beasties, powerful guns, courageous Vault Hunters, and epic quests.

The main difference between Pan'Dorah and our world is that Pan'Dorah has, like, elves.

Every fantasy trope you've ever seen; every wizarding spell; every fantastical beast; you can find them all on Pan'Dorah, and then you can shoot them in the face.

But worry not, skeptical adventurers: the world of Pan'Dorah is not merely a carbon copy of those classic cliches you've seen a thousand times. The creatures and locales of Pan'Dorah have a unique, Pandoran twist. What might have been a mere bandit on Pandora is now a spell-slinging brigand in the fantastical realm of Pan'Dorah. He may use magic, but he'll still scream about riding your corpse like a meat bicycle.

And guns? Yes, the world of Pan'Dorah has guns, but they're not *just* guns -- they're magical wands that fire small pieces of metal at extremely high velocities. And they've got different firing rates and ideal ranges. And they need to be reloaded. And they look like guns.

Okay, the guns are basically the same. But everything *else* has a fresh coat of blood on it. Within these pages, you'll find the result of grabbing the brutal, gleefully insane world of Pandora in one hand, and a magical world of fantasy in the other, and then making them kiss one another.



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OVERVIEW

BUNKERS & BADASSES is a TableTop Role Playing Game (TTRPG). One player will take on the role of the *Bunker Master* (BM). The other players are the adventurers, the Vault Hunters. Together, all will venture forth through Pan'Dorah and beyond, on a never ending campaign of hilarity, shooting, and looting.

nice.

until one of your players cancels two sessions in a row and the entire group slowly falls apart

LOOKING AT YOU LILITH

During a session of Bunkers & Badasses you will need:

CHARACTER SHEETS
Each Vault Hunter will have a Character Sheet to record stats and information about their individual character.

PAPER
Good for taking notes.

WRITING IMPLEMENTS
Notes are easier to take with one of these.

DICE
For rolling and cursing.

Bunkers & Badasses uses polyhedral dice to determine the outcomes of variables in the game. The seven different dice that are used in the game are labeled based on the number of sides they have: d4, d6, d8, d10, d12, d20. Percentiles use the d10 and a second d10 that has values in the 10's (10, 20, 30, etc) and are used to generate a number between 1-100.

The game rules or the BM will tell you how many dice to roll and when to roll them during the game.

If your friends can't remember which one is which, here's Tina's handy guide:



The Bunker Master

Each game of Bunkers & Badasses will be helmed by a Bunker Master. The Bunker Master has one job, and one job only: to make sure the players have fun.

"But what about the rules? A game system is nothing without its rules!"

What are you, a cop?

If your players are having fun, you're a good Bunker Master.

Period. The end. Full stop. I made the rules, and I'm telling you to ignore them if it works better with your player group. No two groups are the same, and a lot of your job is about finding out what your specific players enjoy doing, and what they find tedious. Then, do your best to include a lot of the former and none of the latter.

Some of that means interpreting and enforcing the rules, yes. Some of that means determining when you should go easy on your players, and when you should ratchet up the tension and difficulty so they start to get worried.

But again, more than anything else: it's about making sure the other players have fun.

THE ROLE OF THE BM?
To play Bunkers & Badasses is to tell a story. That story is told by the players (your Vault Hunters), fate itself (the dice), and the Bunker Master (you).

You're going to create situations for your players to deal with, and then they're going to deal with them in whatever way they see fit, so long as it fits within the bounds of the kind of play you want to encourage.

You're going to spend a couple hours designing puzzles and creatures and locations, and then your players are going to ignore all that and spend three hours trying to protect a funny-voiced Non-Player Character (NPC) gnome you created out of thin air when your players demanded to know who else was sitting around in their starting tavern, and you panicked and went "Gnomedaddy the Gnome."

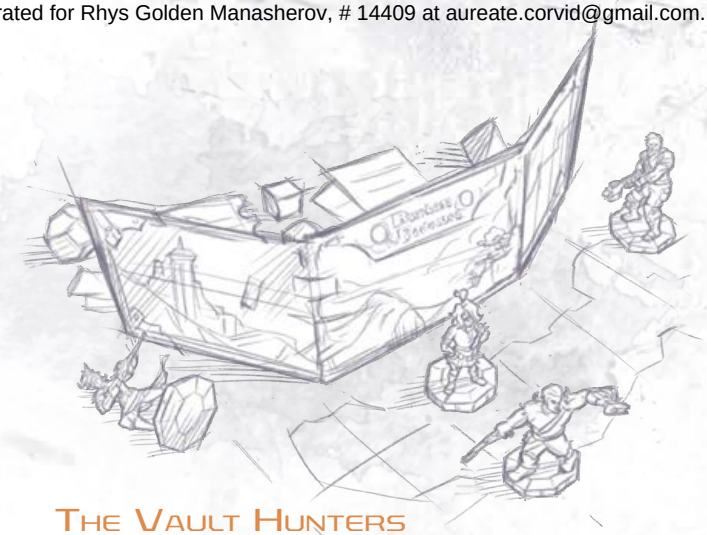
If the session goes great and everybody has fun, you're the one to thank. If the session goes poorly and everyone ends up feeling bored, it's your fault.

But no pressure! If this is your first time running a tabletop game, make sure you've got patient, understanding friends. If your friends are NOT patient and understanding, get new friends.

As Bunker Master, you'll want to read this entire book and familiarize yourself with the rules. You do NOT have to have the entire book memorized. Just the broad strokes of how combat works and stuff. If you're ever confused about a rule, it's okay to ask everyone to give you a few minutes to flip through the book and find the relevant rule. This is also a good reason to bring snacks to any roleplay session, so your players can distract themselves with caloric intake while you rifle through the pages of this book.

Anyway: learn the rules, break the rules, encourage your friends, have fun, try not to worry too much.

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The Vault Hunters

Vault Hunters are badasses who shoot stuff and collect stuff from the stuff they've shot. Each player in your game will create and embody their own Vault Hunter, taking them on adventures and doing massively irresponsible stuff with them.

Each Vault Hunter will be distinct from any other Vault Hunter through a combination of their skills, abilities, stats, loot, and a buncha other stuff.

THE ROLE OF THE PLAYER?

The player's job is to be badass. That's it.

The player should feel comfortable to take risks. To come up with ideas that are just stupid enough to work. To try out stupid ideas just because they feel like they'd be fun, or funny, or weird, or badass.

Really, their goal is to have fun.

Unique Mechanics

What makes Bunkers & Badasses different from other RPGs on Pandora? Well, unlike Vaultfinder from D-fault Dice or the recent release from Claptastic Labs, The Rapper's Chronicles; Bunkers & Badasses has several super unique, one of a kind, amazingly awesome game mechanics. Who doesn't love learning new mechanics?

THE BADASS SYSTEM

When standard Attack moves simply aren't enough and a situation calls for some serious out-of-the-box solutions, the Badass System can be a saving grace. This is where players can really test the limits of the game and the BM. Where they can stretch, bend, and break the rules and get rewarded for their efforts. (More on the Badass System starting on page 75.)

Lemme hitchu with some examples of stuff that's badass enough and stuff that ain't

NOT BADASS ENOUGH

"Roland moves to cover and shoots his rifle at a guy"

"Lilith throws a grenade and the explosion is really big"

"Krieg does his taxes"

MAYHEM! MAYHEM! MAYHEM!

What is an RPG looter shooter without a little Mayhem? As Vault Hunters adventure, explore, and battle they will be generating Mayhem Points which acts like a currency; a currency that the BM can use to create a little havoc back. There are various ways Mayhem Points are created, both in and out of combat, which the BM can spend to implement greater challenges in combat. See more on Mayhem on page 66.

KEEPING IT COOL

There are two main steps that the BM can take to make sure everyone is keeping it cool.

First, talk briefly about any topics that players may want to avoid in the game. If a player says that they want something to be avoided in the game, this is not a time to discuss why or try to change their mind. Accommodate their request and move on. Keep it cool.

Second is the Naw, Dawg rule. If something comes up during the game that the group agreed to avoid or if something makes a player uncomfortable in any way, a player can declare "naw, dawg" at any time. When this happens, the person speaking should either rewind or immediately go in a different direction. Remember, keeping it cool means you don't ask WHY someone wants to move on from a topic: just keep the game going and everyone will have fun.

How to use this Book

This book is separated into three parts; **Creating a Character**, **Playing the Game**, and **Running the Game**. In the Creating a Character section, players will be taken through the steps of creating a new Vault Hunter all the way from soup to nuts, as they say. Playing the Game includes information helpful for both players and the BM before starting on an adventure. Running the Game has guidance and tools to aid the BM, whether running a premade adventure or creating a new campaign.

BADASS ENOUGH

"Maya grabs the skeleton knight by the throat, crushing his vertebrae with a tightening of her grip. Sensing another skeleton behind her, she turns and HURLS the neckless knight at the other baddo, tangling the two together in a mess of bones and embarrassment. She throws a grenade at the tangled bodies and turns away just before it explodes"

"Axton tosses his folded-up turret pod down the ogre's throat. It travels down the ogre's digestive system to its stomach, at which point it finally UNFURLS and blows the creature apart from the INSIDE"

"Salvador points both of his guns into the Leopard King's mouth. 'What's the matter," he asks, 'cat got your tongue?'"

"Brick tells his friends that he loves them"

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CHAPTER 1

CREATING A VAULT HUNTER

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EACH PLAYER, aside from the BM, will create a character: a Vault Hunter, if you will, for the game. Each Vault Hunter will have unique Stats, Archetypes, Classes, Skill Trees, Backgrounds, and Appearances.

Understanding Stats

Choosing how to allocate the four main stat points shapes the character and play style of each unique Vault Hunter. Adding points to stats will have direct and indirect effects on a range of gameplay elements including encounters, Checks, and Skill Tree efficacy.

ACCURACY (ACC)

Accuracy refers to your ability to Hit a specific target when aiming. The Accuracy stat is applied several different ways throughout play. The most obvious way is in combat. More Accuracy, more Hits. That includes anything you might Throw, like grenades, Barrels, or your shoe. Accuracy stats also influence both Insight and Interact Checks.

DAMAGE (DMG)

Damage is an easy stat to understand as it only applies to combat and Throw distance. How much hurt can you rain down on your Enemies and how far can you hurl that hurt.

SPEED (SPD)

Speed represents both how fast you can move, which matters a great deal when dodging Enemy Attacks, and how far. By default, you can move 3 squares per turn. Any addition to the Speed stat increases Movement Range. Speed is also applied when rolling Initiative and for Traverse and Talk Checks.

MASTERY (MST)

Mastery is the focus and proficiency you bring to certain Skills. Each Vault Hunter has a specific Action Skill that can be used once per encounter by default. Increasing Mastery allows for more frequent Action Skill opportunities. It also improves Sneak and Search Checks and influences Health gains.

1. Choose an Archetype

There are many types of badasses in the world. Shooty badasses. Flamey badasses. Explodey badasses.

Choosing an **Archetype** and **Class** is your opportunity to decide which type of badass you'd like to be.

The four Archetypes are ***Deadeye, Elementalist, Enforcer,*** and ***Guardian.*** Enforcers do a lot of Damage; Elementalists focus on their Action Skill; Deadeyes don't miss; and Guardians never stop moving.

Archetypes are found starting on page 20. While choosing an Archetype, also read through the various **Archetype Feats** and select one for your chosen Archetype. Some Feats may have requirements that must be met before that Feat can be selected. Write the selected Archetype on the Character Sheet in the "Archetype" section, and write the value of each stat in the corresponding stat box. Then, write the Archetype Feat in the "Skills and Feats" section (at Level 5 there will be an opportunity to learn a second Archetype).

ARCHETYPE STARTING STATS

Archetype	Accuracy	Damage	Speed	Mastery
Enforcer	1	4	2	0
Elemental	0	2	1	4
Deadeye	4	1	0	2
Guardian	2	0	4	1

2. Choose a Class

What's your hero fantasy? Maybe you're a dual-wielding madman, cackling with delight as your casings hit the ground. Or maybe you're a precise, mysterious killer for hire. Regardless of your choice, your Class is how you embody your particular power fantasy.

Bunkers & Badasses features nine Classes, and each has a Skill Tree that is unique to their Class. Want to use fists to forcibly remove the "Un" from "Undead"? The Berserker could be right for you. Want a mech* who can punch and mow down spiderants? Mechromancer has you covered. Whatever your taste in destruction, there is a Class where you will thrive.

*like a normal robot, but ~ ~ ~ ~ fantasy ~ ~ ~ ~

The nine Classes are: ***Assassin***, ***Berserker***, ***Commando***, ***Gunzerker***, ***Hunter***, ***Mechromancer***, ***Psycho***, ***Siren***, and ***Soldier***. More info on Classes start on page 28; after selecting one, write the Class name on the Character Sheet.

3. Class Features

Each Class has specific features to choose from for even greater customization. Class features include Stat Modifiers, Favored Gun, Melee Die, Action Skill, Background, and Skill Tree.



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A. STAT INCREASES

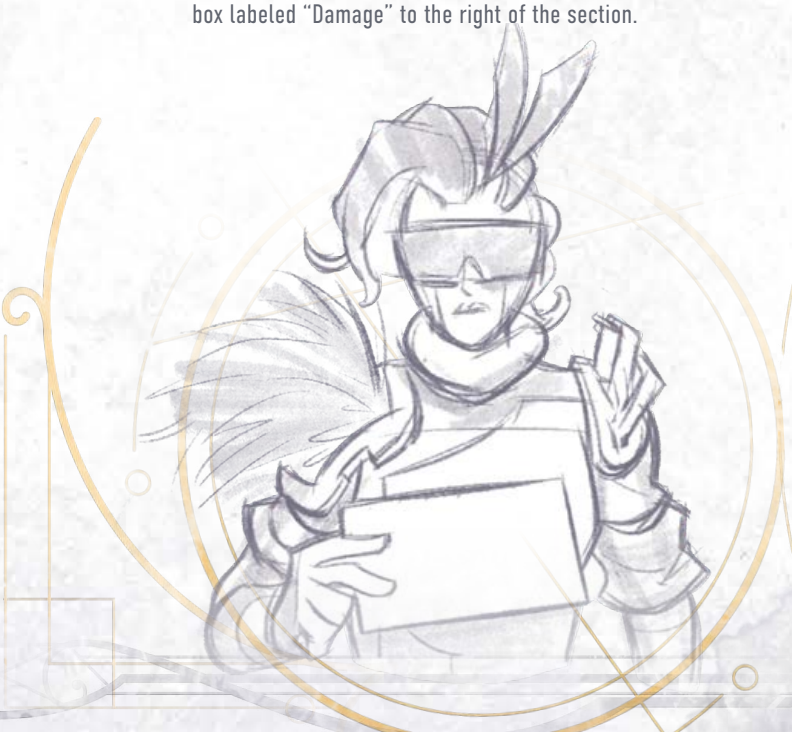
Each Class grants the Vault Hunter a single bonus to three of their four stats. Once a Class is selected, corresponding stats should be added to the Character Sheet.

STAT INCREASES BY CLASS

Class	Accuracy	Damage	Speed	Mastery
Assassin	+2	0	+1	+1
Berserker	0	+2	+1	+1
Commando	+1	+1	0	+2
Gunzerker	+1	+2	0	+1
Hunter	+2	+1	0	+1
Mechromancer	0	+1	+1	+2
Psycho	+1	+2	+1	0
Siren [Lightwalk]	+1	+1	+2	0
Siren [Phaselock]	0	+1	+1	+2
Soldier	+1	0	+1	+2

B. ACTION SKILL

An **Action Skill** is a special ability that a Vault Hunter can perform once per encounter and an additional number of times per Pan'Dorah day based on their Mastery Modifier (MST Mod). For example, a player with a 3 MST Mod can use their Action Skill once in every encounter and then use it again up to 3 times per day. They can even use all 3 extra Action Skills in the same encounter if they are crazy like that. Most Action Skills allow a player to perform special Attacks or maneuvers that give a powerful edge during an encounter (or when showing off). Write the name and description of the Action Skill on your Character Sheet in the section provided. Additional notes for your Action Skill can be placed into the "Familiar/Action Skill Notes" section, including total Damage in the box labeled "Damage" to the right of the section.



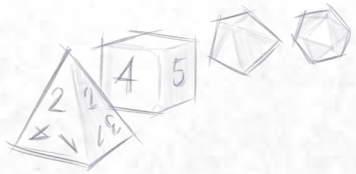
C. FAVORED VS NON-FAVORED GUN

Each Class has one gun they prefer over all others. The kind they sleep next to (or with [not like that]) every night. We call this particular type of gun the Vault Hunter's **Favored Gun**. When making a Ranged Attack with a Favored Gun, Vault Hunters add their ACC and DMG Mods to their respective rolls (Accuracy Roll and Damage Roll). Players can also gain additional Favored Gun types from Level Up rewards found in their Archetype Trees. Each Class has a choice of 2 Favored Guns at the start but more options become available through Leveling Up. There is a spot on the Character Sheet to fill in Favored Gun type. Non-Favored Guns are fun too, and should not be discounted. They just don't have the stat bonuses. Sometimes you want to shoot a Rocket Launcher, but that doesn't mean you want to make it your BFF.

D. SKILL TREE

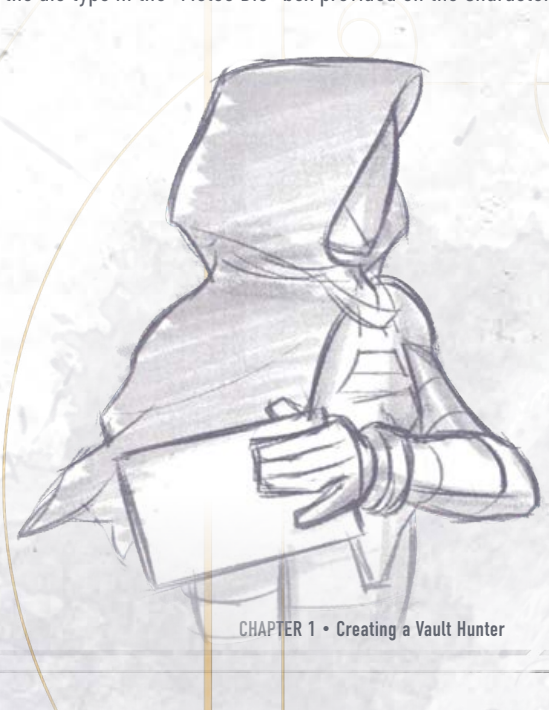
Okay, so -- this part is gonna look complicated, but it's not as scary as it seems.

Each Class has its own specific **Skill Tree**. As play progresses, the player will be able to unlock more and more cool stuff in their Skill Tree. Each Skill Tree has a few sections: Class Name, Skill Tree Name, Skill Tiers, and Skills. At Level 1, the first Skill Point (SP) can only be placed in a tier 1 Skill. 3 Skill Points are needed in a tier to unlock the next tier. The Skill Level (SL) of a Skill is based on how many Skill Points have been placed into a certain Skill.



E. MELEE DIE

When feeling the desire to punch something, either (A) seek therapy, or (B) bring out the **Melee Die**. Melee Attacks in Bunkers & Badasses usually Hit simply due to proximity, but there is a chance to miss or possibly deal even more Damage. Each Class has a Melee Die listed in their Class Features. When creating a Vault Hunter, write down the die type in the "Melee Die" box provided on the Character Sheet.



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F. BACKGROUND

There are a range of **Backgrounds** to choose from for each Class, listed on the Class pages. Each Background gives a glimpse at what life was like before becoming a Vault Hunter, and grants some bonuses and penalties based on past adventures. Once a Background is selected, it can be written in the "Backgrounds" section on the back of the Character Sheet. Note whether the Background modifies any stats.

4. Traits

Each Vault Hunter gets two **Traits**, one chosen and one rolled, using two d10s (one with tens values). Each player gets one reroll. Write the two Traits on the back of the Character Sheet in the section marked "Traits"; feel free to embellish. Include the Checks bonus that the Trait provides. Possibly mark that Check with an asterisk as a reminder of the special bonus.

%	Trait Prompt	Check Bonus
01-02	**Everyone Betray Me:** You were left for dead by your last group of adventuring "friends," and now you're suspicious of everyone.	+5 on Deception Insight checks
03-04	**Drifter:** You never stayed anywhere long -- always on the move. You're also good at making hairpin turns in souped-up sports cars.	+5 on Encounter Traverse Checks
05-06	**Freelance:** You used to get a regular paycheck. Now you don't. On the upside: freedom. On the downside: ramen for every meal.	+5 on Mercenary Insight Checks
07-08	**Inspiration:** You've got an uncanny ability to convince people to agree to things that go against their own interests. Maybe consider running for office.	+5 on Persuasion Talk Checks
09-10	**Renegade Cop With Nothing To Lose:** They killed your partner and got away with it. Now you've gotta put the whole SYSTEM on trial. Turn in your badge and your gun, then get several other guns, and a new badge that reads "good at fights."	+5 on In Your Face Talk checks
11-12	**Riddler:** You know that the doctor was the mother. You know the hanged man was standing on a block of ice. You're aware that both of the corpses were goldfish.	+5 on Riddle Insight Checks
13-14	**Infiltrator:** Kept you waiting, huh?	+5 on Bunker Sneak Checks
15-16	**Wayfinder:** Secret doors, schmecret schmoors.	+5 on Hidden Doors Search Checks
17-18	**Climber:** You spend a lot of time at the rock climbing gym and never miss an opportunity to tell people.	+5 on Climbing Traverse Checks
19-20	**Intense:** You have a terminal case of RBF -- Resting Badass Face.	+5 on Intimidate Talk Checks
21-22	**Looter:** Whoever said "it's about the journey, not the reward" has never found a Legendary Sniper Rifle.	+5 on Loot Search Checks
23-24	**Breacher:** Most barricades and locked doors cannot withstand your might. You are also good with opening bottles and jars.	+5 on Strength Interact Checks
25-26	**Filch:** You've got sticky fingers. Figuratively. Unless you WANT literally sticky fingers, in which case give yourself a -5 to all Interact-based Checks. Also, go to jail because you are a criminal.	+5 on Gun Interact Checks
27-28	**Swift:** They can't stop you if they can't catch you.	+5 on Terrain Traverse Checks
29-30	**I'm A Big Stupid Idiot Who Sucks:** You are the worst.	+5 on Being an Absolute Turd checks
31-32	**Insider:** You've seen the inside of every Guild on Pan'Dorah, and are not welcome back at most of them.	+5 on Guild Sneak Checks
33-34	**Tracker:** You are able to get into the mind of your quarry, predicting their movements.	+5 on Tracking Search Checks
35-36	**Blender:** You have one of those forgettable faces, which serves you well when you need to be incognito.	+5 on Crowd Sneak Checks
37-38	**Aficionado:** You know a lot about guns... like, an unnerving amount.	+5 on Gun Insight Checks
39-40	**Historian:** You never tire of hearing, 'Why don't you get a real job?"	+5 on History Insight Checks

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%	Trait Prompt	Check Bonus
41-42	**Man or Woman or Nonbinary About Town:** You're a social butterfly who wants to explore friendly environs and interact with friendly NPCs. Partially because towns are fun, and partially because you like forcing your BM to speak in goofy voices.	+5 on Town Search Checks
43-44	**Everybody be Cool:** You just want everyone to get along. You picked the wrong occupation, but still, good for you.	+5 on Diplomacy Talk Checks
45-46	**Haggler:** Retail is for suckers.	+5 on Bargaining Talk Checks
47-48	**What Do Your Hippie Eyes See:** You grew up in the forest and love sneaking around and eating mushrooms or whatever. You probably don't shower.	+5 on Forest Sneak Checks
49-50	**Parkour!:** You have delusions of being Spiderantman.	+5 on Vaulting Traverse Checks
51-52	**I Hate You, Dad:** Your dad said you'd never amount to anything and you gotta prove him wrong.	+5 to Proving Authority Figures Wrong
53-54	**Rocks Rock:** You're a geologist. You came for the rocks, you stayed for the wanton violence.	+5 on Element Search Checks
55-56	**Would I Lie?:** Yes, probably.	+5 on Bluffing Talk Checks
57-58	**Nothing's Over 'Til You're Underground:** You seek death because it makes you feel alive. So edgy.	+5 on Interact Checks while Shields are Depleted
59-60	**You Can't Fool Me:** Your favorite uncle died to a failed Trap Search, so now you're out to avenge him by disarming every trap you can.	+5 on Trap Search Checks
61-62	**Macho, Man:** You were a professional wrestler who decided you needed the ULTIMATE prize.	+5 to Melee Attacks if they're pro wrestling moves
63-64	**You Don't Say:** You are skeptical of everyone, without exception.	+5 on Intent Insight Checks
65-66	**Masseuse:** You have the magic touch, and can soothe even the wildest beast with your fingers.	+5 on Sentient Interact Checks
67-68	**Contortionist:** You can bend and flex to fit into ridiculously tight spaces.	+5 on Squeeze Traverse Checks
69-70	**Too Hot (Hot Damn):** You're so attractive you had to flee your village because the hotties were too thirsty for you.	+5 on Flirting Talk checks
71-72	**Stop Picking At That:** You're a master lockpicker who wants to pick the world's greatest Chest.	+5 on Lockpick Interact Checks
73-74	**Artful Dodger:** You gotta pick a pocket or two...	+5 on Sleight of Hand Sneak Checks
75-76	**Tinkerer:** You can take apart and put back together everything in your pack, and you will if anyone seems even remotely interested.	+5 on Puzzle Interact Checks
77-78	**Got A Bad Feeling About This:** You can tell when stuff's about to go sideways.	+5 on Danger Insight Checks
79-80	**Hoarder:** You need stuff. It makes you feel complete. It gives you meaning. Capitalism.	+5 on Item Search Checks
81-82	**Clear Eyes, Big Gun, Can't Lose:** You live to pump up other people. You are the ultimate hype person.	+5 on Inspirational Talk Checks
83-84	**Bust A Move:** You're a breakdancer who needs to earn enough money to save your rec center.	+5 to Dancing
85-86	**The Load:** You have mastered the art of hiding unwanted items on people.	+5 on Plant Sneak Checks
87-88	**Sucking Up:** Has anyone told you how great you look in that cloak?	+5 on Ingratiate Talk Checks
89-90	**Shape of Water:** You are an expert swimmer with a freak-like ability to hold your breath.	+5 on Swimming Traverse Checks
91-92	**Yo Soy Manuel Dexterity:** You're very good with your fingers.	+5 on Dexterity Interact Checks
93-94	**Down + B:** You think it's faster to slide than walk.	+5 on Sliding Traverse Checks
95-96	**Buzz, Your Girlfriend, Woof:** You love setting traps, not entirely unlike a small child who was left alone at home during Christmas.	+5 on Trap Interact Checks
97-98	**That's the Truth, Ruth:** So long as you keep talking, reality bends to your will.	+5 on Deception Talk Checks
99-100	**Boom, Baby:** You are a connoisseur of fine explosions. You hope to one day blow up the sun.	+5 on Explosives Interact Checks

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5. Calculate Base Stats and Modifiers

To calculate **Base Stats**, combine Archetype Stats + Class Stats + Background Stats. Take an additional **3 points** and add them to any desired stat; either all in 1 or spread amongst a few. Write in the total Base Stat in the corresponding stat box on the Character Sheet.

To calculate **Modifiers** (Mod), simply divide each Base Stat in half, rounding down when the Base Stat is an odd number. Write each modifier number in the smaller box.

ACCURACY (ACC)	DAMAGE (DMG)	SPEED (SPD)	MASTERY (MST)
4 (+2 MOD)	2 (+1 MOD)	3 (+1 MOD)	4 (+2 MOD)

6. Check Mods

A **Check** is a simple test to determine whether or not a Vault Hunter's ability or knowledge can help them overcome a challenge or obstacle. A Check is typically performed by rolling a d20 against a difficulty set by the BM. The BM will ask for a Check whenever a player attempts to perform a non-trivial Action.

INSIGHT (ACC MOD)

Want to prove you know stuff about...stuff? That you've been around the Pan'Dorah'n block and have the memory to prove it? All the things you know about things are just an Insight Check away.

INTERACT (ACC MOD)

There are levers that need pulling, gates to be opened, and doors kicked in! Interact is all of these and anything else that needs to be handled, Thrown, or flail-ed about.

SEARCH (MST MOD)

Unsure if you're walking into a trap? Suspect there might be some extra Loot hidden in a room? Why not perform a Search Check?

SNEAK (MST MOD)

When you want to do a thing and not get caught, like pick a lock, steal from a sleeping guard, or creep up on an Enemy, Sneak Checks are the way to go.

TALK (SPD MOD)

Going in guns blazin' isn't always the answer. Sometimes you need to mount a charm offensive. There can be value in Talking your way in or out of a situation.

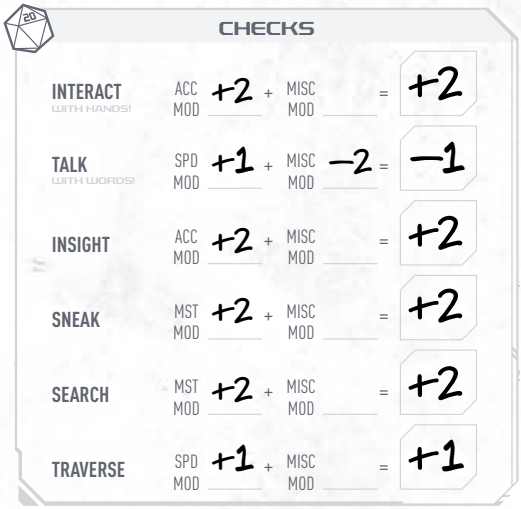
TRAVERSE (SPD MOD)

Jump! Climb! Roll! Flip! Traverse Checks!



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Place the corresponding Base Stat Modifiers in the first column of the "Checks" section on the Character Sheet. If a player has any additional Modifiers from Backgrounds, Traits, or Skills, place them in the Misc Mod section in the second column. Add (or subtract) the values to determine **Check Modifiers** for each type of Check.



7. Level

Every Vault Hunter has a unique and varied past full of experiences that eventually lead them to a life of hunting vaults. But once a vault hunting journey begins, all Vault Hunters begin at **Level 1**. It is by adventuring and escapading throughout Pan'Dorah that a Vault Hunter's Level increases with the accumulation of Experience Points, or XP. For the full rules of Leveling Up, check page 64.

A. XP

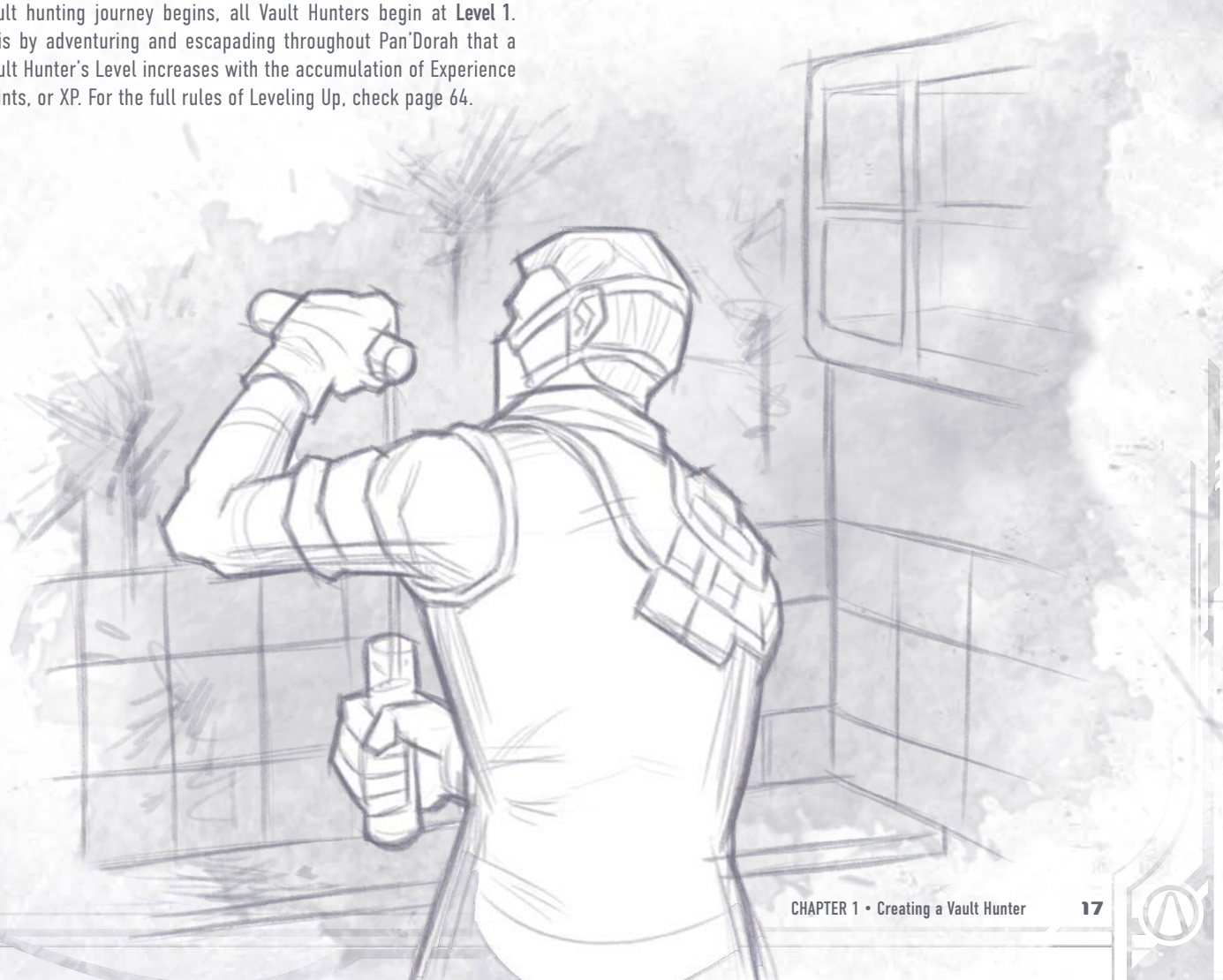
The sweet nectar of progress, **Experience Points** (XP), track the Vault Hunters' journey. Overcoming challenges and puzzles allows the party to gain shared XP as a group. At Level 1, write 100 on the "XP Bar" line on the Character Sheet. For every 100 XP earned, a new segment is filled in. Once 10 segments are filled in, a new Level is achieved. See page 64 for Leveling Up rewards.



B. HEALTH

When Attacked, Enemies tend to Attack back. **Health** is a measurement of how close the player is to purchasing a one way ticket to the undiscovered country from whose bourn no traveler returns. A Vault Hunter's Health is based on Level. To calculate max Health at Level 1, add 10 to the highest value on the Melee Die. (ex. Assassin has a 1d6 Melee Die, so 6+10=16 max Health).

Health Regen occurs when a player takes no Damage over the course of a turn. Health regenerates equal to Regen value, up to max Health. Level 1 Vault Hunters don't start with points in Health Regen, but can add Regen points through good choices.



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C. BADASS RANK

Bunkers & Badasses is all about being a badass. Badass Rank is a badge of honor worn proudly like a necklace of skag ears. At Level 1, a Vault Hunter begins with 1 Badass Rank and 0 Badass Tokens. Badass Rank is not the same as Vault Hunter Level. Badass Rank should Level Up about half as often as Character Level. More on Badass Ranks and Tokens on page 62.

8. Starting Items

No adequate Vault Hunter can begin their journey in Pan'Dorah without essential items.

A. GUNS



ANATOMY OF A GUN CARD

GUILD (MANUFACTURER): Malefactor
RARITY: Common, indicated by Rarity name and gray frame
NAME: *Crappy SMG*
GUN TYPE: SMG
D20 + ACCURACY MOD: Blank (players write in their ACC Mod)
HITS BASED ON ACCURACY: Blue circle
CRITS BASED ON ACCURACY: Red circle
D4 + DAMAGE MOD: Blank (players write in their DMG Mod)
RANGE OF GUN: 5 squares
ELEMENT: Incendiary
SPECIAL RULES: –2 DMG Mod

Guns! Guns! Guns! Well, a crappy basic gun, but it's a start! Have each player choose 1 of the 2 from their Favored Gun types (listed on the Class pages). Using the Starter Gun Chart, have them fill out a blank Gun Card with the corresponding stats. Then, have them choose a Guild for their crappy starting gun, and refer to the Guild Bonus Chart for what bonuses to write down on the Gun Card.

On their starting Gun Card, make sure they put a reminder on there that it is their Favored Gun type, so they can get that sweet bonus to their Accuracy and Damage Rolls!

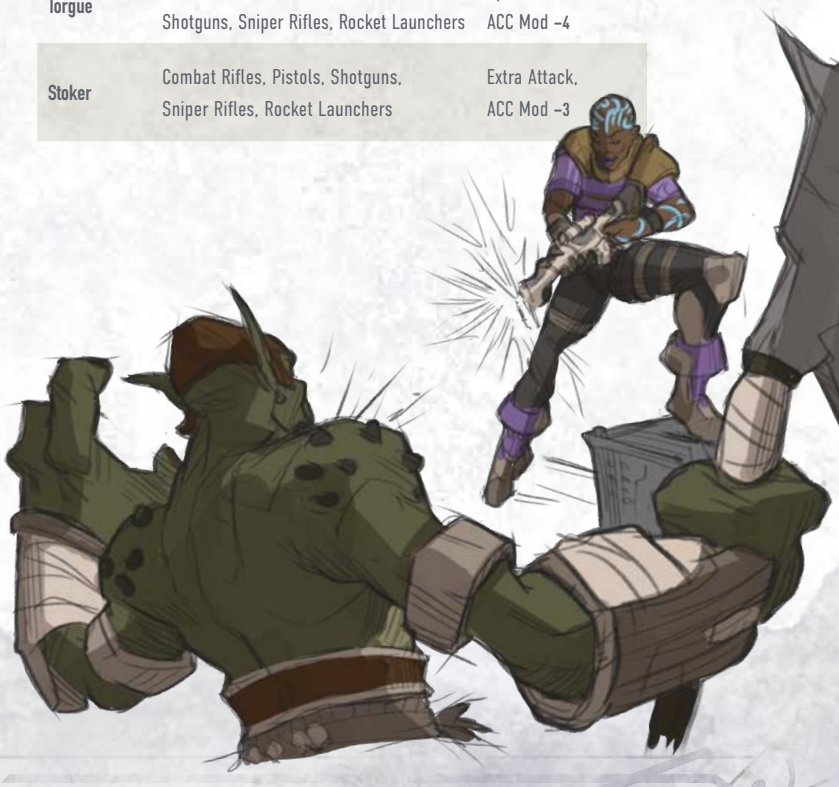
More information on guns and Guild bonuses start on page 90.

STARTER GUN CHART

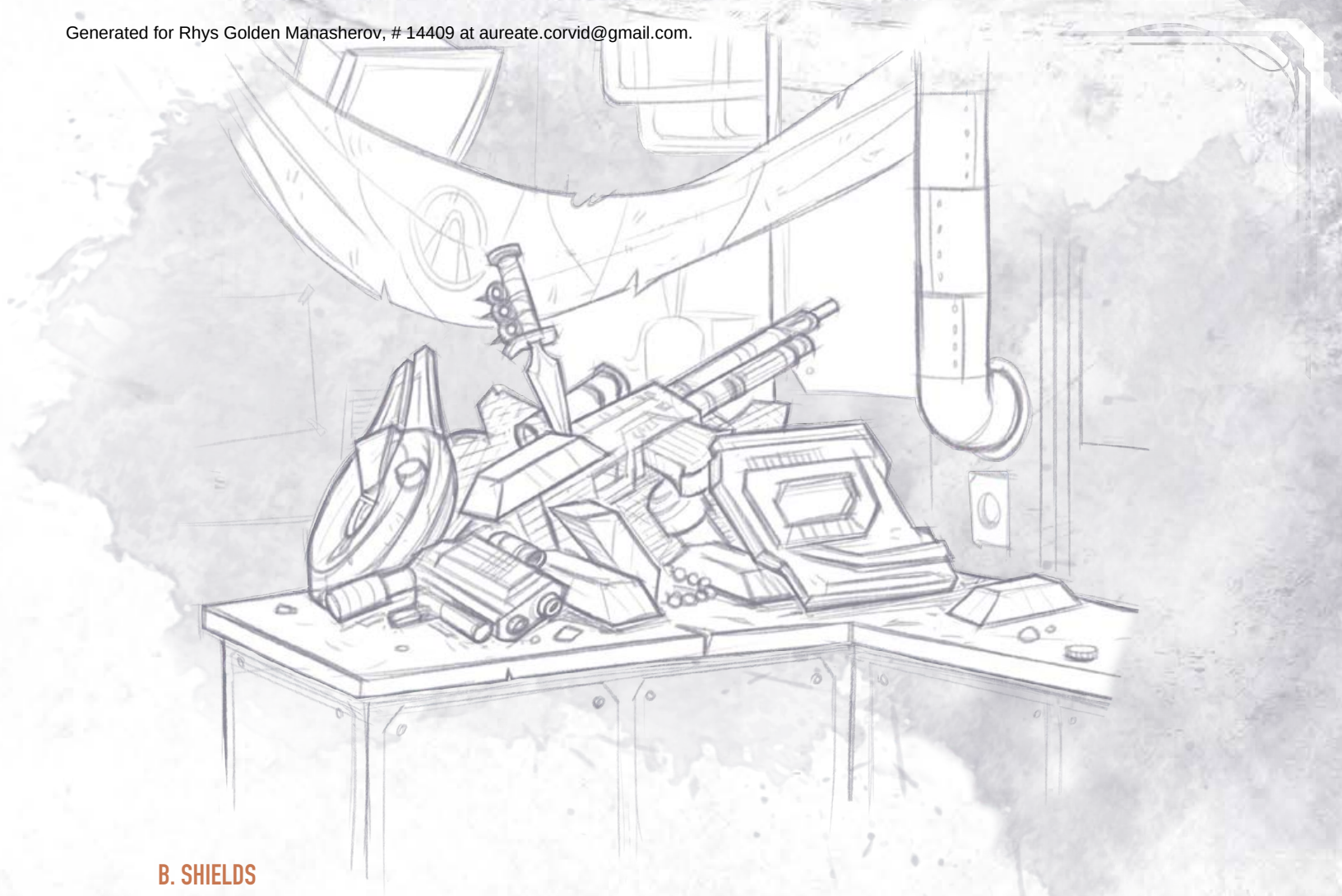
Gun Type	Range (squares)	Accuracy 2-7 Hits	Accuracy 2-7 Crits	Accuracy 8-15 Hits	Accuracy 8-15 Crits	Accuracy 16+ Hits	Accuracy 16+ Crits
Pistol	5	1	0	2	0	3	0
Submachine Gun	5	2	0	3	0	5	0
Shotgun	4	1	0	2	0	1	1
Combat Rifle	6	1	0	3	0	3	1
Sniper Rifle	8	0	0	1	0	1	1
Rocket Launcher	4	1	0	2	0	2	1

GUILD BONUS CHART

Guild	Gun Types	Stats
Alas!	Combat Rifles, Pistols, Shotguns, Sniper Rifles	DMG Mod +1
Skuldugger	Pistols, Submachine Guns, Shotguns, Sniper Rifles, Rocket Launchers	DMG Mod +2, Overheat: Take 1d4 Damage on Reload
Dahlia	Combat Rifles, Pistols, Submachine Guns, Shotguns, Sniper Rifles	Burst: +1 Hit
Blackpowder	Combat Rifles, Pistols, Shotguns, Sniper Rifles	ACC Mod +2 , Crit Damage +2
Malefactor	Pistols, Submachine Guns, Shotguns, Sniper Rifles, Rocket Launchers	Roll for Element Type, DMG Mod –2
Hyperius	Combat Rifles, Pistols, Submachine Guns, Shotguns, Sniper Rifles, Rocket Launchers	ACC Mod +1, DMG Mod –2
Feriore	Combat Rifles, Pistols, Submachine Guns, Shotguns	Swap/Reload: 1d4 Grenade Damage, Accuracy –3
Torgue	Combat Rifles, Pistols, Submachine Guns, Shotguns, Sniper Rifles, Rocket Launchers	Splash, ACC Mod –4
Stoker	Combat Rifles, Pistols, Shotguns, Sniper Rifles, Rocket Launchers	Extra Attack, ACC Mod –3



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B. SHIELDS

Every Vault Hunter begins their adventure with a Standard High Intensity Defense Shield (SHIDS). It has a capacity of 20 and a Recharge Rate of 5. Shields take first Damage, and once they are depleted, Health is impacted. At the end of a turn, if the player has not taken any Damage, Shields Recharge equal to the Recharge Rate of the equipped Shield, up to the value of the max Shields. If any Damage occurred during the turn, their Shield does not Recharge. Shields fully Recharge at the end of every encounter.

C. GOLD

Step 1: get gold. Step 2: repeat step 1. Each Vault Hunter determines their starting gold by rolling 1d6/Level. Each d6 will grant the amount of gold listed in the table below.

d6 Roll	Gold	d6 Roll	Gold
1	30g	4	100g
2	50g	5	120g
3	80g	6	150g

D. GRENADES

Grenades go boom when you Throw them. A Level 1 Vault Hunter begins with 0 current grenades and a max of 3 grenades. Through hard work and dedication (Leveling Up), they can unlock more slots to hoard more grenades when they do find them in their adventures.

9. Appearance and Name

Be they a mechanical former drone or an androgynous Assassin, Vault Hunters come in all shapes and sizes. Each Class has a brief description of the typical appearance/clothing choice of that Class, but a Vault Hunter's particular expression of visual badassitude is ultimately up to the player. Players may choose any appearance they wish, including Enemy types (be a goblin Mechromancer or even an orc Commando). If a Vault Hunter's tragic and epic backstory needs to have newly established bonuses or penalties, discuss with the BM.

Every Vault Hunter needs an epic name that truly encapsulates them. This name will be used by the BM and other party members so choose wisely, or ridiculously.

The fun of an RPG is to really get into the role playing aspect. It is an opportunity to live out strange and wonderful fantasies of adventure and heroism. As you embark on your adventures with your newly created Vault Hunter remember to immerse yourself, to let go and stretch your imagination. Become Gearstaff the Mechromancer or Shirtless Clyde the Psycho or whatever amazing and unique Vault Hunter you have created.

Congratulations, Vault Hunter -- you've done it! Your character is now ready to take into the harsh borderlands of Pan'Dorah!

Don't die.

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ARCHETYPES



Deadeye

Deadeyes don't miss. They prioritize their Accuracy above all else, and their Skills are all about leveraging that Accuracy to do... well, pretty much anything.

STARTING STATS

Accuracy	Damage	Speed	Mastery
4	1	0	2

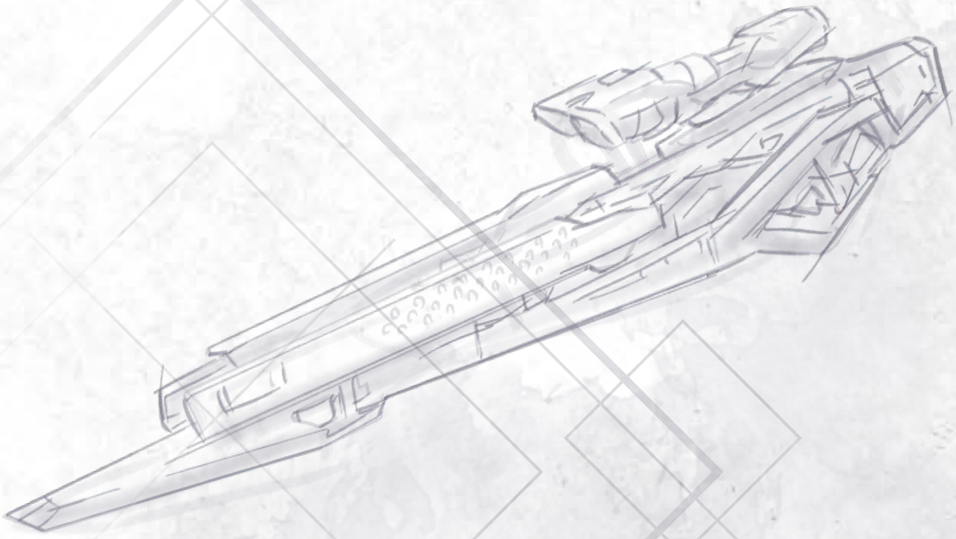
DEADEYE TREE

Level	XP per Segment	Rewards
1	100	1 Skill Point, Deadeye Feat
2	100	1 Skill Point, +Health, +1 Crit DMG
3	100	1 Skill Point, +Health, +1 ACC
4	150	1 Skill Point, +Health, +1 Favored Gun
5	150	1 Skill Point, +Health, +1 Crit DMG
6	200	1 Skill Point, +Health, Deadeye Feat
7	200	1 Skill Point, +Health, +1 Max Grenades
8	200	1 Skill Point, +Health, +1 Stat
9	250	1 Skill Point, +Health, +1 Max Potions
10	250	1 Skill Point, +Health, Deadeye Feat
11	300	1 Skill Point, +Health, +2 ACC
12	300	1 Skill Point, +Health, +1 Favored Gun
13	300	1 Skill Point, +Health
14	350	1 Skill Point, +Health, +1 Stat
15	350	1 Skill Point, +Health, +1 Crit DMG
16	400	1 Skill Point, +Health, Deadeye Feat
17	400	1 Skill Point, +Health
18	400	1 Skill Point, +Health, +1 Favored Gun
19	450	1 Skill Point, +Health, +1 Max Grenades
20	450	1 Skill Point, +Health, +1 ACC
21	500	1 Skill Point, +Health, Deadeye Feat
22	500	1 Skill Point, +Health, +3 Crit DMG
23	500	1 Skill Point, +Health, +1 Max Grenades
24	550	1 Skill Point, +Health, +1 Stat
25	550	1 Skill Point, +Health, +3 Crit DMG
26	600	1 Skill Point, +Health
27	600	1 Skill Point, +Health, +1 Stat, +1 Stat
28	600	1 Skill Point, +Health, +2 ACC
29	650	1 Skill Point, +Health, +1 Crit DMG
30	650	1 Skill Point, +Health, Deadeye Feat

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DEADEYE FEATS

Feat Name	Feat Text	Requirements
Finger Guns	+2 on Interact Checks.	
Line of Sight	+1 on Search Checks with a Sniper Rifle equipped.	
Social Distancing	Gain Extra Movement the first time an Enemy enters an adjacent square during an encounter.	
High Noon	If there is only a single Enemy within 3 squares, gain +3 Crit Damage.	
In the Shadows	+2 on Sneak Checks.	
Silent Steps	+3 on Sneak Checks.	*In the Shadows*
Cloaked in Shadows	Become Cloaked for 2 turns after successfully rolling a Sneak Check.	*Silent Steps*
Ready	Add +2 to Initiative Rolls if there are no adjacent Enemies.	
Steady	While remaining in place during a turn, gain +2 Accuracy to Ranged Attack.	*Ready*
Fire	Gain an Extra Attack if you act in the Before Enemies step.	*Steady*
360 No Scope	Gain Extra Movement if you score a Crit during a Ranged Attack.	Lvl 10+
It's Over	+3 ACC Mod bonus when you make an Attack from high ground.	Lvl 10+
What Do Your Dead-Eyes See?	Add your ACC Mod to all Search Checks.	Lvl 10+
Bullseye	Add your ACC Mod to Damage for the first Ranged Attack each encounter.	Lvl 15+
Personal Space	Gain an Extra Attack the first time an Enemy enters an adjacent square during an encounter.	Lvl 15+
Curve the Bullet	If you don't move during your turn, your gun deals Damage to all Enemies within 1 square of each other.	Lvl 20+
I Never Miss	Roll an extra d20 for Accuracy Rolls and take the higher result.	Lvl 20+



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Elementalist

Elementalists focus on use of their Action Skill and -- surprise -- Elemental Damage. As all sufficiently advanced technology is indistinguishable from magic, and Action Skills tend to involve advanced technology or literal magic (or, in one case, just holding two guns at the same time), the Elementalist is the Archetype you'll wanna pick if you tend to play mages in other fantasy tabletop games.

STARTING STATS

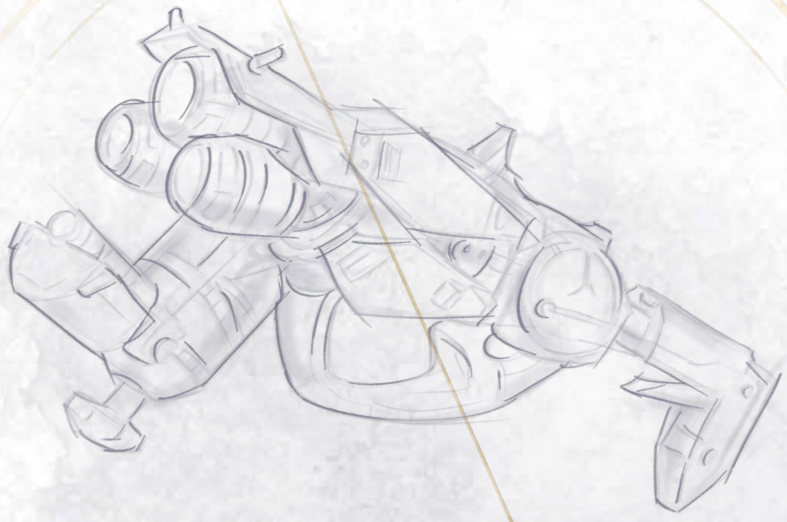
Accuracy	Damage	Speed	Mastery
0	2	1	4

ELEMENTALIST TREE

Level	XP per Segment	Rewards
1	100	1 Skill Point, Elementalist Feat
2	100	1 Skill Point, +Health, +1 Elemental DMG
3	100	1 Skill Point, +Health, +1 MST
4	150	1 Skill Point, +Health, +1 Favored Gun
5	150	1 Skill Point, +Health, +1 Elemental DMG
6	200	1 Skill Point, +Health, Elementalist Feat
7	200	1 Skill Point, +Health, +1 Max Grenades
8	200	1 Skill Point, +Health, +1 Stat
9	250	1 Skill Point, +Health, +1 Max Potions
10	250	1 Skill Point, +Health, Elementalist Feat
11	300	1 Skill Point, +Health, +2 MST
12	300	1 Skill Point, +Health, +1 Favored Gun
13	300	1 Skill Point, +Health
14	350	1 Skill Point, +Health, +1 Stat
15	350	1 Skill Point, +Health, +1 Elemental DMG
16	400	1 Skill Point, +Health, Elementalist Feat
17	400	1 Skill Point, +Health
18	400	1 Skill Point, +Health, +1 Favored Gun
19	450	1 Skill Point, +Health, +1 Max Grenades
20	450	1 Skill Point, +Health, +1 MST
21	500	1 Skill Point, +Health, Elementalist Feat

ELEMENTALIST TREE

Level	XP per Segment	Rewards
22	500	1 Skill Point, +Health, +2 Elemental DMG
23	500	1 Skill Point, +Health, +1 Max Grenades
24	550	1 Skill Point, +Health, +1 Stat
25	550	1 Skill Point, +Health, +2 Elemental DMG
26	600	1 Skill Point, +Health
27	600	1 Skill Point, +Health, +1 Stat, +1 Stat
28	600	1 Skill Point, +Health, +2 MST
29	650	1 Skill Point, +Health, +1 Elemental DMG
30	650	1 Skill Point, +Health, Elementalist Feat



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ELEMENTALIST FEATS

Feat Name	Feat Text	Requirements
Aura of Protection	Choose an Element type; gain 1d4 Damage Reduction to all Damage of that type.	
Static Shock	When you are Hit by Melee, roll %. On a 30+: deal 1d6 Shock Damage.	
Lightning Strikes Twice	Anytime an Elemental Gun is bought or generated, you may have the BM reroll the Element type once.	
It Beckons	Add your DMG Mod to all Search Checks.	
Over Under	+1 on all Sneak Checks or +1 on all Traverse Checks.	
¿Porque no Los Dos	+2 on all Sneak and Traverse Checks.	*Over Under*
Rolling Thunder	+3 DMG Mod on your next Attack when you make a successful Sneak or Traverse Check.	*¿Porque no Los Dos*
The Quick	+2 on Initiative Rolls if you have an Elemental Gun equipped.	
The Dead	+1 Damage Die if you deal Elemental Damage.	*The Quick*
Western Philosophy	When you swap guns to an Element Gun, adjacent Enemies take 1d6 Element Damage of that type.	*The Dead*
Crazed Alchemy	Add +1d6 to all Elemental Damage.	Lvl 10+
Elementalist	Roll an Element type. Add that Element type to your Favored Guns.	Lvl 10+
Fast Hands	Add your SPD Mod to all Interact Checks.	Lvl 10+
Fistful of Hate	If your current gun has an Element type, Melee Attacks deal that Element type and +1d6 Damage.	Lvl 15+
Wizard of Odds	When an Elemental Gun is bought or generated, increase roll on Element Table (pg 82) by 20%.	Lvl 15+
Super Effective	Enemies take 3x Elemental Effects from Shock, Incendiary, Corrosive Damage instead of 2x.	Lvl 20+
First Degree Burn	Gain an Extra Attack each time you deal Elemental Damage to an Undamaged Enemy.	Lvl 20+

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Enforcer

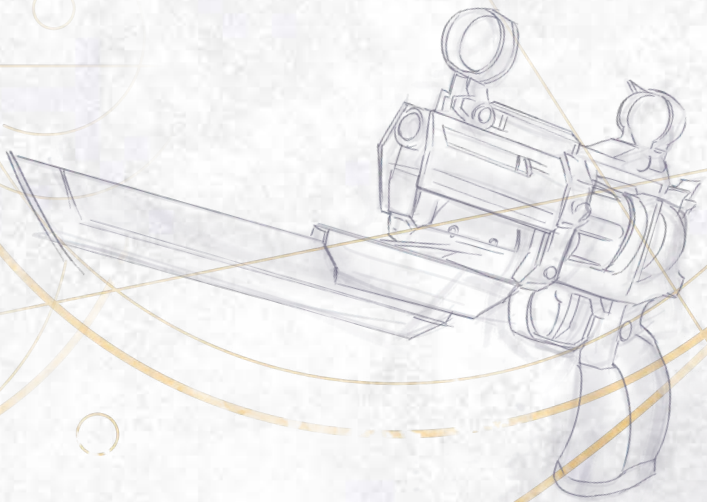
Enforcers hurt people. They punch them; they blow them up; they say passive-aggressive things on social media. To prioritize Damage above all else, choose Enforcer.

STARTING STATS

Accuracy	Damage	Speed	Mastery
1	4	2	0

ENFORCER TREE

Level	XP per Segment	Rewards
1	100	1 Skill Point, Enforcer Feat
2	100	1 Skill Point, +Health, +1 Melee DMG
3	100	1 Skill Point, +Health, +1 DMG
4	150	1 Skill Point, +Health, +1 Favored Gun
5	150	1 Skill Point, +Health, +1 Melee DMG
6	200	1 Skill Point, +Health, Enforcer Feat
7	200	1 Skill Point, +Health, +1 Max Grenades
8	200	1 Skill Point, +Health, +1 Stat
9	250	1 Skill Point, +Health, +1 Max Potions
10	250	1 Skill Point, +Health, Enforcer Feat
11	300	1 Skill Point, +Health, +2 DMG
12	300	1 Skill Point, +Health, +1 Favored Gun
13	300	1 Skill Point, +Health
14	350	1 Skill Point, +Health, +1 Stat
15	350	1 Skill Point, +Health, +1 Melee DMG
16	400	1 Skill Point, +Health, Enforcer Feat
17	400	1 Skill Point, +Health
18	400	1 Skill Point, +Health, +1 Favored Gun
19	450	1 Skill Point, +Health, +1 Max Grenades
20	450	1 Skill Point, +Health, +1 DMG
21	500	1 Skill Point, +Health, Enforcer Feat
22	500	1 Skill Point, +Health, +2 Melee DMG
23	500	1 Skill Point, +Health, +1 Max Grenades
24	550	1 Skill Point, +Health, +1 Stat
25	550	1 Skill Point, +Health, +2 Melee DMG
26	600	1 Skill Point, +Health
27	600	1 Skill Point, +Health, +1 Stat, +1 Stat
28	600	1 Skill Point, +Health, +2 DMG
29	650	1 Skill Point, +Health, +1 Melee DMG
30	650	1 Skill Point, +Health, Enforcer Feat



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ENFORCER FEATS

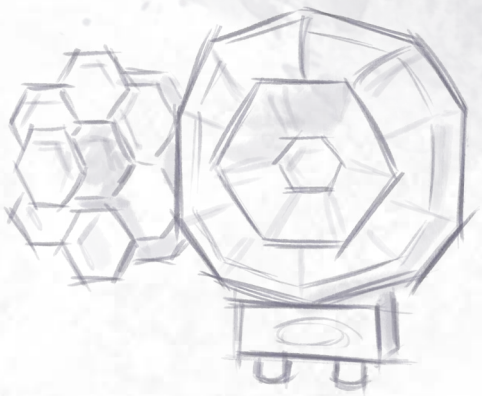
Feat Name	Feat Text	Requirements
Bomb and Weave	Gain Extra Movement when you deal Splash Damage for the first time during an encounter.	
Flex	The first time your Shields are depleted in an encounter, gain 1 Badass Token.	
Smooth Talker	+2 on all Talk Checks.	
The Brain is the Biggest Muscle	Add your DMG Mod to all Insight Checks.	
Brutality	Add 1d6 to your Melee Damage.	
Totality of Brutality	Add 1d8 to your Melee Damage.	*Brutality*
Finality of Brutality	+2 to your Melee Attack Rolls per adjacent Enemy.	*Totality of Brutality*
No Pain	While an Enemy is adjacent, take 1 less Damage from each Attack.	
No Gain	1d4 Damage Reduction when there is an adjacent Enemy.	*No Pain*
Too Angry to Die	The first time you would drop to 0 Health each day, go to 1 Health instead.	*No Gain*
Capitalist Might	Choose a Guild. Add your DMG Mod to all guns of that Guild.	Lvl 10+
Catch!	When you Throw a grenade at a target, if your Accuracy Roll is 12+, add Melee Damage to the Grenade Damage.	Lvl 10+
Wounded Warrior	If you are under your max Health, gain +4 to Initiative Rolls.	Lvl 10+
Another!	Gain an Extra Attack when you kill an Enemy.	Lvl 15+
F*ck You and Your Friends Too	When you deal Explosive Damage, Enemies Hit by Splash Damage take full Damage (instead of half Damage).	Lvl 15+
Crater Face	Your Melee Attacks deal +2d6 Explosive Damage.	Lvl 20+
Running Circles	Gain Extra Movement at the start of each of your turns.	Lvl 20+

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Guardian

Guardians protect their friends. Not in a cleric-y, never-get-to-do-anything-cool kind of way, but in an "if my friends are nearby I get to shoot my gun again" kinda way.

Look, I'm not gonna tell you what to do with your life, but if your party is big enough, you might want a Guardian. Once they heal you from the brink of death, you'll be thankful you have them.



Starting Stats

Accuracy	Damage	Speed	Mastery
2	0	4	1

Guardian Tree

Level	XP per Segment	Rewards
1	100	1 Skill Point, Guardian Feat
2	100	1 Skill Point, +Health, +5 Shield Capacity
3	100	1 Skill Point, +Health, +1 SPD
4	150	1 Skill Point, +Health, +1 Favored Gun
5	150	1 Skill Point, +Health, +5 Shield Capacity
6	200	1 Skill Point, +Health, Guardian Feat
7	200	1 Skill Point, +Health, +1 Max Grenades
8	200	1 Skill Point, +Health, +1 Stat
9	250	1 Skill Point, +Health, +1 Max Potions
10	250	1 Skill Point, +Health, Guardian Feat
11	300	1 Skill Point, +Health, +2 SPD
12	300	1 Skill Point, +Health, +1 Favored Gun
13	300	1 Skill Point, +Health
14	350	1 Skill Point, +Health, +1 Stat
15	350	1 Skill Point, +Health, +5 Shield Capacity
16	400	1 Skill Point, +Health, Guardian Feat
17	400	1 Skill Point, +Health
18	400	1 Skill Point, +Health, +1 Favored Gun
19	450	1 Skill Point, +Health, +1 Max Grenades
20	450	1 Skill Point, +Health, +1 SPD
21	500	1 Skill Point, +Health, Guardian Feat
22	500	1 Skill Point, +Health, +10 Shield Capacity
23	500	1 Skill Point, +Health, +1 Max Grenades
24	550	1 Skill Point, +Health, +1 Stat
25	550	1 Skill Point, +Health, +10 Shield Capacity
26	600	1 Skill Point, +Health
27	600	1 Skill Point, +Health, +1 Stat, +1 Stat
28	600	1 Skill Point, +Health, +2 SPD
29	650	1 Skill Point, +Health, +5 Shield Capacity
30	650	1 Skill Point, +Health, Guardian Feat

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GUARDIAN FEATS

Feat Name	Feat Text	Requirements
Helping Hands	+4 on Accuracy Checks to Throw potions.	
By Your Side	Gain Extra Movement anytime an ally's Shield depletes.	
Got Your Back	Gain Shield Recharge if you end your Movement adjacent to at least 1 ally and 1 Enemy.	
Hyperlight Rounds	Add your MST Mod to all Traverse Checks.	
Seeking Thoughts	+1 to all Insight or Search Checks.	
Doctorate	+1 to all Insight and Search Checks.	*Seeking Thoughts*
Cerebrium	Allies within 3 squares gain your Misc Mod for Insight or Search Checks.	*Doctorate*
Friendship	Adjacent allies take 1 less Damage from Melee Attacks.	
True Friendship	Adjacent allies take 1 less Damage from all Attacks.	*Friendship*
Strike Force	Gain an Extra Attack if there is a adjacent ally.	*True Friendship*
Keep Shooting	Choose a Guild. Once on each of your turns, Gain an Extra Attack if your Equipped gun is from that Guild.	Lvl 10+
Talking Smack	When an Enemy targets an adjacent ally, roll a Talk (10) Check. If successful, the Enemy is Taunted.	Lvl 10+
Shield of Bullets	Gain X to your Shields Capacity, where X is equal to your SPD Mod times 5.	Lvl 10+
The Doctor is In	If you don't take any Damage during a turn, all allies gain Shield Recharge.	Lvl 15+
Back Off	Your Melee Attacks Knockback Enemies by 2 squares.	Lvl 15+
Emergency	Refresh one use of your Action Skill whenever an ally's Shield depletes.	Lvl 20+
Nah	Prevent the first 10 Damage that would be dealt to you or adjacent allies during an encounter.	Lvl 20+



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THE CLASSES

ARCHETYPES DETERMINE Your Vault Hunter's stats, but Classes allow you to truly customize your specific flavor of badassitude.

Choosing a Class

I've asked it before, but I'll ask it again: what kind of badass do you wanna be?

Are you a Mechromancer, using your robotic buddy to tear your Enemies apart?

Or are you a Siren who prefers to use her magic to scramble the brains and/or internal organs of the bad guys?

If you're a first-time player, you're gonna want to give the following Class descriptions a good read. But also, don't be TOO worried -- if you end up not liking the Class you pick, you can always change it later on. It doesn't, like, make narrative sense that a Gunzerker could suddenly become a Siren, but:

- Who
- Cares

I mean, if you REALLY want to, you can say there was a malfunction in a BREW-U Cauldron that caused the particular Vault Hunter to respawn with an entirely new set of Skills. Or maybe the player character just up and decided they didn't like magic anymore and wanted to focus on their Turret Skills. Either way, don't feel like you shouldn't let your players switch up their Classes just for the sake of the story.

Assassin



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CLASS INFORMATION

Silent and mercenary, the Assassin's goals are shrouded in mystery. Do they fight for the thrill of the kill? Or do they care only about their payday? Enigmatic and deadly -- but in a cool, sexy way, not a tryhard edgelord way -- the Assassin strikes swiftly and stealthily, whether by stabbing their Enemies in the back or sniping them from afar.

The Assassin prefers a stealthy approach to combat, favoring their natural talent for lurksmanship.

APPEARANCE

To stay light and quick, an Assassin usually wears fitted clothing or Armor. Assassins also prefer to wear masks, which typically hide their face, gender, and motives. All the better to brood mysteriously.

ASSASSIN BACKGROUNDS

CHALLENGER
A killer for hire seeking a greater challenge than just targets that don't fight back. **+1 Damage, –2 on Sneak Checks.**

THE BLADE
You inherited a legendary blade with an ancient, mysterious origin. Maybe some day you will learn its secrets. **Sword of Legend: +3 Melee Damage, –2 on Traverse Checks.**

ENIGMA
You have gaps in your memories of the past, making you not only a mystery to others, but also in some ways, to yourself. **+1 Accuracy, –2 on Interact Checks.**

GHOST
You excel at not being seen or heard. You are in and out before the Enemy even knows what happened. **+1 Speed, +1 on Sneak Checks, –3 on Talk Checks.**

LEAGUE OF ASSASSINS
Taken from your home as a child, you were trained as an assassin very young. It is the only life you know. **+1 Mastery, –2 on Insight Checks.**

CLASS FEATURES

FAVORED GUN
Sniper Rifle or Combat Rifle

STAT MODIFIERS
Accuracy +2 • Damage +0 • Speed +1 • Mastery +1

MELEE DIE
1d6

SKILL TREE
Mercenary
See Mercenary Skill Tree on the next page.

ACTION SKILL
DeceptiOn
The Assassin becomes Cloaked for 2 turns, sending out an illusionary decoy that mimics their Attacks and movements for the duration of *DeceptiOn* (mimicked Attacks do not deal Damage or have any effect). Performing any Attack while *DeceptiOn* is active will break the cloak and illusion, but will upgrade all Hits to Crits for that Attack. (MST Mod per Day + 1/Encounter)

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MERCENARY SKILL TREE

TIER 1 SKILLS

		Max Skill Points
Headshot	+2 Crit Damage/SL.	3
Fast Hands	+1 SPD. +1/SL on Interact Checks.	3
Counter Strike	The first time Damage is taken during an encounter, deal +1 Hit/SL on your next 1+MST Mod Attacks.	3
Iron Hand	+1 Melee Damage and +10 max Health/SL.	3

TIER 2 SKILLS

		Max Skill Points
Killer	After killing an Enemy, gain +1 DMG Mod/SL for 1+MST Mod turns.	3
Precision	+1 ACC/SL. +1 on Traverse Checks.	3
Ambush	1+MST DMG Mod when Attacking from behind. +1 DMG Mod/SL against an Enemy that Attacked an ally this or the previous turn. +1/SL on Sneak Checks.	3
Fearless	+1 MST. +2 DMG Mod/SL while Shields are depleted.	3

TIER 3 SKILLS

		Max Skill Points
One Shot One Kill	The first Ranged Attack during an encounter deals a bonus 5+MST Mod Damage.	1
Bore	1+MST Mod times per day, when a target is Crit, fire through them dealing 2/SL Damage to the nearest Enemy.	3
Deathmark	When dealing Melee Damage, Enemies are marked. Attacks against marked targets from all sources deal +2 DMG Mod/SL.	3
Unforseen	Decoy explodes when *DeceptiOn* times out, dealing 1d6/SL+MST Mod Shock Damage to adjacent Enemies. +1/SL on Sneak Checks.	3

TIER 4 SKILLS

		Max Skill Points
Kill Confirmed	+1 Crit Damage/SL for each extra Attack Action taken in an encounter. Bonus resets after each encounter.	3
Innervate	While *DeceptiOn* is active, gain +2 SPD Mod, +1 DMG Mod/SL and 5 Health Regen/SL.	3
Resurgence	After killing an Enemy with a Melee Attack, gain 1d4/SL+MST Mod Health.	3
Followthrough	After killing an Enemy, gain an Extra Movement and +1 Melee Damage/SL for 1+MST Mod turns.	3

TIER 5 SKILLS

		Max Skill Points
Two Fang	Take a Reload Action to add +1 Crit/SL to your next Attack.	3
At One with the Gun	1+MST Mod ACC. +1 SPD/SL.	3
Backstab	Melee Attacks deal +2d6/SL Damage when Attacking from behind.	3
Like the Wind	+3 on Traverse Checks. +2 SPD.	1

TIER 6 SKILLS

		Max Skill Points
Death Blossom	In *DeceptiOn*, Decoy throws a fistful of Kunai, dealing 3d6+MST Mod random Elemental Damage to all adjacent Enemies.	1

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Berserker

Class Information

The Berserker wants to punch things over all else. Being a Vault Hunter, there is no shortage of things to punch. They also enjoy shooting things, just not as much as punching.

Appearance

Beef.



Class Features

Favored Gun
Rocket Launcher or Combat Rifle

Stat Modifiers
Accuracy +0 • Damage +2 • Speed +1 • Mastery +1

Melee Die
1d10

Skill Tree
Brute
See Brute Skill Tree on page 33.

Action Skill
Berserk
Puts away guns and breaks out fists for 2 turns. Each turn gains an Extra Movement and ability to Melee Attack twice, dealing +1 Melee Die Damage with each Attack. Regens 10 Health each turn. (MST Mod per Day + 1/Encounter)

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BERSERKER BACKGROUNDS

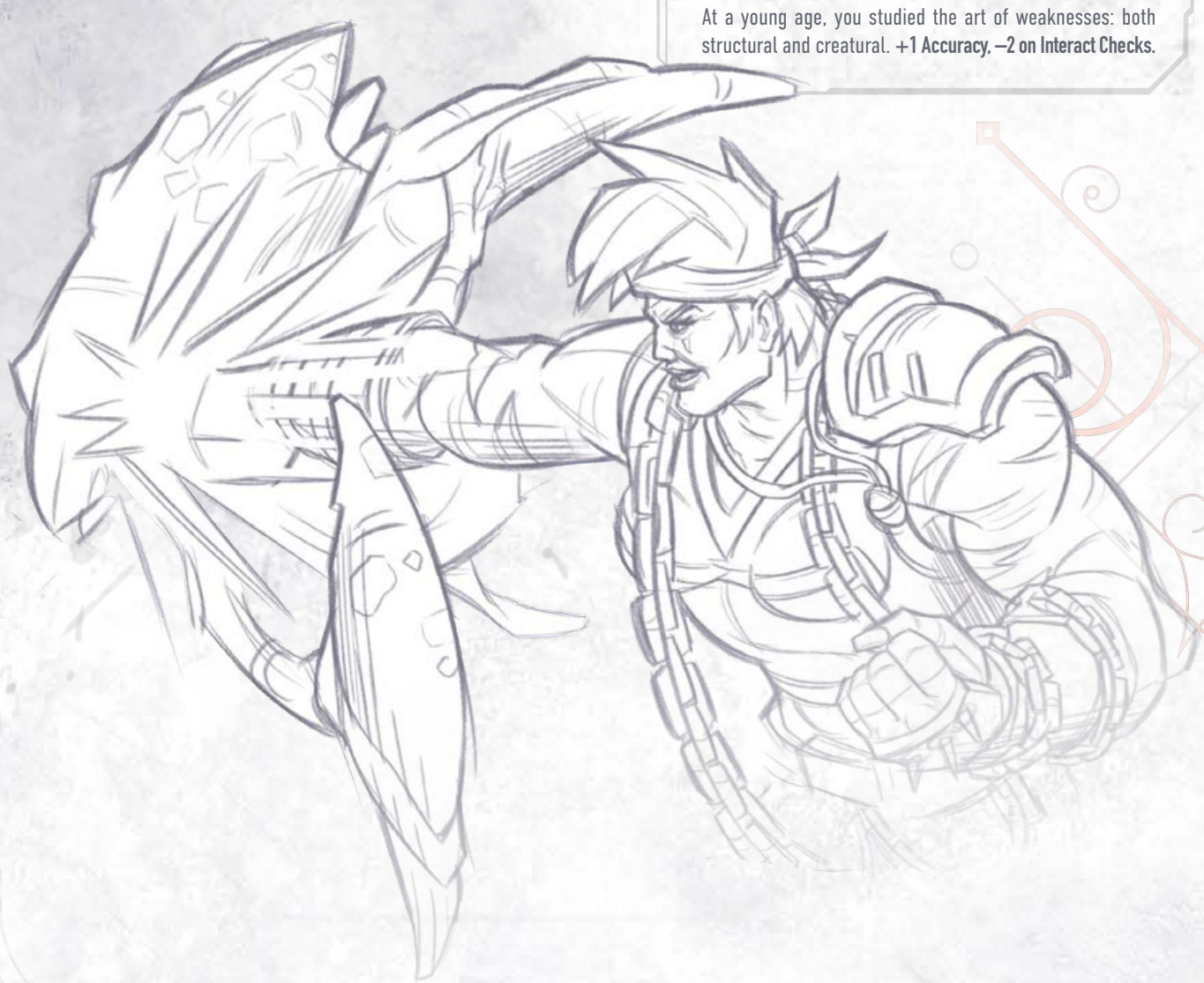
BRUTALITY
Sometimes your aggression goes too far. ...Or does it? **+2 Melee Damage, –2 on Talk Checks.**

LEADER
You were once the leader of a mercenary gang, which still lives on in your honor. **50% chance to have a Contact in any city, –1 on Sneak Checks.**

DYNAMITE
You trained as an explosives expert during one long hot summer. You have the missing pinky to prove it. **+2 Damage to all Explosives, –2 on Interact Checks.**

INNER RAGE
You took a tribunal-ordered anger management class; it didn't take. However, you did learn new ways to express your anger. **+1 Mastery, –2 on Search Checks.**

DEMOLITIONIST
At a young age, you studied the art of weaknesses: both structural and creatural. **+1 Accuracy, –2 on Interact Checks.**



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BRUTE SKILL TREE

TIER 1 SKILLS

		Max Skill Points
Iron Fist	+1 Melee Damage/SL.	3
Hardened	10+MST Mod Health/SL.	3
Safeguard	Increase Shield capacity by 10/SL.	3
Endowed	+1 Splash Damage/SL for all Explosive Damage.	3

TIER 2 SKILLS

		Max Skill Points
Bash	When performing a Melee Attack, roll 1d20+DMG Mod. On a 15+, the target becomes Slowed.	1
Heavy Handed	After killing an Enemy, gain +1 DMG Mod/SL for 1+MST Mod turns.	3
Juggernaut	The first time you kill an Enemy during an encounter, gain +1d4/SL Damage Reduction for 1+MST Mod turns.	3
Wide Load	+1 Hit to all Rocket Launchers. +1/SL Splash Damage.	3

TIER 3 SKILLS

		Max Skill Points
Endless Rage	*Berserk* lasts for an extra 1+MST Mod turns.	1
Prize Fighter	The first time you make a Melee Attack during an encounter, roll 1d6/SL. Target drops gold equal to 10x the sum.	3
Short Fuse	Increase the ability to *Berserk* by 1/SL per day. +1/SL on Traverse Checks.	3
Cast Iron	1d4/SL Damage Reduction to Explosive and Splash Damage.	3
Sting Like a Bee	During *Berserk*, the first time performing a Melee Attack on an Enemy each turn, gain an Extra Movement. +2/SL on Traverse Checks.	3

TIER 4 SKILLS

		Max Skill Points
Liquidate	The first time you deal Explosive Damage during an encounter, activate *Berserk* for free.	1
Blood Sport	After killing an Enemy while *Berserk* is active, gain 5+MST Mod Health/SL.	3
Pay Back	The first time Shields are depleted during an encounter, gain +1 DMG Mod/SL for 1+MST Mod turns.	3
Diehard	The first time Health reaches 0 in a day, gain 10+MST Mod Health/SL.	3

TIER 5 SKILLS

		Max Skill Points
Rapid Reload	+1 ACC/SL and +1 SPD/SL.	3
Revenge	After killing an Enemy, gain +1 DMG Mod/SL with all guns for 1+MST Mod turns.	3
Master Blaster	After killing an Enemy, gain +1 SPD Mod and add +1 Range/SL to any Rocket Launchers the party has equipped for the rest of the encounter.	3

TIER 6 SKILLS

		Max Skill Points
Unbreakable	The first time Shields are depleted during an encounter, gain 20+MST Mod Shields and +10 Shield Recharge for 2+MST Mod turns.	1

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Commando



CLASS INFORMATION

The Commando is an ex-military who racked up a high body count during their days in the service. When they need to deal extra Damage, they drop their Sabre Turret into the fray to get things done. They are a one-person wrecking crew.

APPEARANCE

The Commando is no longer in the military, but they never lost their style. They've removed any official patches or insignia of their previous employers (except the ones genetically grafted onto their skin, anyway), but they still look ready to drop into any hot zone in the six galaxies.

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CLASS FEATURES

FAVORED GUN
Pistol or Shotgun

STAT MODIFIERS
Accuracy +1 • Damage +1 • Speed +0 • Mastery +2

MELEE DIE
1d8

SKILL TREE
Sabre
See Sabre Skill Tree on the next page.

ACTION SKILL
Sabre Turret
Releases a Turret in an adjacent square, that remains in place and fires at Enemies for 2 turns. It targets the closest Enemy each turn and Taunts it. Destroyed if Armor depletes. (MST Mod per Day + 1/Encounter)

SABRE TURRET STATS
Armor: 40
DMG: 1d8/Hit
ACC: +2
(**2–7**= 2 Hit, **8–15**= 3 Hits, **16+**= 4+ Hits)

COMMANDO BACKGROUNDS

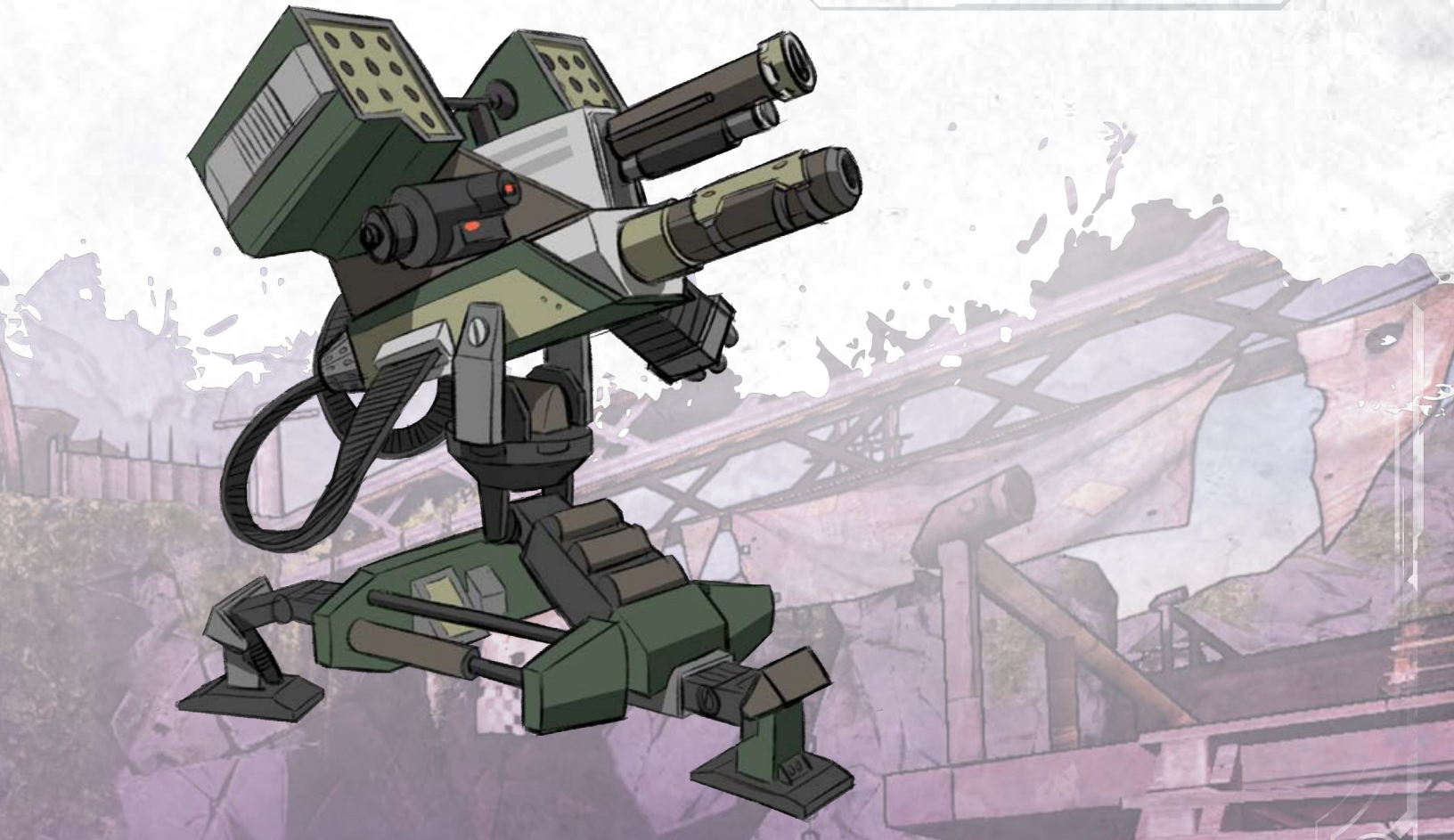
DIVORCEE
A quiet life in the 'burbs' was not for you. It was best for everyone that you moved on. **+1 Potion Slot, +1 Max Grenades, –2 on Talk Checks.**

REVENGEANCE
Your past crew double crossed you in a deal. You now spend your free time seeking revenge and vengeance. Get it? **+1 Damage, –2 on Insight Checks.**

VETERAN
After serving honorably for over a decade, the military was beginning to question your methods, so it was time to pack up your Sabre Turret and head out. **+1 Speed, +2 on Insight Military Checks, –2 on Search Checks.**

WHISTLEBLOWER
You discovered an Echo Log with sensitive military info on it. You are just looking for the right opportunity to drop the truth bomb. **+1 Mastery, 25% chance you are spotted each time you enter a town.**

COMPANY MAN
You still have lot of friends on the inside from your days, um, on the inside. **+1 Accuracy, 50% chance your Contact hates you.**



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SABRE SKILL TREE

TIER 1 SKILLS

		Max Skill Points
Sentry	*Sabre Turret* gains +1 Hit/SL and increases duration by 1+MST Mod turns.	3
Ready	+1 SPD and +1/SL on Search Checks.	3
Expertise	+1 ACC Mod to all non-Favored Guns. +1/SL on Insight Checks.	3
Impact	+1 MST. +1/SL Melee Damage.	3

TIER 2 SKILLS

		Max Skill Points
Laser Sight	*Sabre Turret* gains +1 ACC/SL.	3
Overload	+1 Hit to all Accuracy Ranges for 1 gun type/SL.	3
Metal Storm	After killing an Enemy, gain Extra Attack and +1 ACC Mod for 1+MST Mod turns.	3
Grenadier	+1 max grenades/SL. +2 on Throw Rolls.	3
Last Ditch Effort	While Shields are depleted, gain Extra Movement and +2 DMG Mod/SL.	3

TIER 3 SKILLS

		Max Skill Points
Scorched Earth	*Sabre Turret* fires Rockets, dealing 1d12 Damage per Hit with Splash.	1
Onslaught	After killing an Enemy, gain +1 DMG Mod/SL and Extra Movement for 1+ MST Mod turns.	3
Steady	+1 ACC. +2 on Interact Checks. +1 Grenade Damage/SL and +1 Rocket Launcher Damage/SL.	3
Battlefront	While *Sabre Turret* is deployed, gain +1 DMG Mod/SL and 1+MST Mod Grenade Damage/SL.	3

TIER 4 SKILLS

		Max Skill Points
Duty Calls	+2 DMG Mod and +1 ACC Mod/SL to all non-Favored Guns.	3
Do or Die	Throw 2 grenades per Throw action. +2 Grenade Damage/SL.	3
Resourceful	Increase the once per encounter limit of *Sabre Turret* by 1.	1
Mag-Lock	*Sabre Turret* can be deployed onto walls and ceilings.	1
Quick Charge	After killing an Enemy, Recharge 1d6+MST Mod/SL Shields.	3

TIER 5 SKILLS

		Max Skill Points
Longbow Turret	*Sabre Turret* can be Thrown to deploy. Deals 2d6/SL Explosive Damage to adjacent Enemies.	3
Ranger	+1 ACC, DMG, SPD, and MST. +1/SL to all Checks.	3
Grit	The first time Health reaches 0 in a day, roll 1d20/SL. If any die are 15+, gain 10+MST Mod Health instead.	3
Phalanx Shield	*Sabre Turret* gains a forward Shield that blocks 50 Damage. *Sabre Turret* can move 3+MST Mod squares per turn.	1

TIER 6 SKILLS

		Max Skill Points
Nuke	Deploying *Sabre Turret* sets off a Radiation Blast, dealing 5d6+MST Mod Radiation Damage to all Enemies within 3 squares.	1

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Gunzerker

CLASS INFORMATION

A Gunzerker's motto is 'Just keep firing'. As long as bullets are flying, the Gunzerker is happy. Living their whole lives around guns has made them experts of firearms and ammunition. This usually means they can give as good as they get, and are tougher than most.



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APPEARANCE

Most Gunzerkers are dressed casually -- jeans and t-shirts aren't out of the question -- but with more ammo belts, holsters, and other *accoutrements* that say, "I like guns and do not typically use words like *accoutrements*."

They also tend to have beards. Your Gunzerker doesn't *need* a beard, but if they *don't* have one, *maybe* consider giving them a –1 to all intimidation-related Talk Checks. Maybe.

CLASS FEATURES

FAVORED GUN
Rocket Launcher or Shotgun
(In addition to their Favored Gun, the Gunzerker starts with a Crappy Pistol.)

STAT MODIFIERS
Accuracy +1 • Damage +2 • Speed +0 • Mastery +1

MELEE DIE
1d10

SKILL TREE
Gun Lust
See Gun Lust Skill Tree on the next page.

ACTION SKILL
Gunzerking
Gunzerker gains the abilitity to wield 2 equipped Guns at once for 2 Turns. Each Turn the Gunzerker gets a Ranged Attack with both Guns at a single Target. While Gunzerking, Gunzerker gains Health Regen. (MST Mod per Day + 1/Encounter)

GUNZERKER BACKGROUNDS

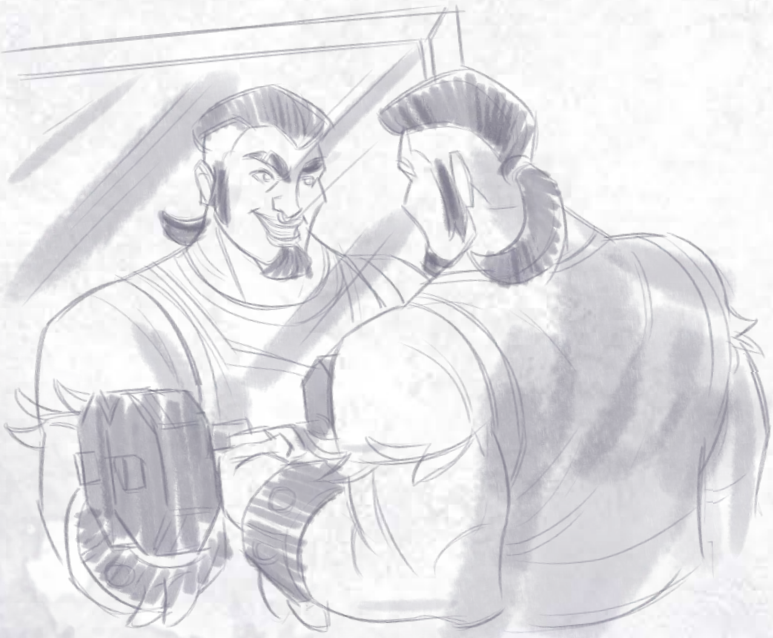
ROIDS
After years of pumping iron and stuff, your body is as hard as your guns. The stunted growth is a coincidence. **+5 Starting Health, –2 on Traverse Checks.**

CURIOSITY KILLS
You chose to become a Vault Hunter after witnessing the demolition of your town by corporate Vault Looters. **+1 Mastery, –2 on Insight Checks.**

SAVIOR
After defeating a giant roaming troll, you went from town outcast to reigning hero. **+1 Damage, –2 on Talk Checks.**

GOTTA GO FAST
No place holds your interest for long. A rolling stone gathers no moss or bounties, as the saying goes. **+1 Speed, –2 on Sneak Checks.**

COWBOY
You grew up watching Spaghetti Westerns. Dueling is your favorite past time. Yeehaw, muthafuckas! **40% Chance to get thrown into a Fight in every drinking establishment. +1 Accuracy, -1 on Interact Checks.**



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GUN LUST SKILL TREE

TIER 1 SKILLS

		Max Skill Points
Quick Draw	+2 Initiative Mod/SL. +1/SL on Interact Checks.	3
Filled to the Brim	Increase max grenades by 1/SL. Increase max potions by 1+MST Mod.	3
Incite	The first time you take Damage during an encounter, gain Extra Movement. +1/SL on Traverse Checks.	3
Hard to Kill	10+MST Mod Health. +5 Health Regen/SL.	3

TIER 2 SKILLS

		Max Skill Points
Last Longer	*Gunzerking* duration is increased by 1 turn. +2 on Talk Checks.	1
All I Need Is One	After *Gunzerking*, gain +1 DMG Mod/SL for 1+MST Mod turns.	3
All in the Reflexes	The first turn of each encounter, gain Extra Movement. +1 Melee Damage/SL.	3
Asbestos	Each SL choose 1: 1d4 Incendiary/Corrosive/Shock/Radiation Damage Reduction.	3
I'm the Juggernaut	After killing an Enemy, gain 1d4+MST Mod Damage Reduction for 1 turn/SL.	3

TIER 3 SKILLS

		Max Skill Points
Auto-Loader	After killing an Enemy, you may move 1 square.	1
I'm Already Ready	Increase the per day use of *Gunzerking* by 1. +1/SL on Insight Checks.	3
Steady as She Goes	+1 ACC. While *Gunzerking* is active, gain 1+MST Mod ACC Mod/SL.	3
Divergent Likeness	While *Gunzerking* is active, if both guns are the same type, gain +1 DMG Mod/SL. If both guns are different types, gain +1 ACC Mod/SL.	3

TIER 4 SKILLS

		Max Skill Points
Double Your Fun	While *Gunzerking* is active, Throw 2 grenades but only expend 1. Gain 1+MST Mod Grenade Damage.	1
Fistful of Hurt	When performing a Melee Attack, add +1d8 DMG Mod/SL and Knockback 1.	3
Bus That Can't Slow Down	While *Gunzerking* is active, gain Extra Movement each turn. +1/SL on Traverse Checks.	3
Just Got Real	+1 DMG Mod/SL. If Health is below half, gain 1+MST Mod DMG Mod/SL instead.	3

TIER 5 SKILLS

		Max Skill Points
Keep it Piping Hot	After *Gunzerking*, gain +1 DMG Mod and +1 SPD Mod for 1+MST Mod turns. +1 Grenade Damage/SL.	3
Keep Firing...	While *Gunzerking* is active, gain +1 SPD Mod/SL and Extra Attack.	3
Sexual Tyrannosaurus	While your Shields are depleted, gain 5 Health Regen/SL for 1+MST Mod turns.	3
Get Some	The first time you take Health Damage during an encounter, you may activate *Gunzerking* for free.	1

TIER 6 SKILLS

		Max Skill Points
No Kill Like Overkill	After killing an Enemy, on your next Attack, gain X+MST Mod Damage where X is Damage dealt in excess of the Enemy's Health.	1

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Hunter

Class Information

Hunters are skilled killers from afar. They prefer the high ground: partially as it gives them a great vantage point for sniping, and partially because it more easily allows their feathered familiar friends to divebomb into battle and annihilate Enemies.



Appearance

With a big ol' knife for skinning their prey and a cowl mask to protect their eyes, the Hunter is dressed to survive out in the wilds for long periods of time. They may be sitting in one spot for hours, so they want to be comfortable -- that means no bulky armor or unnecessary accessories.

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HUNTER BACKGROUNDS

PRIZE SHOT
The first time you ever picked up a gun, you shot a bullseye. You have been chasing that high ever since. **+1 Accuracy, –2 on Insight Checks.**

TRACKER
You took hide-n-seek to an extreme as a kid and became the area's greatest sleuth. You could recognize every single footprint in town. **+2 on Search Checks, –1 on Talk Checks.**

PARTNER IN CRIME
Friends who kill together, stay together. Your bird is with you 'til the end. **+2 Wing Damage, –2 on Interact Checks.**

SILENCE, SCHMILENCE
You once walked in on a very awkward scene between a big bad and their minion. You make a point of declaring yourself now. **+1 Damage, –2 on Sneak Checks.**

MONEY ISN'T EVERYTHING
You watched your parents destroy each other over material possessions. As a result, you have no desire for frivolities. **+1 Speed, –2 on Search Checks.**

CLASS FEATURES

FAVORED GUN
Sniper Rifle or Pistol

STAT MODIFIERS
Accuracy +2 • Damage +1 • Speed +0 • Mastery +1

MELEE DIE
1d4

SKILL TREE
Sharp Shooter
See Sharp Shooter Skill Tree on the next page.

ACTION SKILL
Wings of Blood
The Hunter's familiar flies from their perch to dive Attack and Taunt a chosen Enemy, dealing 2d8 Damage and Taunting all adjacent Enemies. All Taunted Enemies will next Attack the Hunter. (MST Mod per Day + 1/Encounter)

FAMILIAR: WING
Health: 15
1 Attack/Turn
Movement: Flight - 4 Squares
DMG: 1d4+1
ACC: +1
(**2–7**= –1 DMG, **8–15**= Normal, **16+**= +1 DMG)

When the Hunter's Familiar dies, it will not take actions or be involved in an encounter until the next time the Hunter activates their Wings of Blood Action Skill. At the time, the familiar is brought back into the action in the Hunter's Square.

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SHARP SHOOTER SKILL TREE

TIER 1 SKILLS

		Max Skill Points
Caliber	+1 DMG Mod on Favored Guns. +1/SL on Search Checks.	3
Swipe	Enemies killed by *Wings of Blood* drop gold equal to their BR. +1/SL on Traverse Checks.	3
Deadly	1+MST Mod Crit Damage. +1/SL on Sneak Checks.	3
Gun Crazy	Increase DMG Mod for all Pistols by 1/SL.	3

TIER 2 SKILLS

		Max Skill Points
Smirk	Once per encounter, after killing an Enemy with a Crit, gain Extra Movement. +1/SL on Talk Checks.	1
Fast Hands	On the first turn of an encounter, gain Extra Attack. +1/SL on Interact Checks.	3
Lethal Strike	Gain +1 Melee Damage/SL. First Melee Attack during an encounter, roll 1d20; on a 10+, double the Melee Damage.	3
Swift Strike	*Wings of Blood* gains 1d10/SL+MST Mod Damage.	3
Focus	+1 ACC Mod for all guns. +1 ACC Mod/SL for Favored Guns.	3

TIER 3 SKILLS

		Max Skill Points
Carrion Call	First Crit during an encounter: activate *Wings of Blood* for free.	1
Killer	After killing an Enemy, gain +1 SPD Mod/SL and +1 DMG Mod/SL for 1+MST Mod turns.	3
Out for Blood	First Familiar Attack during an encounter: gain 1d6/SL Health.	3
Riotous Remedy	After killing an Enemy, gain +5 Health Regen/SL for 1+MST Mod turns.	3

TIER 4 SKILLS

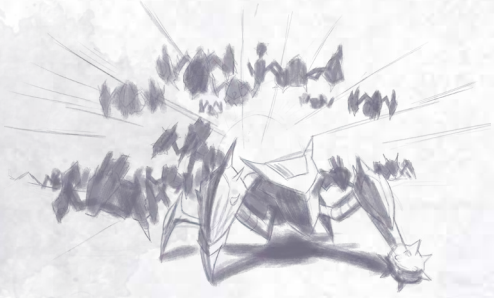
		Max Skill Points
Flight of the Elements	Roll a random Element. *Wings of Blood* deals +2d6 Damage of that Element type during Attacks.	1
Ransack	The first 1/SL times an Enemy is killed during an encounter, they drop gold equal to their BR. +1/SL on Search Checks.	3
Hair Trigger	+1 ACC, SPD, and DMG. +1/SL Melee Damage. All Pistols gain Extra Attack.	3
Predator	Increase the per day use of *Wings of Blood* by 1/SL. 1+MST Mod on Sneak Checks.	3

TIER 5 SKILLS

		Max Skill Points
Relentless	After killing an Enemy, gain Extra Attack for 1+MST Mod turns. Roll 1d20; on a 15+ gain +1 Crit/SL for the next Attack.	3
Aerial Impact	While *Wings of Blood* is active, roll 1d20/SL each time your Familiar Hits an Enemy. If any are 15+, the Enemy is Slowed.	3
Bird of Prey	*Wings of Blood* can Hit an additional target/SL.	3

TIER 6 SKILLS

		Max Skill Points
Trespass	Before any Attack at Range 4+, roll 1d20+MST Mod. On a 10+, the Attack ignores Shields and deals +MST Mod Damage.	1



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Mechromancer



Class Information

A perfect melding of person and machine, the Mechromancer is a technical genius whose robot buddy distracts and attracts while they blast away with reckless abandon.

Appearance

Mechromancers tinker with EVERYTHING, including their personal appearance. It's not uncommon to meet a Mechromancer who is more machine than flesh, with prosthetic limbs and rusty, cybernetic enhancements everywhere. But they're still cute, and they've still got a fashion sense that leans toward the punky and rebellious.

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CLASS FEATURES

FAVORED GUN
Combat Rifle or Shotgun

STAT MODIFIERS
Accuracy +0 • Damage +1 • Speed +1 • Mastery +2

MELEE DIE
1d6

SKILL TREE
Shock and Claws
See Shock and Claws Skill Tree on the next page.

ACTION SKILL
Deathtrap
Summons a metal golem that moves and Attacks Enemies for 2 turns. The robot Attacks twice each turn. (MST Mod per Day +1/Encounter)

ROBOT
Armor: 30
Movement: 5 Squares
Attacks (2/Turn):
Melee- *Claws*, 2d8
Ranged- *Shock Pulse*, 3 square Range, 2d6 Shock Damage

MECHROMANCER BACKGROUNDS

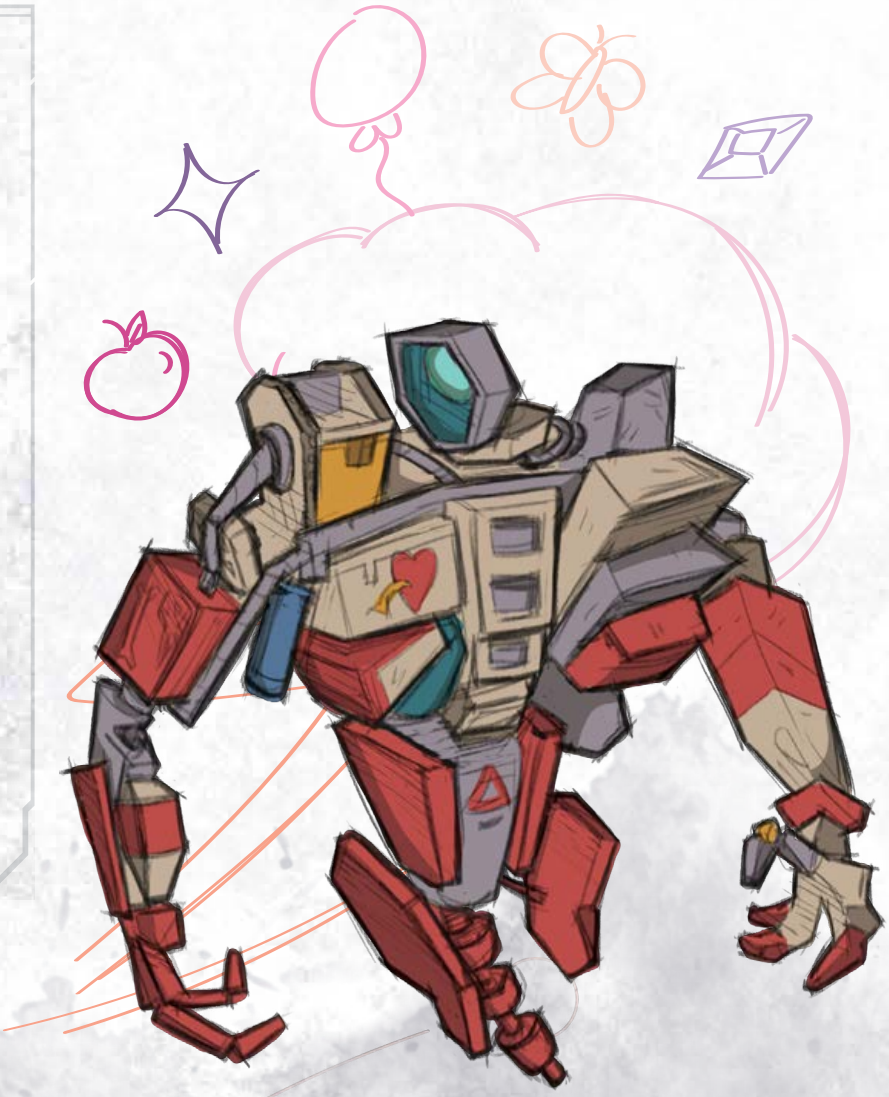
ANTI-BULLY
You really, really don't like it when big guys pick on little guys. You've learned that there's only one way to deal with a bully: a swift punch in the nose. It's not subtle, but it works. **+2 Melee Damage, –2 on Sneak Checks.**

WELL-READ
You spent your childhood wandering around with a book in your nose, wondering if there was more to your provincial life. **+3 on Insight Checks, –2 on Talk Checks.**

WEALTHY PARENTS
You're privileged, which means you spent most of your life arguing that you aren't privileged. **Gets 200 Gold Allowance per Month, –1 Mastery.**

ACCIDENTAL MURDERER
Your high school science fair was a huge success, in a manner of speaking. **+1 Speed, 5,000 Gold Reward for Capture.**

CLUMSY
You're cute, you're independent, and you've got a great job as the editor of a prestigious fashion magazine. But you've got one fatal flaw: butterfingers! **+2 Accuracy, –2 on Traverse Checks.**



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SHOCK AND CLAWS SKILL TREE

TIER 1 SKILLS

		Max Skill Points
Close Enough	First 1/SL Ranged Attacks during an encounter are upgraded to the next highest Accuracy Range.	3
More Pep	Increase the Elemental Damage of your Favored Guns by 1+MST Mod/SL. +2 on Interact Checks.	3
Myelin	1d4+MST Mod Shock Damage Reduction and +10/SL Shield capacity.	3
Anarchy	After killing an Enemy or Throwing an item, gain +1 DMG Mod/SL for 1 turn.	3

TIER 2 SKILLS

		Max Skill Points
Strength of Five Gorillas	Mechromancer and Robot each gain +3 Melee Damage.	1
Buck Up	When activating *Deathtrap*, an ally adjacent to Robot Recharges 10+MST Mod/SL Shields.	3
Shock Storm	After killing an Enemy with a Crit, a Shock rift is created that deals 2d6/SL Shock Damage to all adjacent targets. The Robot also creates a rift when they kill an Enemy.	3
The Stare	Robot gains Fire Bolt as a Ranged Attack. Fire Bolt casts a bolt of Incendiary that travels up to 3+MST Mod squares and deals 2d6/SL Incendiary Damage to everything in the line of fire.	3

TIER 3 SKILLS

		Max Skill Points
Upshot Robot	While *Deathtrap* is active, the first 1+MST Mod times Robot kills an Enemy, it increases the duration of *Deathtrap* by 1 turn.	1
Potent as a Pony	Mechromancer and Robot each gain MST Mod +10 Shield capacity/SL.	3
Shock and "AAAGGGGHHH!"	Throwing a grenade creates a Shock rift that deals 2d6/SL Shock Damage to adjacent targets.	3
Unstoppable Force	After killing an Enemy, gain Extra Movement and 1d4/SL Shield Recharge. +2 on Traverse Checks.	3
Evil Enchanter	Increase the Damage of all Elemental types by 2d6. Increase Elemental chance by 10%+MST Mod.	1

TIER 4 SKILLS

		Max Skill Points
Explosive Clap	When *Deathtrap* ends, it detonates the Robot, dealing 3d8+MST Mod Damage to all adjacent targets.	1
Made of Sterner Stuff	Mechromancer and Robot each gain 1d4/SL Damage Reduction to all Damage.	3
One Two Boom	Once per *Deathtrap* activation, Robot can fire an orb up to MST+3 squares away. If the orb is shot, it will explode dealing 2d6/SL Corrosive Damage to all adjacent targets.	3
Wires Don't Talk	When an Enemy enters an adjacent square to Mechromancer or Robot, they take 1d6/SL Shock Damage.	3
Annoyed Android	Robot gains SPD Mod to their Movement.	1

TIER 5 SKILLS

		Max Skill Points
20% Cooler	First time successfully performing a Badass Move during an encounter, activate *Deathtrap* for free. +2 on Talk Checks.	3
Interspersed Outburst	On the first turn of an encounter, gain Extra Movement and +2 DMG Mod/SL.	3
The Nth Degree	First Hit from an Attack during an encounter ricochets up to 1+MST Mod times and deals +1d4/SL Damage to each adjacent Enemy.	3
Sharing is Caring	While *Deathtrap* is active, Robot gains a copy of equipped Shield. +1 MST Mod/SL.	1

TIER 6 SKILLS

		Max Skill Points
Make It Sparkle	While *Deathtrap* is active, shooting the Robot with an Elemental Gun will charge the Robot with that Element type. Damage dealt adds 3d6+MST Mod Elemental Damage for the duration of *Deathtrap*.	1

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Psycho

CLASS INFORMATION

Enjoys meat, bicycles, and the overlaps therein. The Psycho -- which, yeah, is kind of problematic, there's no getting around that -- held onto their sanity for awhile before deciding, "you know what? I'd be better off without it." Doling out incredible Melee Damage and willing to expose themselves to all sorts of pain in order to get the job done, the Psycho is not someone you'd like to make an Enemy of.

APPEARANCE

Typically shirtless, always wearing a cool mask, and often clad in the orange prison pants they were initially wearing when they first came to Pan'Dorah, the Psycho is dressed more for intimidation than practicality.



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CLASS FEATURES

FAVORED GUN
Shotgun or Submachine Gun

STAT MODIFIERS
Accuracy +1 • Damage +2 • Speed +1 • Mastery +0

MELEE DIE
1d12

SKILL TREE
Fire and Blood
See Fire and Blood Skill Tree on the next page.

ACTION SKILL
Buzz Axe Rampage
Psycho puts away their gun, gains Extra Movement, and takes out the Buzz Axe for 2 turns. Each turn, Psycho can make a Melee Attack against an adjacent target, and a Ranged Attack as they throw their Axe up to 4 squares away. Each Attack does 3d8 Damage. If Psycho kills an Enemy, they gain 2d4 Health. (MST Mod per Day + 1/Encounter)

PSYCHO BACKGROUNDS

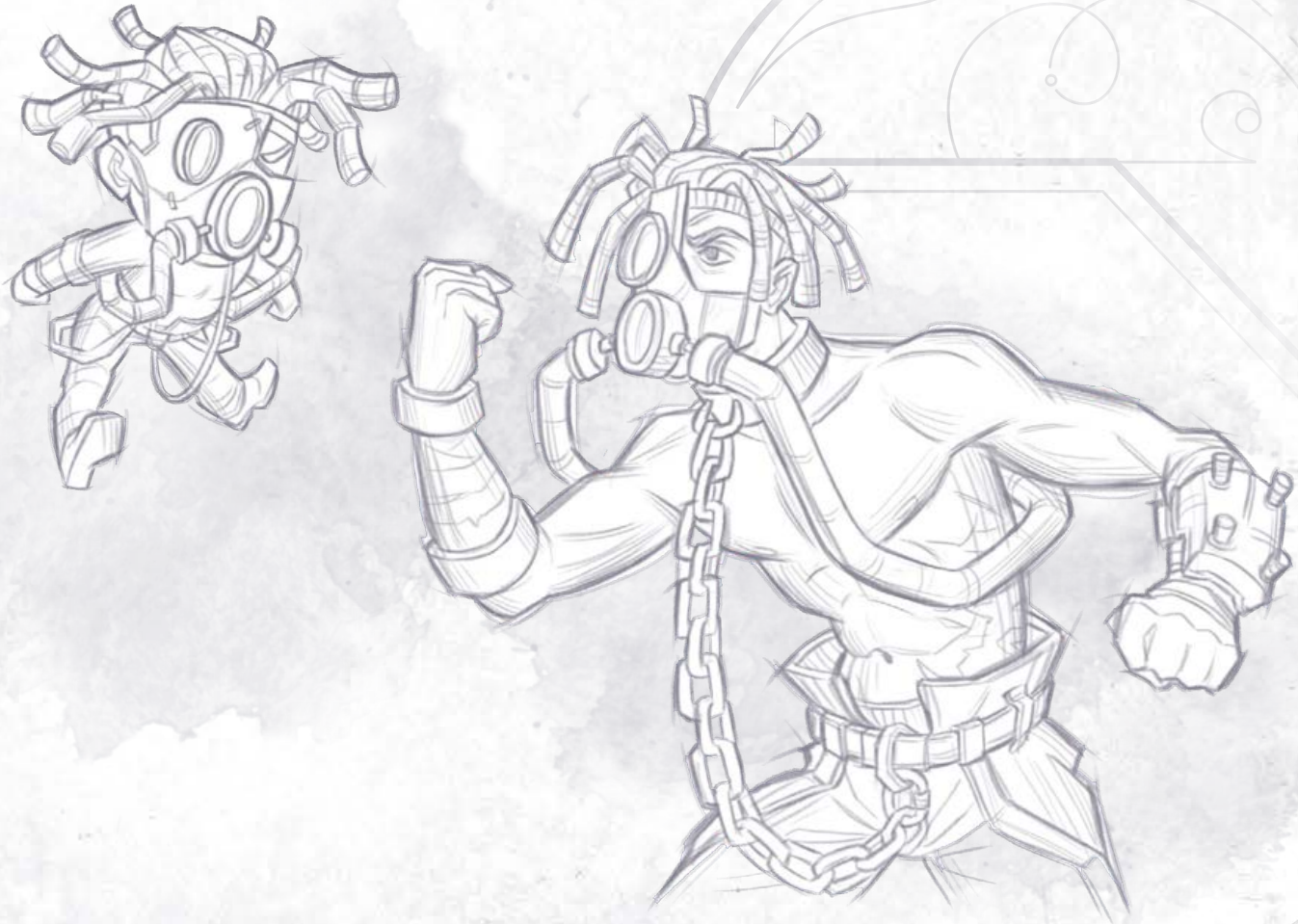
YOU'RE DEAD!
AIM FOR THE FACE HOLE! NO WORDS, JUST BLOOD AND TEETH. **+2 Accuracy, –4 on Talk Checks.**

THUD!
WHERE IS IT WHERE IS IT WHERE IS IT GIVE IT BACK **+1 Mastery, +2 on Search Checks, –4 on Talk Checks.**

GRIND GRIND KILL!
RUN AND SLAP AND RUN AND CHOKE AND RUN AND STAB **+1 Damage, +1 Speed, –4 on Talk Checks.**

BLOOD!
I CAN TASTE YOUR MEMORIES **+2 Melee Damage, +2 on Traverse Checks, –4 on Talk Checks.**

STOP TALKING TO ME!
I'M A SOCIAL BUTTERFLY **–2 on Insight, Interact, Search, and Sneak Checks, +2 on Talk Checks.**



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FIRE AND BLOOD SKILL TREE

TIER 1 SKILLS

		Max Skill Points
Burn, Baby, Burn	When performing a Melee Attack, roll 1d20+MST Mod. On a 12+, become inflamed for 2 turns, dealing and taking +1d6/SL Incendiary Damage while Attacking.	3
Empty the Rage	+2 Melee Damage/SL. While Shields are depleted, gain an extra 1+MST Mod Melee Damage.	3
Pull the Pin	When Shields hit 0, a grenade drops, dealing +1d6/SL Damage. If the grenade kills an Enemy, gain 10+MST Mod Shields and regain 1 grenade.	3
Feed the Meat	10+MST Mod Health/SL. +2 on Traverse Checks.	3

TIER 2 SKILLS

		Max Skill Points
Bloody Revival	+3 DMG Mod to Favored Guns while under half Health.	1
Blood Overdrive	After killing an Enemy with a Ranged Attack, gain +2 Melee Damage/SL for 1+MST Mod turns.	3
Taste of Blood	Increase the duration of *Buzz Axe Rampage* by 1 turn. While *Buzz Axe Rampage* is active, after any kills, gain 1d4/SL Damage Reduction for 1 turn.	3
Pain is Power	+2 DMG Mod/SL to all guns, and reduce all Crits to Hits for all non-Favored Guns.	3

TIER 3 SKILLS

		Max Skill Points
Buzz Axe Bombardier	Attach explosives to Buzz Axe, dealing 3d6+MST Mod Explosive Damage for all Ranged Buzz Axe Attacks.	1
Thrill of the Kill	After killing an Enemy, 1d4+MST Mod/SL of the Damage in excess of the Enemy's health is transferred to Health.	3
Light the Fuse	When Health reaches 0, pull out a set of Explosives and deal 3d6/SL Explosive Damage to all adjacent targets. If an Enemy is slain, gain 15+MST Mod Health; otherwise, die.	3
Strip the Flesh	+1d6/SL to all Explosive Damage. +2 to Interact Checks.	3
Fire Fiend	1d4+MST Mod Incendiary Damage Reduction. Gain +2/SL on *Burn, Baby, Burn* rolls.	3

TIER 4 SKILLS

		Max Skill Points
Blood Trance	Increase the duration of *Buzz Axe Rampage* by 1 turn. When taking Health Damage for the first time during an encounter, activate *Buzz Axe Rampage* for free.	1
Redeem the Soul	Take 2d12 Damage to grant an ally within 3 squares 2d10+DMG Mod Health, 1+MST Mod times per day. +2/SL on Traverse Checks.	3
Salt the Wound	When taking Health Damage, optionally take an additional 1d8 Damage to gain that amount +1/SL as bonus Damage on next Attack.	3
Flame Flare	Deal +1d6/SL Incendiary Damage to Enemies while inflamed. Remain inflamed for an extra 1+MST Mod turns.	3
Blood Bath	Once per turn, after killing an Enemy with Explosive Damage, gain Extra Attack and regain 1+MST Mod grenades.	1

TIER 5 SKILLS

		Max Skill Points
Nervous Blood	After killing an Enemy with a Ranged Attack, gain Extra Attack for 1 turn. 1+MST Mod/SL on Search Checks.	3
Silence the Voices	Gain +3/SL Melee Damage. When performing a Melee Attack, roll 1d20. On a 15+, take Melee Damage.	3
Elemental Empathy	When taking Elemental Damage, gain 1d4+MST Mod/SL Health Regen.	3

TIER 6 SKILLS

		Max Skill Points
Release the Beast	If Shields are depleted when activating *Buzz Axe Rampage*, gain +50 Health, +3 Attacks per turn, and 5+MST Mod Damage for the duration of *Buzz Axe Rampage*.	1

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Siren



Class Information

Sirens can be found throughout the universe, although it is believed that only six can exist at once. No one knows how a Siren is created or chosen, and they have immeasurable powers.

Appearance

Sirens can be easily identified by their luminous tattoos that radiate when their powers are activated.

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CLASS FEATURES

FAVORED GUN
Submachine Gun

STAT BONUS
see Skill Tree

MELEE DIE
see Skill Tree

ELEMENT TYPE
Choose 1: Incendiary, Shock, Corrosive
Optional Rule: When creating a Siren character, the BM may choose to allow the player to choose one of the 3 Element Types listed in the Class Features section. This would replace the Element Type of their Action Skill with the new Type.

SKILL TREES (CHOOSE 1)

LIGHTWALK
Accuracy +1 • Damage +1 • Speed +2 • Mastery +0
Melee Die: 1d8

ACTION SKILL
Phasewalk
Become Cloaked and gain Extra Movement for 2 turns. When activated/deactivated, create a Phase Blast that deals 3d6 Incendiary Damage to adjacent Enemies. (MST Mod per Day + 1/Encounter)

PHASELOCK
Accuracy +0 • Damage +1 • Speed +1 • Mastery +2
Melee Die: 1d6

ACTION SKILL
Phaselock
Siren locks an Enemy in sphere of energy, preventing the Enemy from taking Actions for 2 turns. If an Enemy cannot be Phaselocked, they instead take 3d6 Cryo Damage per turn. (MST Mod per Day + 1/Encounter)

SIREN BACKGROUNDS

LIVING WEAPON
You spent your youth trying to control your powers. You've been mostly successful. *Mostly*. **+1 Damage, –1 Accuracy, –1 on Sneak Checks.**

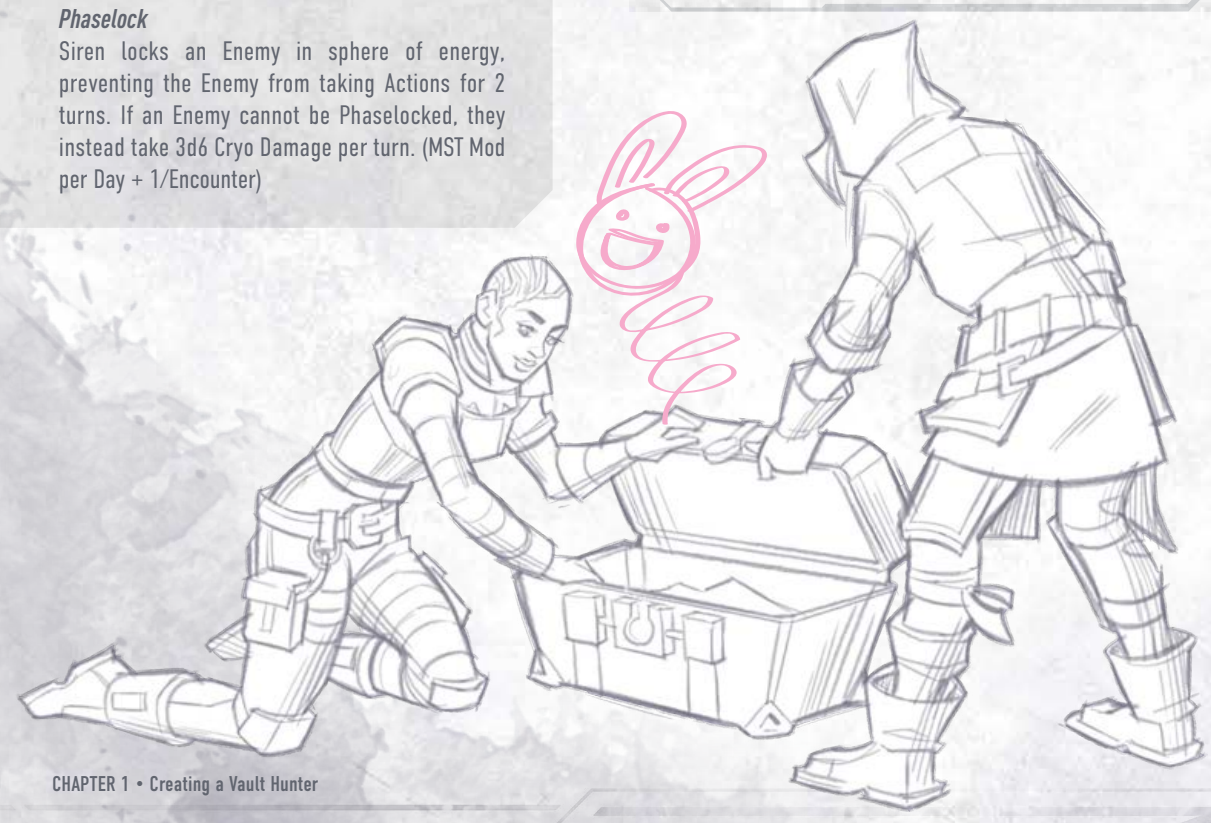
HIDDEN PAST
How you got your powers is a mystery. You don't think too much about it, you just embrace your good fortune. **+1 Speed, –2 on Insight Checks.**

PUBLIC FIGURE
You have always used your special abilities for the greater good. At least, your interpretation of the greater good. **+2 Melee Damage, –1 on Search Checks.**

FISTFUL OF HELL
Realizing your fists of rage harnessed the elements came as a huge shock to you and the other kids on the playground, especially that awful Casey Carter. **Replace Melee with 1d6 Damage of a random Element type, –1 on all Checks.**

SOCIAL ANXIETY
Being a Siren can be an isolating existence. You didn't have much experience interacting with your peers. **+1 Accuracy, –2 on Talk Checks.**

GUNWITCH
Your training focused on mastery of your magical abilities rather than physical prowess. Who needs to be a gymnast when you can dissolve someone with your brain? **+1 Mastery, –2 on Traverse Checks.**



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LIGHTWALK SKILL TREE

TIER 1 SKILLS

		Max Skill Points
Striking	When performing Melee Attacks, roll 1d20+MST Mod. On a 15+, target is Slowed for 1 turn/SL.	3
Diva	+5 max Shields/SL. +1/SL on Traverse Checks.	3
Quicksilver	+1 SPD and +1/SL on Interact Checks.	3
Slayer	1+MST Mod Crit Damage/SL.	3

TIER 2 SKILLS

		Max Skill Points
Spark	All guns with Element effects gain +1d6 Damage.	1
Inner Glow	While *Phasewalk* is active, gain +5/SL Health Regen.	3
Silent Resolve	When *Phasewalk* ends, gain 1d4/SL Damage Reduction for 1+MST Mod turns.	3
Hit & Run	Gain +1/SL Melee Damage. *Phasewalk* duration is extended by 1 turn.	3
Enforcer	After killing an Enemy, gain +1 ACC Mod and +1 DMG Mod/SL for 1+MST Mod turns.	1

TIER 3 SKILLS

		Max Skill Points
Intuition	After killing an Enemy, gain Extra Movement for 1 turn. All Vault Hunters gain 10XP per Enemy killed next turn.	1
Dramatic Entrance	When *Phasewalk* ends, Phase Blast deals +1d6/SL Explosive Damage. Roll 1d20+MST Mod; on a 15+: all adjacent Enemies are Slowed.	3
Hard to Get	When activating *Phasewalk*, gain Extra Movement for 1+MST Mod turns. +1/SL on Sneak Checks.	3
Radiance	Deal 1d6+MST Mod Shock Damage to adjacent Enemies while *Phasewalk* is active. +1/SL on Talk Checks.	3

TIER 4 SKILLS

		Max Skill Points
High Velocity	+1 DMG Mod and +1 ACC Mod/SL to all gun types.	3
Venom	When performing Melee Attacks, roll 1d20+MST Mod; on a 15+: add +1d6/SL Corrosive Damage.	3
Phoenix	After killing an Enemy, deal 1d6/SL Incendiary Damage to adjacent Enemies and gain 1+MST Mod grenades.	3
Blackout	The first time killing an Enemy during an encounter, activate *Phasewalk* for free.	3

TIER 5 SKILLS

		Max Skill Points
Girl Power	After killing an Enemy, double the Recharge rate of Shields for 1+MST Mod turns.	1
Phase Strike	While *Phasewalk* is active, add +1 Melee Die/SL when performing a Melee Attack.	3
Resilience	1d4/SL Elemental Damage resistance. +2/SL on Search Checks.	3
Handled	After killing an Enemy with a Favored Gun type, gain Extra Attack for 1+MST Mod turns.	3

TIER 6 SKILLS

		Max Skill Points
Mind Games	+2 ACC. Any time a Crit lands, roll 1d20+MST Mod. On a 12+, the Enemy and all adjacent targets are Slowed for 1 turn.	1

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PHASELOCK SKILL TREE

TIER 1 SKILLS

		Max Skill Points
Ward	+5 max Shields/SL. 10+MST Mod Shield Recharge if SL is at 3.	3
Accelerate	+1 SPD. +1/SL on Traverse Checks.	3
Sweet Release	After killing a *Phaselocked* Enemy, gain 1 healing Orb/SL. Each Orb moves 3 squares/turn to a chosen ally and grants 1d4/SL Health.	3
Flicker	10%+MST Mod Element chance on Elemental Guns. +1/SL on Sneak Checks.	3

TIER 2 SKILLS

		Max Skill Points
Suspension	*Phaselock* duration is increased by 1 turn. Gain 1d6+MST Mod Elemental Damage to *Phaselock* immune Enemies.	1
Restoration	Gain 1d6+MST Mod Health and the ability to target allies with Ranged Attacks to heal 1d4 Damage per Hit. +1/SL on Insight Checks.	3
Wreck	While an Enemy is *Phaselocked*, gain Extra Movement and +2 DMG Mod/SL.	3
Immolate	While at half Health or lower, all Attacks gain 2d6/SL Incendiary Damage.	3

TIER 3 SKILLS

		Max Skill Points
Fleet	Each turn while Shields are depleted, gain Extra Movement.	1
Inertia	After killing an Enemy, gain +10 Shield Recharge and Extra Movement for 1 turn/SL.	3
Elated	While *Phaselock* is active, all Vault Hunters gain 10+MST Mod/SL Health Regen.	3
Converge	When *Phaselock* is activated, 1/SL targets are pulled up to 2+MST Mod squares towards the *Phaselocked* Enemy.	3

TIER 4 SKILLS

		Max Skill Points
Quicken	If acting in the Before Enemies phase, activate *Phaselock* for free on the first turn.	1
Sustenance	5+MST Mod Health Regen. +1/SL on Search Checks.	3
Res	Activate *Phaselock* to grant an ally with depleted Shields +15 Health/SL instead of the normal *Phaselock* Action.	3
Cloud Kill	First time shooting an Enemy during an encounter, a cloud of Radiation forms in a 3x3 square around them, dealing 2d6/SL+MST Mod Radiation Damage to each Enemy that enters or exits that area.	3

TIER 5 SKILLS

		Max Skill Points
Sub-Sequence	When an Enemy dies while *Phaselocked*, roll 1d20+MST Mod/SL. If any are 15+, an adjacent Enemy becomes *Phaselocked*.	3
Life Tap	After killing an Enemy, gain 1d6/SL Health.	3
Scorn	Instead of a regular Melee Attack, Throw an Orb at a adjacent target. The Orb deals 3d6 Shock Damage to the target and all adjacent Enemies for 1+MST Mod turns.	3

TIER 6 SKILLS

		Max Skill Points
Thoughtlock	After *Phaselocking* an Enemy, they Attack adjacent Enemies for the duration of *Phaselock*. *Phaselock* duration is increased by 1+MST Mod turns.	1

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Soldier

Class Information

T
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V

He's handsome. He's real tall. He got a good voice. He's basically perfo. A bestie. Your main man. Best part: he can never die.

Appearance

A Soldier's fatigues vary depending on their job and rank. Medics would have medpacks strapped to their belts and lighter armor to get around a battlefield, whereas Frontline soldiers would be wearing heavy armor and darker camo to blend in at night.

They dress like Roland. It's Roland.



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CLASS FEATURES

FAVORED GUN
Pistol or Combat Rifle

STAT MODIFIERS
Accuracy +1 • Damage +0 • Speed +1 • Mastery +2

MELEE DIE
1d8

SKILL TREE
Fortune
See Fortune Skill Tree on the next page.

ACTION SKILL
Scorpio Turret
Deploy a Shielded Turret with aura effects for 2 turns that blocks Damage from the front, targets the closest Enemy, and fires each turn. Destroyed if Armor depletes. (MST Mod per Day + 1/Encounter)

SCORPIO TURRET STATS
Shields: 30
Armor: 10
DMG: 2d4 per Hit
ACC: +0
(**2–7**= 2 Hits, **8–15**= 3 Hits, **16+**= 4+ Hits)

SOLDIER BACKGROUNDS

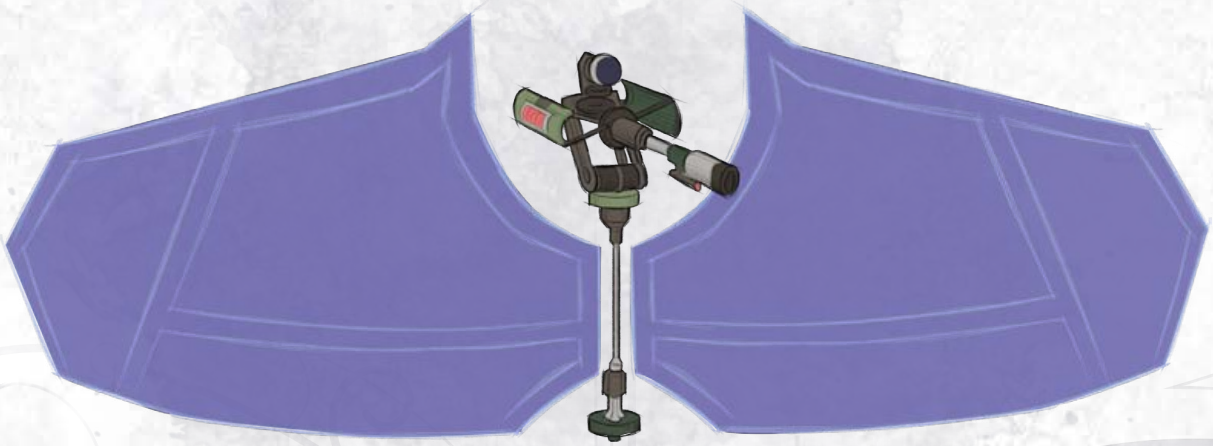
CRIMSON
The former military you were a part of is now on their own hunt for the Vault, and you really didn't part on the best of terms. **+1 Accuracy, –2 on Sneak Checks.**

COMMANDER
You spent years building a coalition of rebels and spies still in operation. They could be anywhere at anytime. **50% chance of a Contact in any town, +1 on Talk Checks, –2 on Interact Checks.**

MEDIC
Your main job as a Soldier was to treat the wounds of others in combat. You saw a lot of terrible things, but you know how to fix most of them now. **+10 Starting Health, +2 on Insight Checks, –1 Damage.**

PARKOUR PALADIN
You grew up in the circus as an acrobat, because why not. Speed and flexibility made you a damn fine soldier. **+3 on Traverse Checks, –1 Accuracy.**

NOT A PEOPLE PERSON
You have never found much value in others. You like to solve your own problems. **+1 Damage, –2 on Talk Checks.**



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FORTUNE SKILL TREE

TIER 1 SKILLS

		Max Skill Points
Impact	1+MST Mod Damage to all gun types. +1/SL on Talk Checks.	3
Sentry	*Scorpio Turret* gains +1 ACC and +1 DMG Mod/SL.	3
Stockpile	Scorpio Turret drops 1 Loot Pile per adjacent Ally each Turn. Adjacent Allies gain +1 ACC Mod/SL.	3
Aid Station	Allies adjacent to *Scorpio Turret* gain 5+MST Mod Health/SL each turn.	3

TIER 2 SKILLS

		Max Skill Points
Defense	Check for Shield Recharge after Acting instead of at End of Turn.	1
Scattershot	+1 ACC Mod/SL and +1 DMG Mod/SL for all Shotguns.	3
Cauterize	Target allies with Ranged Attacks to Recharge their Shields 1d4/SL per Hit. If SL is at 3, grenades heal MST+1d8 Damage if they land adjacent to allies.	3
Fitness	10+MST Mod/SL max Health. +1/SL on Traverse Checks.	3

TIER 3 SKILLS

		Max Skill Points
Refire	First time dealing Crit Damage to an Enemy during an encounter, activate *Scorpio Turret* for free.	1
Metal Storm	After killing an Enemy, gain +1 ACC Mod/SL and +1 SPD Mod for 1+MST Mod turns.	3
Barrage	While *Scorpio Turret* is active, it gets +1 Hit/SL per turn. +1 on Interact Checks.	3
Quick Charge	After killing an Enemy, gain +10/SL Shield Recharge for 1+MST Mod turns.	3

TIER 4 SKILLS

		Max Skill Points
Grenadier	After killing an Enemy, gain +1 Grenade Damage/SL and 1 grenade.	3
Supply Drop	For each SL, increase the **Stockpile** or **Aid Station** skill by 1.	3
Overload	Increase DMG by 1+MST Mod. +1/SL on Insight Checks.	3
Deploy	The first time taking Health Damage during an encounter, activate *Scorpio Turret* for free. *Scorpio Turret* gains 10+MST Mod Shields/SL.	3

TIER 5 SKILLS

		Max Skill Points
Stat	After killing an Enemy, gain +5/SL Health Regen, along with an adjacent ally, for 1+MST Mod turns.	3
Assault	+1 SPD/SL and +1 ACC/SL.	3
Grit	+1d4/SL Damage resistance to all Ranged Attacks.	3
Revive	When activating *Scorpio Turret* adjacent to an ally with depleted Shields, roll 1d20/SL+MST Mod. If any are 15+: the ally gains 2d6 Shield Recharge.	3

TIER 6 SKILLS

		Max Skill Points
Guided Missile	*Scorpio Turret* launches a Guided Missile that deals 2d10+MST Mod Splash Damage in addition to its normal Attack each turn.	1

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CHAPTER 2

PLAYING THE GAME

THE THREE BASIC TENETS OF RPGS: EXPLORE, INTERACT, FIGHT

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EXPLORING PAN'DORAH

EXPLORING IS ONE of the most enjoyable things players can do in a tabletop RPG. Partially because a few well-placed sensory details can transport the human mind to wondrous, imaginary spaces, and partially because it makes the BM panic because they probably didn't prepare anything outside of the one town and two dungeons they expected players to visit.

And when I say "explore," I don't just mean spatially. Yes, players can poke around different areas to find secret treasures and shops and creatures, but... what if they explore a conversation with an NPC and end up discovering way more about their childhood? What if they explore the possibilities afforded to them by a really bizarre magical item that seems useless?

In my opinion, tabletop roleplaying is at its best when the focus isn't on "beating" the game, but about simply *playing around* -- walking down hidden paths, getting sidetracked, and losing yourself in the story.

Long story short: players shouldn't be afraid to tell the BM that they'd rather check out the tavern than go kill the big evil Boss.

Fastravel

Any town or castle or goblin enclave worth its salt will have a Fastravel Station for itself. Fastravel -- which is pronounced "fastravel" and not "fast travel," because the former sounds more fantasy -- is a magical process by which one touches a Fastravel pole, has their body broken down into gajillions of particles and sent through the omnipresent magical ether, and is then recombined into its original form at their destination. Players can use Fastravel to instantly move around to locations they have already visited as the poles are only activated once a player has been there. It's magic.

The Fastravel process *technically* results in the traveler's death (since, after all, your brain and heart stop functioning once they've been broken down into gajillions of tiny pieces); most who use the Fastravel system just try not to think about it.

INTERACT

Echomancy

Echomancy is an unexplainable magic, discovered by Echomancers, that allows Pan'Dorans to communicate over long distances. They communicate through the use of small, carved rune stones, referred to as Echo Stones. Echomancy allows the user to send and receive communications from any other Echo Stone holder. Echo Stones are prevalent throughout Pan'Dorah because the original Echomancers were so delighted with their invention they gave them out for free en masse. When it dawned on them that they could have made gajillions selling them, they became so distraught they immediately threw themselves into a volcano.

Their descendants, having learned from the earlier generation's folly, created a subscription-based Echo Log system where users could upload pre-recorded messages on single-use rune stones. These Echo Logs became so popular that the second generation Echomancers became gajillionaires, but quickly realized money does not buy happiness; they, too, threw themselves into a volcano.

Checks

Checks are used to resolve most of the challenges outside of encounters, but also sometimes *in* encounters, too.

Checks can come up in two ways: either when a player describes something they wish to do that would require the Check (ex. a Soldier wants to see if there are any hidden Chests or passageways in the room, leading the BM to request a Search Check), or when the BM describes something the players must deal with that involves a Check (ex. after an explosion, a tree has fallen in the path of the Siren as she is running towards an Enemy. The BM will have her roll a Traverse Check to avoid it).

RESOLVING CHECKS:

1. Player describes how they are going to attempt the Check.
2. The BM sets the difficulty of the Check. (The BM does not have to announce the difficulty to the player.)
3. The player rolls a d20 and adds any bonuses they have for Checks of that type.
4. Compare the final result to the difficulty. The BM will describe the outcome of the Check.
5. A failed Check results in the generation of 1 Mayhem Point.

Some examples of when to use Checks and when it isn't necessary:

INTERACT

EXAMPLE CHECK DIFFICULTY:

Pick up item: 5 • **Lift Gate:** 10 • **Lift Building:** 100

WHEN TO USE INTERACT CHECKS:

- When picking up a mythical weapon and trying to avoid the trap mechanism.
- When frantically trying to disable the trap mechanism you just triggered.
- When a Vault Hunter is hungover and has to do literally anything.

WHEN NOT TO USE INTERACT CHECKS:

- When a Vault Hunter is using an item they've used dozens of times before (except when hungover).
- When picking up items outside of combat or time sensitive moments.

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TALK

EXAMPLE CHECK DIFFICULTY:

Get Quest: 5 • **Lie to Guard:** 10 • **Inception Guard:** 28

WHEN TO USE TALK CHECKS:

- When a Vault Hunter wishes to negotiate or intimidate.
- When a Vault Hunter wishes to persuade or bluff.
- When a Vault Hunter wishes to perform slam poetry.

WHEN NOT TO USE TALK CHECKS:

- When a Vault Hunter is having a normal conversation about their elaborate backstory.
- When a Vault Hunter is yelling something during an encounter.
- If a Vault Hunter takes a vow of silence.

TRAVERSE

EXAMPLE CHECK DIFFICULTY:

Jump Barrel: 5 • **Climb Rock:** 10 • **Rocket Jump:** 25

WHEN TO USE TRAVERSE CHECKS:

- When a Vault Hunter wants to hop over a barrier, box, or onto a platform.
- When a Vault Hunter needs to attempt a challenging climb, swim, or leap.

WHEN NOT TO USE TRAVERSE CHECKS:

- If there's something easily avoidable for the Vault Hunter.
- If the Vault Hunter is just taking a regular Move Action.

SNEAK

EXAMPLE CHECK DIFFICULTY:

In Shadow: 5 • **In Daylight:** 10 • **In a Backpack:** 60

WHEN TO USE SNEAK CHECKS:

- When a Vault Hunter wishes to not be seen.
- When a Vault Hunter wishes to not be heard.

WHEN NOT TO USE SNEAK CHECKS:

- When a Vault Hunter wishes to be seen.
- When a Vault Hunter wishes to be heard.

SEARCH

EXAMPLE CHECK DIFFICULTY:

Find Loot: 5 • **Find Passages:** 10 • **Find Purpose:** 45

WHEN TO USE SEARCH CHECKS:

- When a Vault Hunter wants to find something hidden, like a secret pathway or item.
- When a Vault Hunter believes there is more Loot to find if they look hard enough.
- If there are tracks the Vault Hunter wants to follow.

WHEN NOT TO USE SEARCH CHECKS:

- When something is out in the open, like a door or item.
- When the Vault Hunter is trying to loot a non-dead Enemy (that'd be Sneak).

INSIGHT

EXAMPLE CHECK DIFFICULTY:

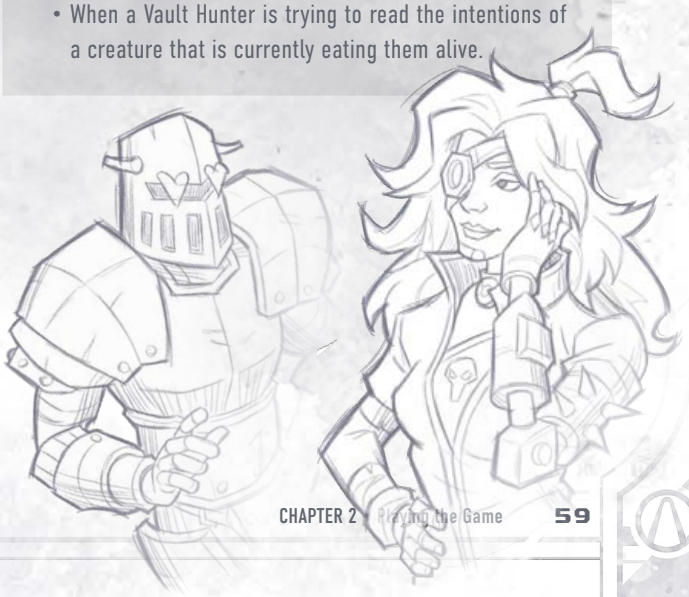
World Lore: 5 • **Riddles:** 10 • **Universal Truth:** 40

WHEN TO USE INSIGHT CHECKS:

- When a Vault Hunter is recalling information that they might not remember correctly.
- When a Vault Hunter is solving the Riddle of a Sphynx or similar quizzical creature.
- When a Vault Hunter is trying to read into the intentions of a person or creature they see.

WHEN NOT TO USE INSIGHT CHECKS:

- When a Vault Hunter is using knowledge they talk about often.
- When a Vault Hunter is remembering an important piece of the campaign you lovingly crafted.
- When a Vault Hunter is trying to read the intentions of a creature that is currently eating them alive.



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COMBAT

Encounter Actions

It's all been building up to this moment. It's time to fight.

Roll for Initiative! Players will roll a 1d20 and add their SPD Mod and Badass Rank to determine turn order. The BM will inform the players if they will be taking their Actions Before Enemies or After Enemies, depending on the highest Enemy's Badass Rank.

On a player's turn, they will narrate what their Vault Hunter is doing (ex. "The Hunter is going to run up to the Orc Bushwhacker, and fire her Pistol at them. She's then going to drink a Shield Potion while running back towards her allies."). While narrating, the player incorporates the Actions they wish to perform that turn.

During a Vault Hunter's turn, they can do any/all of the following, once, in any order:

MOVEMENT

Agility on the battlefield is crucial in combat. Players will always get the chance to move during their turn.

Movement is equal to 3 squares + SPD bonus. Moves may be split up with other Actions (ex. a player can move 1 square, Attack an Enemy, and then move additional squares). Players can't move through Enemy spaces but with a polite excuse me, or a cordial grunt, they can pass through ally spaces.

When performing Actions like climb, slide, or jump, that may be extraordinary, a Traverse Check may be necessary to proceed.

If a player enters a square with Loot Piles, Movement is paused and the BM will roll up the Loot, which is then picked up automatically. For rolling Loot Generation, see page 78.

EXTRA MOVEMENT

If a player takes an Extra Movement, they make a Movement Action at their normal Range. Extra Movements generate 1 Mayhem Point unless a Vault Hunter's Skill or ability grants Extra Movement.

ATTACKING

Attacking is how to make things that are alive, less so. There are two types of Attacks: Ranged and Melee.

RANGED ATTACK

1. Choose a Target: The player chooses a target that is within the Range their current gun can shoot (gun Ranges are listed on the Gun Card). A Vault Hunter can't choose a target that is out of their Range.

2. Accuracy Roll: The player rolls 1d20, (adding their ACC Mod if it is a Favored Gun type) and any other bonuses. With that number total, they consult the Accuracy box on the Gun Card to see how many Hits (-) and Crits (-) are scored.

a. If a player rolls a natural 1 (before Mods) on their Accuracy Roll, they fail the Attack. If the Attack fails, the player spends their Action Reloading and 1 Mayhem Point is generated. The rest of their turn is unaffected by the Reload.

b. If a player rolls a natural 20 (before Mods) on their Accuracy Roll, they add an extra Crit (-) to their Damage Roll in addition to their normal Accuracy results.

3. Roll and Apply Damage: For each Hit (-), they will roll the die depicted in the Damage Box of their gun. For each Crit (-), they will roll 1d12. The player totals the sum of all dice rolled (as well as their DMG Mod if using a Favored Gun type) and any other bonuses. If the gun has an Element type, all Damage dealt will be that Elemental type. The player should announce Element type(s) when declaring the total Damage to the BM, who will then apply any additional effects if necessary.

For example, Skye makes a Ranged Attack with her Crappy Rifle. She rolls a 19 on 1d20 for her Accuracy Roll. She subtracts –3 to the result due to the gun effects of the Crappy Rifle. She then adds her ACC Mod (+2) since she is using a Favored Gun type, scoring a total of 18. She consults the Accuracy Chart on the Gun Card to see she succesfully Hits (-) 3 times and Crits (-) 1 time. The Crappy Rifle uses a d6 for its Damage Die, so she rolls a total of 3d6 and 1d12. She adds up the dice results to get 15. She adds her DMG Mod (+1) because she is using a Favored Gun type, and gets a total of 16 Damage for her Attack.



MELEE ATTACK

1. Choose a Target: The player chooses a target in an adjacent square.
2. Roll: Roll 1d20 to resolve the Accuracy of the Melee Attack.

1: FAIL
2–15: Normal Damage
16–19: +1 Damage Die
20: Double Damage

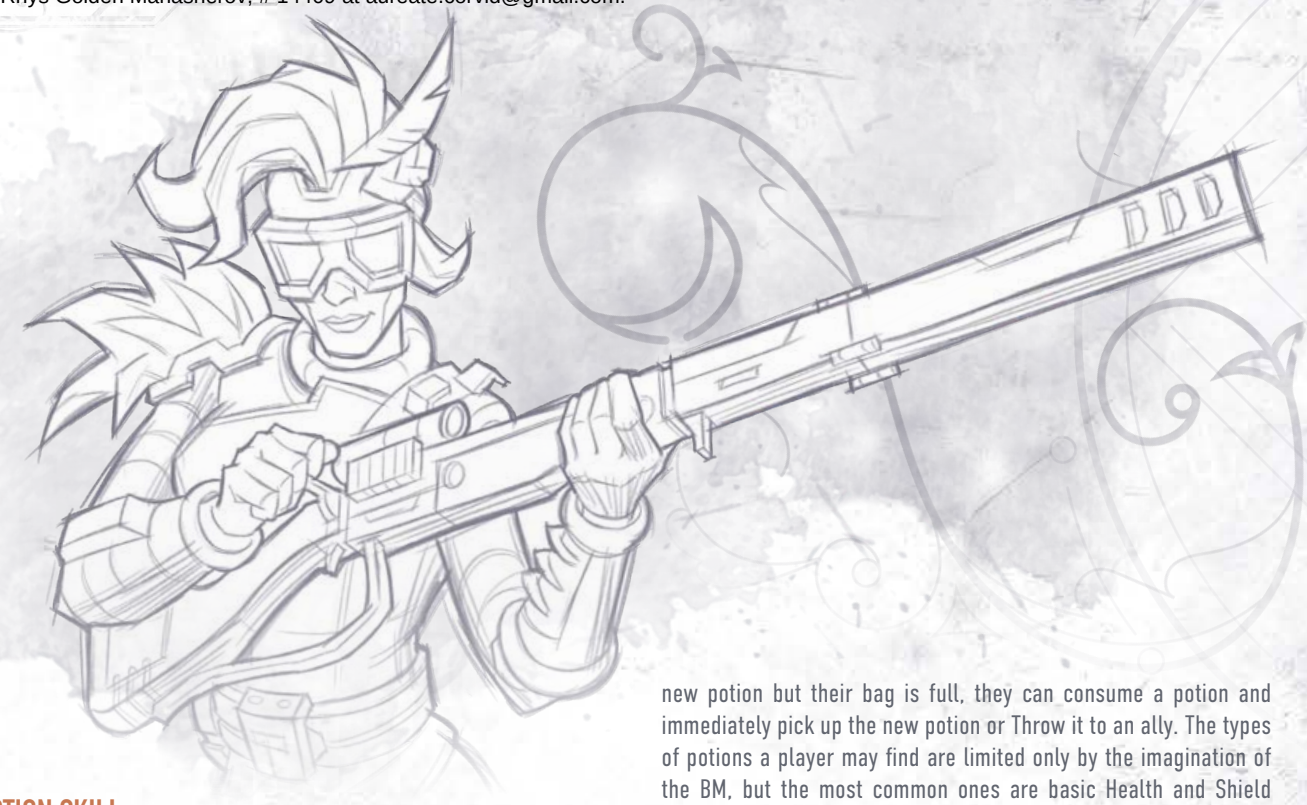
If the roll is a natural 20 (before Mods) they will add a Crit (-) to their Damage Roll.

3. Damage: The player gathers and rolls the Damage dice shown in the Melee box on their Character Sheet (plus any extra dice or Crits from their Accuracy Roll). They then apply Damage equal to the total of the dice rolled plus their DMG Mod.

EXTRA ATTACKS

If a player takes an Extra Attack, they perform the normal steps of an Attack (Ranged or Melee). Extra Attacks generate 1 Mayhem Point unless a Vault Hunter's Skill or ability grants Extra Attack.

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ACTION SKILL

Players can choose to activate their Action Skill instead of Ranged or Melee Attack each turn. For more information on Action Skills, see page 13 or in the Classes section (pages 28-55).

GRENADE TOSS

At any time during their turn, a Vault Hunter can launch a grenade. Grenade Damage is determined by the type of grenade mod a player has. When a player runs out of one type of grenade, the next time they get a grenade, they have the option to keep their current mod or replace it by rolling for a new one (page 87).

THROW/HAND OFF ITEMS

When a player wishes to Throw or Hand Off an item, whether that's a gun into another Vault Hunter's waiting hands, or a piece of debris into an orc's not-so-waiting mouth hole, the following occurs:

If the distance of a Throw is within a number of squares equal to or less than the player's DMG Mod, the Throw always succeeds. For a further Throw, the player must pass an Accuracy Roll of 12 or higher by rolling a d20 and adding their ACC Mod (the BM can alter the difficulty number based on the situation). If the player passes, the Throw succeeds. If they fail, the BM determines where the item lands and what happens next.

If a player is adjacent to the Target, they will Hand Off the Item. If a player is 1 or more Squares away from their Target, they will attempt to Throw the Item using the Throw rules.

Throws do not generate Mayhem, but Handing Off an item generates 1 Mayhem Point.

DRINK A POTION

A Vault Hunter may freely drink any potion they have in their inventory at any time during their turn. This immediately grants them the benefit of the potion before performing other Actions. Players can hold 3 potions in their inventory. If they acquire a new potion but their bag is full, they can consume a potion and immediately pick up the new potion or Throw it to an ally. The types of potions a player may find are limited only by the imagination of the BM, but the most common ones are basic Health and Shield Potions. For more potion options see page 83.

SWAP GUNS

A Vault Hunter always needs the right tool for the job. Most of the time that tool is a better gun. Players can have a total of 3 active guns and unlimited inactive guns. Inactive guns can't be accessed during combat. Players can, however, switch between their active guns in battle at a cost of 1 Mayhem Point.

PERFORM A CHECK

Any of the 6 Checks could potentially come up in combat. A player may need to Traverse over obstacles or get Insight into the motivations of an Enemy. They may need to Interact with a Corrosive Barrel or Search for a more creative weapon. They could attempt to Sneak up on a target or Talk a Boss out of killing them (no chance that works). Like non-combat Checks, the BM will adjudicate the outcome of combat Checks. 1 Mayhem Point is generated for attempting the Check, and an additional 1 Point is gained if the player fails the Check.

RELOAD

For the most part, you won't need to worry about Reloading. UNLESS you roll a 1 on a Ranged Attack or if you want to spend your Action Reloading to trigger an effect on a Skill or Feat. In either scenario, any Skill or Guild conditions will then go into effect and 1 Mayhem Point is gained. The player can still do other non-Attack turn Actions.

HOLDING ACTIONS

A player may also Hold Actions instead of taking normal Actions on their turn. When a player Holds Actions, they are waiting for something to happen before they Act. This could be waiting until another party member takes their turn to set up a Badass Teamwork Move or until an Enemy moves close to that cliff so they can shove them off it. If a player is Holding Actions until a specific event, and that event never occurs, they take their turn last during the After Enemies step.

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What is a Badass Move?

Outside the realm of your normal Actions, the Badass Move is for all those do-or-die moments during a fight. When a player has a brilliant/stupid/courageous/nonsensical idea and desperately wants to put it into an Action, they'll be using a Badass Move. If they succeed, they'll get a bunch of stat buffs and feel like they could take on the world. If they fail... well, it's gonna hurt.

DESCRIPTION

The player begins a Badass Move by describing, in detail, what they want to do on their turn, including all the Actions required to make the Badass Move happen (Movements, Attacks, perform Checks, etc.) while being as descriptive as possible. If the Vault Hunter has any catchphrases or one liners, they should absolutely feel free to pepper those in now, too. The BM is the final determination on whether the turn described is Badass enough to qualify as a Badass Move. If they deem it worthy they will then assign a difficulty level to the move.

BADASS DIE

The Badass Die is similar to a standard d20, but with higher highs and lower lows. A standard d20 has numbers 1-20 each represented once. The Badass d20 has three 1s and three 20s, with the other numbers filling in their normal spots.

Roll a standard d20 with the following changes:

- On a roll of 1, 2, or 3: The roll equals 1.
- On a roll of 18, 19, or 20: The roll equals 20.

ASSIST

Any party member can assist a player in their Badass Move by sacrificing their turn and joining the shenanigans. Based on the declared Badass Move of the first player, the assisting player describes what additional moves they are adding into the mix to help their teammate. Again, it is up to the BM to decide if the assist adds any Badassitude to the situation. Along with the initiating player, all assisting players roll a Badass Die and the values are totaled.

ROLL

The player rolls the Badass Die and adds their Badass Rank to the roll. If assisted, all assisting players will roll the Badass Die as well, adding their Badass Rank to their rolls. All rolls are then added together to get the final result and checked against the difficulty.

RESULTS

If the player succeeds at rolling equal to or higher than the Badass difficulty, the player walks through the actions laid out in their description and performs them using their Badass Stats. Any actions from Assists are also resolved using the Badass Stats (but all other actions for the round do not get the benefit of Badass Stats for Assisting players).



For example, after a successful Badass Move, if the Enemy is still alive and retaliates, the player who successfully performed the Badass Move will get to dodge the attack using their SPEED stat instead of their SPD Modifier, but any players who assisted the Badass Move would not get that benefit.

If the player fails by rolling less than the Badass difficulty, the BM relays in horrific detail the shameful outcome, and the player continues to use the teeny, tiny Stat Mods for their Action Rolls. The failure also generates 1 Mayhem Point for the Bunker Master to use in their nefarious schemes later on.

BADASS TOKENS

Whether a player succeeds or fails a Badass Move, they are awarded with Badass Tokens for the attempt. Use the chart below to determine the number of Badass Tokens each player gets.

Successful Badass Move	Unsuccesful Badass Move
+4 Badass Tokens to player +2 to each assisting player	+2 Badass Tokens to player +1 to each assisting player +1 Mayhem Point

SPENDING BADASS TOKENS

By attempting or executing Badass Moves, players earn Badass Tokens. Tokens can also be earned through certain Class/Archetype features. Badass Tokens can be used in a couple of ways. They can be spent by any player in a party to add +1 to any roll, including non-combat Checks. They can also be spent to do an additional Badass Move in an encounter. Each player gets 1 Badass Move per Pan'Dorah day, but can spend Tokens to do additional Badass Moves. Each extra Badass Move costs 1 additional Token cumulatively. 1 extra move costs 1 Token, the next costs 2 Tokens, then 3 Tokens, etc.

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INCREASING BADASS RANK

The BM decides when the group's Badass Rank increases. Much like experience is shared, the Badass Rank will increase as a group. A Vault Hunter's Badass Rank is used to determine Initiative and when making Badass Rolls.

Taking Damage

No player can avoid it forever, sometimes they're just going to take some Damage. Shields take first Damage and once Shields are depleted, Health is impacted. Unlike Shields, Health doesn't normally Regenerate during a fight. If a player runs out of Health, they die (obviously).



DEATH

On Pan'Dorah nothing is forever, not even death. If a Vault Hunter dies, they simply respawn at the last BREW-U Cauldron they passed. Respawning returns the player to full Health and Shields... but it's not all rainbows and sunshine. There is always a price to pay.

BREW-U CAULDRONS

The BREW-U Cauldron is another magical invention -- initially prototyped by the Hyperius Guild, but later adapted into mass-market existence by anyone with a few spare unicorn hearts and a can-do attitude -- that allows any who register with it to be reborn shortly after their death. The massive vat of grog, magic, and unicorn blood is capable of reviving anyone who has sipped from it... with a catch.

More often than not, the BREW-U revivification process does not go smoothly. Those who are revived come back with some form of Trauma, which usually only lasts until the end of the day... assuming the death that preceded the revivification was not particularly gruesome. Respawning can be very costly as well, resulting in a loss of 10% of the player's total gold (the BREW-U Cauldrons are expensive to maintain).

If said death WAS particularly gruesome, the Trauma suffered by the revived Vault Hunter is Permanent.

Knowing that the BREW-U Cauldrons exist, players may be tempted to behave recklessly and treat death as if it does not matter. So long as this causes them to do things that are badass or stupid or hilarious, this isn't such a big deal. The almighty BM can always find a reason to temporarily shut down the BREW-U, so player beware!

If a player respawns at a BREW-U during an encounter, the BM will determine how many turns before they return to the combat area.

TRAUMAS

The two types of Traumas are Temporary or Permanent. Temporary Traumas either have immediate effects or last only until the end of the current day. Whereas, Permanent Traumas can have a more long-lasting impact, even potentially changing how a Vault Hunter plays the game going forward. See Trauma Tables on pages 76-77.

EARN LOOT AND XP

THERE'S ONLY one thing better than having fun: having fun and then *getting rewarded just for having fun*. By playing Bunkers & Badasses, Vault Hunters will earn Loot (as in, brand new guns and gear) and XP (as in, an imaginary currency that abstracts the idea of "experience" into an easily tracked numerical value, thus providing a sense of certitude and progress that we all desperately yearn for in our daily lives).

Loot

When creatures die on Pan'Dorah, their bodies explode with Loot. The more difficult the Enemy, the bigger the Lootsplosion.

Nobody knows why this happens. Anyone who thinks too hard about it tends to suffer a sudden brain aneurysm and die.

So don't think about it too hard.

GOLD

Used for the purchase of things that won't make you happy, with which you can impress people you do not like.

GUNS

The reason you're here.

SHIELDS

The opposite of guns.

GRENADES

Solves any and all cases of not-currently-explodingitus.

POTIONS

Keep em, drink em; they're all around and they make a party better.

RELICS

For beefing up one's Skills, such that one might have an easier time paying one's bills.

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LEVELING UP

EACH TIME a Vault Hunter fills all 10 segments of their XP Bar with the requisite experience, they Level Up. When a Vault Hunter Levels Up, they get to do several exciting things. First, change their Level on their Character Sheet. Second, erase all previously earned XP and change the XP Bar segment (if their new Level requires a new segment value). Third, and most exciting, they get to accept their rewards! To figure out what those rewards are, they will consult their Archetype Tree (see pages 20-26).

POSSIBLE REWARDS

SKILL POINTS

Each Level comes with a Skill Point to spend in the Skill Tree. At Level 1, only the first tier of Skills are available. Once the third Skill Point is selected in a tier, the next Skill Tier is unlocked. The player can mark the lock icon on the next tier to signal that they can now place Skill Points in that tier. Skill Level (SL) corresponds to the amount of Skill Points that are in that Skill (ex. If a player has 2 Skill Points in a Skill, it is considered SL2).

Most Skills can have a total of 3 Skill Points applied to them, while others can only have a single Skill Point.

If a Skill has "/SL" the effect is multiplied by the number of Skill Points in that Skill.

+HEALTH

Each Level, there is an increase to max Health. Players roll their Melee Die and add their MST Mod to the result. Players then add that number to their max Health and Current Health. No full heals here.

ARCHETYPE FEATS

At certain Levels depending on the Archetype, additional Archetype Feats can be selected. Some Feats have requirements like Level minimums, or prerequisite Feats, which can be found on the Archetype Feats chart.

POSSIBLE REWARDS

+STAT

Some Levels come with a stat increase. They could be general '+1 Stat' or specific to a type of stat like '+1 SPD'. Any stat increase goes towards **Base Stats** which may increase the Stat Mod for that stat. (Reminder: Stat Mod is half of the Base Stat rounded down.)

FAVORED GUN

New Favored Gun types are added several times throughout each Archetype Tree. Each additional Favored Gun increases Accuracy and Damage bonuses to all guns of that type. After selecting a new Favored Gun type, a player should mark it on their Character Sheet and update their Gun Cards.

+MAX POTIONS

At Level 9 for all Archetypes, storage capacity for potions increases by 1. Unlock a new slot in the "Potions" section on the Character Sheet. Another potion slot can be unlocked if a Vault Hunter Levels Up a second Archetype to Level 9.

+MAX GRENADES

At Level 7, 19, and 23 for all Archetypes, storage capacity for grenades increases by 1. Update the max amount of grenade slots on the Character Sheet under the "Grenades" section.

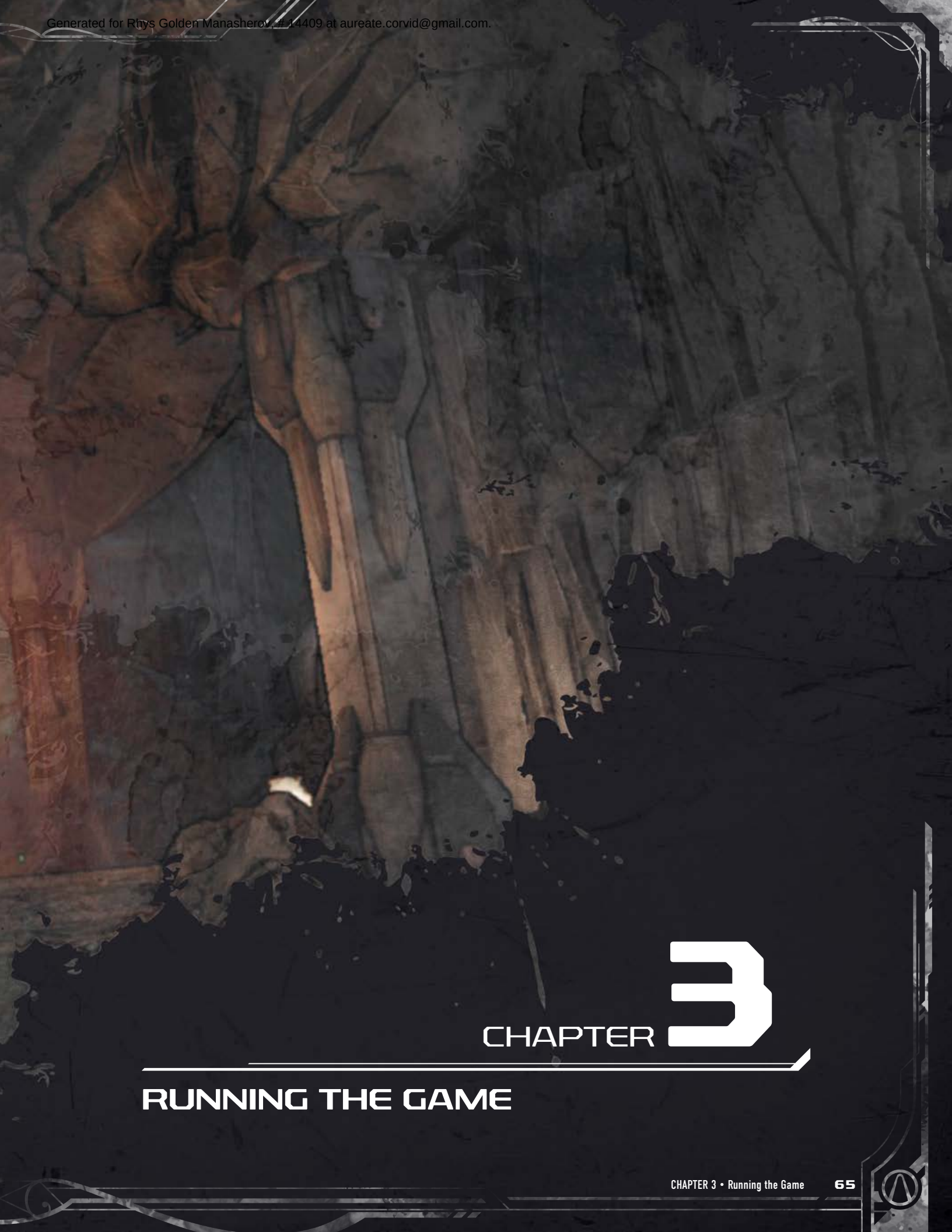
CRIT DAMAGE

If an Archetype Level adds Crit Damage, the player should make a note of the bonus Damage in the "Skills and Feats" section on their Character Sheet and possibly on any equipped Gun Cards. Any Crit performed will gain the added bonus Damage.

SECOND ARCHETYPE

Once a player reaches Level 5, they can choose to Level Up a second Archetype. By Leveling Up two different Archetypes, a player will have more versatility, but they may sacrifice Archetype Mastery. If a second Archetype is selected, the player has the option of which Archetype to apply the Level increase. The combined Archetype Levels make up the Vault Hunter's Level. So if a player is a Level 3 Deadeye and a Level 5 Enforcer, they have a Vault Hunter Level of 8.

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CHAPTER 3

RUNNING THE GAME

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IF YOU'RE JUST going to PLAY Bunkers & Badasses, you DO NOT need to read any of this. (bye)

This section is all for the Bunker Masters, and will provide a bunch of tips for crafting a compelling Quest, story hooks you can outright steal, and ways you can make your life a whole lot easier.

Being a Bunker Master is no small task, but it's also not quite as intimidating as it may initially seem. Hopefully, with some help from this book, you'll be your friends' imagination-dom in no time at all.

Mayhem Makes Memories

WHAT IS MAYHEM?

Vault Hunters are designed to create Mayhem. It is in the very fabric of their being. So as BM, you get to harness that Mayhem and use it against them. Think of Mayhem as a type of currency. Vault Hunters' Actions gain you Mayhem Points that you get to spend causing trouble. Mayhem is designed to allow the BM the freedom to balance the game as you see fit. The general idea behind the system is that as players adventure and battle, they will be gaining experience and mastery, and as BM you will want to be able to increase the challenge levels accordingly. Spending Mayhem Points is entirely at your discretion. If combat seems too easy for the group, using Mayhem Points on Mayhem Actions or additional waves of Enemies will ramp up difficulty.

Add 1 point to your Mayhem tally each time any of the following Actions occur (pay attention because all of these things will happen often and you want to make sure to gain those sweet, sweet Mayhem Points):

- If any player ever fails a Check inside or outside of an encounter.
- If, during an encounter, any player:
  - Hands Off an item to an adjacent target
  - Takes any Extra Movement or Extra Attack
  - Reloads or swaps out a gun
  - Attempts a Check
  - Fails a Badass Move
- An Enemy rolls a Crit (20).

Once you have accumulated a stack of Mayhem Points, here is how you can spend them to create your own Mayhem back.

- **1 point:** Execute 1 Enemy's Mayhem Action (💀) instead of their normal Action.
- **2 points:** Send in another wave of Enemies equaling half the encounter's total Badass Rank. You can slice this pie anyway you want. You can add a slew of low rank Enemies, one mini-Boss, or a combination platter. (I might be hungry.)
- **2 points:** 1 Enemy that would die this turn takes a Mayhem Action (💀) before death.
- **3 points:** All Enemies take a Mayhem Action (💀) instead of their normal Actions, or Boss Enemies take an Extra Action.
- **X points:** Complete a Boss Goal. (see page 73 for Boss Goals)

★ **1 point**: I do wat I want:
Roll on the RandoStuffs table!

RandoStuffs

If you wanna get a little cray and go buttwild, use this table instead of the other (boring) stuff over there. Just roll a hundo die (as in, two ten sided die obv, don't roll a hundo actual die... or maybe do?) and do the thingy the dies say.

%	Effects
01–05	**Whoops:** You trip and land on another player, you clumso
06–10	**Robber:** Somebody steals somethin off you
11–15	**Warcry:** An Enemy makes a really good speech and even you're like, "damn, maybe they're the good guys here"
16–20	**Returned:** Some of the Damage you just put on a baddie gets bounced back at you
21–25	**Adhesion:** Somehow you get stuck to something ew nice ew
26–30	**Rogue:** An Enemy does something totally unexpected and random, like propose marriage or kill their boss or drink acid or somethin
31–35	**Attention!:** Somethin happens that distracts you -- a baby starts crying, a dog licks your leg, somebody taps you on the shoulder
36–40	**Possessed:** A ghostie takes over one of the baddos
41–45	**Ignite:** Somebody's on fire. Why? Idk you figure it out
46–50	**Sneaky:** An Enemy becomes cloaked and basically invisible. Obv do this to one of your scarier Enemies so your players are like oh nuuuu
51–55	**Clear Shot:** Somethin gets in front of a player's gun and blocks their shot like a pro b-ball player
56–60	**Upgrade:** A baddo gets a better gun
61–65	**Change Places:** Take the battle order, put it down, flip it, and reverse it
66–70	
71–75	**BOOM!:** Something f*ck'n explodes like KA-BLAM!
76–80	
81–85	**Jam:** Your gun fills with jelly what

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%	Effects
86–90	**Bring the House Down:** A nearby building crumbles, regardless of if something important is in it or not. Probo better if there is something important in there tbh
91–95	**Malfunction:** A player's shield depletes so they feel nakey
96	**Mutate:** An enemy becomes a badass, maybe 'cause they get rull angry
97	**Domino:** A bunch of real unlucky, real unlikely stuff happens that sorta chain reacts and makes everything really bad for everyone
98	**Rain:** A loot chest falls from somewhere onto something or somebody. Up to you if you wanna explain why. If not, just be like "it rains chests sometimes, deal"
99	**Problems:** More baddos show up
100	**Divine:** Something miraculous (or insane) happens, either to the baddies or to your players. It should totally change whatever's goin on, and ideally be hilarious

CRAFTING A CAMPAIGN

WHETHER YOU ARE creating a new adventure or leading a group through a pre-made campaign, there are steps you can take to craft the experience around the play style of your players. If they tend to be more interested in role-playing and acting, you can center the adventure around character development and NPC engagement. For those who are in it for the combat and Loot, there are a plethora of Enemies and guns to throw at them. Whatever play style fits your group, it is on you as the BM, to provide that bespoke experience.

Quests

A good campaign should flow like a well-written story. There should be a beginning, a middle, and, most importantly, a satisfying ending wherein the Vault Hunters feel victorious.

STORY QUESTS

These form the backbone of your campaign. Story Quests will drive your players along your meticulously planned adventure, allowing them to journey through an epic, emotionally gripping story.

Just kidding. These are the Quests your players will spend an entire session ignoring because you accidentally mentioned one of the wizards in the tavern was named "Dunk Balla" and suddenly they want to play Bunkers & Basketball so you really quickly make up some rules about how basketball works in this system (you're like, "uh, I guess treat the hoop like a creature and make Ranged Attacks on it -- or, no, yeah, in this world basketball hoops are actual monsters that eat bombs, and so you can only defeat them by lobbing grenades, and whoever defeats their hoop monster wins the game, I guess") while staring at your two pages of meticulously typed notes and story beats and slowly growing angrier at yourself for ever believing your players would be even remotely interested in the story *you* wanted to tell.



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But you still need to have these. Without Story Quests, your players will feel directionless, and that never feels good. Once they have a clear story hook driving them through your campaign, they'll feel empowered to brutally ignore and subvert that story at every turn -- which is totally fine, and part of the fun of role-playing. Just, you know. Don't be surprised when it happens. And maybe take some improv classes so you can roll with the punches.

SIDE QUESTS

These can be collected from NPCs or just appear in the world naturally, but these are additional, optional misadventures your players can get into. They can be used to give more depth to the world and its characters, flesh out the main story and its stakes, or just be a fun excuse to shoot more things.

Any major town should have its own Bounty Board where Vault Hunters can find those in need of help, and charge them for it. If you want to create seemingly random Quests that have absolutely nothing whatsoever to do with the main story you can easily just throw them up on the Bounty Board with no explanation necessary.

If you are not feeling particularly inventive, use the chart to roll up a random Side Quest.

	Locations d10 Roll	Interactions d10 Roll
1	Bandit Town	Help find a lost dragon whelp
2	Dwarven Mining Camp	Attempt a diplomatic takeover
3	Blackpowder Workshop	Defend against bandits
4	Tiny Hut on the Edge of a Cliff	Escort an NPC home
5	Feriore Lumbermill	Rescue a kidnapped apothecary
6	Alas! Keep	Rid the area of vermin
7	Dahlia Commune	Procure the finest hooch
8	Enchanted Forest	Quell a rebellion
9	Malefactor Lair	Hunt a rare creature
10	Torgue Laboratory	Search for relics

OBJECTIVES

Objectives are the initiatives required to complete a Quest. Quests can have several objectives each with multiple steps. If an NPC commissions the Vault Hunters to eliminate the Bone Lord, the main objective would be "defeat the Bone Lord" but the players may need to visit more than one location or complete a few tasks to accomplish their goal. When making objectives, be careful to not be too specific or prescriptive in what you're asking of the players. Much of the fun in roleplaying games comes from watching your players solve problems in ways you didn't expect. So instead of "murder the Bone Lord," maybe your objective is "stop the Bone Lord from harassing Flamerock Refuge." Yeah, there's a 99% chance your players will just murder the Bone Lord anyway because all RPG players are psychopaths, but there's always that one player in your party who wants to seduce and marry the Bone Lord instead. And they should totally be able to do that. Just think of the bone puns, for god's sake.

QUEST LEVELS AND REWARDS

All Quests require a Quest Level. This drives the difficulty of the encounters and the degree of rewards, should the players succeed. For balance, you can average all players' Levels to determine Quest Level. But no one is going to know the skill level or constitution of your group better than you, so adjust the Quest Level as you see fit.

For groups with more than 4 Vault Hunters, the BM may wish to reduce the XP rewards from Quests to make sure the party progresses at a steady pace.

Quest Level	XP Reward	Gold Reward	Encounter BR (Per Vault Hunter)
1-3	300	300g	7
4-5	400	400g	10
6-8	500	500g	12
9-10	600	600g	14
11-13	700	700g	17
14-15	800	800g	19
16-18	900	900g	21
19-20	1000	1000g	23
21-23	1100	1200g	25
24-25	1200	1400g	27
26-28	1300	1600g	28
29-30	1500	2000g	30

ENVIRONMENTS

When fantasizing about the world of Pan'Dorah, and really as just a mental escape from the drudgeries of life, I often look out the window of my cubicle here at Atlas, at the bleak yet varied landscapes of Pandora and imagine them with vast castles and keeps, surrounded by dark, uninviting forests and swamps. But that's me. Your fantasy can be whatever you want it to be. The important thing is to make sure whatever environments or areas you lead your players through are well-crafted and populated with enough NPCs, Enemies, and items to keep them entertained and having fun.

LANDSCAPE IDEAS

Caustic Lake: A puddle of acidic waste. Hazardous to Vault Hunters, but home to horrifying, corrosion-spitting baddies.

Lava Volcano: Nothing says "climactic showdown" like a volcano with a winding path up its circumference. The lip of the volcano is a

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perfect place to put your endboss -- especially if you make him fall into the lava afterward and enter his second phase as a gargantuan magma golem.

Salt Flats: Flat. Salty. Good for vehicle chases and sudden attacks from thirsty bandits. Thirsty as in "parched," not as in "hey u up".

Pleasant Meadow: Where wild Butt Stallions graze. A majestic, windswept plain full of flowers, tall grass, and singing birds. You should probably only bring players here if your villain is about to burn the entire place to the ground.

Windshear Shelf: Cold, windy, and full of bandits wearing puffy coats. The environment is as much of an Enemy as the monsters.

Boneyard: Dead stuff! Almost-dead stuff! Stuff-that-used-to-be-dead-but-isn't! Don't get bitten.

UNIQUE LOCATIONS

Skag-Drawn Carriage Station: Pan'Dorah's wealthier travelers prefer to travel within the protection of armored carriages, which are in turn pulled by a stable of de-toothed skags.

> **Tea and Crumpet House:** If you hungry or hangry or wanna fight or wanna flirt or wanna eat a good food, then deffo go to a tea and crumpet house. Get fulla crumpets, then get fulla punches. It get rowdy at the crumpet house.

Dr. Ted's Apothecary: Despite the fact that he never successfully graduated from the Pan'Dorah College of Clerics, Dr. Ted provides his customers with shields, heals, and -- if you ask him about his backstory -- feels.

Claptrap's Clapo Trap House: It's a dance club run by a Claptrap unit. Do not ever set a scene here.

Decaying Ruins: Pretty much every fantasy setting has a bunch of decaying ruins everywhere, and with good reason: they're really useful, narratively speaking. Wanna explain where a great item came from? Maybe it was made by the lost civilization that lived in these ruins. Wanna set up a bad guy? Hundreds of years ago, this kingdom was great...until the baddie came through and turned it all into RUINS.

Landship: Someone was very, very bad at parking.

NPCs

The world of Bunkers & Badasses is filled with unique characters from all around Pan'Dorah and beyond. These characters, controlled by the BM, are referred to as Non-Player Characters, or NPCs.

NPCs can be literally anything you imagine. A talking fern that wants to cover the world in his spores? Sure. A friendly dragon who just wants to cuddle, but stops himself from crushing his cuddlebuddies in his sleep? Go for it.

It is nearly impossible to understate the importance of NPCs to your campaign. NPCs aren't just a way for you to directly interact with your players, they're also walking buckets of story possibilities in and of themselves. Do your players fall in love with a particular NPC you've created? Great -- now put that NPC in danger, and watch your players fall over themselves to protect them. Alternately -- do your players really despise a particular NPC that you wanted them to like? Feel free to pivot and make that character a villain.

When creating NPCs, you may be tempted to come up with pages and pages of backstory for them. You don't need to do this. Your NPC just needs some (A) quirks, which the tables on the next page will provide; (B) a desire, ideally one that involves the player characters in some way; and (C), a goofy voice.

C is non-negotiable. If your NPCs don't have weird voices, you're not playing a tabletop roleplaying game.

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If you're suffering from a creative block and want some help, feel free to roll up a random NPC using the table below.

2d20 roll (1 each column)	NPC Quirk	NPC Trait
1	Uses too few words	Long-legged
2	Uses too many words	Very old
3	Worships the player characters	Quite young
4	Absurdly upbeat	Eye-patched
5	Disgustingly unhygienic	Two left feet
6	Terrified of player characters	Toothless
7	Constantly curses	Bad-breathed
8	Sings all their dialogue like a song	Mohawked
9	So arrogant that they're basically a villain	Squinty
10	Horrifyingly hedonistic	Sunburned
11	Has a bizarre (BUT NOT RACIST) accent	On a unicycle
12	Doesn't really care about the players, just wants to go back to [their hobby]	Sleepy
13	Distantly related to one of your players	Your Dad
14	Wants to fight the players, but will immediately wuss out if the players call them on it	Jumpy
15	Impressibly flirty	Always chewing
16	All sentences are questions	No ears
17	Reformed Enemy	Drunk
18	Wants to be shot in the face	Nerdy
19	Echocast influencer	Half-dead
20	Constantly shouting	Masked

Encounters

Encounters are the "B" in the Vault Hunting BLT (the "L" is "Loot" and the "T" is "Tfriendship"). Encounters occur when the characters and Enemies meet and decide to resolve their differences in combat. An encounter plays out with Vault Hunter and Enemy Actions until one or both sides are defeated. mutually assured destruction yusssssssssss

COMBAT AREAS

You should begin every encounter with a detailed description of the setting and layout of the combat area. What are the Vault Hunters' positions in relation to the Enemies? What obstacles or objects are found in the space? Does the area have any special mechanics like lava fissures that shoot up or shrinking walls?

A good rule to follow is that each encounter should give players opportunities for clever play and teamwork. Encounters fought on multi-level terrain immediately set players up to proceed in different ways. The sniper may hang back to pick them off, or climb to high ground to force the Enemies towards the Damage dealers. Strategic placement of interactable objects also enhances encounter areas.

INTERACTIVE OBJECTS

BARRELS

Empty Barrels can offer limited Cover in combat. They can also hold a variety of Elements, like Corrosive, Shock, Incendiary, Cryo, or Explosive, that can be blasted or hurled to inflict Damage.

If a Barrel is Thrown, it smashes on contact with the ground or an Enemy's head. Breaking a Barrel requires some amount of force decided on by you: either by Hitting it, which seems ill-advised, or by shooting it. The force of the break causes 3d6 Splash Damage of the Element type plus the Element's effect (see page 81) to all adjacent squares and creates a puddle of the Element in the Barrel's square. Any target that enters the square with the Element puddle takes 1d6 Damage of the Element type plus Element effect. As BM, you can determine how long any given Element lasts on a square. Is it the length of an encounter or is the landscape forever altered?

COVER

Any number of objects can provide cover on the battlefield including rocks, bushes, tomb stones, overturned tables, or a heaped up pile of skeletal remains.

There are two types of Cover, Partial and Full.

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Partial Cover: Those in Partial Cover get –3 on Ranged Attack Rolls against targets. Players or Enemies in Partial Cover get +3 bonus to Sneak Checks outside of an encounter. A Target attacking from Partial Cover gets -3 to Ranged Attacks. Attacking a Target in Partial Cover gives -3 to the Attack Roll.

Full Cover: Those in Full Cover get –8 on Ranged Attack Rolls against targets. Players or Enemies in Full Cover get +8 bonus to Sneak Checks outside of an encounter. A Target attacking from Full Cover gets -8 to Ranged Attacks. Attacking a Target in Full Cover gives -8 to the Attack Roll.

DEBRIS

Anything can become a weapon in the heat of battle: from planks of splintered wood to wall sconces to massively heavy books of Pan'Doran Spiderant recipes.

When populating a combat area with objects, make sure to note the mechanics the objects will utilize, like Elemental Damage, Cover, or defense, as applicable.

Enemies

Every good story needs to provide some obstacles for its heroes. Enemies are the walking, talking, face-stabbing obstacles of Bunkers & Badasses. They exist to challenge your players and force them to adapt; they exist to beat your players down, so they can pick themselves back up. Don't be afraid to make these Enemies as brutal and unforgiving as possible: it'll make your players feel that much better when they end up vanquishing them.

Bandit

Cultist.

Badass Rank 3

Movement 4 Squares

Health: 20
Shield: N/A
Traits: Flesh

Weapon: Throwing Knives
Special: If there is only one Bandit left (no other Enemies), the Bandit will attempt to flee back to their safe house or hut or trash bin. On the turn they attempt to flee, they gain Extra Movement.

Actions

Knife Throw
Bandit throws two knives, dealing 2d4 Damage per knife.

Take Cover
Bandit attempts to find Cover behind an adjacent structure to stop being wounded.

Mayhem Actions

Blind Fire
If Bandit is in Cover, they throw blindly twice, reducing their Attack Roll by 2. Deals 2d4+1 Damage per knife if they Hit.

Lob
If Bandit is in Cover, they will toss a grenade at a target, dealing 1d8+3 Damage to all adjacent targets.

ANATOMY OF AN ENEMY STAT BLOCK

NAME
Name of the specific Enemy. Example: Bandit.

ENEMY TYPES
Example: Cultist.

BADASS RANK (BR)
Each Enemy will have a Badass Rank which will determine Battle Order. This also influences Loot Pile Generation.

MOVEMENT
The number of squares they can move in a turn. Some Actions grant Extra Movement, which means they can move again, up to the squares listed.

HEALTH
The Health value of the Enemy. This can either be a specific number or a set of dice that are rolled when the Enemy is spawned into an encounter.

SHIELD/ARMOR
Some Enemies have Shields and some have Armor. They work exactly the same: both deplete before Health is impacted. The only difference is that Shields are susceptible to Shock, while Armor is susceptible to Corrosive. Enemy Shields do not Recharge.

WEAPONS
This indicates the weapon an Enemy is using.

TRAITS
This clarifies body composition (such as Flesh or Armored) which indicates which Elements they are most susceptible to. If an Enemy is Large, that will be listed here as well, which means they take up 4 map squares (2 x 2).

SPECIAL RULES
Any extra information and modifiers to any stats or abilities will be listed here.

ACTIONS
Each turn, Enemies take 1 Action chosen by the BM. These will mostly be Attacking, moving closer, or taking Cover.

MAYHEM ACTIONS
When the BM spends Mayhem on Enemy Actions, all Enemies will get a chance to perform their Mayhem Actions. These are beefier Actions that include strong Attacks and special abilities that may only trigger if certain conditions are met.

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SPECIAL RULES

If an Enemy has Special Rules, any time a Vault Hunter experiences their Special Rules, they should be given a chance to discover the changes. The BM will have the Vault Hunter make an Insight (9) Check; if successful, the BM will describe what appears to be happening with the Special Rule (ex. if a Vault Hunter Melee Attacks a Brittle Bones and succeeds their Insight Check, the BM will describe how the blow seems to be cracking the glowing blue bones of the creatures as they reel back from the Hit).

SPAWNING ENEMIES

Each encounter that Vault Hunters face is created and balanced around the Quests they take. If an encounter has a spawn table, the BM will use it to spawn Enemies into the area based on the Quest Level.

Spawn 7 Badass Rank (BR) per Vault Hunter

Enemy	BR
Skeleton	5
Skeleton Archer	4
Immortal Skeletaur (Max 1)	7

If there were 3 Vault Hunters in your party, the BM would spawn a total of 21 Badass Rank worth of Enemies into the environment (7 per Vault Hunter). In some cases, the Enemy list will have guidelines like the 'Max 1' of the Immortal Skeletaur. (ex. 2 Skeletons, 1 Skeleton Archer, and 1 Immortal Skeletaur equal 21 BR.) If the BM finds they cannot spawn Enemies that add up evenly to the Badass Rank total, they can choose to either end under the total (easier encounter) or go over the total (harder encounter).

BADASS ENEMIES

Like normal Enemies, except faster, stronger, and more full of murder.

All Enemy types have Badasses, so when spawning Enemies you can always choose to spawn a Badass of the Enemy type by calculating double the Badass Rank. For example, a Badass Skeleton would have a Badass Rank of 6 instead of the normal Skeleton BR of 3. Badass Enemies also have double the Health/Armor and only take Mayhem Actions. Additionally, they get a modifier from the table below, rolled at random or chosen by the BM.

d10 Roll	Badass Modifier
1	**TOUGH:** Takes a max of 10 Damage from each Attack.
2	**FIRE:** Deals and is Immune to Incendiary Damage.
3	**ELECTRIC:** Deals and is Immune to Shock Damage.
4	**RAGING**: Deals double Damage.
5	**CORROSIVE:** Deals and is Immune to Corrosive Damage.
6	**EXPLOSIVE:** Deals and is Immune to Explosive Damage.
7	**FERAL:** Gains Extra Movement each turn.
8	**RAD:** Deals and is Immune to Radiation Damage.
9	**FROZEN:** Deals and is Immune to Cryo Damage.
10	**CHUBBY:** Triple Health/Armor instead (always drops Legendary item).

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Bosses

Great heroes require great villains.

Bosses are created to challenge and foil players. Be they end-Boss or mini-Boss, they could be around for a single session or as the main antagonist of your entire campaign. Whether they're meant to sustain multiple hours or just be an interesting bit of cannon fodder for the afternoon, make sure to craft your Bosses such that they're dripping with personality. A memorable villain can save a campaign from an otherwise mundane story (I am not implying your story is mundane... I would *never*). If you can create a Boss whom your players really, *really* want to shoot in the face, that's kind of all you need to keep your players invested.

Here is guidance on creating a Boss:

QUIRKS

Each Boss should have Quirks that give them character, personality, and helps drive their interactions with the players. Come up with your own unique and bizarre Quirks or generate them using the NPC Chart (page 70).

APPEARANCE

Having a well thought out and original Boss helps your players visualize the Enemy and aids them in the fantasy of blasting them into tiny Boss chunks. You know that monster doodle you drew on the back of your Western Civ textbook your sophomore year? Now is your chance to show it off. See Mom, I wasn't wasting my time!

GOALS

Everyone is the hero of their own story, including Boss Enemies. As such, they will be attempting to achieve secret goals that accomplish their own missions. These are behind-the-scenes events that you can implement by spending Mayhem Points. Maybe the Boss destroys a weapons depot along the Vault Hunters' path, eliminating their opportunity to trade up their guns. Or maybe they go to a neutral town, schmooze the citizens, become mayor, and perma-ban the Vault Hunters from ever entering. The Vault Hunters should be affected by the Goals of your Bosses, either directly or indirectly. It is on you to create a list of Goals for the Boss and rank each one on how difficult that Goal will be to complete by assigning it a Mayhem cost.

BOSS ENCOUNTERS

Eventually your players and your Boss are going to face off, so how does your Boss fair in combat?

BOSS ACTIONS

Each Boss should have their own Stat Block, the same as a regular Enemy does. The Boss takes Actions as normal, but their Actions should be *powerful*. Think of it as the Boss Actions are always Mayhem Actions. A good Boss will have a few tricks up their sleeve, but should follow a pattern that the players can pick up on. Making Bosses that are a bit predictable gives the players a sense of progress, even when they are getting the crap kicked out of them.

When creating Boss Actions, make sure they won't single out any particular Vault Hunter. The Boss wants to take down ALL the players and should be Attacking them almost equally. If a player is advancing on the Boss faster then you wish, send in some minions to pull their focus.

MINIONS

Each Boss should have a few minions around to help distract the players. These can be Enemy types the players have fought before in this campaign, or new threats the player must deal with. Maybe as your aquatic Boss is taking Damage, their fins are getting shot off, and they become sentient and Attack the players by rushing at them and flapping at their face. Why did you create a Boss with so many fins?

The goal of the minions is to add pressure to the players while also giving them targets for easier kills to activate Skills or abilities. They could come in waves at specific intervals of the fight, or could be triggered by certain events (like a Boss entering or exiting defense mode or when they take a certain amount of Damage). Their Actions should be quick and simple, so the Boss remains the focus of the encounter.

BOSS DROPS

Certain Bosses can drop specific items in addition to the normal Loot Pile generation rules.



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DEFENSE

Bosses will not just stand there and take Damage like normal Enemies in an encounter. Each Boss should have a 'Defense' or 'Immortal' mode, where they take no Damage (or greatly reduced Damage) until a specific trigger occurs. That trigger could be at the end of a turn, when the players interact with something, or if they shoot a weak point on the Boss.

These modes could be the default mode for the Boss. Perhaps they take reduced Damage for 2 turns, then their spell breaks, and they have to spend the next turn recharging it. If a Boss has a Defense mode, they should also have a mode where they take extra Damage. When making a Boss, the players should be able to learn about their weaknesses or defenses during their adventures either through NPCs or maybe even hints from the Boss themselves. Allow players opportunities to learn more about the Boss and reward them for the knowledge in combat. Maybe they learn the Crit spots or maybe they learn how to limit Defense mode.

COMBAT - TIME TO TANGLE!

OKAY, SO you've dropped your players into a big pit of quicksand, and the tree branch they reached for turns out to belong to an angry treant. The encounter is set. Drama is imminent. But... what can the players actually *do*?

Well, since the game exists entirely in their imaginations: pretty much anything. But we still need some basic rules to rein in their imaginations and provide structure. With that in mind, here's (some of) what a player can do on their turn.

SETUP EFFECTS

All effects that happen at the beginning of a turn or at the start of an encounter will resolve first. These may include Attack Actions from one side getting the drop on the other or a Taunt from a baddie prior to any other Action.

INITIATIVE

Have the players roll for Initiative and compare it to the Badass Rank of the Enemies to create the Initiative order. Players will roll 1d20 and add their SPD Mod and Badass Rank (BR) to their roll.

All Enemies Act at the same time. The Enemy with the highest Badass Rank determines the Initiative for all Enemies.

Players with equal or higher Badass Rank than the Enemies will Act during the Before Enemies step. Conversely, players with a lower Badass Rank than the Enemies will Act during the After Enemies step.

BEFORE ENEMIES

Players Acting Before Enemies can determine play order amongst themselves, giving them greater options in combat teamwork.

On a player's turn, they will narrate what their character is doing (ex. "Commando is going to run up to the Orc Bushwhacker, and fire his Pistol at them. He's then going to drink a Shield Potion while running towards his allies in the fight."). While narrating, the player incorporates the Actions they wish to perform that turn:

Actions	Actions (Generate 1 Mayhem Point)
Move	Extra Movement
Attack	Extra Attack
Activate Action Skill	Swap Guns
Throw	Attempt a Check
Drink a Potion	Handoff Item
	Reload

During a Vault Hunter's turn, they can do any/all of the following once in any order:

MOVE

Move a number of squares equal to the player's Movement (3 squares + SPD Mod).

ATTACK

Make a Ranged or Melee Attack against a target within Range.

ACTIVATE ACTION SKILL

Instead of Attacking on a turn, a player may activate their character's Action Skill. A player may not use Extra Attacks on the same turn they activate an Action Skill.

THROW

Throw an item or grenade.

DRINK A POTION

Consume a potion.

Vault Hunters can optionally do any/all of the following for the price of generating 1 Mayhem Point (💀).

EXTRA MOVEMENT

Move a number of squares equal to the player's Movement (3 squares + SPD Mod).

EXTRA ATTACK

Make a Ranged or Melee Attack against a target within Range.

SWAP GUNS

A player swaps their current gun for another equipped gun.

ATTEMPT A CHECK

Failing the Check will result in gaining 2 total Mayhem Points.

HANDOFF ITEM

Hand an item to an adjacent target.

RELOAD

A Reload occurs when a player attemps a Ranged Attack and rolls a 1 on their Accuracy Roll. A player may also choose to skip their Attack and Reload for a benefit from things like Archetype Feats.

All Actions can be performed in the order of the player's choice, but a Vault Hunter may not make a regular Attack and then activate their Action Skill during the same turn.

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A player may also Hold Actions instead of taking normal Actions on their turn. If a player is choosing to Hold Actions, they are waiting to act until a specific requirement is met and then they take their entire Turn at that time. They cannot take some actions in their normal Initiative and then Hold the rest of their Actions. This could be waiting until another party member takes their turn to set up a Badass Teamwork Move or until an Enemy moves close to that cliff so they can shove them off it. If a player is Holding Actions until a specific event and that event never occurs, they take their turn last during the After Enemies step.

aka bein a wuss
nah just playin you do you

ENEMY ACTIONS

All Enemies will take Actions in this phase, starting with the highest Badass Rank to lowest. A good first turn move for Enemies is their topmost Action. They can move to get into Range if they aren't already, or they can attempt another Action. If you spent Mayhem on Enemy Mayhem Actions (💀), the Enemies will use their Mayhem Actions instead of normal Actions this turn. You can decide to have an Enemy take both of their Actions during a turn, as long as one is an Attack and one is not. To see all the things you can do with Mayhem in and out of combat, see Mayhem on page 66. When Enemies take Attack Actions, roll 1d20 and subtract the Speed (SPD) Mod of their target to see how well their Attack resolves.

1: Attack fails. For fun, describe how and why the Enemy wasn't successful. Make it embarrassing.
2–7: the Attack deals normal Damage.
8–15: the Attack deals +2 Damage.
16–19: the Attack deals +4 Damage.
20: the Attack is a Critical success and deals double Damage. 1 Mayhem Point is gained.

AFTER ENEMIES

Like Before Enemies Actions, players can determine play order amongst players that didn't have an Action before.

END OF TURN

Any effects or bonuses that only last the duration of a turn would end now. If a player hasn't taken Shield of Health Damage, they gain Shield Recharge. Shields Recharge equal to the Recharge Rate of the equipped Shield up to the value of max Shields. If a player hasn't taken Health Damage, they gain Health Regen. Health Regenerates equal to their Health Regen value up to their max Health.

END OF ENCOUNTER

Once the encounter is over, the BM will tally up the XP gained from each Enemy defeated. XP is equal to 10x the total Badass Rank of all defeated Enemies. For example, if a party defeats a group of 5 bandits each with a BR of 3, each member of the party would gain 150 XP. Each Vault Hunter gains XP for all Enemies slain in the encounter. Enemies defeated generate Loot Piles in the square they're slain in; the amount of Loot Piles dropped is based off Enemy BR (see page 78).

BADASS FOR BMS

Badass Moves are a way for players to stretch the very thin threads of reality that hold Pan'Dorah together. It is also a way for them to snatch victory from the jaws of defeat! Nothing should be out of bounds for a Badass Move. Impossible, incomprehensible, and even incorrigible Actions should not only be encouraged but celebrated.

DIFFICULTY

When determining the difficulty of a Badass Move there are several things to take into account. What is the surrounding environment? How many additional Enemies stand in the way? Are there other obstacles? How many Actions are required and how achievable are they? How close to the brink of death are the Vault Hunters, and do you want to give them a chance to pull off a heroic victory? When calculating difficulty, factor in the initiating player's move attempts and then add any assisting player's moves. A +6 difficulty per player is a good jumping-off point, but should scale based on Vault Hunter Levels and just how bonkers their assist moves are. You can consider all of the aforementioned suggestions, consult our chart of suggested difficulty modifiers, and do math calculations to determine a fair and balanced Badass Move difficulty -- OR you could say "ah screw it, you are all super-charged on alien power ups and the difficulty is 5," because you really want to see how it all plays out. It's all up to you.

SUCCESSFUL BADASS MOVE

- +4 Badass Tokens to player
- +2 to each assisting player

UNSUCCESSFUL BADASS MOVE

- +2 Badass Tokens to player
- +1 to each assisting player
- +1 Mayhem Point

Player Level	Base Difficulty	Player Level	Base Difficulty
1	3	19	12
7	5	25	15
13	8		

Factor	Suggestion
Number of Actions	1-2 Actions: +5 Difficulty 3-4 Actions: +10 Difficulty 5+ Actions: +15 Difficulty
Enemies Adjacent	1 Enemy: +3 Difficulty 2 Enemies: +6 Difficulty 3 Enemies: +10 Difficulty
Terrain	Difficult Terrain (Rivers, Lava, etc): +5 Difficulty
Checks	1 Check: +3 Difficulty 2 Checks: +5 Difficulty 3 Checks: +8 Difficulty
Badassitude	*Eh:* Don't even let them try it. *I mean, pretty neat:* –3 Difficulty *Inhuman feat of beautiful murder:* –5 Difficulty
Assisting Players	+6 Difficulty per player

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BADASS RANK INCREASE

You decide when the players have done something 'badass enough' to increase their Rank. This could be beating a tough Boss, gaining reputation as heroes across Pan'Dorah, Leveling Up after a long session, or performing a Badass Move with such Baddassitude that you are kinda legally obligated to increase your group's Badass Rank as a result. There is no limit to how high a Badass Rank can go, but as a general rule Badass Rank should be around half of a Vault Hunter's Level or they will become super OP and get huge heads and become insufferable.

BADASS MOVE RESULTS

Equal to or Greater than the Difficulty: The player receives 4 Badass Tokens. Any assisting players receive 2 Badass Tokens. The Badass Move happens exactly as the player described, and they take the rest of their turn using the Base Stats (bigger stats) instead of the Stat Mods (smaller stats).

Less than Difficulty: This is considered a fail and 1 Mayhem Point is gained. The player receives 2 Badass Tokens. Any assisting players receive 1 Badass Token. They should probably take a decent amount of Damage for their impudence, but they shouldn't have their whole turn wasted. Maybe their Attacks do less Damage, or their Movements are stopped early, or they fumble their one liner, but they should always make forward progress during their turn. You want to encourage these kinds of shenanigans.

Player Deaths

Now -- let's imagine you've killed a player. While they're busy finding imaginative profanity to use against you, their character will be sent straight to the BREW-U revivification device. Unfortunately, the BREW-U doesn't always bring Vault Hunters back as they were: they'll tend to come back with some form of Trauma.

It is entirely at your discretion whether a player suffers a Temporary Trauma or a Permanent one. Your typical run of the mill death at the hands of some basic Enemies should probably earn a Temp Trauma, whereas a grotesque, painful death by a Big Bad could warrant a Perma Trauma. Or maybe the player did something really, really dumb. Then hit 'em with the bad one.

If players are masochists and love to die, maybe after 5 Permanent Trauma-worthy deaths, just give them what they want and kill them for good.

EMBRACE THE VOID
BAYBEEEEEEEEEEEEEEEEEEEEEEEE

TRAUMA TABLE - TEMPORARY

d20 Roll	Trauma
1	**Bad Luck:** The BREW-U malfunctions; roll on the Permanent table.
2	**Immersive:** Must do a silly character voice. If you ever forget, take 1d6 Damage.
3	**Unloaded:** A random equipped gun doesn't spawn with you. You will see it for sale at the next shop you find.
4	**Refractory:** Every time you roll a natural 20 on an Attack Roll, fall asleep for the next turn.
5	**No Boom:** Current grenades is set to 0.
6	**Stumbling:** –1 on Talk and Traverse Checks for the day.
7	**Pistol Perplexion:** Your Vault Hunter is unable to tell the difference between guns and food.
8	**Health Drain:** –5 max Health for the day.
9	**Power Drain:** –20 max Shields for the day.
10	**Punch Drunk:** You must punch every non-combatant NPC you meet.
11	**Impatient:** –1 on Search and Sneak Checks for the day.
12	**Wellllllll Hello There:** You must flirt with every NPC you meet. Including Bosses.
13	**Catch-a-Phrase:** Your Vault Hunter is now desperate to popularize a stupid catch phrase they've just come up with.
14	**Four Hundred and Four:** One of your non-current guns doesn't respawn.
15	**Your Hands Are Guns:** Your currently equipped gun fuses into the bones of your hands. You no longer have fingers, or the ability to grab things.
16	**You Had Me At "Roll For Initiative":** Your Vault Hunter is now unrequitedly in love with another player's Vault Hunter. Before the end of the day, you must dramatically reveal your true feelings.
17	**Brain Freeze:** –1 on Insight and Interact Checks for the day.
18	**The Best Policy:** Your Vault Hunter is now incapable of lying for the rest of the day.
19	**Minor Issue:** Your Vault Hunter is now four years old. All their stats are the same, but they look and speak like a four year old.
20	**You Are Claptrap:** A bolt of lightning strikes you and turns you into a Claptrap unit. All of your stats are reduced by 2 and you have to speak in an annoying voice until the end of the day.

TRAUMA TABLE - PERMANENT

d20 Roll	Trauma
1	**Bad Reputation:** Word of how you fell in battle gets around. There's a 25% chance that any NPC you meet will have heard the embarrassing story of how you got beaten up, and will respect you less for it.
2	**How2English?:** You forget 10% of your vocabulary. –1 on Talk Checks.
3	**I Had a Bad Experience:** You become terrified of the particular Enemy type who defeated you. In all future combats with this particular Enemy type, take –1 to all Accuracy Rolls.
4	**Trinket:** Loss of sentimental item. Probably something important to the campaign.

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TRAUMA TABLE - PERMANENT

d20 Roll	Trauma
5	**Least Favorite:** The other players must determine your least favorite food/music/film/book/whatever. That is now your Vault Hunter's FAVORITE thing in the world, and they will bring it up any time they can elegantly do so.
6	**Scar Tissue:** Generates a horrific scar in the location where you took Damage. 25% chance to be recognized when entering a town.
7	**Touchy Feely:** You have the insatiable urge to touch everything you see, including things you probably shouldn't. -1 on Interact Checks.
8	**Cool Eyepatch:** Your character loses an eye and has to wear a badass eyepatch over the socket. You get a -2 to Search Checks, but a +3 to Interact Checks.
9	**Love and Loss:** Your character is nursed back to health by an adorable, friendly animal of the BM's choosing. The BM must then work the cute animal into the story, and then somehow tragically remove them within the next two sessions.
10	**Synapse Oops:** Brain farts are now a medical condition you have. -1 on Insight Checks.
11	**Your Dad is Disappointed in You:** Your dad hears about how you died. He is disappointed in you. Your mom is still proud of you, though.
12	**Willful Ignorance:** Your Vault Hunter refuses to believe they fell in battle and assumes everyone is misremembering the event.
13	**Riverdance:** Metal clogs get stuck on your feet. -1 on Sneak Checks.
14	**Family Vengeance:** Add "Jr." to your character's name. You are now your own child, avenging the death of your parent.
15	**Crybaby:** Death hurts a lot, and your Vault Hunter cries when they think about it.
16	**No Ships, Sherlock:** Your trusty sleuthing cap got rakk poop on it. -1 on Search Checks.
17	**Fart Fartington:** Your Vault Hunter's name is now Fart Fartington. This can never be changed. If the Vault Hunters name is already Fart Fartington, "Fart Fartington" becomes their new nickname. Their name would now be Fart "Fart Fartington" Fartington.
18	**18/20:** Your depth perception got pretty deep. -1 on Traverse Checks.
19	**Unsteady Hands:** Whenever you swap guns, roll a d20. On a 1, the gun flies out of your hands and lands 2 squares away.
20	**Godkiller:** Your Vault Hunter blames the one TRULY responsible for their death: You. Your Vault Hunter now has a personal vendetta against you. The BM will insert you into the story somewhere and your Vault Hunter will do whatever is necessary to hunt you down and say some very harsh words.

LOOT!

BUNKERS & BADASSES is a looter-shooter RPG. Vault Hunters have done the shooting; now it's time to reward them with looting. Loot can be many types of things; guns, Shields, potions, guns, relics, cash, guns. Don't be afraid to be overly generous with Loot, especially really cool guns. This is Pan'Dorah, after all. It is nothing if not chock full of guns.

ENEMY LOOT PILE DROPS

you gotta dig for it

Using the Enemy Badass Rank as a guide, place a number of Loot Piles in the square after an Enemy is killed. If a Vault Hunter enters a square with Loot Piles, roll 1d4 for each Pile in that square. (ex. an Enemy with a BR of 15 would drop 4 Loot Piles. When a player enters the square where the Piles dropped, they would roll 4d4 and use the Enemy Drop Table to locate the items they found.)

hahahaha



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Badass Rank	Loot Piles
1-3	1
4-6	2
7-12	3
13-18	4
19-24	5
25+	6

ENEMY DROP TABLE

d4	1st	2nd	3rd	4th	5th	6th
1	10g	30g	Health Potion (3d8+10)	Random Potions (2)	Grenade Mod	Grenade Mod
2	Health Potion (1d8)	Health Potion (2d8+5)	Shield Potion (3d8+10)	Grenade Mod	Shield Mod	Uncommon Relic
3	Shield Potion (1d8)	Shield Potion (1d8)	Random Potion (1)	Shield Mod	Common Relic	Random Gun
4	Grenade (1)	Grenades (2)	Grenades (3)	Random Gun	Random Gun	Random Gun

CACHE ROLL

Use this table to generate a random Cache of items. Roll the number of d6 based on the size of the Cache and add their values together to determine item(s).

CACHE SIZE

- Single Box/Tiny Chest: 1d6
- Small Cache: 2d6
- Medium Cache: 3d6
- Large Cache: 5d6
- Legendary Cache: 6d6

d6 Roll	Item(s)
1	30g
2	Common Health Potion
3	Common Shield Potion
4	30g + Common Health Potion
5	30g + Common Shield Potion
6	50g + Random Potion
7	30g + Uncommon Health Potion
8	30g + Uncommon Shield Potion
9	50g + Uncommon Health Potion
10	50g + Uncommon Shield Potion
11	50g + Common Gun (Random)
12	80g + Common Health Potion
13	80g + Uncommon Health Potion + Random Potion
14	80g + Uncommon Shield Potion + Grenades (2)
15	80g + Random Potions (2) + Common Relic
16	80g + Uncommon Gun (Random) + Grenades (2)
17	80g + Uncommon Gun (Random) + Uncommon Health Potion
18	100g + Grenades (2) + Random Potions (2)
19	100g + Uncommon Gun (Random) + Random Potion
20	100g + Rare Health Potions (2) + Grenade Mod
21	100g + Rare Shield Potions (2) + Grenade Mod
22	100g + Random Potions (3) + Uncommon Relic
23	100g + Rare Gun (Random) + Shield Mod
24	100g + Rare Gun (Random) + Grenades (2) + Shield Mod
25	120g + Common Relic + Rare Health Potions (2) + Grenades (2)
26	120g + Grenades (3) + Random Potions (2)
27	120g + Rare Gun (Random) + Random Potions (2)
28	120g + Uncommon Relic + Twofer Potions (2) + Shield Mod
29	120g + Rare Gun (Random) + Grenade Mod
30	150g + Epic Health Potions (2) + Epic Shield Potion + Grenade Mod
31	150g + Rare Relics (2) + Shield Mod + Random Potions (2)
32	150g + Epic Gun (Random) + Random Potions (2) + Grenade Mod
33	150g + Epic Gun (Random) + Grenades (6)
34	150g + Random Potions (3) + Grenade Mod + Rare Relic
35	150g + Epic Gun (Random) + Rare Relic + Epic Health Potions (3) + Shield Mod
36	200g + Epic Gun (Random) + Grenade Mod + Grenades (5) + Epic Health Potions (3) + Shield Mod + Rare Relics (2)

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CHESTS

For some inexplicable reason, a lot of people on Pan'Dorah have a very hard time keeping track of their Loot Chests and they can be found all over the place, sometimes in the most random places. Their loss is a Vault Hunter's gain.

UNASSUMING CHEST

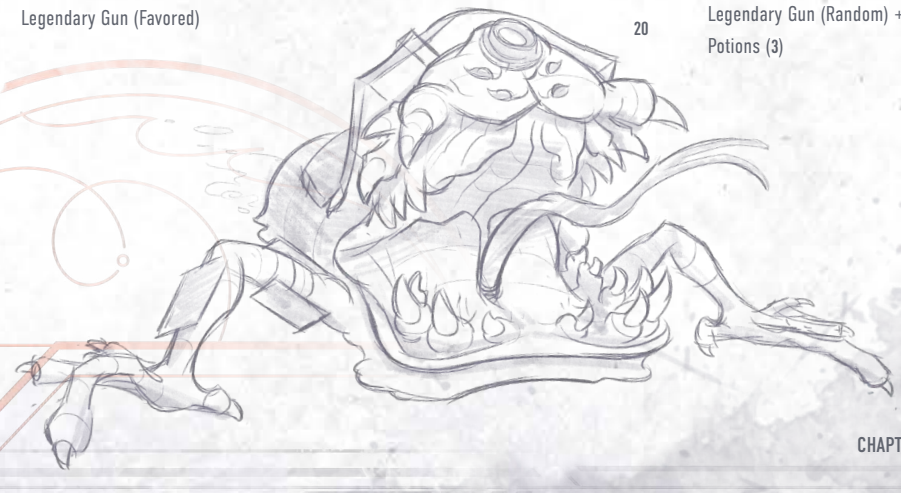
Unassuming Chests are unassuming, until they're not. Have the player roll 1d20 to determine what is inside. If the player rolls a 1 or 2, yell "SURPRISE, SUCKER" right in their face. The Chest isn't actually full of Loot, it's a Mimic. Spawn a Mimic and begin an encounter.

d20 Roll	Item(s)
1	MIMIC
2	MIMIC
3	Potion (1d8 Health)
4	Common Gun (Random)
5	Common Gun (Favored)
6	Grenades (2)
7	Shield Mod
8	Uncommon Gun (Random)
9	Uncommon Gun (Favored)
10	Potion (2d8 Health)
11	Potion (2d8 Shield)
12	Rare Gun (Random)
13	Rare Gun (Favored)
14	Grenade Mod + Shield Mod
15	Epic Gun (Random)
16	Epic Gun (Favored)
17	Epic Health Potion
18	Rare Relic
19	Legendary Gun (Random)
20	Legendary Gun (Favored)

DICE CHEST

Dice Chests are like normal Chests but with gambling. They have either one or two floating d20s hovering magically over their lid. Depending on which, the players will roll the respective dice. When rolling 2d20, take the higher valued item, not a combination of the two values or two items... greedy. See the table to determine items.

d20 Roll	Item(s)
1	Uncommon Gun (Random)
2	Uncommon Gun (Favored)
3	Uncommon Gun (Favored) + Rare Health Potion
4	Uncommon Gun (Favored) + Common Relic
5	Uncommon Gun (Favored) + Random Potions (2)
6	Rare Gun (Random)
7	Rare Gun (Favored)
8	Rare Gun (Favored) + Grenades (2)
9	Rare Gun (Favored) + Uncommon Relic
10	Rare Gun (Favored) + Grenades (2) + Shield Mod
11	Epic Gun (Random)
12	Epic Gun (Favored)
13	Epic Gun (Favored) + Epic Health Potion
14	Epic Gun (Favored) + Rare Relic
15	Epic Gun (Favored) + Grenades (3) + Shield Mod
16	Legendary Gun (Random)
17	Legendary Gun (Favored)
18	Legendary Gun (Favored) + Grenade Mod
19	Legendary Gun (Favored) + Epic Relic + Legendary Health Potion
20	Legendary Gun (Random) + Shield Mod + Grenade Mod + Random Potions (3)



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Shops

Throughout their adventures, Vault Hunters are likely to stumble on the occasional shop or market stand. They can be very specific stalls that perhaps specialize in nothing but Torgue Rocket Launchers or they can be catch-alls that sell anything and everything. Consider what items you want to make available to the players, along with when and where. Here are some guidelines on pricing, but as with everything, feel free to scale however you deem best.

	Price				
Item	Common	Uncommon	Rare	Epic	Legendary
Gun	50g	80g	120g	180g	300g
Potion	See Potion Table (page 83)	See Potion Table (page 83)	See Potion Table (page 83)	See Potion Table (page 83)	See Potion Table (page 83)
Relic	100g	250g	500g	1000g	2500g

	Price				
Item	Lvl 1-6	Lv 7-12	Lvl 13-18	Lvl 19-24	Lvl 25-30
Grenade	20g	40g	80g	160g	320g
Shield	80g	150g	300g	500g	800g

Loot Generation - A Quick Guide

No matter how much time you spent meticulously planning out your campaign, players will throw you for a loop and you may find yourself needing to generate stuff on the quick. Here are some easy guides so you don't have to pause the action and risk losing everyone to a snack break that leads to just a few short videos on the Echocast and now the night is shot.

Let's start with the easy ones first:

Shields and Grenades

1. Roll for Guild on the Guild Chart (pages 87 & 88).
2. Reference either the Shield Chart (page 88) or Grenade Chart (page 87) respectively, and select the item that matches the Guild at the receiving player's Vault Hunter Level.
3. There is no step 3, that is how easy it is.

Relics

1. Roll % on the Relics Table (page 86) to determine effects and Rarity.
2. Roll 1d10 on the Class Table (page 86) to determine the Class of the Relic.
3. Also no step 3.

Now it gets a little more complicated, so buckle up. As guns are the single most important Loot drop in the game, it's important that you have the option to create nearly endless variations. Well, not endless, but more than I care to work out. (I'm sure there is a math whiz in your group who can figure out exactly how many variations can be made and will regale you all with it during a particularly tense moment in the action. If so, let me know. I am curious. Although not curious enough to figure it out myself.)

Random Guns

Take a blank Gun Card and use the following steps to generate random guns:

1. Roll 1d8 twice on the Gun Table to determine the type of gun (row) and the Guild (column).
2. If a Favored Gun is rolled, select one of the Favored Guns of a party member.
3. Roll 1d4 and 1d6 on the Rarity Table to determine the Rarity and if it is Elemental.
4. Fill in the gun stats from the gun type based on Vault Hunter Level (see pages 90-92 for gun stats by Level).
5. Fill in the Guild bonuses found on the respective Guild page based on the gun's Rarity (guild bonuses on pages 93-98).
6. If the gun indicates Elemental, roll % on the Elemental Table (page 82) to determine Elemental Damage possibility (Alas! and Blackpowder are never Elemental; Malefactor is always).
7. If you want to add dimension to any gun, you can add a prefix (page 99). For example, a Common Pistol can become an Adorable Common Pistol that has a 25% chance of distracting Enemies with images of cute animals.
8. For Epic or Legendary Guns, in addition to prefixes, you can add Red Text (page 101). Example: ***THE PICKLES!*** *Shoots flaming cheeseburgers that deal an extra 2d6 Incendiary Damage.*
9. Take a moment just for yourself, that was a lot of steps.



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GUN TABLE

d8 Roll	Item Type	Guild d8 Roll 1	2	3	4	5	6	7	8
1	Pistol	Skuldugger	Feriore	Dahlia	Blackpowder	Alas!	Malefactor	Stoker	Hyperius
2	Submachine Gun	Malefactor	Skuldugger	Hyperius	Feriore	Torgue	Dahlia	Skuldugger	Feriore
3	Shotgun	Hyperius	Blackpowder	Skuldugger	Feriore	Torgue	Stoker	Alas!	Malefactor
4	Combat Rifle	Feriore	Dahlia	Torgue	Stoker	Hyperius	Alas!	Dahlia	Alas!
5	Sniper Rifle	Skuldugger	Alas!	Blackpowder	Malefactor	Dahlia	Hyperius	Stoker	Torgue
6	Rocket Launcher	Stoker	Torgue	Malefactor	Hyperius	Stoker	Torgue	Malefactor	Hyperius
7	You rolled a 7	Torgue Pistol	Dahlia Shotgun	Blackpowder Pistol	Skuldugger SMG	Blackpowder Shotgun	Feriore Combat Rifle	Blackpowder Sniper Rifle	Any Rocket Launcher
8	Favored Gun	Choice	Choice	Choice	Choice	Choice	Choice	Choice	Choice

RARITY TABLE

d4 Roll	d6 Roll 1	2	3	4	5	6
1	Common	Common (Element Roll)	Common (Element Roll)	Uncommon	Uncommon (Element Roll)	Rare
2	Common	Common (Element Roll)	Uncommon	Uncommon (Element Roll)	Rare (Element Roll)	Epic
3	Uncommon (Element Roll)	Rare	Rare (Element Roll)	Epic	Epic (Element Roll)	Legendary (Element Roll)
4	Rare (Element Roll)	Rare (Element Roll)	Epic (Element Roll)	Epic (Element Roll)	Legendary (Element Roll)	Legendary (Element Roll)

Elemental Damage

When normal bullets aren't enough, add the magic of the Elements.

INCENDIARY: Incendiary is a fancy way to say fire. Incendiary Damage deals double Damage to targets with exposed Flesh. Once Shields or Armor are depleted, all Health Damage is double for Flesh targets. Mmmm smells like chicken.

CORROSIVE: Magical melty stuff that eats through Armor and Metal, dealing double Damage.

SHOCK: Ben Franklin never meant for it to be used as a weapon. Shock Damage deals double Damage to Shields.

EXPLOSIVE: Explosive Damage makes a big BOOM and always includes Splash, which deals additional half Damage to all adjacent squares. Explosive also has a 30% chance to cause Knockback, kicking the target back one square away from the Damage source.

RADIATION: Makes you glow from the inside and out. Radiation Damage can penetrate through Shields and deal Damage directly to Health. If a target dies while taking Radiation Damage, they explode and deal 3d6 Splash Radiation Damage.

CRYO: Cryo = really cold. Targets Hit by Cryo Damage are Slowed, which means they can only move one square for one turn after being Hit and get –2 to Traverse Checks. If a target is Hit again with Cryo, they become Frozen. A Frozen target can either move one square on their turn or make a Melee Attack.

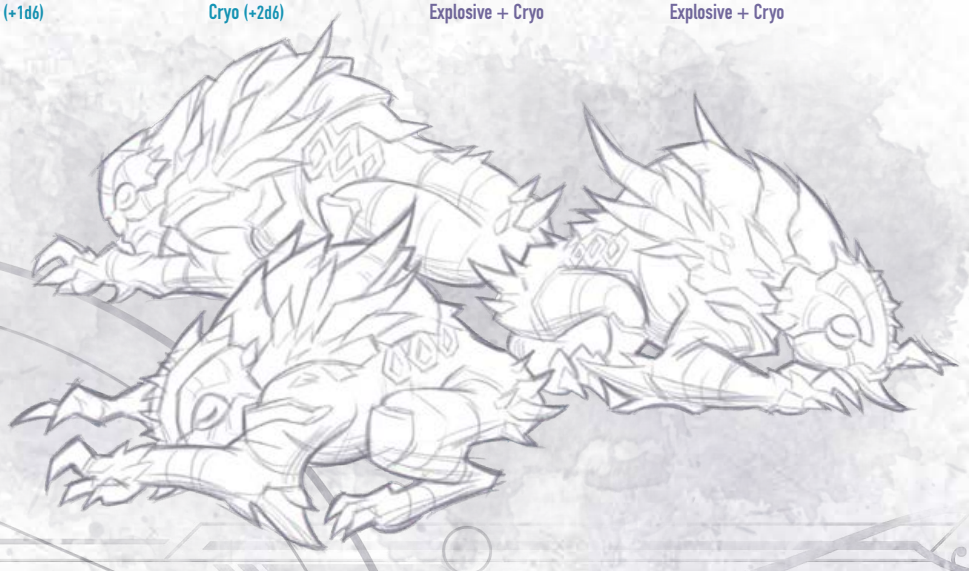


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The Elemental Table determines whether or not a gun deals Elemental Damage, what type of Damage, and if there is any bonus Damage. N/A indicates the gun is not Elemental. All Damage dealt with an Elemental gun is Elemental Damage, and inflicts the corresponding Damage effects. Bonus Damage adds dice results to the overall Damage Roll.

ELEMENTAL TABLE

%	Rarity				
	Common	Uncommon	Rare	Epic	Legendary
01-10	N/A	N/A	N/A	N/A	N/A
11-15	N/A	N/A	N/A	Radiation	Radiation
16-20	N/A	N/A	N/A	Corrosive	Corrosive
21-25	N/A	N/A	N/A	Shock	Shock
26-30	N/A	N/A	Radiation	Explosive	Explosive
31-35	N/A	N/A	Corrosive	Incendiary	Incendiary
36-40	N/A	N/A	Shock	Cryo	Cryo
41-45	N/A	N/A	Explosive	Radiation (+1d6)	Radiation (+1d6)
46-50	N/A	N/A	Incendiary	Corrosive (+1d6)	Corrosive (+1d6)
51-55	N/A	N/A	Cryo	Shock (+1d6)	Shock (+1d6)
56-60	N/A	Radiation	Radiation (+1d6)	Explosive (+1d6)	Explosive (+1d6)
61-65	N/A	Corrosive	Corrosive (+1d6)	Incendiary (+1d6)	Incendiary (+1d6)
66-70	N/A	Shock	Shock (+1d6)	Cryo (+1d6)	Cryo (+1d6)
71-75	N/A	Explosive	Explosive (+1d6)	Radiation (+2d6)	Radiation (+2d6)
76-80	N/A	Incendiary	Incendiary (+1d6)	Corrosive (+2d6)	Corrosive (+2d6)
81-85	N/A	Cryo	Cryo (+1d6)	Shock (+2d6)	Shock (+2d6)
86-90	Radiation	Radiation (+1d6)	Radiation (+2d6)	Explosive (+2d6)	Explosive (+2d6)
91-92	Corrosive	Corrosive (+1d6)	Corrosive (+2d6)	Incendiary (+2d6)	Incendiary (+2d6)
93-94	Shock	Shock (+1d6)	Shock (+2d6)	Cryo (+2d6)	Cryo (+2d6)
95-96	Explosive	Explosive (+1d6)	Explosive (+2d6)	Radiation + Incendiary	Radiation + Incendiary
97-98	Incendiary	Incendiary (+1d6)	Incendiary (+2d6)	Shock + Corrosive	Shock + Corrosive
99-100	Cryo	Cryo (+1d6)	Cryo (+2d6)	Explosive + Cryo	Explosive + Cryo

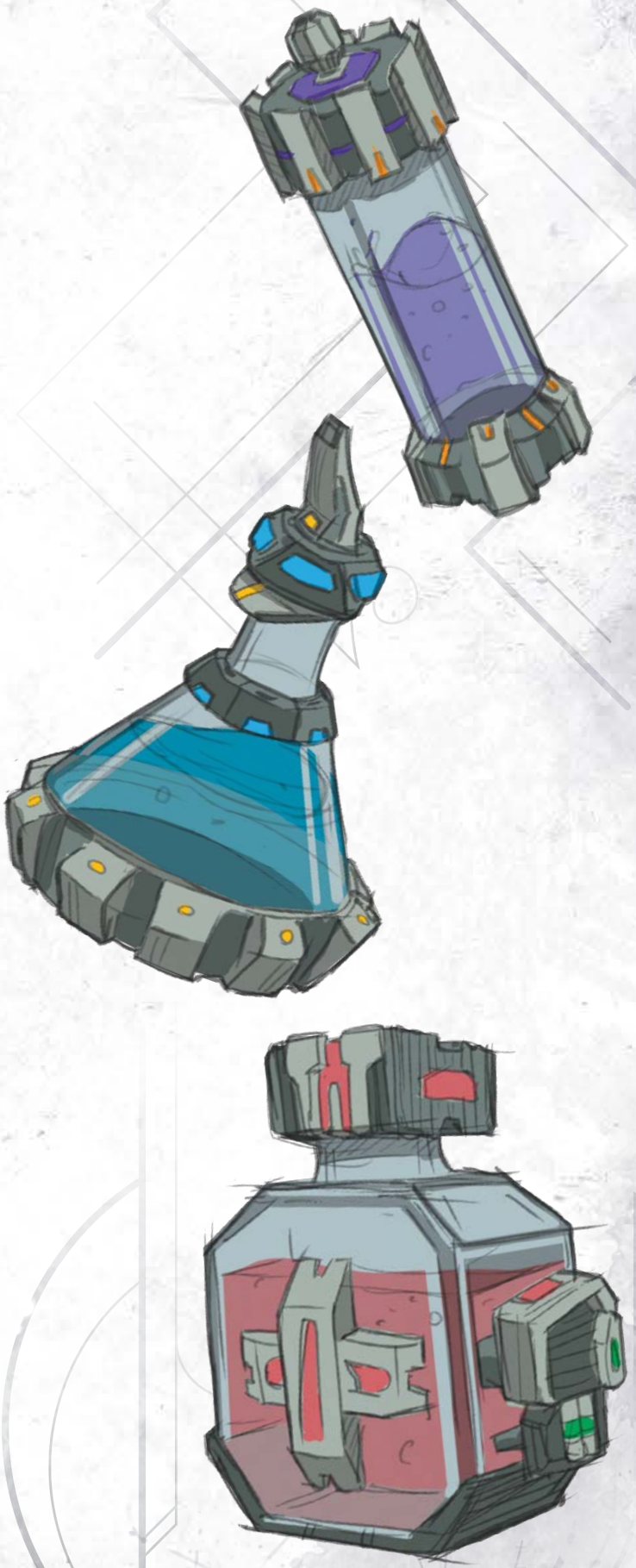


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Potions

Potions are one-time use items that are ingested orally and grant a variety of effects for the Vault Hunter. Potion technology has come a long way, but potion-carrying technology is still lacking, so a Vault Hunter can only carry a limited amount of potion vials to prevent possible breakage. At Level 9, players can unlock another slot to carry potions; another slot can be unlocked by Leveling Up a second Archetype to Level 9.

%	Potion	Effect	Cost
01-05	Common Tina Potion	Roll 1d20 for bombass effect	15g
06-10	Common Health Potion	Regens 1d8 Health	20g
11-15	Common Shield Potion	Recharges 1d8 Shield	15g
16-20	Check Potion	+5 to x Check for 1 hour	20g
21-25	Element Potion	Protection from x Element for 2 turns	15g
26-30	Rare Tina Potion	Roll 1d20+3 for bombass effect	25g
31-35	Rare Health Potion	Regens 2d8+5 Health	40g
36-40	Rare Shield Potion	Recharges 2d8+5 Shield	30g
41-45	Stat Potion	3 to x Stat Mod for 1 hour	40g
46-50	Twofer Potion	Gain 1d8+3 Health and Shield	70g
51-55	Epic Tina Potion	Roll 1d20+5 for bombass effect	80g
56-60	Epic Health Potion	Regens 3d8+10 Health	100g
61-65	Epic Shield Potion	Recharges 3d8+10 Shield	90g
66-70	Lucky Potion	Reroll 1 Die per Attack for 2 turns	100g
71-75	Invisibility Potion	Become Cloaked for 3 turns	120g
76-80	Legendary Tina Potion	Roll 1d20+10 for bombass effect	200g
81-85	Legendary Health Potion	Regens 4d8+20 Health	250g
86-90	Legendary Shield Potion	Recharges 4d8+20 Shield	230g
91-95	Fumble Potion	All 1's rolled become 20's for 2 hours	250g
96-100	Gold Farmer Potion	+2d6 to all Cache Rolls for 2 hours	270g



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Tina potions

drank!

d20 Roll	Potion	Bombass effect!
1	Golden Gulp	Shhh it's just pee, don't tell anyone.
2	Deadly Horrible Potion of Death	Kills you dead in exactly an hour. Can only be cured by doing a hundo pushups.
3	One Liner Juice	After drinking this, everything you do for the next hour has to be followed with a cool punny one liner, or you spasm, taking 5 Damage.
4	Best Drink Ever	The single best thing you ever have or ever will taste. Even if you get another one of these potions it'll never taste as good as the first, so you're sorta bummed forever that nothing tastes as good. This behaves like a permanent trauma.
5	What if We Were Girlfriends	The next two people to drink this juice see what their life would be like if they moved their beds together.
6	Gotta Sing	You have to sing everything you say for the next hour or until the BM gets bored.
7	Friday Freak	The next two people to drink this swap bodies for the rest of the session.
8	Love Potion Number 69 (nice)	When you drink this potion, the next person you smooch will love you for exactly sixty-nine (real life) seconds. Once the 69 seconds are up, they'll hate you with the exact same ferocity with which they just loved you.
9	Truth Serum	You can only tell the truth for the rest of the session.
10	No Curses Plz	If the drinker curses anytime for the rest of the session, they take 5 Damage.
11	Gotta Dance	You can't stop dancing for ten minutes. When taking Movement actions, specifically describe what sick steps you put down.
12	Big Booty Potion	Makes the booty grow 300%. Too juicy. I die. Have fun making up an effect for this, BM.
13	Vommodrink	Makes you vomit real bad for thirty seconds. Create a Corrosive puddle in all adjacent squares every turn for however long the BM hates you.
14	Stank Drank	Anyone who drinks this smells so bad that people gotta get as far away from them as possible for a half hour. allies cannot move through any squares within a Range of 2 around you.
15	Do u Feel Lucky	Has a fifty-fifty chance to give the drinker 20 HP or deal 20 Health Damage.
16	Bullet Burp	For twenty minutes, you burp uncontrollably, causing bullets to come out and do 1d4 Damage each to anyone adjacent. DO NOT KISS ANYONE AFTER DRINKING THIS.
17	Baddie Juice	You immediately take the form of the one person you hate the most. Wears off after an hour.

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d20 Roll	Potion	Bombass effect!
18	Do You Like Me Y/N	Anyone drinking this has to tell their true feelings about the BM.
19	Roshambo	Exactly once, instead of doing a proper combat against an Enemy, you can play rock-paper-scissors with the BM. If you lose, your character is DEAD FOREVER or at least gets like 3 trauma.
20	Punch Drunk	You have to Melee Attack someone every hour or your heart stops, but your Melee Attacks deal a bonus 1d12 Damage.
21	Butt Farts	Once, during the remainder of the session, you have the ability to do a fart so big it does 2d8 Damage to everyone in 2 squares Range.
22	Haterade	Anyone who drinks this makes everyone around em so mad that they gotta beat the puss out of them for at least a half hour all Enemies make their next Attack against you, probably.
23	Fancy Feats	Gives you a fancy voice for an hour +10 to Impersonation Check.
24	2 Sexy	Makes you reeeeeally alluring to one type of creature of the BM's choice Gain +5 on Talk and Interact Checks for that Enemy type.
25	Parent Trap	Whoever drinks this will instantly create a baby with the next person they smooch. The baby will just pop into existence outta thin air.
26	Scrappy	Drinkin this gives you a little sidekick who looks like a smaller version of you. They're real irritating but they give you an extra Action every turn and they love you, but they have 1 HP. You or the BM control them and do their voice, whoever wants to.
27	Not Today	The next time you would die... you don't. Ignore the would-kill-you damage and get your life together.
28	Liquid Confidence	Adjacent allies gain +2 to all Checks.
29	Good Touch	Your Melee Attacks heal targets.
30+	Tina Tincture	Makes you sound like Tiny Tina, your main man Control one non-Boss Enemy during the next encounter.



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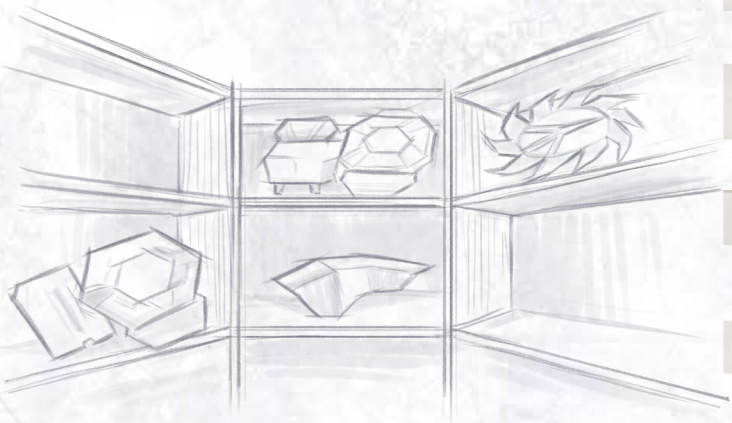
Moxx-tails

These potions are made exclusively by Pan'Dorah's resident mixologist herself, Mad Moxxi. They can be found at any Moxxi's Grogg, but only when she is behind the bar; no way is she spilling her secrets. The cost varies based on her mood, which is typically dependent on the fullness of her tip jar. (Don't even think about tipping less than 10g.) Moxx-tails can be made to-go in a potion bottle, and behave the same way as a potion. Moxxi can sell a specific drink, or players can try their luck by rolling 1d10.

d10 Roll	Moxx-tail	Potion Effect
1	Hey Sugar	Gain +2 on Talk Checks for 1 hour.
2	Vamp Vermouth	Gain 1d4 Damage Reduction for rest of the encounter.
3	Quadruple Sec	Gain Health Regen 5 for the rest of the encounter.
4	Kill-You-A	DMG Mod +2 on Ranged Attacks for the rest of the encounter.
5	Sonic Water	Gain 1d6 to all Element Damage for 1 hour.
6	Drub Soda	Activate Action Skill for free.
7	Gamaretto	+3 on Badass Move Rolls for the rest of the encounter.
8	Cream of Kapow	Gain Extra Melee Attack each turn for the rest of the encounter.
9	Dragnac	Add a Crit to your Ranged Attacks for the rest of the encounter.
10	Big Bad Bitters	Gain 1 grenade each time you Throw a grenade for the rest of the encounter.

Relics

Relics are mystical items rumored to have been left behind by aliens centuries ago. Well, not exactly rumored; Deranged Daryl is the only one on Pan'Dorah who believes that, and he was dropped on his head as an adult. Wherever they came from, they are a mystery to behold. If a Vault Hunter has one in their possession, they are imbued with its powers. If someone has more than one on them the powers no longer work, no crossing the streams or some such.



Some Relics work better with some Classes because reasons.

d10 Roll	Class	d10 Roll	Class
1	Assassin	6	Mecromancer
2	Berserker	7	Psycho
3	Commando	8	Siren
4	Gunzerker	9	Soldier
5	Hunter	10	Any

%	Relic Type	Rarity	Effects	Class Effect
01-05	Vitality	Common	+20 Max Health	+5 Health from Potions
06-10	Stockpile	Common	+2 Max Grenades	+1 Grenade from Loot Piles
11-15	Protection	Common	+15 Max Shields	+10 Recharge Rate
16-20	Aggression	Common	+3 Damage for Favored Gun	+1 Damage to All Guns
21-25	Resistance	Common	+1d4 Elemental Resistance	+1d4 Damage Resistance
26-30	Tenacity	Common	+1 Initiative Mod	+10 Health
31-35	Elemental	Common	+2 Elemental Damage	+20% on Elemental Rolls
36-40	Strength	Common	+3 Melee Damage	+1 Melee Attack/turn
41-45	Vitality	Uncommon	+30 Max Health	+10 Health from Potions
46-50	Stockpile	Uncommon	+2 Max Grenades	+2 Grenades from Loot Piles
51-55	Protection	Uncommon	+20 Max Shields	+15 Recharge Rate
56-60	Aggression	Uncommon	+4 Damage for Favored Gun	+2 Damage to All Guns
61-65	Resistance	Uncommon	+1d6 Elemental Resistance	+1d6 Damage Resistance
66-70	Tenacity	Uncommon	+2 Initiative Mod	+15 Health
71-75	Elemental	Uncommon	+3 Elemental Damage	+30% on Elemental Rolls
76-80	Strength	Uncommon	+4 Melee Damage	+2 Melee Attacks/turn
81-85	Vitality	Rare	+40 Max Health	+15 Health from Potions
86-90	Stockpile	Rare	+4 Max Grenades	+3 Grenades from Loot Piles
91-95	Protection	Rare	+25 Max Shields	+20 Recharge Rate

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%	Relic Type	Rarity	Effects	Class Effect
96	Aggression	Rare	+5 Damage for Favored Gun	+3 Damage to All Guns
97	Resistance	Rare	+1d8 Elemental Resistance	+1d8 Damage Resistance
98	Tenacity	Rare	+3 Initiative Mod	+20 Health
99	Elemental	Rare	+4 Elemental Damage	+40% on Elemental Rolls
100	Strength	Rare	+5 Melee Damage	+3 Melee Attacks/turn

EPIC AND LEGENDARY RELICS

Relics can be a fun way to personalize your game and make your players feel special. You can create Relics that are party-member-specific. For example, if you have a friend in your group who is always late to game sessions or to meet up for dinner, you can create a Legendary Relic called *Unpunctual* that has +4 SPD and a Class bonus of +2 SPD. She gets the burn.

Or you can just play it straight with something like: Legendary Incendiary Relic: add +3d6 Incendiary Damage to all Melee Attacks, with Class Bonus- add +1d6 to all Ranged Attacks with Favored Guns.

Grenades

Imagine aiming a magic wand at a group of Enemies and shooting a powerful ball of dark matter at them, causing them immense Damage. Except it isn't from a wand, it's from your hand. And it isn't a ball of dark matter, it's a grenade. Grenades on Pan'Dorah can have a lot of varied effects. Have fun exploring the different ways you can allow players to kill things.

d8 Roll	Guild	d8 Roll	Guild
1	Ashen	5	Malefactor
2	Dahlia	6	Pangoblin
3	Feriore	7	Stoker
4	Hyperius	8	Torgue

Guild	Level	Grenade Type	Damage	Effects
Ashen	1-6	Transfusion	1d8	Gain Health equal to Damage dealt.
Ashen	7-12	Homing	2d8	Automatically Hits closest target.
Ashen	13-18	Transfusion	3d8	Gain Health equal to Damage dealt.
Ashen	19-24	Homing	4d8	Automatically Hits closest target.
Ashen	25-30	Transfusion	5d8	Gain Health equal to Damage dealt.



Guild	Level	Grenade Type	Damage	Effects
Dahlia	1-6	Generator	1d8	Recharges Shields equal to Damage dealt.
Dahlia	7-12	Bouncing Bettie	2d8	Detonates in target square for 2 turns.
Dahlia	13-18	Generator	3d8	Recharges Shields equal to Damage dealt.
Dahlia	19-24	Bouncing Bettie	4d8	Detonates in target square for 2 turns.
Dahlia	25-30	Generator	5d8	Recharges Shields equal to Damage dealt.
Feriore	1-6	Jumping	1d8	Detonates, then jumps 2 squares and detonates again.
Feriore	7-12	Sticky	2d8	Sticks to surfaces. Detonates after 1 turn.
Feriore	13-18	Jumping	3d8	Detonates, then jumps 2 squares and detonates again.
Feriore	19-24	Sticky	4d8	Sticks to surfaces. Detonates after 1 turn.
Feriore	25-30	Jumping	5d8	Detonates, then jumps 2 squares and detonates again.
Hyperius	1-6	Longbow	1d8	Teleports to target. Ignores Cover.
Hyperius	7-12	Roider	2d10	Increased Damage.
Hyperius	13-18	Longbow	3d8	Teleports to target. Ignores Cover.
Hyperius	19-24	Roider	4d10	Increased Damage.
Hyperius	25-30	Longbow	5d8	Teleports to target. Ignores Cover.

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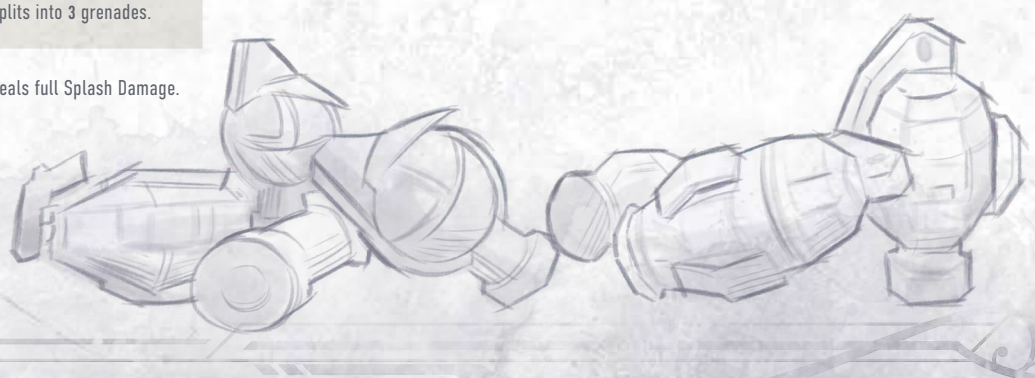
Guild	Level	Grenade Type	Damage	Effects
Malefactor	1-6	Elemental	1d8	Gains Element type.
Malefactor	7-12	Contact	2d8	Detonates on contact with target.
Malefactor	13-18	Elemental	3d8	Gains Element type.
Malefactor	19-24	Contact	4d8	Detonates on contact with target.
Malefactor	25-30	Elemental	5d8	Gains Element type.
Pangoblin	1-6	Rubberized	1d8	Bounce off surfaces. Detonates on contact with any target.
Pangoblin	7-12	Force	2d8	Targets Hit are Knocked Back 1 square.
Pangoblin	13-18	Rubberized	3d8	Bounce off surfaces. Detonates on contact with any target.
Pangoblin	19-24	Force	4d8	Targets Hit are Knocked Back 1 square.
Pangoblin	25-30	Rubberized	5d8	Bounce off surfaces. Detonates on contact with any target.
Stoker	1-6	Proximity Mine	1d8	Won't detonate until target is adjacent.
Stoker	7-12	Rain	2d8	Launches up and deals Damage downward in a 2x2 square area.
Stoker	13-18	Proximity Mine	3d8	Won't detonate until target is adjacent.
Stoker	19-24	Rain	4d8	Launches up and deals Damage downward in a 2x2 square area.
Stoker	25-30	Proximity Mine	5d8	Won't detonate until target is adjacent.
Torgue	1-6	Splash	1d8	Deals full Splash Damage.
Torgue	7-12	MIRV	2d8	Splits into 3 grenades.
Torgue	13-18	Splash	3d8	Deals full Splash Damage.
Torgue	19-24	MIRV	4d8	Splits into 3 grenades.
Torgue	25-30	Splash	5d8	Deals full Splash Damage.

Shields

Unlike the stupid sheets of metal your Enemies will use to protect themselves from your bullets, Vault Hunter Shields are a bit more *elegant*. These magical items simply cast a constant protection spell on your skin, deflecting any unwanted Health Damage for as long as the Shield has power.

d8 Roll	Guild	d8 Roll	Guild
1	Ashen	5	Malefactor
2	Alas!	6	Pangoblin
3	Dahlia	7	Stoker
4	Feriore	8	Torgue

Guild	Level	Shield Capacity	Shield Recharge	Effects
Ashen	1-6	30	15	Fast Recharge Rate.
Ashen	7-12	55	20	Fast Recharge Rate.
Ashen	13-18	70	25	Fast Recharge Rate.
Ashen	19-24	70	15	Gain +10 Health and +3 Melee Damage while equipped.
Ashen	25-30	60	10	Gain +30 max Health and +10 Health Regen while equipped.
Alas!	1-6	30	10	1d4 Shock Resistance.
Alas!	7-12	55	20	1d6 Shock Resistance.
Alas!	13-18	70	20	1d10 Shock Resistance.
Alas!	19-24	60	10	Roll %s for each incoming Attack. On a 60%+, take half Damage.
Alas!	25-30	0	0	Roll %s for each incoming Attack. On a 70%+, take no Damage.
Dahlia	1-6	30	10	1d4 Corrosive Resistance.
Dahlia	7-12	55	15	1d6 Corrosive Resistance.
Dahlia	13-18	75	20	1d10 Corrosive Resistance.
Dahlia	19-24	80	10	When depleted during an encounter, drops 20 gold.



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Guild	Level	Shield Capacity	Shield Recharge	Effects
Dahlia	25-30	80	15	When depleted, spawns 3 grenades into adjacent squares that each deal 3d6 Shock Damage.
Feriore	1-6	30	10	1d4 Health Regen per Recharge.
Feriore	7-12	50	15	1d6 Health Regen per Recharge.
Feriore	13-18	70	20	1d8 Health Regen per Recharge.
Feriore	19-24	70	20	Recharge 5 Shield at the start of each turn.
Feriore	25-30	60	20	When depleted, toss like a grenade, dealing 3d8 Damage then returning.
Malefactor	1-6	30	10	When depleted, 1d6 Shock Damage to adjacent targets.
Malefactor	7-12	50	15	When depleted, 2d6 Shock Damage to adjacent targets.
Malefactor	13-18	70	20	When depleted, 3d6 Shock Damage to adjacent targets.
Malefactor	19-24	70	15	When depleted, pulls targets up to 3 squares away into an adjacent square then deals 4d6 Shock Damage to adjacent targets.
Malefactor	25-30	80	15	Deals 2d6 Incendiary Damage to adjacent squares each turn while depleted.
Pangoblin	1-6	40	5	High Capacity.
Pangoblin	7-12	60	10	High Capacity.
Pangoblin	13-18	80	20	High Capacity.
Pangoblin	19-24	100	20	Reduce Movement to 2 squares unless depleted.
Pangoblin	25-30	60	10	Gain +4 DMG Mod to Ranged Attacks while not depleted.
Stoker	1-6	30	10	When depleted, 1d6 Incendiary Damage to adjacent targets.
Stoker	7-12	50	15	When depleted, 2d6 Incendiary Damage to adjacent targets.
Stoker	13-18	70	20	When depleted, 3d6 Incendiary Damage to adjacent targets.
Stoker	19-24	70	15	Shock Damage Recharges the Shield instead of Damaging it.
Stoker	25-30	80	15	Launches 3 Corrosive spikes at the target if you take 10 or more Damage from an Attack. Each spike deals 1d6 Corrosive Damage.
Torgue	1-6	30	10	Gain 10 max Health.
Torgue	7-12	50	15	Gain 20 max Health.
Torgue	13-18	70	20	Gain 30 max Health.
Torgue	19-24	75	15	Insults an Enemy as Mr. Torgue each turn, dealing 1d4 Psychic Mockery Damage and Taunting the Enemy.
Torgue	25-30	80	15	When depleted, creates a 3x3 square area blast dealing 3d6 Explosive Damage and causing Knockback.

basically just Health Damage but to your squishy brain

As with everything, creating unique grenade mods and Shield mods adds layers of depth, humor, and possibly outrage to your campaigns. So have fun with it!

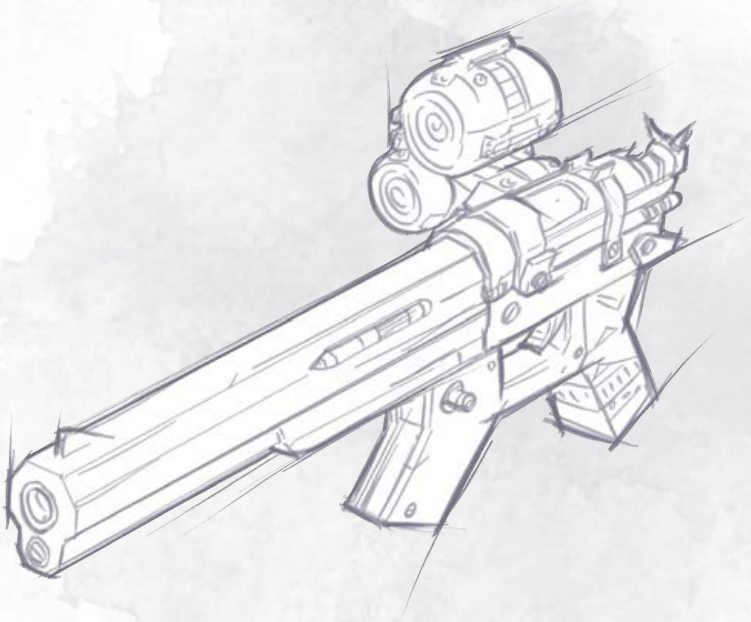


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GUNS

THE REALM OF PAN'DORAH is littered with literally billions of magical wands belched into existence by the maw of the great ancient god Dest'Roy'Ah. These wands are capable of firing small pieces of metal at incredible speeds at a variety of different ranges and firing speeds.

NOTE: These wands are similar to traditional guns in every way. Because they are guns.



Types of Guns

COMBAT RIFLE

Heavy, high-velocity guns. Consisting of both burst-fire Combat Rifles and fully-automatic machine guns. If you like military-style assault rifles -- the kind wielded by square-jawed men with close-shaved haircuts who say things like "to hell with the chain of command, it's time to do what's *right*" -- you'll want one of these.

COMBAT RIFLE STATS BY LEVEL

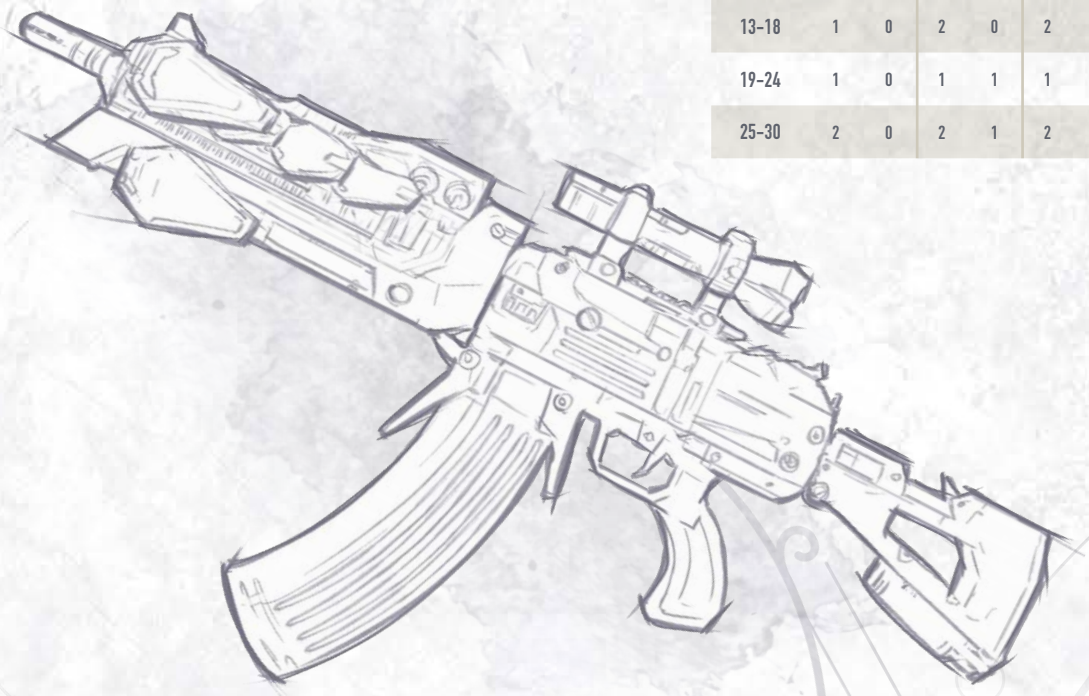
Level	Accuracy 2-7		Accuracy 8-15		Accuracy 16+		Damage	Range
	Hits	Crits	Hits	Crits	Hits	Crits		
1-6	1	0	3	0	3	1	1d6	6
7-12	2	0	3	0	2	1	1d8	6
13-18	1	1	2	1	2	2	1d8	6
19-24	1	0	2	1	3	1	2d6	6
25-30	1	1	2	1	2	3	1d10	6

PISTOL

Pistols typically have decent fire rates combined with decent Damage and Accuracy. You may be tempted to think of Pistols as mere backup guns, but that wouldn't be giving them their due. Pistols can put out a surprising amount of Damage far more reliably than many other gun types.

PISTOL STATS BY LEVEL

Level	Accuracy 2-7		Accuracy 8-15		Accuracy 16+		Damage	Range
	Hits	Crits	Hits	Crits	Hits	Crits		
1-6	1	0	2	0	3	0	2d4	5
7-12	1	0	1	1	3	1	1d6	5
13-18	1	0	2	0	2	1	2d6	5
19-24	1	0	1	1	1	2	2d8	5
25-30	2	0	2	1	2	2	2d8	5



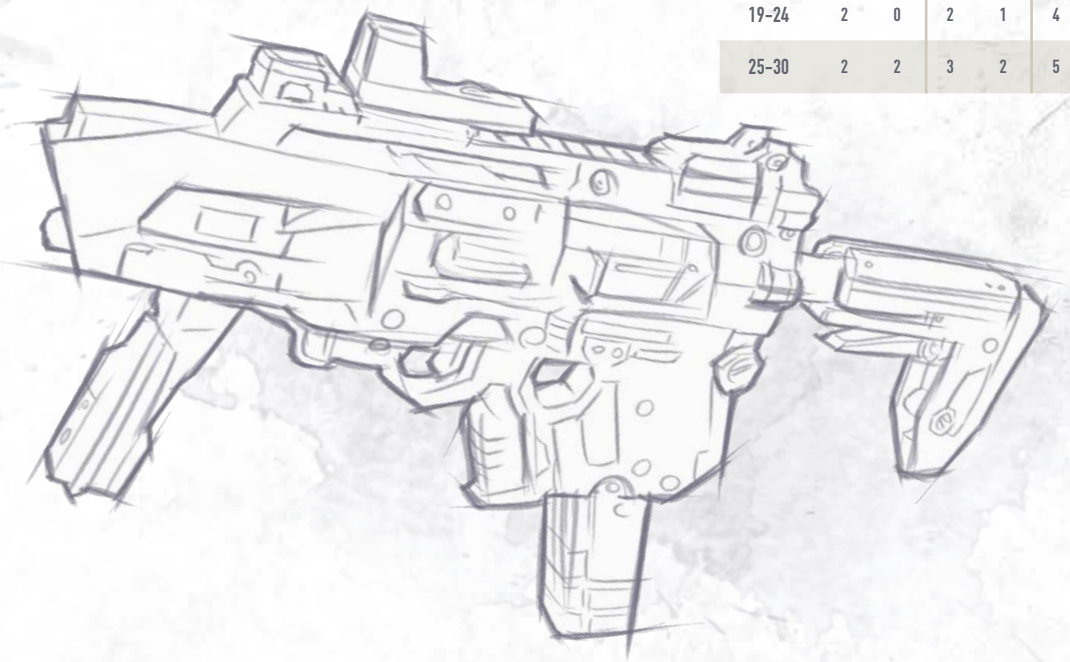
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SUBMACHINE GUN

If you want to spit out a ton of bullets in a very short amount of time, be sure to grab a Submachine Gun. These light, fully-automatic guns may shoot bullets that individually don't hurt all that much, but who cares? You're going to be peppering the bad guys with multiple bullets from every trigger pull.

SUBMACHINE GUN STATS BY LEVEL

Level	Accuracy 2-7		Accuracy 8-15		Accuracy 16+		Damage	Range
	Hits	Crits	Hits	Crits	Hits	Crits		
1-6	2	0	3	0	5	0	1d4	5
7-12	2	0	4	0	5	1	2d4	5
13-18	2	0	3	1	5	1	1d6	5
19-24	2	0	2	1	4	1	2d6	5
25-30	2	2	3	2	5	2	1d10	5



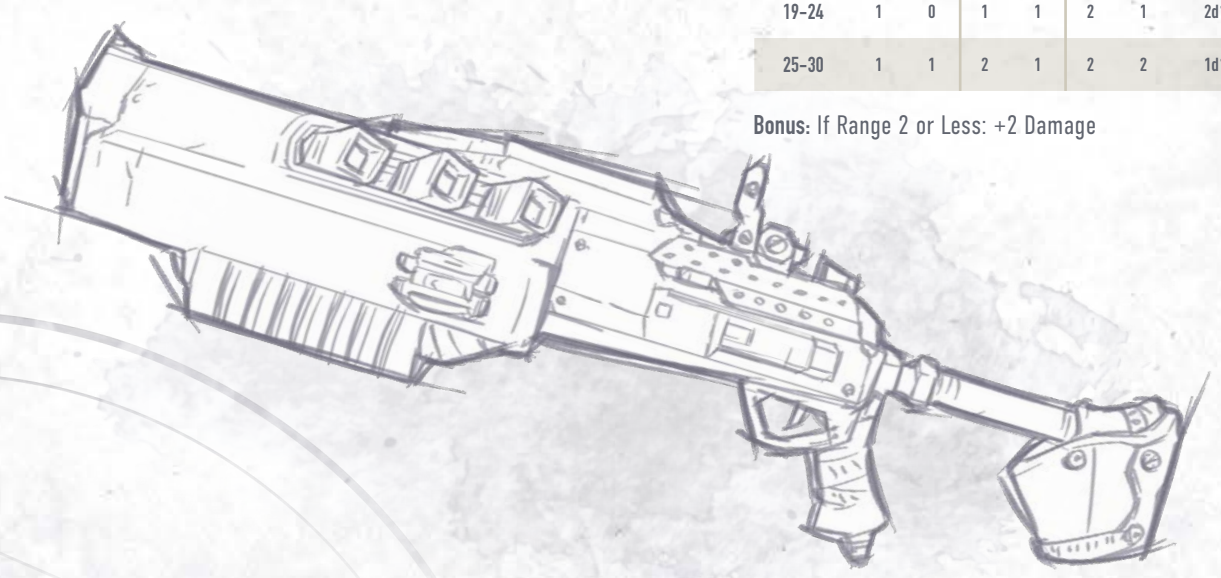
SHOTGUN

Get close. Pull trigger. Take a shower. Shotguns are powerful close-range guns that work exactly how you think they do: they've got crap Accuracy and Range, but they pour out a ton of Damage with every blast.

SHOTGUN STATS BY LEVEL

Level	Accuracy 2-7		Accuracy 8-15		Accuracy 16+		Damage	Range
	Hits	Crits	Hits	Crits	Hits	Crits		
1-6	1	0	2	0	1	1	1d8	4
7-12	1	0	2	0	2	1	2d8	4
13-18	1	1	2	1	2	2	1d8	4
19-24	1	0	1	1	2	1	2d10	4
25-30	1	1	2	1	2	2	1d12	4

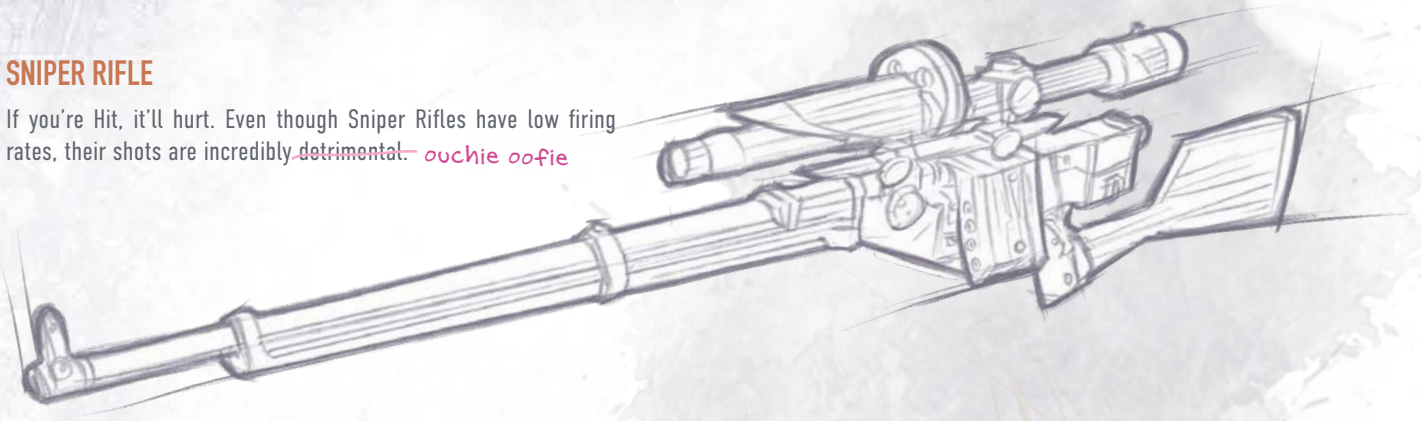
Bonus: If Range 2 or Less: +2 Damage



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SNIPER RIFLE

If you're Hit, it'll hurt. Even though Sniper Rifles have low firing rates, their shots are incredibly ~~detrimental.~~ ouchie oofie



SNIPER RIFLE STATS BY LEVEL

Level	Accuracy 2-7		Accuracy 8-15		Accuracy 16+		Damage	Range
	Hits	Crits	Hits	Crits	Hits	Crits		
1–6	0	0	1	0	1	1	1d10	8
7–12	0	0	1	0	1	1	1d12	8
13–18	1	0	1	1	1	2	1d10	8
19–24	1	0	1	1	1	2	2d10	8
25–30	1	0	1	1	2	2	1d12	8

Bonus: If Range 3+: +3 Accuracy

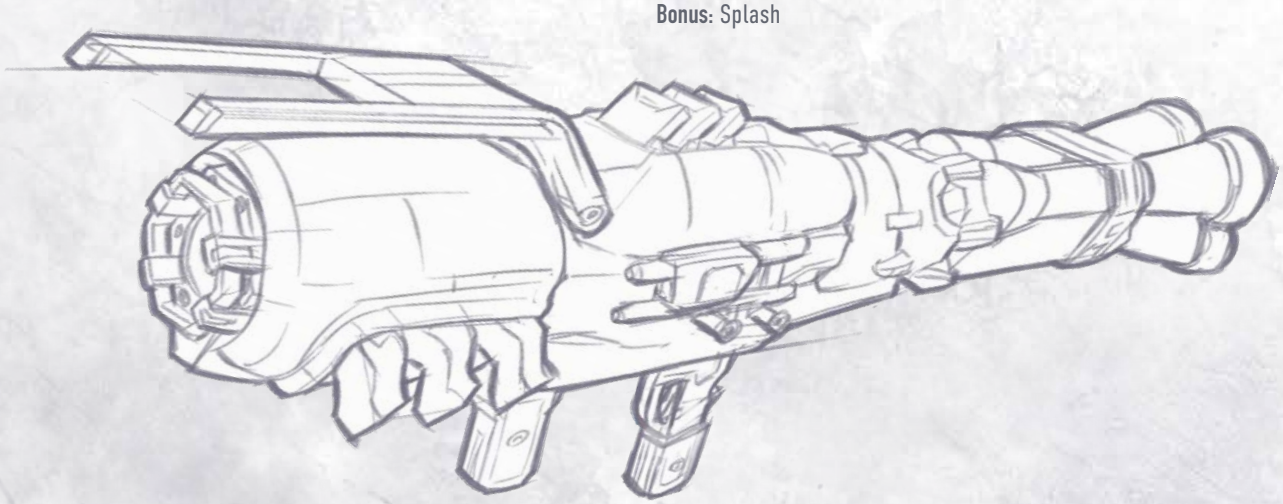
ROCKET LAUNCHER

Boom tubes for rowdy teens. Rocket Launchers have a short Range, but they do a ton of Damage to anything unlucky enough to get caught in their Splash zone.

ROCKET LAUNCHER STATS BY LEVEL

Level	Accuracy 2-7		Accuracy 8-15		Accuracy 16+		Damage	Range
	Hits	Crits	Hits	Crits	Hits	Crits		
1–6	1	0	1	0	1	1	1d12	4
7–12	1	0	1	0	1	1	2d10	4
13–18	1	0	1	0	1	2	1d12	4
19–24	1	0	1	0	2	1	2d12	4
25–30	1	1	1	1	2	1	1d20	4

Bonus: Splash



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GUILDS

THOUGH LACKING a central government, the realm of Pan'Dorah is not without powerful entities who control the fate of the world. Much like the real-life gun manufacturers you may be familiar with, these magical Guilds develop, upgrade, and sell all manner of magical guns and equipment to a grateful populace. Or at least, to a populace they've tricked into gratefulness. Without the Guilds, everyone would still be going around stabbing each other.

Most of the creatures of Pan'Dorah don't have the higher brain function to pick up a gun or equip a Shield, but the denizens of the land have quickly adopted the defenses offered by these mega-corporations. Most city walls, for instance, come equipped with Dahlia automated ballistas, while many magical academies prefer to use Malefactor protection spells.

The Guilds have a variety of different goals in the world of Pan'Dorah, and a variety of different opinions about Vault Hunters. Some consider Vault Hunters useful assets in acquiring important items or wiping out competition. Others consider them nuisances who ultimately cost far more gold than they earn.

Some Guilds operate like cruel, fascist monarchies, keeping their citizenry under strict watch. Others are focused purely on the achievement of magical knowledge, no matter the consequence. Others just wanna make enough gold to cure world hunger, and then spend the rest of their lives *not* curing world hunger.

ASHEN

Ashen specializes in healing magic and potion alchemy. This Guild of clerics formed out of sheer desperation after realizing that of the roughly ten thousand adventuring parties being formed across Pan'Dorah, only two of them had healers, and they were multiclassed as barbarians, which, *what*.

Since then, Ashen has become the most trusted healing purveyor in all of Pan'Dorah, focusing on both grenades and Shields for the enterprising Vault Hunter who is not dead, and would prefer to remain so.

MAKES:
Transfusion Grenades, Homing Grenades, Shields.

GENERATING ASHEN ITEMS

GRENADES
Transfusion
Steals Health equal to a portion of Damage dealt.

Homing
Always Hits the closest target.

SHIELDS
Fast Recharge rate.



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ALAS!

The Alas! Guild consists primarily of fighters and barbarians -- frontline warriors who want to slice off heads and do a ton of Damage. This desire for constant, violent satisfaction has led the Alas! Guild to go on dozens of "heroic" quests to "liberate" orc villages by "shooting" orc "children" in their "faces."

MAKES:

Combat Rifles, Pistols, Shotguns, Sniper Rifles, Shields.

GENERATING ALAS! GUNS

Rarity	Bonuses
Common	+1 DMG Mod
Uncommon	+2 DMG Mod
Rare	+3 DMG Mod
Epic	+3 DMG Mod
Legendary	+4 DMG Mod

ELEMENT ROLL

Alas! guns are never Elemental.

GUN INFO

- Increased Damage.

SKULDUGGER

If you're a brigand without access to magical artifacts, you make do with what you can find. That's what the Skuldugger Guild does, anyway. Lacking any magical or alchemical knowledge of their own, the Skuldugger clan simply builds bigger and more unwieldy gun magazines, hoping that they can overwhelm their Enemies with the *quantity* of their bullets if not the *quality*.

Really, though, the Skuldugger Guild is nothing more than a big-ass bandit clan with a fancy logo. This Guild tends to make most of its money by ambushing adventurers on the road and stealing their stuff. If the myriad bandits of the Skuldugger Guild ever decided to actually work together to a larger purpose, they might be a force worth reckoning with. But they don't. So feel free to not reckon with them.

MAKES:

Pistols, Submachine Guns, Shotguns, Sniper Rifles.

GENERATING SKULDUGGER GUNS

Rarity	Bonuses
Common	+2 DMG Mod, Overheat: 1d4
Uncommon	+3 DMG Mod, Overheat: 1d6
Rare	+4 DMG Mod, Overheat: 1d8
Epic	+5 DMG Mod, Overheat: 1d10
Legendary	+6 DMG Mod, Overheat: 1d12

ELEMENT ROLL

Roll on the Elemental Table on page 82.

GUN INFO

- Overheat: When taking a Reload Action, roll the dice value specified and take the result as Incendiary Damage.
- Increased Damage.



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DAHLIA

The elves of Dahlia aren't your typical peacenik hippie types: they know that the best way to protect a forest is through sheer firepower. Some consider them little more than bandits, while others worship them as the guardians of peace and all things natural. Regardless of your opinion on them, though, one thing is for sure: you don't wanna be on the wrong end of one of their guns.

MAKES:

Combat Rifles, Pistols, Submachine Guns, Shotguns, Sniper Rifles, Bouncing Bettie Grenades, Generator Grenades, Shields.

GENERATING DAHLIA GUNS

Rarity	Bonuses
Common	Burst: +1 Hit
Uncommon	Burst: +1 Hit, +1 ACC Mod
Rare	Burst: +1 Hit, +2 ACC Mod
Epic	Burst: +1 Hit, +3 ACC Mod
Legendary	Burst: +1 Hit, +4 ACC Mod

ELEMENT ROLL

Roll on the Elemental Table on page 82.

GUN INFO

- Burst: Adds an additional Hit to each Attack.
- Increased Accuracy.

BLACKPOWDER

The Blackpowder Guild consists primarily of hunters and rangers. Grizzled, cloak-wearing folk who spend most of their time stalking through forests and taking down big game. The kind of dudes who sit in the darkest possible corner of a tavern, smoking a big pipe and hoping to god that someone will be like, "who's that mysterious, grizzled man in the corner" so they can cast an intimidating (yet slightly alluring) eye in their direction.

Blackpowder guns focus on high Damage. If it took more than one shot, you weren't using a Blackpowder. Or you missed the first time.

MAKES:

Pistols, Shotguns, Sniper Rifles.

GENERATING BLACKPOWDER GUNS

Rarity	Bonuses
Common	+2 ACC Mod, +2 Crit Damage
Uncommon	+2 ACC Mod, +3 Crit Damage
Rare	+2 ACC Mod, +4 Crit Damage
Epic	+2 ACC Mod, +5 Crit Damage
Legendary	+2 ACC Mod, +6 Crit Damage

ELEMENT ROLL

Blackpowder Weapons are never Elemental.

GUN INFO

- Increased Accuracy.
- Highly increased Crit Damage.



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MALEFACTOR

The dark wizards of Malefactor are concerned with only one thing: magic. They will perform any ritual, seek any artifact, and slay any creature if it means they'll get more cool magic stuff out of the ordeal. If any Guild is likely to end the world in apocalyptic hellfire, it's Malefactor -- a fact they wear with great pride.

MAKES:

Pistols, Submachine Guns, Shotguns, Sniper Rifles, Rocket Launchers, Contact Grenades, Elemental Grenades, Shields.

GENERATING MALEFACTOR GUNS

Rarity	Bonuses
Common	Element Roll, –2 DMG Mod
Uncommon	Element Roll, –1 DMG Mod
Rare	+10% Element Roll
Epic	+15% Element Roll
Legendary	+20% Element Roll

ELEMENT ROLL

Always has an Element. Roll on the Elemental Table on page 82.

GUN INFO

- Roll for Elemental Damage.
- Reduced overall Damage at lower Rarities.

PANGOBLIN

The Shield makers of Pangoblin are -- as the name suggests -- goblins. Tired of dying to single blows from low-level adventurers, the Pangoblins banded together to create more reliable Shield artifacts. They succeeded beyond their wildest dreams: now, the average Pangoblin takes *two* Hits to kill.

MAKES:

Rubberized Grenades, Force Grenades, Shields.

GENERATING PANGOBLIN ITEMS

GRENADES

Rubberized
Bounces off surfaces. Detonates on contact with an Enemy.

Force
Targets Hit are Knocked Back 1 square.

SHIELDS

High Capacity
Shields have a large capacity.

HYPERIUS

The archers of Hyperius are concerned with one thing above all: Accuracy. The armies of Hyperius are feared for their pinpoint precision with all manner of ranged guns. Dozens of cities have been razed to the ground by their catapults, and many are the armies who have been felled by their legions of eagle-eyed archers. Of all the Guilds, Hyperius is the one most unapologetically dedicated to the cause of world domination... and without outside intervention, they will almost certainly succeed.

MAKES:

Combat Rifles, Pistols, Submachine Guns, Shotguns, Sniper Rifles, Rocket Launchers, Longbow Grenades, Roider Grenades, Shields.

GENERATING HYPERIUS GUNS

Rarity	Bonuses
Common	+1 ACC Mod, –2 DMG Mod
Uncommon	+2 ACC Mod, –2 DMG Mod
Rare	+3 ACC Mod, –2 DMG Mod
Epic	+4 ACC Mod, –2 DMG Mod
Legendary	+5 ACC Mod, –2 DMG Mod

ELEMENT ROLL

Roll on the Elemental Table on page 82.

GUN INFO

- Increased Accuracy.
- Reduced overall Damage.



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FERIORE

What if a bunch of cheapo blacksmiths decided to make guns out of wood? They'd probably look a lot like Feriore guns, which are so fragile and flammable that they must be Thrown like grenades rather than Reloaded. A new gun exactly the same replaces it. (It's magic, don't think about it too much.) The Feriore Guild came into existence following the great Winter Iron Shortage, when gunsmiths had to get truly creative in their attempts to forge guns of destruction. Though Feriore guns are nearly as dangerous for their wielder as for their target, they're a reliably unreliable source of Damage for anyone unlucky enough to be caught in their blast radius.

MAKES:
Combat Rifles, Pistols, Submachine Guns, Shotguns, Jumping Grenades, Sticky Grenades, Shields.

GENERATING FERIORE GUNS

Rarity	Bonuses
Common	Swap/Reload: 1d4 Grenade Damage, –3 ACC Mod
Uncommon	Swap/Reload: 1d6 Grenade Damage, –3 ACC Mod
Rare	Swap/Reload: 1d8 Grenade Damage, –2 ACC Mod
Epic	Swap/Reload: 1d10 Grenade Damage, –2 ACC Mod
Legendary	Swap/Reload: 1d12 Grenade Damage, –1 ACC Mod

ELEMENT ROLL
Roll on the Elemental Table on page 82.

GUN INFO
- Less Accuracy.
- Swap/Reload: When taking a Swap Gun or Reload action, the gun is Thrown and deals Damage like a grenade.

TORGUE

We're going to be straight with you: the Torgue Corporation doesn't make any sense in the fictional world of Pan'Dorah. They're only here because the company's spokesman, Mr. Torgue, demanded we put him in the rulebook. So, here you go. They make guns that cause explosions. You want a detailed backstory for them? You wanna know how they fit into the overall interfactional conflict that gives Pan'Dorah its flavor? Sorry. Torgue threatened to blow up our publishing office if we didn't put his weapons in the game, so that's all we're doing.

MAKES:
Combat Rifles, Pistols, Submachine Guns, Shotguns, Sniper Rifles, Rocket Launchers, MIRV Grenades, Splash Grenades, Shields.



GENERATING TORGUE GUNS

Rarity	Bonuses
Common	Splash, –4 ACC Mod
Uncommon	Splash, –3 ACC Mod
Rare	Splash, –2 ACC Mod
Epic	Splash, –1 ACC Mod
Legendary	Splash

ELEMENT ROLL
Roll on the Elemental Table on page 82.

GUN INFO
- Less Accuracy.
- Splash.

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STOKER

The dwarves of the Stoker revolutionary Guild have dedicated themselves to stability through revolution. That is to say: Pan'Dorah has no ruling Guild. No uniting government. The reason for that is simple: anytime any kingdom or Guild or duchy threatens to get too big for its medieval britches, the dwarven gunsmiths give hundreds of free weapons to the oppressed minorities of said kingdom or Guild or duchy. The ruling class is subsequently overthrown by the lower class, the Stokers are awarded vaults full of gold for their participation in the revolution, and the status quo is maintained. If the new ruling class *also* then gets too powerful, the Stoker Guild will start the process all over again: they'll arm the proletariat and lead another revolution.

Why? Because they're thirsty. And nothing gets the blood flowing like a good rebellion.

MAKES:

Combat Rifles, Pistols, Shotguns, Sniper Rifles, Rocket Launchers, Proximity Mine Grenades, Rain Grenades, Shields.

GENERATING STOKER GUNS

Rarity	Bonuses
Common	Extra Attack, –3 ACC Mod
Uncommon	Extra Attack, –2 ACC Mod
Rare	Extra Attack, –1 ACC Mod
Epic	Extra Attack
Legendary	Extra Attack, Extra Movement

ELEMENT ROLL

Roll on the Elemental Table on page 82.

GUN INFO

- Less Accuracy.
- Gain an Extra Attack Action.



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PREFIXES AND RED TEXT

To further customize and badassify your guns, you can give them a **Prefix** in their title that comes with an accompanying effect. For example, you can turn a Common Shotgun into an Economic Common Shotgun that gains the "Economic" effect of Enemies dropping 2 gold with each Hit. You can also add **Red Text** to any Epic or Legendary Gun to give it a slice of mystery. Red Text effects are a bit more powerful and/or whacky than Prefix effects. For more variance, you can decide to let the players know the details of the effect or you can leave it unknown to the players to discover by using the gun. Often, the Red Text itself offers a clue to the effect, but not always. If you decide to go the mystery route, make sure to write down the effects so you don't miss any, as they might become relevant.

NAME PREFIX GENERATOR

%	Prefix	Effects
1	One	Can only be fired once per day. Deals 10x Damage.
2	Normal	Appearance of a Common gun.
3	Adorable	25% chance to distract Enemies with baby animal hallucinations.
4	Gaudy	Highly reflective, which can be used to temporarily blind Enemies, giving them –3 on Attack Rolls.
5	Cheerful	Grants +1 to all Talk Checks while equipped.
6	Jumbled	Has the Accuracy and Damage of one gun type, but the Range and bonuses of another.
7	Classy	Gun will only fire if the wielder has the pinky of their shooting hand out.
8	Economic	Enemies drop 2 gold per Hit and 5 gold per Crit.
9	Certain	Grants a +2 bonus during Badass attempts.
10	Humdrum	Enemies Hit experience ennui.
11	Lively	This gun has an AI that thinks it's alive. It can open any door once per day.
12	Bitter	Enemies get –1 to their Attack Rolls for each Enemy killed by this gun in this encounter.
13	Sleepy	Enemies Hit are Slowed.
14	Deafening	Screams when fired, dealing 1 Damage to all adjacent targets.
15	Selfish	Deals 1d6 Damage to wielder when changing to another equipped gun.
16	Obtainable	Must be picked up using an Interact (17+) Check. Deals 2x Damage.
17	Abrasive	Adds +1 Crit to Melee Attacks.
18	Smelly	Enemies Hit take 1d6 Radiation Damage.
19	Tart	Enemies react as if they have eaten something tart, getting –1 to their next Attack Roll.
20	Worried	Crits have a 50% chance to make BR 8 or less Enemies flee.
21	Swift	Grants a free Melee Attack each turn.
22	Two	Creates a duplicate gun. Must be fired at the same time. 3x Damage.
23	Toothsome	Gets a Bite Attack each turn for 1d6 Damage to an adjacent target.
24	Light	Fires rays of light that deal +1d6 Incendiary Damage.
25	Boundless	Generates a Loot Pile when it Hits an Enemy.
26	Incandescent	Shines brighter when being fired.
27	Elfin	Increases Movement by 1 square while firing.
28	Splendid	Deals 2x Damage to Badass-type Enemies.
29	Small	Can have a 4th gun equipped as long as this gun is equipped.
30	Pumped	Lifts Enemies Hit a foot off of the ground.
31	Horrible	Enemies killed by this gun explode.
32	Fresh	First Attack of an encounter deals 2x Damage.
33	Zesty	Enemies killed by this gun grant the wielder 1 Badass Token.
34	Utter	There is a secret password that activates 3x Damage for the next 2 turns. Wielder can guess once per encounter.
35	Far-Flung	Double the Range of any Thrown item while this gun is equipped.
36	Superb	Grants +1 to Mods on the gun.
37	Knotty	Ties an Enemy's shoes together, reducing their Movement by 1.
38	Wrathful	Deals 2x Damage to Enemies that have Damaged the wielder.
39	Panoramic	Fires in a 180 degree arc. Hits/Crits can each be applied to a different Enemy in Range.
40	Critical	Rolled Hits become Crits. Rolled Crits become misses.
41	Practical	Swapping to a different gun grants the wielder a Badass Token.
42	Strong	Grants +1 to all Interact Checks while equipped.
43	Relevant	Will deliver cryptic information on a topic up to 3x a day.
44	Tense	30% chance to taze the Enemy, dealing 1d6 Shock Damage.
45	Stupendous	Double the Hits of this gun. Attacks deal 2d4 Damage to the wielder.
46	Suitable	Can disguise the wielder in a suit of any kind once per day.
47	Unwieldy	Twice the size of a normal gun. 2x Damage. Reloading takes 2 turns.
48	Woozy	Each time an Enemy is Hit by this gun, 10% chance they pass out.

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NAME PREFIX GENERATOR

%	Prefix	Effects
49	Grotesque	Gun looks horrific, possibly cursed. A counter increases every time it kills an Enemy.
50	Puny	Appearance of a miniature gun.
51	Tawdry	When Reloaded, becomes a grenade that deals 3d8 Damage.
52	Nutty	Instantly kills any Enemy with a nut allergy.
53	Adhesive	Enemies Hit begin to stick to anything they come into contact with.
54	Exciting	50% chance for Explosive rounds.
55	Mixed	For each Hit/Crit, gather the next die for Damage. d6, d8, d10, d12, d20.
56	Aback	Enemies Hit in the front are spun backwards.
57	Labored	Adds +3 DMG Mod if standing still.
58	Questionable	Deals 2x Damage to Enemies that can question their existence.
59	Aberrant	Gains the stats of a random gun type.
60	Resolute	Cannot be fired on the first turn of an encounter. Deals 2x Damage.
61	Far	Double the Range of this gun.
62	Mad	Enemies Hit have a 50% chance of being Taunted.
63	Grey	Deals 2x Damage. Enemies Hit drop 1 less Loot Pile and only drop Common items.
64	Damp	Creates puddles of water under Enemies Hit.
65	Actually	Can reroll Accuracy once per turn when firing this gun.
66	Jazzy	10% chance the non-Boss Enemy lets go of any weapons and starts doing 'jazz hands.'
67	Frightening	Enemies within 2 squares are compelled to take Cover.
68	Shaky	Gun shakes uncontrollably; Enemies Hit *also* shake uncontrollably.
69	Scintillating	50% chance to Hit the chest or groin of Enemy.
70	Handsomely	Add Damage equal to your Talk modifier.
71	Hysterical	Enemies Hit burst out laughing, causing –1 to Attack Rolls.
72	Impolite	Randomly burps out a Loot Pile when fired.
73	Unable	Enemies Hit cannot take Mayhem Actions.
74	Towering	Wielder appears twice their size while gun is equipped.
75	Parallel	Rounds split into 2 parallel lines that can Hit Enemies in 2 adjacent squares.
76	Mundane	Grants +1 to all Sneak Checks while equipped.
77	Breezy	Enemies targeted are struck by a gust of wind that pushes them 1 square backwards.
78	Disgusted	Deals +1d6 Corrosive Damage. Enemies killed die badly.
79	Imaginary	Appears as if you are not holding any gun. Makes fake firing noises when fired.
80	Knowing	Knows all. Can ask the gun a question once per day.
81	Joyous	Plays upbeat music when being fired.
82	Clever	Grants +1 to all Insight Checks while equipped.
83	Abhorrent	Enemies cannot stay within 1 square while this gun is equipped.
84	Open	Once per turn, you may Reload this gun as a free Action without generating Mayhem.
85	Several	Splits into 2 guns that are dual wielded.
86	Honorable	All rounds Hit Enemies in the front.
87	Synonymous	Grants Guild bonuses twice.
88	Madly	Enemies Hit have 50% chance of becoming Confused.
89	Obnoxious	Guaranteed Insight Check once per day at the cost of having to listen to the gun drone on and on and on.
90	Holistic	Damage is dealt to Shield, Armor, and Health.
91	Few	Max 1 Hit. Deal an additional 3 Damage for each unused Hit.
92	Legal	Enemies Hit are considered to be under a legally binding contract to drop 1 extra Loot Pile when they die.
93	Abiding	Grants +1 to all Search Checks while equipped.
94	Unfair	An Extra Attack with this gun does not generate Mayhem.
95	Tender	Converts 10% of Damage dealt into Health for an adjacent ally.
96	Same	Enemies Hit will take an equal amount of Damage from the gun for each Attack.
97	Overconfident	If Accuracy Roll is 10 or less, all Hits are Crits.
98	Eatable	Can consume the gun when Reloading to gain 2d4 Health.
99	Thirsty	Converts 10% of Damage dealt into Health.
100	Imminent	Enemies Hit take increasing Damage each turn. Damage starts at 1 and increases by 1 with each Hit/turn.



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RED TEXT GENERATOR

%	Red Text	Effects
1-2	*POP POP!*	Deals Crit Damage twice.
3-4	*I never freeze*	Adds Cryo Element type.
5-6	*Toasty!*	Adds Incendiary Element type.
7-8	*Was he slow?*	Fires backwards.
9-10	*We Hate You, Please Die.*	Taunts the farthest Enemy each turn.
11-12	*Tell them they're next*	Won't deal Damage to the final Enemy in an encounter.
13-14	*PAN SHOT!*	Always Hits the closest Enemy.
15-16	*Envision Wyverns*	Adds Radiation Element type.
17-18	*I'm melting!*	Adds Corrosive Element type.
19-20	*The same thing that happens to everything else.*	Adds Shock Element type.
21-22	*360 quickscope*	Adds a Crit to each Ranged Attack.
23-24	*Any Questions?*	Shoots pumpkin bombs that deal an extra 3d6 Explosive Damage.
25-26	*Blood and Thunder*	Take 1d6 Health Damage to deal +3d6 Shock Damage.
27-28	*SI VIS PACEM, PARA BELLUM*	Gain Extra Attack if Acting Before Enemies.
29-30	*You're breathtaking!*	Wielder cannot be targeted on the first turn of an encounter.
31-32	*Pass turn.*	Wielder may Throw a grenade during the End of Turn step.
33-34	*I am Vengeance!*	Deals 2x Damage to Enemies adjacent to allies.
35-36	*Roll the dice*	If Accuracy Roll is even, 2x Damage. If Accuracy Roll is odd, half Damage.
37-38	*One among the fence*	Add 21 Damage if you roll 13+ on your Accuracy Roll. (1/day)
39-40	*Don't be sorry. Be better.*	Reroll the Badass Die once per day.
41-42	*THE PICKLES!*	Shoots flaming cheeseburgers that deal an extra 2d6 Incendiary Damage.
43-44	*Do a kickflip!*	+4 on Traverse Checks while equipped.
45-46	*Extinction is the Rule*	Teleport to any square up to 4 away when you kill an Enemy.
47-48	*Never Fight a Knight with a Perm*	DMG Mod +6 against non-human Enemies.
49-50	*Bye bye, little Butt Stallion!*	Shots explode into rainbows that deal an extra 1d8 Damage.
51-52	*Time 2 Hack*	+4 on Interact Checks and Melee Damage while equipped.
53-54	*HATE Magic... so much*	+3 DMG Mod. Take 2d6 Vomit Damage if Reloaded.
55-56	*OFF WITH THEIR HEADS!*	Roll %s. 95%+: the Enemy's head falls off.
57-58	*This is my BOOMSTICK!*	Deals 3x Damage to skeletons.
59-60	*Super easy, barely an inconvenience*	Automatically pass the first Check each day.
61-62	*Hold onto your butts.*	When fired, the wielder and targets Hit are Knocked Back 2 squares.
63-64	*The Wise Man's Fear*	Deals 3x Damage to all wizards.
65-66	*I don't want this isolation.*	Won't fire unless adjacent to an ally or target.
67-68	*TUFF with two Fs*	Prevents the first 5 Health Damage each turn.
69-70	*Unlikely Maths*	Roll an extra die of each type rolled during an Attack and take the highest result(s).
71-72	*Gravity's Rainbow*	First Attack against a Badass target always deals max Damage.
73-74	*Let's do this one last time...*	Shoots webs that reduce target's Movement to 0 for 1 turn.
75-76	*BIP!*	Once per encounter, the wielder can run into squares with an Enemy, Knocking them Back 1 square.
77-78	*The Heaviest Matter of the Universe*	The wielder and targets Hit cannot take Movement Actions while equipped.
79-80	*GREEN FLAME*	Shoots burst of green flames while firing, dealing 2d6 Incendiary Damage to adjacent targets.
81-82	*More like Bore Ragnarok!*	Gain 1 Badass Token after a successful Talk Check while equipped.
83-84	*That's levitation, Holmes!*	Ignore difficult terrain while equipped.
85-86	*Let's boo-boo.*	Gain Extra Movement after drinking a potion while equipped.
87-88	*Mmm Whatcha Say...*	Gain a Ranged Attack if an Enemy is talking before an encounter.
89-90	*Here Comes the FunCooker*	When this gun scores a Crit, the Enemy suffers a miniature combustion, dealing 1d12 Explosive Damage to itself and all adjacent squares.
91-92	*Overwhelming strength is boring.*	–6 Initiative. The first non-Badass, non-boss Enemy that is Melee Attacked dies instantly (1/day).
93-94	*Stop talking, I will win. It's what heroes do.*	Gun fires explosives that deal +3d6 Damage to all adjacent squares.
95-96	*Richer and cleverer than everyone else!*	Add 10 gold per Loot Pile when rolling for Enemy Drops.
97-98	*METAL WILL DESTROY ALL EVIL!*	Allies get +2 ACC Mod each turn you perform a Melee Attack.
99-100	*Life is a conundrum of esoterica.*	Gain 2 Badass Tokens the first time you roll for a Trauma each day.

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LIST OF ENEMIES



CULTISTS

Murderous, sadistic, and prone to shirtlessness, the cultists of Pan'Dorah are many and varied. Some worship the deity known as the Almighty Robot Policeman; others worship the Great Galactic Meat Train. Whatever their beliefs, the cultists are all alike in that they tend to not particularly care for other people. When it comes to interpersonal relationships, cultists aren't particularly comfortable in their own skin. They'd much prefer to wear yours.

Type	BR	Type	BR
Cultist	4	Badass Cultist	8
Bandit	3	Badass Bandit	6
Martyr	4	Badass Martyr	8

Bandit

Cultist.

Badass Rank 3

Movement 4 Squares

Health: 20
Shield: N/A
Traits: Flesh.

Weapon: Throwing Knives
Special: If there is only one Bandit left (no other Enemies), the Bandit will attempt to flee back to their safe house or hut or trash bin. On the turn they attempt to flee, they gain Extra Movement.

Actions

Knife Throw
Bandit throws 2 knives, dealing 2d4 Damage per knife.

Take Cover
Bandit attempts to find Cover behind an adjacent structure to stop being wounded.

Mayhem Actions

Blind Fire
If Bandit is in Cover, they throw blindly twice, reducing their Attack Roll by 2. Deals 2d4+1 Damage per knife if they Hit.

Lob
If Bandit is in Cover, they will toss a grenade at a target, dealing 1d8+3 Damage to all adjacent targets.

Cultist

Cultist.

Badass Rank 4

Movement 4 Squares

Health: 25
Shield: N/A
Traits: Flesh.

Weapon: Daggers (+1 Damage)
Special: N/A

Actions

Rush
While mumbling a spell of sorts, the Cultist rushes towards a target, gaining Extra Movement.

Back Stab
Cultist will stab at an adjacent target dealing 1d6+1 Damage. Deals an extra 1d6 Damage if they are behind their target.

Mayhem Actions

Dual Wield
Cultist reveals a second dagger and rushes at a target, gaining Extra Movement.

Stab Frenzy
If Cultist has dual daggers, they stab at an adjacent target twice dealing 1d6+1 Damage per Hit. They deal an extra 1d6 Damage if they are behind their target.

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Martyr

Cultist.

Badass Rank 4

Movement 4 Squares

Health: 15
Shield: N/A
Traits: Flesh.

Weapon: Grenade
Special: N/A

Actions

Manic
Reveals a grenade and rushes at a target, gaining Extra Movement.

Boom
If Martyr is adjacent to a target, it detonates the grenade dealing 2d8+2 Damage to all adjacent targets.

Mayhem Actions

Dual Wield
Reveals 2 grenades and rushes at a target, gaining Extra Movement.

Ka-Boom
If Martyr is adjacent to a target, it detonates both grenades, dealing 4d8 Damage to all adjacent targets.

DRAGONS

Every culture in human history possesses their own dragon myth. There's something about these flying, fire-breathing lizards that appeals to the innate human desire to befriend or be-murder a very large monster with very sharp teeth.

In this game, you'll just be murdering them.

Unless...?

Type	BR	Type	BR
Baby Dragon	12	Badass Baby Dragon	24
Blue Dragon	21	Badass Blue Dragon	42
Red Dragon	21	Badass Red Dragon	42
Green Dragon	21	Badass Green Dragon	42
Yellow Dragon	21	Badass Yellow Dragon	42

Baby Dragon

Dragon.

Badass Rank 12

Movement
Landed: 3 Squares
Hover: 4 Squares

Health: 120
Shield: N/A
Traits: Large.

Weapon: Breath, Bite (+2 Damage)
Special: Baby Dragons appear in one of four colors, indicating the Element type of its Attacks: Red (Incendiary), Blue (Shock), Green (Corrosive), Yellow (Radiation). Baby Dragon also takes half Damage (rounded down) from its Element type.

Actions

Element Ball
Baby Dragon flings a ball dealing 3d6 Damage of the Element type matching its color.

Hover
Baby Dragon uses its tiny wings to hover above the battlefield causing –1 to all Attack Rolls against it.

Mayhem Actions

Lunge
If Baby Dragon is Hovering, it lunges at a target within 3 squares, biting it for 3d8+2 Damage.

Tail Whip
If Baby Dragon is landed, it swings its tail at adjacent targets, dealing 2d8 Damage + 1d6 Damage of the Element type matching its color.

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Blue Dragon

Dragon.

Badass Rank 21

Movement Flight: 5 Squares

Health: 200
Shield: N/A
Traits: Large.

Weapon: Breath, Bite (+3 Damage)
Special: N/A

Actions

Lightning Breath
If Flying, the Dragon bellows an electric stream that deals 5d6 Shock Damage to everything within 4 squares.

Bite
If Landed, the Dragon charges up to 3 squares and *Bites* up to 2 adjacent targets for 1d10+3 Damage per *Bite*.

Mayhem Actions

Swoop
The Dragon dive bombs a target while unleashing a *Lightning Breath*. The target and everything within 3 squares takes 5d6 Shock Damage. The target also suffers Knockback and takes 1d8 Damage.

Wind Gust
The Dragon leaps into the air and flaps its wings, creating a gust of wind that deals 2d4 Damage. Everyone within 3 squares gets –3 Accuracy for 1 turn.

Red Dragon

Dragon.

Badass Rank 21

Movement Flight: 5 Squares

Health: 200
Shield: N/A
Traits: Large.

Weapon: Breath, Bite (+3 Damage)
Special: N/A

Actions

Fire Breath
If Flying, the Dragon bellows a fiery stream that deals 5d6 Incendiary Damage to everything within 3 squares.

Bite
If Landed, the Dragon charges up to 3 squares and *Bites* up to 2 adjacent targets for 1d10+3 Damage per *Bite*.

Mayhem Actions

Swoop
The Dragon dive bombs a target while unleashing a *Fire Breath*. The target and everything within 3 squares takes 5d6 Incendiary Damage. The target also suffers Knockback and takes 1d8 Damage.

Wind Gust
The Dragon leaps into the air and flaps its wings, creating a gust of wind that deals 2d4 Damage. Everyone within 3 squares gets –3 Accuracy for 1 turn.



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Green Dragon

Dragon.

Badass Rank 21

Movement Flight: 5 Squares

Health: 200
Shield: N/A
Traits: Large.

Weapon: Breath, Bite (+3 Damage)
Special: N/A

Actions

Corrosive Breath
If Flying, the Dragon bellows a corrosive stream that deals 5d6 Corrosive Damage to everything within 3 squares.

Bite
If Landed, the Dragon charges up to 3 squares and *Bites* up to 2 adjacent targets for 1d10+3 Damage per *Bite*.

Mayhem Actions

Swoop
The Dragon dive bombs a target while unleashing a *Corrosive Breath*. The target and everything within 3 squares takes 5d6 Corrosive Damage. The target also suffers Knockback and takes 1d8 Damage.

Wind Gust
The Dragon leaps into the air and flaps its wings, creating a gust of wind that deals 2d4 Damage. Everyone within 3 squares gets –3 Accuracy for 1 turn.

Yellow Dragon

Dragon.

Badass Rank 21

Movement Flight: 5 Squares

Health: 200
Shield: N/A
Traits: Large.

Weapon: Breath, Bite (+3 Damage)
Special: N/A

Actions

RAD Breath
If Flying, the Dragon bellows a radioactive stream that deals 5d6 Radiation Damage to everything within 3 squares.

Bite
If Landed, the Dragon charges up to 3 squares and *Bites* up to 2 adjacent targets for 1d10+3 Damage per *Bite*.

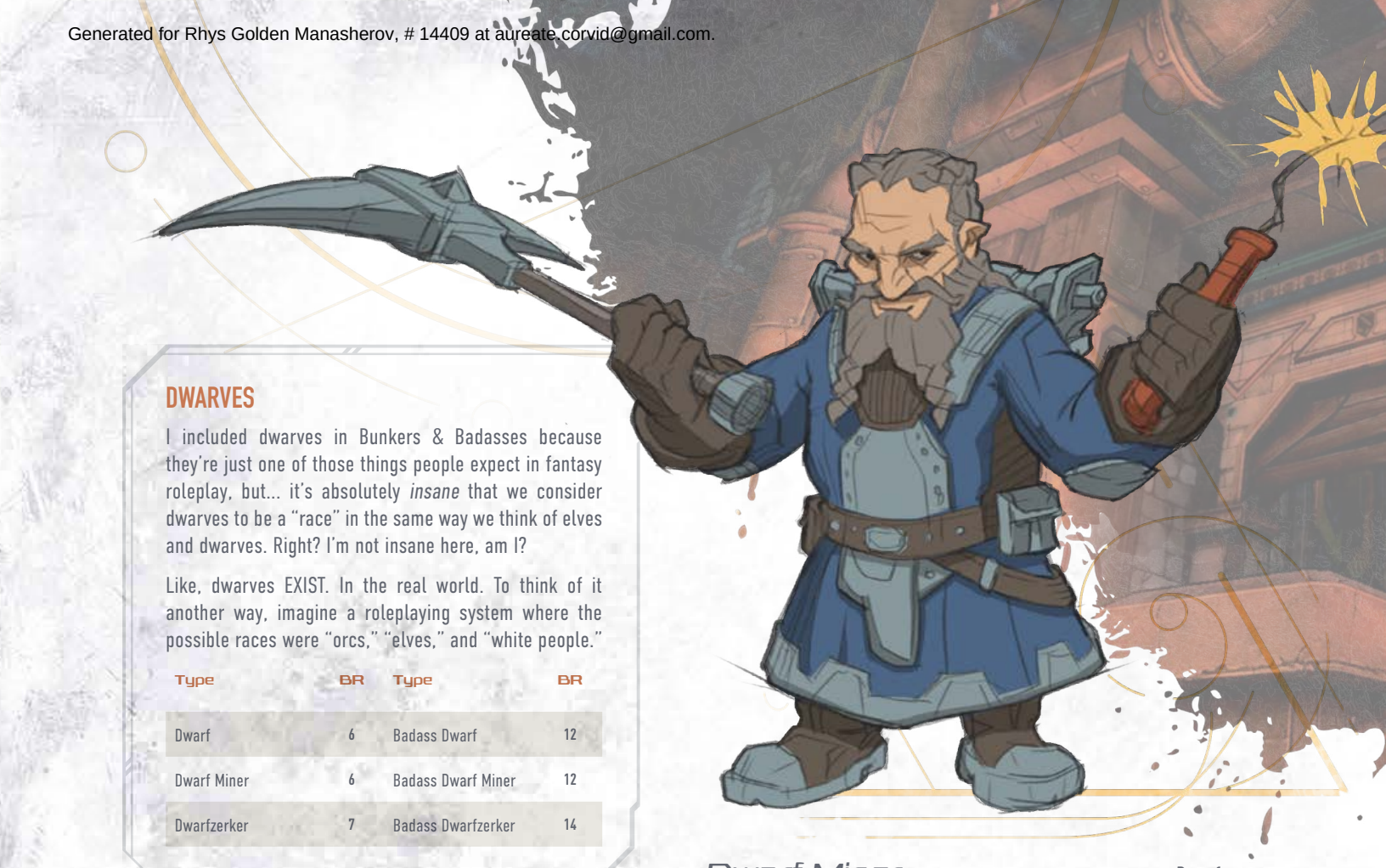
Mayhem Actions

Swoop
The Dragon dive bombs a target while unleashing *RAD Breath*. The target and everything within 3 squares takes 5d6 Radioactive Damage. The target also suffers Knockback and takes 1d8 Damage.

Wind Gust
The Dragon leaps into the air and flaps its wings, creating a gust of wind that deals 2d4 Damage. Everyone within 3 squares gets –3 Accuracy for 1 turn.



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DWARVES

I included dwarves in Bunkers & Badasses because they're just one of those things people expect in fantasy roleplay, but... it's absolutely *insane* that we consider dwarves to be a "race" in the same way we think of elves and dwarves. Right? I'm not insane here, am I?

Like, dwarves EXIST. In the real world. To think of it another way, imagine a roleplaying system where the possible races were "orcs," "elves," and "white people."

Type	BR	Type	BR
Dwarf	6	Badass Dwarf	12
Dwarf Miner	6	Badass Dwarf Miner	12
Dwarfzerker	7	Badass Dwarfzerker	14

Dwarf

Dwarf.

Badass Rank 6

Movement 4 Squares

Health: 30
Armor: 50
Traits: Armored.

Weapon: Pickaxe (+1 Damage)
Special: N/A

Actions

Throw
Dwarf throws one of their many pickaxes, dealing 2d8+1 Damage to a target within 4 squares.

Extra Movement

Mayhem Actions

Running Throw
Dwarf moves to be within 4 squares and throws a pickaxe dealing 2d8+1 Damage to a target in Range.

Rally
If the dwarf has no Armor, it takes Cover and yells to any adjacent dwarves to kill the bastards. Adjacent dwarves get +2 Damage for 2 turns.

Dwarf Miner

Dwarf.

Badass Rank 6

Movement 4 Squares

Health: 30
Armor: 20
Traits: Armored.

Weapon: Dynamite, Pickaxe (+1 Damage)
Special: N/A

Actions

Explosive Throw
Dwarf Miner throws a stick of dynamite at a target within 4 squares, dealing 3d6 Explosive Damage to all adjacent targets.

Melee
If adjacent to a target, Dwarf Miner Hits their target with their pickaxe, dealing 2d8+1 Damage.

Mayhem Actions

Explosive Volley
Dwarf Miner throws 3 sticks of dynamite at up to 3 targets within 4 squares, each dealing 3d6 Explosive Damage to adjacent targets.

Retreat
Dwarf Miner throws a stick of dynamite at a target within 4 squares, dealing 3d8 Explosive Damage, as they wildy rush back up to 5 squares to find Cover to hide behind.

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Dwarfzerker

Dwarf.

Badass Rank 7

Movement 4 Squares

Health: 50
Armor: 40
Traits: Armored.

Weapon: Dual Rifles (+1 Damage)
Special: Dwarfzerker Regens 5 Health each Enemies Phase.

Actions

Rifle 1
Dwarfzerker fires one rifle, dealing 2d8+1 Damage to a target within 6 squares.

Rifle 2
Dwarfzerker fires the other rifle, dealing 2d8+1 Damage to a target within 6 squares.

Mayhem Actions

Dual Rifles
Dwarfzerker fires both rifles, dealing 2d8+1 Damage per rifle, to up to 2 targets within 6 squares.

Extra Movement + Regens 5 Health

GOBLINS

Small. Green. They hurt people for fun. If you want your players to face a group of Enemies they have very little chance of feeling bad for, goblins are always a pretty safe bet. What goblins lack in physical strength, they make up for in engineering knowhow: goblin hideouts tend to sport all manner of kitbashed machinery, and individual goblins arm themselves with explosives, potions, and rudimentary firearms.

Type	BR	Type	BR
Goblin	4	Badass Goblin	8
Potion Master	5	Badass Alchemist	10
Goblin Cannoneer	5	Badass Cannoneer	10
Bomb Boi	3	Badass Bomber	6
Goblin Engineer	6	Badass Engineer	12

Goblin

Goblin.

Badass Rank 4

Movement 3 Squares

Health: 15
Armor: N/A
Traits: N/A

Weapon: Handmade Knife
Special: N/A

Actions

Rush
Goblin rushes at a target within 3 squares, stabbing them in the highest place they can reach for 2d6 Damage.

Signal
Goblin will sound a horn that is meant to attract other, more well equipped Goblins to join the fight. Reinforcements will arrive in 2 turns.

Mayhem Actions

Climber
Rushes at a target within 3 squares and use the knife to climb the target. The target must roll an Interact (7) Check to pull the Goblin off of them. The first stab deals 2d6 Damage, and each failed Check means another 2d6 Stab Damage as the Goblin climbs higher.

Flee
The Goblin will attempt to flee away from players while sounding their horn. They gain Extra Movement.

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Potion Master

Goblin.

Badass Rank 5

Movement 3 Squares

Health: 15
Shield: 10
Traits: N/A

Weapon: Potions
Special: Random Potion: roll 1d6
[1] Incendiary Potion: 2d6 Incendiary Damage
[2] Shock Potion: 2d6 Shock Damage
[3] Slow Potion: 2d6 Cryo Damage
[4] Rad Potion: 2d6 Radiation Damage
[5] Clumsy Potion: 1d6 Damage and −3 Accuracy for 2 turns
[6+] Big Boom Potion: 5d6 Explosive Damage

Actions

Concoct
Potion Master mixes a batch of ingredients into a slurry and then caps the Random Potion (Special) with a cork stopper.

Throw
Potion Master throws the prepared potion at a target within 4 squares. Potion effects are based on potion type and has Splash.

Mayhem Actions

Improved Concoction
Potion Master mixes all the ingredients for an improved potion and then caps it with a stopper. +2 to the result of the Random Potion roll result (Special).

Hard Throw
Potion Master throws the prepared potion at a target within 4 squares. Deals +1d6 Damage in addition to potion effects and has Splash.

Goblin Cannoneer

Goblin.

Badass Rank 5

Movement 3 Squares

Health: 20
Shield: N/A
Traits: N/A

Weapon: Cannon (+2 Damage)
Special: The cannon can be manned at a −3 ACC Mod by a Vault Hunter. Range: 5 squares. Roll Accuracy matching or exceeding target's Badass Rank to Hit. Deals 2d8 Explosive Damage and causes Knockback.

Actions

Cannonball
Cannoneer fires a cannonball at a target up to 5 squares away, dealing 2d8+2 Splash Damage and Knocking themself Back 1 square.

Reload
Cannoneer will try to run behind adjacent Cover and reload their cannon. Roll 1d20: on a 9 or lower, Cannoneer gains an Extra Attack.

Mayhem Actions

Explosive Cannonball
Cannoneer fires a cannonball at a target up to 5 squares away, dealing 4d6+2 Explosive Splash Damage and Knocking themselves Back 2 squares.

Kick
Cannoneer kicks a cannonball at a target within 2 squares, dealing 2d8 Damage and Slowing them for 1 turn.

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Bomb Boi

Goblin.

Badass Rank 3

Movement 3 Squares

Health: 15
Shield: N/A
Traits: N/A

Weapon: Bomb (+2 Damage)
Special: N/A

Actions

Ignites
When Bomb Boi sees a target, it lights the fuse of its bomb (which will detonate after 1 turn) and begins running at the target while screaming. Detonating deals 3d6+2 Explosive Damage to adjacent targets and destroys itself.

Wail
Bomb Boi screams loudly, causing all within 2 squares to suffer –1 Accuracy to all Attack Rolls for 1 turn.

Mayhem Actions

Short Fuse
If Bomb Boi is adjacent to a target, it will stuff the flame directly into the bomb to detonate it, dealing 3d6+2 Explosive Damage to all adjacent targets and destroys itself.

Grapple
While holding the bomb in one hand, it will try to grab ahold of an adjacent target with the other. Roll 1d20: on a 10+, it will grab the target, reducing target's Movement to 0 squares for 1 turn.

Goblin Engineer

Goblin.

Badass Rank 6

Movement 3 Squares

Health: 20
Shield: N/A
Traits: N/A

Weapon: Ballista (+1 Damage)
Special: N/A

Actions

Ballista
When the Engineer first sees a target, it builds and operates a ballista. Ballista has 35 Armor.

Ready, Fire
If the ballista is built and manned, it loads and fires a large bolt at a target up to 5 squares away. Deals 2d10+1 Damage and Knocks the target Back 1 square.

Mayhem Actions

Rapid Fire
If the ballista is manned, it loads and fires at 2 targets up to 5 squares away. Deals 2d10+1 Damage each and Knocks the targets Back 1 square.

Wrench It
Engineer repairs the ballista's Armor for 1d8+1.

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GOLEMS

What is a rock, but angry? Golems are elemental warriors brought to life by sheer hatred. When an adventurer dies on a quest, their fury doesn't just disappear along with their soul: it seeps into the ground and ferments there. The hatred mixes with Pan'Dorah's natural magic, frothing and bubbling, until eventually the anger becomes so strong that it animates the very rocks and dirt surrounding it in the form of a golem. The golems remember knowing of their previous lives. They possess only hatred.

Type	BR	Type	BR
Rock Golem	8	Badass Rock Golem	16
Iron Golem	8	Badass Iron Golem	16

Rock Golem

Golem.

Badass Rank 8

Movement 3 Squares

Health: N/A
Armor: 100
Traits: Armored. Large.

Weapon: Rock Fists (+1 Damage)
Special: N/A

Actions

Punch
Golem punches all adjacent targets for 2d8+2 Damage.

Leap
If no Enemies are adjacent, Golem leaps up to 3 squares towards a target. If they land on top of the target, they deal 2d10 Damage.

Mayhem Actions

Unbound
If the Golem is under 80 Armor, it will begin to Attack anything adjacent to it, dealing 3d8+2 Damage. If it kills something, it gains +30 Armor and can use Mayhem Actions each turn.

Unbound Leap
Golem leaps to any target within 3 squares, dealing 4d10 Damage when it lands.

Iron Golem

Golem.

Badass Rank 8

Movement 3 Squares

Health: N/A
Armor: 110
Traits: Armored. Large.

Weapon: Iron Fists (+2 Damage)
Special: N/A

Actions

Punch
Golem punches all adjacent targets for 2d8+1 Damage.

Leap
If no Enemies are adjacent, Golem leaps up to 3 squares towards a target. If they land on top of the target, they deal 2d10 Damage.

Mayhem Actions

Unbound
If the Golem is under 80 Armor, it will begin to Attack anything adjacent to it, dealing 3d8+2 Damage. If it kills something, it gains +30 Armor and can use Mayhem Actions each turn.

Unbound Leap
Golem leaps to any target within 3 squares, dealing 4d10 Damage when it lands.



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KNIGHTS

Knights claim moral superiority due to their unwavering chivalric code. They believe themselves to be heroes of legend. Stalwart defenders of truth, justice, and well-coiffed hair. It's all a bunch of crap, of course: knights are just bandits in shinier clothing. These wealthy, privileged soldiers love to rob and murder random strangers just as much as any bandit. Knights just call this "questing."

Type	BR	Type	BR
Knight	6	Badass Knight	12
Archer	6	Badass Archer	12
Paladin	9	Badass Paladin	18
Squire	3	Badass Squire	10
Death Knight	12	Badass Death Knight	24

Knight

Knight.

Badass Rank 6

Movement 4 Squares

Health: 60
Armor: 30
Traits: Armored.

Weapon: Sword (+1 Damage)
Special: N/A

Actions

Slash
Knight slashes an adjacent target twice, dealing 1d10+1 Damage per slash.

Lunge
Knight moves up to 2 squares and stabs an adjacent target for 1d12+1 Damage.

Mayhem Actions

Shield
Knight raises their tower shield, deflecting up to 20 Damage taken from the front for 1 turn.

Overhead Slash
Knight raises their sword, slashing downward in a powerful Attack that deals 2d10+1 Damage to an adjacent target.

Archer

Knight.

Badass Rank 6

Movement 4 Squares

Health: 30
Armor: 20
Traits: Armored.

Weapon: Bow and Arrows
Special: N/A

Actions

Aim
Archer aims an arrow at a target between 3 and 7 squares away.

Release
Archer releases an arrow from their bow. If *Aimed*, it deals 3d8 Damage to the target. Otherwise, it deals 1d8 Damage.

Mayhem Actions

Aim and Release
Archer aims a shot at a target between 3 and 7 squares away and fires, dealing 3d8 Damage.

Take Cover
If not already in Cover, Archer moves to adjacent Cover.

Squire

Knight.

Badass Rank 3

Movement 5 Squares

Health: 30
Armor: 10
Traits: Armored.

Weapon: Short Sword (+1 Damage)
Special: N/A

Actions

Rush
Squire moves up to 3 squares towards a target and slashes them for 2d4+1 Damage.

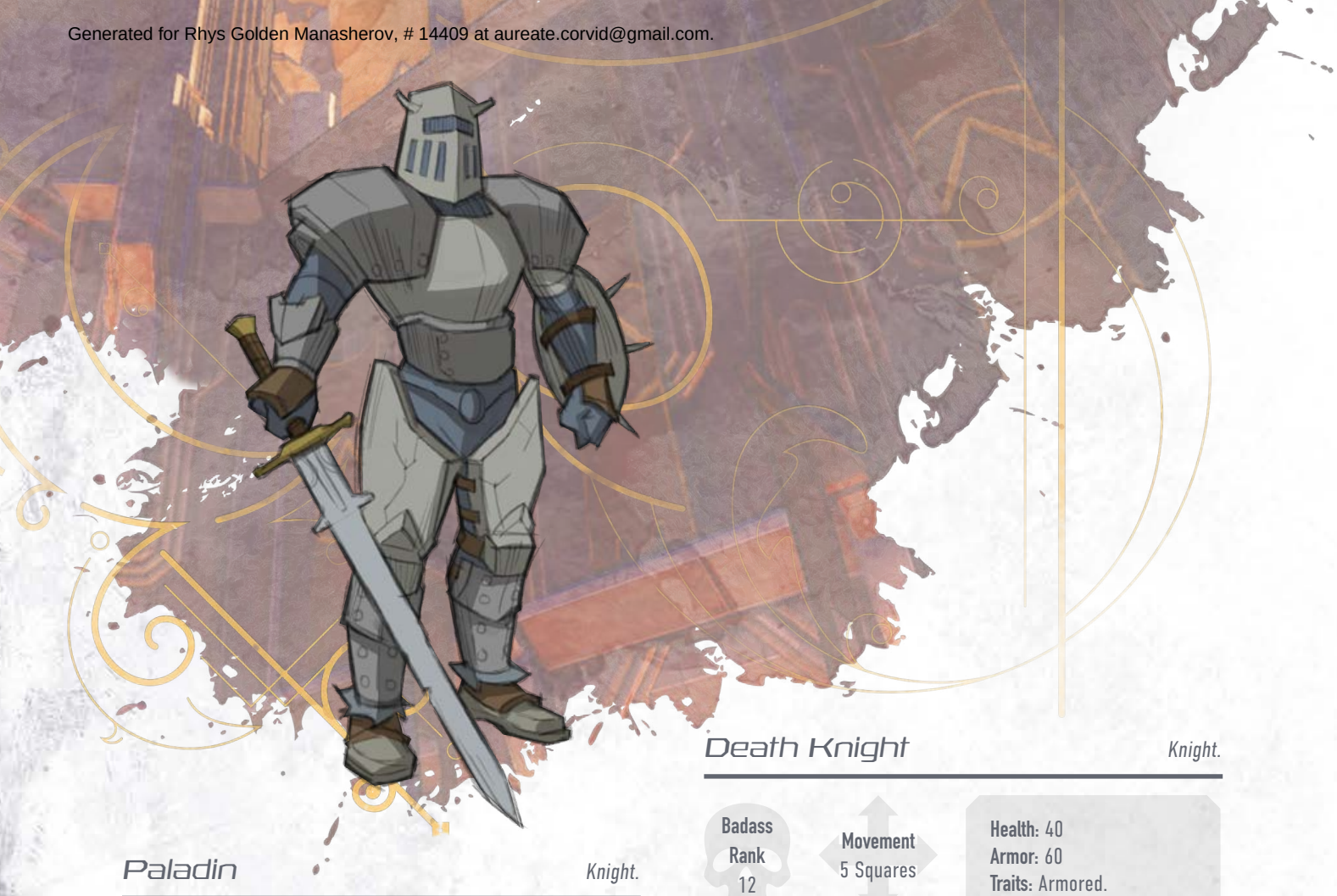
Two Hands
Squire uses two hands to bring his sword down on an adjacent target, dealing 3d4+1 Damage.

Mayhem Actions

Buckler
Squire raises their buckler shield to block the next 5 Damage dealt for 1 turn.

Annoyance
Squire Taunts a target within 4 squares.

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Paladin

Knight.

Badass Rank 9

Movement 4 Squares

Health: 40
Armor: 80
Traits: Armored.

Weapon: Claymore (+2 Damage)
Special: Paladin will always attempt to stay near allies, or move to them before healing.

Actions

Slash
Paladin slashes an adjacent target twice, dealing 1d10+2 Damage per slash.

Restore
Paladin casts a Healing Spell, which heals itself and all adjacent allies for 1d10 Health.

Mayhem Actions

Bless
Paladin casts a Blessing Spell which heals all adjacent allies for 1d10 Health, and grants +1 Damage and Extra Movement for 2 turns.

Rebuke
Paladin casts a Rebuke Spell which deals 3d6 Cryo Damage to a target within 3 squares and all adjacent targets.

Death Knight

Knight.

Badass Rank 12

Movement 5 Squares

Health: 40
Armor: 60
Traits: Armored.

Weapon: Mace (+5 Damage)
Special: Shocking Grasp: Death Knight is surrounded by a Shock Aura that deals 1d6 Shock Damage to adjacent targets each turn, and 2d6 Shock Damage to any target that makes a successful Melee Attack against Death Knight.

Actions

Bash
Death Knight swings the mace into an adjacent target twice, dealing 1d10+5 Damage per swing.

Lightning Leap
Death Knight leaps up to 3 squares in a straight line and brings the mace down on an adjacent target for 1d12+5 Damage, and 1d6 Shock Damage to all adjacent targets.

Mayhem Actions

Shield
Death Knight raises their shield, deflecting 1d10+4 incoming Damage taken from the front for 1 turn. The shield deals 1d6 additional Shock Damage to any targets that Melee Attack.

Overhead Bash
Death Knight raises their mace, swinging downward in a powerful Attack that deals 2d10+5 Damage to an adjacent target.

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MIMICS

It's a chest!

No, it's not.

Mimic

Mimic.

Badass Rank 7

Movement 5 Squares

Health: 80
Shield: N/A
Traits: Flesh.

Weapon: Bite (+2 Damage)
Special: Mimic gains +10 to their Initiative.

Actions

Chomp
Mimic takes a bite out of an adjacent target, dealing 3d8+2 Damage.

Chase
Mimic gains Extra Movement to reach the closest target.

Mayhem Actions

Gob
Mimic lobs a wad of spit at a target within 3 squares, dealing 2d10 Damage.

Double Chomp
Mimic takes 2 bites out of the adjacent target, dealing 3d8+2 Damage per bite.

ORCS

Orcs are like goblins except stronger, smarter, less hideous, better organized, and meaner. They're both green, is I guess what I'm saying. Orcs are sick and tired of humans running the show. They'd love nothing more than to organize and pay back humanity's imperialism with some brute-force colonization of their own. If Orcs are cruel and murderous, it's only because humanity taught them to be.

Type	BR	Type	BR
Orc Basher	7	Badass Orc Basher	14
Orc Warrior	6	Badass Orc Warrior	12
Orc Bushwhacker	6	Badass Bushwhacker	12
Orc Warlord	7	Badass Orc Warlord	14



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Orc Basher

Orc.

Badass Rank 7

Movement 4 Squares

Health: 90
Shield: 10
Traits: N/A

Weapon: Horns (+1 Damage)
Special: N/A

Actions

Ram
Orc Basher rushes up to 3 squares with their horns down. When it strikes a target, it deals 2d12+1 Damage and Knocks the target Back 3 squares.

Extra Movement

Mayhem Actions

Gauntlets
Orc Basher raises its dual gauntlets, deflecting the next 10 Damage for 1 turn.

Extra Ram
Orc Basher moves up to 3 squares then makes a *Ram* Attack.

Orc Warrior

Orc.

Badass Rank 6

Movement 4 Squares

Health: 30
Shield: 20
Traits: N/A

Weapon: Bladed Weapon (+2 Damage)
Special: N/A

Actions

Rush
Orc Warrior moves up to 3 squares towards a target and slashes them for 1d8+2 Damage.

Throw
If Orc Warrior is not in Range of any targets, they throw their weapon at a target up to 6 squares away, dealing 2d8+2 Damage.

Mayhem Actions

Extra Movement

Rally
If the Orc Warrior is not in Range of any targets, they rally other Orcs to kill! All other Orcs gain +2 Damage and Extra Movement for 1 turn.

Orc Bushwhacker

Orc.

Badass Rank 6

Movement 5 Squares

Health: 40
Shield: N/A
Traits: N/A

Weapon: Elemental Barrel (dealer's choice)
Special: N/A

Actions

Extra Movement

Boom
If adjacent to at least 1 target, Orc Bushwhacker detonates its barrel, dealing 5d6 Elemental Damage to all adjacent targets, including itself. Elemental Damage type matches the barrel.

Mayhem Actions

Backup Plan
If Orc Bushwhacker's barrel has detonated, but they are still alive, they will Throw themselves at a target within 3 squares. It covers both of them in whatever Element type the barrel was. Counts as stepping in a puddle of that Element.

Extra Movement

Orc Warlord

Orc.

Badass Rank 7

Movement 3 Squares

Health: 50
Shield: 20
Traits: N/A

Weapon: Giant Axe (+2 Damage)
Special: N/A

Actions

Swing
Orc Warlord swings its giant axe, dealing 2d10+2 Damage to up to 2 adjacent targets.

Armored Charge
Orc Warlord moves 5 squares toward a target and puffs out their chest, blocking 5 Damage from each Attack for the next turn.

Mayhem Actions

Armor
Orc Warlord blocks 10 Damage from each Attack for the next 2 turns.

Flurry of Blows
Orc Warlord wildly swings its giant axe 3 times on up to 2 adjacent targets, dealing 2d10+2 Damage per Hit.

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PIXIE

Pixies may look harmless and adorable, but don't be fooled: they're harm*ful* and a-*gore*-able. Pixies feed on misery. If they're not causing pain, they'll starve. That's why they'll try to eat your eyeballs, or trick you into killing your best friends, or spoil the ending to a movie you were looking forward to.



Pixie

Pixie.

Badass Rank 5

Movement Flight: 5 Squares

Health: 10
Shield: 20
Traits: N/A

Weapon: Blast
Special: N/A

Actions

Blast
Pixie unleashes a blast of energy that deals 2d6 Shock Damage to a target within 3 squares.

Fly
Pixie flies around a target, giving them –2 Accuracy to Attacks for 1 turn.

Mayhem Actions

Full Blast
Pixie unleashes a large blast of energy that deals 3d6 Shock and Cryo Damage to a target within 3 squares.

Disappear
Pixie flies up high above the battlefield. –2 Accuracy to all Attacks against the Pixie.

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Skeleton

Skeleton.

Badass Rank 4

Movement 4 Squares

Health: 15
Shield: N/A
Traits: N/A

Weapon: Cutlass (+2 Damage)
Special: N/A

Actions

Slash
Skeleton slashes an adjacent target, dealing 1d10+2 Damage.

Dodge
Skeleton dodges when fired up, taking 1 less Hit from the next Ranged Attack or half Damage from the next Melee Attack.

Mayhem Actions

Leap
After being Attacked, Skeleton leaps up to 3 squares at the target who Attacked them and slashes them twice for 1d10+2 Damage per slash.

Bony
Skeleton takes 1 less Hit from all Ranged Attacks for the next 2 turns.

Brittle Bones

Skeleton.

Badass Rank 5

Movement 4 Squares

Health: 60
Shield: N/A
Traits: N/A

Weapon: Short Swords (+1 Damage)
Special: Brittle Bones takes 3x Damage from all Melee Attacks.

Actions

Slash
Brittle Bones slashes twice at an adjacent target, dealing 1d10+1 Damage per slash.

Reflect
Brittle Bones reflects the next non-Crit Ranged Attack back at the target, dealing an equal amount of Damage.

Mayhem Actions

Slash Frenzy
Brittle Bones slashes 4 times at adjacent targets, dealing 1d10+1 Damage per slash.

Bony
Brittle Bones takes 1 less Hit from all Ranged Attacks for the next 2 turns.

SKELETONS

Like you, minus all the meat.

Type	BR	Type	BR
Skeleton	4	Badass Skeleton	8
Brittle Bones	5	Brittle Badass	10
Fiery Skeleton	6	Badass Fiery Skeleton	12
Fiery Skull	4	Badass Fiery Skull	12
Immortal Skeletaur	10	Badass Skeletaur	14
Skeleton Archer	6	Badass Skeleton Archer	12
Skeleton Seer	9	Badass Seer	18



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Fiery Skeleton

Skeleton.

Badass Rank 6

Movement 4 Squares

Health: 40
Shield: N/A
Traits: N/A

Weapon: Flaming Sword (+2 Damage)
Special: Immune to Incendiary Damage.

Actions

Fiery Slash
Fiery Skeleton slashes twice at an adjacent target, dealing 2d6+2 Incendiary Damage per slash.

Extra Movement

Mayhem Actions

Fireball
Fiery Skeleton shoots a flaming ball of... flame at a target within 4 squares dealing 4d6 Incendiary Damage to the target and all adjacent targets.

Bony
Fiery Skeleton takes 1 less Hit from all Ranged Attacks for the next 2 turns.

Fiery Skull

Skeleton.

Badass Rank 4

Movement Flight: 5 Squares

Health: 20
Shield: N/A
Traits: N/A

Weapon: Fire Bite
Special: Immune to Incendiary Damage.

Actions

Biting Swoop
Fiery Skull flies towards an adjacent target and deals 2d6 Incendiary Damage.

Flying Dodge
Fiery Skull dodges when fired up, taking 1 less Hit from the next Ranged Attack or half Damage from the next Melee Attack.

Mayhem Actions

Underbiting Swoop
Fiery Skull flies up to 3 squares towards an adjacent target and bites twice, dealing 2d6 Incendiary Damage per bite.

Bone Head
Fiery Skull takes 1 less Hit from all Attacks for the next 2 turns.

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Immortal Skeletaur

Skeleton.

Badass Rank 10

Movement 4 Squares

Health: 50
Shield: N/A
Traits: N/A

Weapon: Axe (+3 Damage)
Special: Immortal: The ghostly blue sword gives the Skeletaur immortality as long as it is lodged in its chest. If the Immortal Skeletaur hits 0 Health, it will collapse for the turn. In the next Enemies Phase, Immortal Skeletaur will reform with 25 Health and take Mayhem Actions. If the sword is removed, the Skeletaur dies when it reaches 0 Health as normal.

Actions

Swing
Immortal Skeletaur swings its axe, dealing 1d10+3 Damage to up to 2 adjacent targets.

Extra Movement

Mayhem Actions

Undead Rage
Immortal Skeletaur rushes up to 3 squares at a target and buries its axe in their head, dealing 2d10+3 Damage.

Bony
Immortal Skeletaur takes 1 less Hit from all Ranged Attacks for the next 2 turns.



Skeleton Archer

Skeleton.

Badass Rank 6

Movement 3 Squares

Health: 30
Shield: N/A
Traits: N/A

Weapon: Bow and Arrows
Special: N/A

Actions

Aim
Aims an arrow at a target between 3 and 7 squares away.

Release
Skeleton Archer releases an arrow from their bow. If *Aimed*, it deals 3d8 Damage to the target. Otherwise, it deals 1d8 Damage.

Mayhem Actions

Aim and Release
Skeleton Archer aims a shot at a target between 3 and 7 squares away and fires, dealing 3d8 Damage.

Bony
Skeleton Archer takes 1 less Hit from all Ranged Attacks for the next 2 turns.

Skeleton Seer

Skeleton.

Badass Rank 9

Movement Teleport: 5 Squares

Health: 10
Shield: 40
Traits: N/A

Weapon: Blast
Special: Immune to Shock Damage.

Actions

Blast
Skeleton Seer unleashes a blast of energy that deals 3d6 Shock Damage to a target within 2 squares.

Vanish
If Skeleton Seer has Shields remaining, it becomes Cloaked, disappearing in a puff of smoke and moves up to 5 squares.

Mayhem Actions

Dual Blast
Skeleton Seer unleashes 2 blasts of energy that deal 3d6 Shock Damage each to up to 2 targets within 2 squares.

Bony
Skeleton Seer takes 1 less Hit from all Ranged Attacks for the next 2 turns.

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SPIDERS

You know what spiders are. These are like those, but bigger.

Type	BR	Type	BR
Arachne	10	Badass Arachne	20
Black Widow Spider	6	Badass Black Widow	12
Grass Spider	5	Badass Grass Spider	10
Spiderling	3	Badass Spiderling	6

Arachne

Spider.

Badass Rank 10

Movement 3 Squares

Health: 40
Shield: N/A
Traits: N/A

Weapon: Bite, Bow and Arrows (+3 Damage)
Special: Arachne can scale walls and ceilings, dropping down to bite or Attack targets.

Actions

Aim/Release
Arachne aims an arrow at a target between 3 and 7 squares away. On Arachne's next turn, they release the arrow, dealing 2d8+3 Damage to the target.

Spider Bite
Arachne bites an adjacent target and deals 2d6 Corrosive Damage.

Mayhem Actions

Aim and Release
Arachne aims a shot at a target between 3 and 7 squares away and fires, dealing 3d8+3 Damage.

Leap
Arachne leaps to a target between 3 and 7 squares away. If Arachne lands adjacent to a target, it deals a *Spider Bite*.



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Black Widow Spider

Spider.

Badass Rank 6

Movement Leap: 5 Squares

Health: 20
Shield: N/A
Traits: N/A

Weapon: Bite
Special: N/A

Actions

Leap
Black Widow Spider leaps to a target up to 3 squares away and bites them, dealing 2d6 Corrosive Damage.

Spider Bite
Black Widow Spider bites an adjacent target, dealing 2d6 Corrosive Damage.

Mayhem Actions

Web
Black Widow Spider flings a web ball at a target within 3 squares, dealing 1d8 Damage and reducing the target's Movement to 0 for 1 turn.

Mighty Leap
Black Widow Spider leaps to be up to 3 squares from a target. If Black Widow Spider lands adjacent to a target, it deals a *Spider Bite*.

Grass Spider

Spider.

Badass Rank 5

Movement 4 Squares

Health: 15
Shield: N/A
Traits: N/A

Weapon: Bite
Special: N/A

Actions

Web
Grass Spider flings a web ball at a target within 3 squares, dealing 1d8 Damage and reducing the target's Movement to 0 for 1 turn.

Spider Bite
Grass Spider bites an adjacent target, dealing 2d6 Corrosive Damage.

Mayhem Actions

Extra Movement

Leap
Grass Spider leaps to be up to 3 squares from a target. If Grass Spider lands adjacent to a target, it deals a *Spider Bite*.

Spiderling

Spider.

Badass Rank 3

Movement 4 Squares

Health: 10
Shield: N/A
Traits: N/A

Weapon: Bite
Special: N/A

Actions

Leap
Spiderling leaps up to 3 squares to a target.

Spider Bite
Spiderling bites an adjacent target, dealing 2d6 Corrosive Damage.

Mayhem Actions

Spider Bite x2
Spiderling bites up to 2 adjacent targets, dealing 2d6 Corrosive Damage per bite.

Leap
Spiderling leaps to be within 3 squares of a target. If Spiderling lands adjacent to a target, it deals a *Spider Bite*.

TREANTS

Most people think of sentient trees as wise, peaceful guardians of the forest. These people are wrong. Sure, the treants USED to be kindhearted, but that was a long time ago. Before mankind started expanding. Before the invention of the axe. Nowadays, treants will fiercely defend their forests to the death. They attack any humanoids on sight and, generally speaking, cannot be negotiated with.

Type	BR	Type	BR
Treant	9	Badass Treant	18
Stumpy	7	Badass Stumpy	14



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Treant

Treant.

Badass Rank 9

Movement 3 Squares

Health: 70
Shield: N/A
Traits: Wood. Large.

Weapon: Branches
Special: N/A

Actions

Ground Slam
Treant slams the ground with its trunk, dealing 2d12 Damage to all adjacent targets.

Orbs
Treant releases 6 blue orbs that seek out targets within 3 squares, dealing 1d6 Shock Damage each.

Mayhem Actions

Bramble
Treant pushes 3 branches into the ground that sprout up to 2 squares away and turn into fully grown plants in 1 turn. Once fully grown, the plants explode when any target is adjacent, dealing 2d6 Corrosive Damage.

Ground Slam x2
Treant slams the ground with its trunk twice, dealing 2d12 Damage per slam to all adjacent targets.

Stumpy

Treant.

Badass Rank 7

Movement 3 Squares

Health: 40
Shield: N/A
Traits: Wood.

Weapon: Branches
Special: N/A

Actions

Branch Strike
Stumpy strikes an adjacent target, dealing 2d4 Damage.

Orbs
Stumpy releases 3 blue orbs that seek out targets within 3 squares, dealing 1d6 Shock Damage each.

Mayhem Actions

Extra Movement

Branch Strike x2
Stumpy strikes an adjacent target twice, dealing 2d4 Damage per Hit.

TROLLS

The smash-you-with-a-club kind, not the be-mean-to-women-online kind. The phrase "you are what you eat" comes to mind: trolls eat rocks for sustenance, and they're dumb as rocks. Trolls don't care about gold, or power, or land: they just wanna be the strongest and fattest and most non-concussed creature in their immediate area. Even the shamans only learned magic by sheer luck. When you eat every rock in view, eventually one of those rocks is gonna be magical. That's just basic math.

Type	BR	Type	BR
Troll	7	Badass Troll	14
Troll Shaman	8	Badass Shaman	16
Barrel Troll	10	Badass Barrel	20
Troll Warrior	8	Badass Troll Warrior	16

Troll

Troll.

Badass Rank 7

Movement 4 Squares

Health: 30
Shield: N/A
Traits: Flesh.

Weapon: Finely Crafted Club (+3 Damage)
Special: N/A

Actions

Club
The troll uses both hands to bring the club down, dealing 2d8+3 Damage to adjacent targets.

Block
The troll uses the club to block the next 10 Damage from the front.

Mayhem Actions

Spinning Club
The troll swings the club in a wide arch, dealing 3d8+3 Damage to adjacent targets and causing Knockback.

Fetch
The troll will throw their club at a target up to 3 squares away, dealing 3d8+3 Damage, then rushes up to 3 squares to retrieve it.

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Troll Shaman

Troll.

Badass Rank 8

Movement 3 Squares

Health: 30
Shield: 40
Traits: Flesh.

Weapon: Staff (+1 Damage)
Special: N/A

Actions

Conjure
Troll Shaman conjures a Skeleton in an adjacent square to fight.

Bash
Troll Shaman swings their staff and deals 1d8+1 Damage to all adjacent targets.

Mayhem Actions

Embue
Troll Shaman enchants an ally with a 30 capacity Shield. The ally gains +3 Accuracy and Damage while the Shield is active.

Wall
Troll Shaman brings up a wall up to 3 squares away. The wall is 4 squares long and 2 squares tall, and takes up to 40 Damage before disappearing.

Barrell Troll

Troll.

Badass Rank 10

Movement 4 Squares

Health: 50
Shield: 40
Traits: Flesh.

Weapon: Arms
Special: Barrel Trolls are often teamed up with Goblin Engineers or Potion Masters, carrying the Goblins upon the barrel attached to their backs. They follow the instructions of the Goblins, and will Attack anything that gets near them.

Actions

Slam
Slams one fist, dealing 2d8 Damage to all adjacent targets.

Shield
Barrel Troll will raise its arms to protect their passenger. The next 20 Damage dealt to the passenger is dealt to Barrel Troll instead.

Mayhem Actions

Dual Slam
Slams both fists, dealing 4d8 Damage to all adjacent targets.

Charge
Barrel Troll will try to get within Range of as many targets as possible. Their passenger gets –3 to Accuracy on its next Attack as they are rattled around.

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Troll Warrior

Troll.

Badass Rank 8

Movement 4 Squares

Health: 50
Armor: 10
Traits: Flesh.

Weapon: Tree (+2 Damage)
Special: N/A

Actions

Slam
Troll Warrior takes their tree and smashes anything that moves adjacent to it for 2d10+2 Damage.

Spear
Troll Warrior breaks off a branch from their tree and throws it at a target up to 4 squares away, dealing 2d8+2 Damage.

Mayhem Actions

Plant
Troll Warrior takes the tree and slams it into an adjacent target. Deals 3d10+2 Damage and reduces their Movement to 0 for 1 turn.

Tree Armor
Troll Warrior breaks off pieces of the tree to use as Armor, taking 1d6 less Damage from all Attacks for 2 turns.

WILDLIFE

There are plenty of creatures on Pan'Dorah that will try to kill you, but don't have the sentience or intelligence to verbalize that intention. I've grouped all these creatures into the "wildlife" category. These beasties should more or less leave you alone unless you stumble into their territory. It may be tempting to underestimate these monsters just because they can't speak or wield tools or pay income tax, but to do so would be folly.

Type	BR	Type	BR
Jabber	4	Badass Jabber	8
Rakk	2	Badass Rakk	4
Skag	3	Badass Skag	6
Spiderant	3	Badass Spiderant	6
Wing	2	Badass Wing	4



Jabber

Wildlife.

Badass Rank 4

Movement 4 Squares

Health: 20
Shield: N/A
Traits: N/A

Weapon: Pistol (+1 Damage), Claws
Special: Always drops a Pistol; roll for Rarity with a –1 to the d4 roll (minimum 1).

Actions

Fire
With the gun carried on its tail, Jabber shoots at a target within 5 squares, dealing 2d6+1 Damage.

Claws
Jabber claws at an adjacent target, dealing 2d4 Damage.

Mayhem Actions

Toss
Jabber gains Extra Movement to pick up an adjacent Barrel and throws it at a target within 4 squares, dealing Damage based on the type of Barrel as it explodes on its target.

Climb
Jabber will gain Extra Movement and climb up to higher ground before firing their weapon at its target.

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Rakk

Wildlife.

Badass Rank 2

Movement Flight: 5 Squares

Health: 15
Shield: N/A
Traits: N/A

Weapon: Beak (+1 Damage), Claws
Special: N/A

Actions

Soar
Rakk flies 6 squares up above the battlefield (Rakk is considered 6 squares away when being targeted).

Divebomb
Rakk dives towards their target, dealing 2d8+1 Damage.

Mayhem Actions

Swoop
Attacks against Rakk get –2 Accuracy.

Divebomb and Claw
Rakk dives toward a target within 5 squares, dealing 2d8+5 Damage.

Skag

Wildlife.

Badass Rank 2

Movement 4 Squares

Health: 10
Armor: 10
Traits: Armored.

Weapon: Bite
Special: N/A

Actions

Bites
Skag bites an adjacent target, dealing 3d4 Damage.

Charge
Skag gains Extra Movement and rushes at a target within 5 squares. Target takes 2d4 Damage and suffers Knockback.

Mayhem Actions

Armor
Skag gains 1d4 Damage Reduction.

Roar
All Skags gain +2 Damage and Extra Attack this turn.

Spiderant

Wildlife.

Badass Rank 3

Movement 4 Squares

Health: 10
Armor: 15
Traits: Armored.

Weapon: Head, Pincers
Special: N/A

Actions

Headbutt
Spiderant will use its armored dome to Hit an adjacent target, dealing 2d6 Damage.

Roll
Spiderant will curl up into a ball and roll at a target up to 4 squares away, dealing 2d8 Damage and Knocking the target Back 2 squares.

Mayhem Actions

Headbutt and Slash
Spiderant will use its armored head and forelimbs to Attack an adjacent target, dealing 2d6+6 Damage.

Burrow
Spiderant will attempt to burrow underground and move behind or farther away from its Attackers.

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Wing

Wildlife.

Badass Rank 2

Movement
Flight: 5 Squares

Health: 15
Shield: N/A
Traits: N/A

Weapon: Claws (+1 Damage)
Special: N/A

Actions

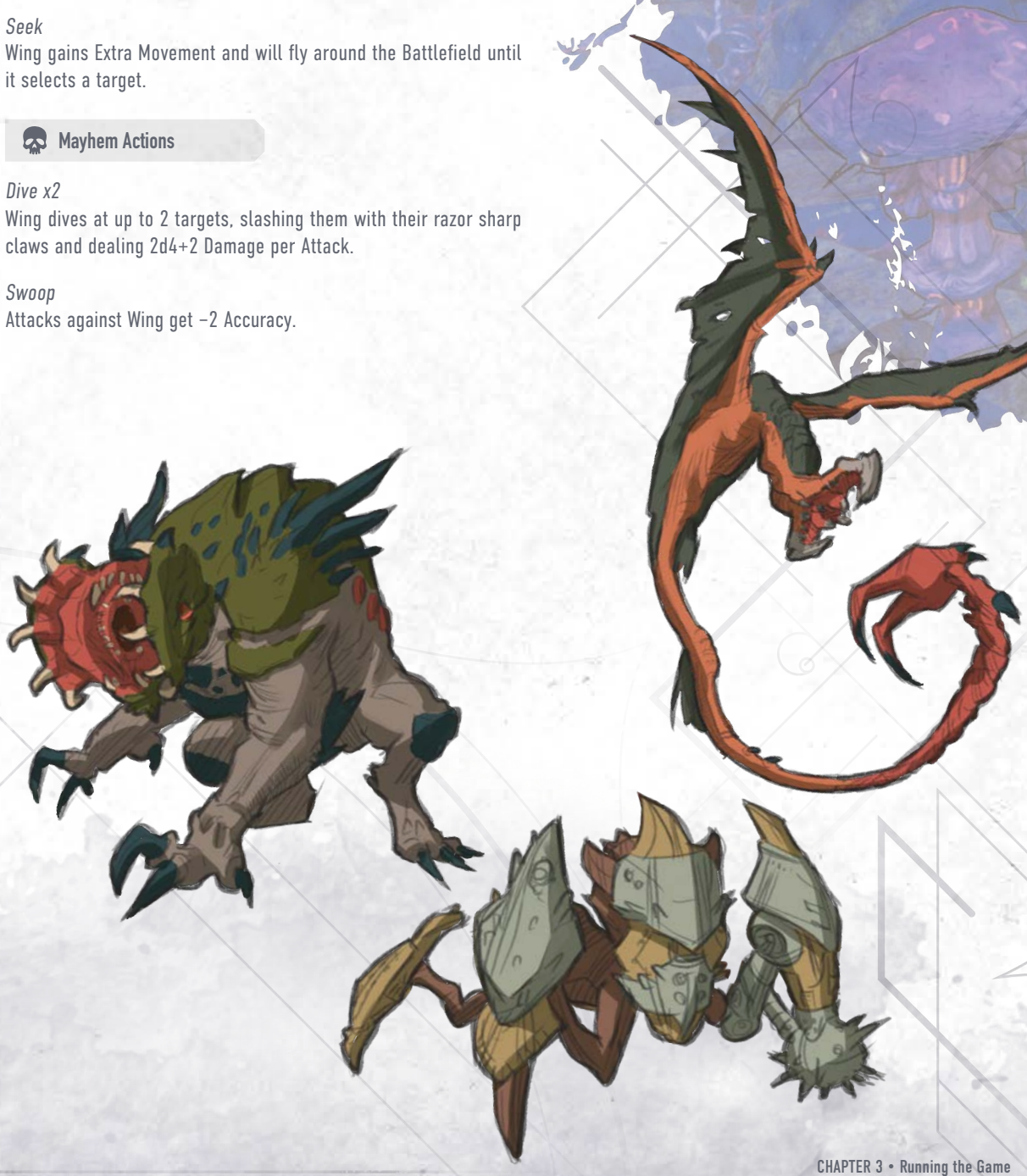
Dive
Wing dives at a target, slashing them with their razor sharp claws and dealing 1d4+1 Damage per Attack.

Seek
Wing gains Extra Movement and will fly around the Battlefield until it selects a target.

Mayhem Actions

Dive x2
Wing dives at up to 2 targets, slashing them with their razor sharp claws and dealing 2d4+2 Damage per Attack.

Swoop
Attacks against Wing get –2 Accuracy.



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WIZARDS

Cool dudes and ladies and enbies who got extremely into magic at an early age. Probably because they were bullied. By the knights. While there's nothing inherently evil about seeking magical knowledge, most wizards tend to be at least moderately murder-happy. Once you've taught yourself how to cast a fireball, everything around you starts to look pretty damn flammable. Wizards are hyper-intelligent and equally arrogant... but all the magic in the world can't stop a well-placed bullet.

Type	BR	Type	BR
Fire Mage	15	Badass Fire Mage	30
Necromancer	15	Badass Necromancer	30
Sorcerer	15	Badass Sorcerer	30
Wizard	15	Badass Wizard	30

Fire Mage

Wizard.

Badass Rank 15

Movement 3 Squares

Health: 20
Shield: 95
Traits: N/A

Weapon: Fire Staff
Special: Immune to Incendiary Damage.

Actions

Fire Slam
Rises into the air, then slams the ground, sending a wave of fire that deals 3d6 Incendiary Damage to all adjacent targets.

Fire Blast
The Fire Mage releases a line of fire at a target within 3 squares that deals 3d6 Incendiary Damage.

Mayhem Actions

Fireball
Fire Mage shoots a flaming ball of... flame at a target within 5 squares, dealing 4d6 Incendiary Damage to the target and all adjacent targets.

Phoenix
Summons a Phoenix to fight alongside it. The Phoenix counts as a separate Enemy and has 40 Health. The Phoenix Attacks with a *Fire Blast* Attack each turn and has a Flight Movement of 5 squares.



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Necromancer

Wizard.

Badass Rank 15

Movement 3 Squares

Health: 20
Shield: 95
Traits: N/A

Weapon: Skull Staff
Special: Immune to Corrosive Damage.

Actions

Skull Missle
Necromancer fires a Skull that seeks out adjacent targets and Attacks for 2d8 Damage each turn. The Skull has 20 Health and counts as an Enemy.

Staff Strike
Necromancer will strike an adjacent target, dealing 2d8 Damage and Knocks them Back 3 squares.

Mayhem Actions

Extra Movement

Summon Skeleton
Necromancer summons a Skeleton in an adjacent square that begins Attacking the targets. Can only have 2 Summoned Skeletons at a time.

Wizard

Wizard.

Badass Rank 15

Movement Teleport: 4 Squares

Health: 15
Shield: 95
Traits: N/A

Weapon: Staff
Special: Immune to Explosive Damage.

Actions

Withering Bolt
Attacks with a bolt of energy from its staff that deals 3d6 Shock Damage to a target within 3 squares.

Teleport
Teleports to any space within 3 squares and is Cloaked until their next turn.

Mayhem Actions

Levitation
Gains Extra Movement for 2 turns.

Shield
Casts a spell that grants a shield that blocks the next 30 Damage.

Sorcerer

Wizard.

Badass Rank 15

Movement 3 Squares

Health: 20
Shield: 95
Traits: N/A

Weapon: Ice Staff
Special: Immune to Cryo Damage.

Actions

Ice Blast
Sorcerer sends out an ice ray at a target within 3 squares, dealing 3d6 Cryo Damage.

Shroud
Sorcerer covers their body in ice, preventing the next 10 Damage. Melee Attackers take 2d6 Cryo Damage.

Mayhem Actions

Slide
Sorcerer moves up to 3 squares, leaving an ice trail that deals 2d6 Cryo Damage to any target that moves over it.

Ice Burst
Sorcerer sends out an ice ray at target within 4 squares, dealing 4d6 Cryo Damage to all adjacent targets.

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MARCUS!'S QUEST FOR THE WIZARD'S WAND

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RUNNING THIS ADVENTURE

TO RUN THIS ADVENTURE in Bunkers & Badasses, in addition to you, the Bunker Master (BM), you will need any number of Vault Hunters (players). 2-4 is kind of the sweet spot with this adventure, but if you wanna roll with more than four Vault Hunters (or, in a horrifyingly intimate setting, only one), you can do that, too. Just don't expect the adventure to feel tremendously balanced. (Or, just lie a lot about the dice rolls to make things easier or harder on your players.)

Every player is encouraged to have a writing utensil, some blank paper, and a set of dice (d4, d6, d8, 2d10s, d12, d20).

They should also bring snacks.

(They won't bring snacks.)

(Chastise them when they don't bring snacks.)

Vault Hunters (Players)

The players are the protagonists of this adventure. Each of them will take on the role of a chosen Vault Hunter, a legendary hero of Pan'Dorah. Make sure each player gets the Character Sheet of their chosen Vault Hunter and their starting Gun Card (Commando: Crappy Pistol, Gunzerker: Crappy Shotgun, Siren: Crappy SMG, Assassin: Crappy Sniper).

Give players a chance to read over their Character Sheets to familiarize themselves with their Vault Hunters and to get into character. If you wanna make them do funny voices, now is the time to mandate that.

Bunker Master (BM)

As the Bunker Master, you will guide the Vault Hunters through the story while enforcing the rules (but in a fun way) and handling the game mechanics. You'll want to familiarize yourself with the entire campaign before beginning, unless you want your players to have the super-fun experience of watching you go, "uh, just -- let me -- where is the... uh..." as you flip through this book.

Your job is to understand the game and to make sure the adventure runs smoothly, and most importantly, that players are having fun. If that means ignoring what's written here to follow a weird bit of improv your friends did, go for it.

In addition to this Sourcebook, you will want a writing utensil, a set of dice, the BM Sheet, and the extra Gun Cards handy.

At the beginning of each section, there will be **BM Objectives**, which are simplified reminders of the main tasks that need to be accomplished in an area, and **Boss Goals**, which are optional behind-the-scenes Actions the BM can activate to throw a wrench in the game. Boss Goals always cost 3 Mayhem Points to activate.

Pre-Gaming

There are those who will obsessively read through the entire Sourcebook and familiarize themself with every nuance and detail of the game system before embarking on their first adventure. And then there are the rest of us. Here is a list of the basics to learn before starting a campaign:

- Encounter Actions (page 60)
- Enemy Stat Blocks (page 71)
- Mayhem (page 66)
- Badass Moves (page 62)
- Cover (page 70)

Maybe keep tabs on these pages for easy reference.

So -- you've read all the rules and suggestions about building characters and running the game, but now -- as we saw on Pandora -- it's time for the rubber to hit the skags. This starter adventure will teach you everything you need to know about playing in the B&B system without requiring a whole lot of setup. Once you and your Vault Hunter friends have run through this adventure, you'll have a much firmer grasp on what it feels like to play around in the world of Bunkers & Badasses. So, what are you waiting for? Jump in!

Passages

For easier reference, the campaign is segmented into different types of passages.

The BM can decide how much information outside of the narrative boxes to share with players. When you see my notes read them out loud in my voice, coward

Passages are rules text that explains game mechanics that the players need to know. They can be taught as the BM sees fit.

Passages contain information about Quests that players can embark on, including the Quest's goals and rewards.

Passages are part of the narrative to be read aloud to the players.

Passages are for BM eyes only and have information on rules or mechanics that the BM will share at their discretion.

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Passages are Enemy Stat Blocks to be used by the BM during encounters. More info on Stat Blocks on page 71.

OVERVIEW

MARCUS' MERCHANT'S QUEST FOR THE WIZARD'S WAND is an adventure module that takes place over three parts:

PART ONE. The Vault Hunters arrive in Brymstone, and find a munitions merchant who informs them of a legendary weapon known as the *Wizard's Wand*. Bandits then break into the merchant's storeroom, and the Vault Hunters need to fight them off.

PART TWO. The Vault Hunters explore Brymstone, meeting the locals and finding any or all of the five bounty letters around town.

PART THREE. The party travels to the abandoned Dahlia Engineering dig site rumored to be hiding the object they seek. The Vault Hunters fight their way through to the Chamber of the *Wizard's Wand*, only to have been beaten to the weapon by NPC, Jr; the Boss fight commences.

BACKGROUND

LEGEND TELLS of a powerful weapon of arcane origin. Lost long ago in the age of the Eri-Dayans, wow 2 subtle rumors abound that this mystical armament has resurfaced somewhere in Pan'Dorah. A friendly tradesperson, MARCUS Mar'akas, has chosen a group of Vault Hunters to retrieve it -- but once found, will they return the gun to him for their reward... or choose to keep the *Wizard's Wand* for themselves? omg it's "marcus"

fantasy apostrophes make me want to kick a child directly in the throat



PART ONE: BRYMSTONE

BM OBJECTIVES

- Players will arrive at Brymstone.
- Players will meet The Merchant.

Once all players are ready to begin, read:

> *You each jolt awake to the gravel-edged screech of an unfortunate spiderling, having met its sudden end beneath the wheel of the mystical chariot ferrying you and your fellow Vault Hunters to Brymstone. Little more than an outpost on the blistered backside of Pan'Dorah, Brymstone provides less than the bare minimum to adventurers, like yourselves, in search of fame, fortune, and a four-digit kill count.*
>
> *Your ride slows to a stop just outside Brymstone's meager gate. The driver, before exiting the fantasy equivalent of a bus, turns to you and says, "The name is* MARCUS. *If you're looking for work, come find me at the Munitions Market. Everyone does sooner or later."*

FINDING MARCUS ~~MAR'AKAS~~

The settlement of Brymstone is little more than a one-skag town -- a waystation for travelers to briefly delay their plummet into a yawning grave. The graves literally yawn -- the corpses have a bad habit of not staying dead, which is why the town has hired a full time anti-necromancer (as in: a guy with a large hammer) to keep the sleepy dead from waking up.

A short walk from the transit stop, a set of steps leads up to a rundown marketplace of sorts. Aside from a handful of rundown shacks surrounding it, the market takes up space that could be used for a landfill, or arguably already is.

Detritus surrounding the village consists of magical staves and spell books that haven't functioned in a hundred moons; artifacts that once thrummed with arcane energies but now thrum with angry rats. Brymstone is little more than a dump for things that once had great potential, but have since been broken down by the ravages of time and entropy.

Anyway, the players are here now.

Before the Vault Hunters can cross the threshold into Brymstone, they are approached by a single-wheeled robot with an obviously homemade wizard's hat and a voice like a cat chewing razor wire.

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"Greetings!" says a shrill voice coming from about waist-high. You turn and see a robot that looks like a cereal box on a unicycle. "Welcome to Brymstone! I'm your guide to your new 'home' away from anything even remotely resembling a home. I absolutely did put scare quotes around the word 'home' by the way."

"The name is Claptrap -- let me take a moment of your time to show you around the place!" The enchanted automaton pivots on his wheel, gazing at the sliver of civilization behind him. "Well, that's pretty much it. In case you need to get a hold of me for ANY reason at all, use one of these!"

Claptrap pulls a wand attached to his side and waves it in a circle, then when that does nothing, reaches into his body and pulls out a handful of flat rectangular stones, etched with magical symbols. As soon as the Vault Hunters touch them, they emit a quiet hum, but only inside their minds. The hum fades quickly, but now Claptrap speaks directly into their heads:

"Thanks to the mystic art of Echomancy, these Echo Stones allow two-way communication over vast distances! Plus, you'll automatically hear episodes of my Echocast whenever it updates. There's no known spell or incantation to unsubscribe! Now follow me!"

At this point, you as the Bunker Master, want to encourage the players to explore the game a little bit. Expect that players will be curious, but will want to move things along. Some players will wait for you to hold their hands through the adventure, while others will want to break the script any place they can and go off in their own direction. Your job as Bunker Master is to reward curiosity, cleverness and action while gently coaxing your Vault Hunters towards the next objective.

If the Vault Hunters attempt to fight Claptrap -- because why wouldn't they -- Claptrap just goes, "that's fair" and continues whatever he was doing.

Claptrap bids the Vault Hunters to follow him to the set of stairs, which lead into Brymstone. He continues speaking, but this time out loud, in the same annoying voice.

"If you need a job, check at the Munitions Market! I'd take you up myself, but I'm much too busy studying wizard-ry, so I can't. Me being unable to conduct you there is ENTIRELY about my packed magical schedule, and NOT that there are a small number of stairs here. I can absolutely go up and down stairs when I choose to, but my previously-stated obligations preclude me from doing so at this time. Off you go! See you around, Vault Hunters!"

Claptrap continues to stand just before the steps, pretending to check his day planner and going "Hmm! Which of my many wizarding tasks on level ground should I tackle with my magical powers first? I could re-alphabetize my collection of dragon droppings! I could finish concocting a friendship potion, if my last test subject hadn't set himself on fire after I declared us besties!"

Up the stairs, the Vault Hunters can explore the town as they please. Although, nothing but the Munitions Market is open this early.

Claptrap may be gratingly annoying and not very impressive to look at BUT he can be a useful tool in keeping Vault Hunters on task. If they get lost or seem way too distracted by some mundane detail in town, have Claptrap roll in and put them back on target.

EXPLORING THE TOWN

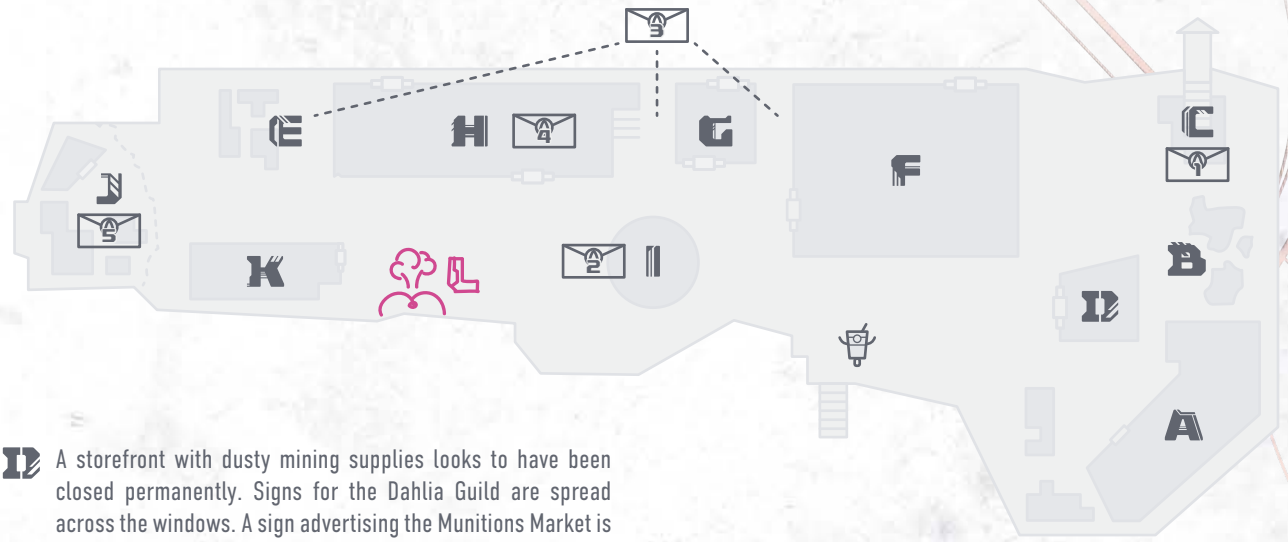
A The Munitions Market is the only building with artificial lanterns glowing above the entrance. The door is unlocked and movement can be heard inside.

B There is a smattering of small homes, although calling them homes is being generous. They look more like someplace a person might go to relieve themselves, should the need arise.

C A set of long weathered stairs leads to a gate at the north side of town. Upon approach, it seems to be a guard post, attended by two bored guards donning bloody armor.



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D A storefront with dusty mining supplies looks to have been closed permanently. Signs for the Dahlia Guild are spread across the windows. A sign advertising the Munitions Market is newly attached to the door.

E The buildings on the north side of town are split by dark alleyways, where the morning light hasn't yet reached.

F A moderately sized, burned down husk of a building bears a new looking sign pointing townsfolk to the "new" town hall next door.

G A small building that looks like little more than a workshed, has a sign out front proclaiming "New Town Hall." The doors are locked and there appears to be no one inside.

H A slender building with multiple entrances flashes the sign "Moxxi's Grogg." The doors are locked and there is a hand-written sign on the window that says "Come back once I've had my beauty sleep, Sugar." with a lipstick stamp on the bottom for emphasis. omg go in there. go in there and try to do makeouts, tell em tina sent u

I In the center of town auspiciously sits the Brymstone Fountain. The round water feature glugs water unenthusiastically. The water seems as uninviting as the town, and twice as stinky.

J The west side of town is populated with more dwellings, with one ramshackle hut standing apart from the rest. It resides on the wrong side of a large fissure in the ground, dangling precariously on the precipice as though it could topple down the rockside at any moment. There doesn't appear to be any way to cross the fissure from this side and no movement is spotted inside.

K An oblong shaped building appears to be locked up tightly with no signs or posting of any sort to clue the Vault Hunters in on the building's purpose.

L There's a big building shaped like a butt with a sign on it that says "fart room" and if you open the door the building farts on you and blasts you away from the doorway and if you can't dodge it every NPC smells the fart on you for the rest of this campaign it's canon sorry

If the Vault Hunters try to get inside the fart room by braving the fart storm there is another door inside

The other door also farts on you

If they go inside THAT room, there's a third door

The third door doesn't fart on you, and inside that room is a fourth door

The fourth door farts on you

Inside that room is a SUPER DIFFICULT RAID BOSS THAT WILL KILL YOU IN ONE HIT



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The Munitions Market

Inside, the Merchant has been eagerly awaiting the adventurers.

The Merchant smiles as you enter. A large, lovingly carved wooden sign behind him reads, "DO NOT KILL ME OR YOU WILL BE CURSED FOREVER."

"In addition to running the market and driving the cart, I'm a matchmaker. I broker deals between Vault Hunters like yourselves, and certain clients who want results. Pan'Dorah is a world full of stories. Maybe one of them brought you here. Sometimes they turn out to be true.

"Have you ever heard of the Wizard's Wand?"

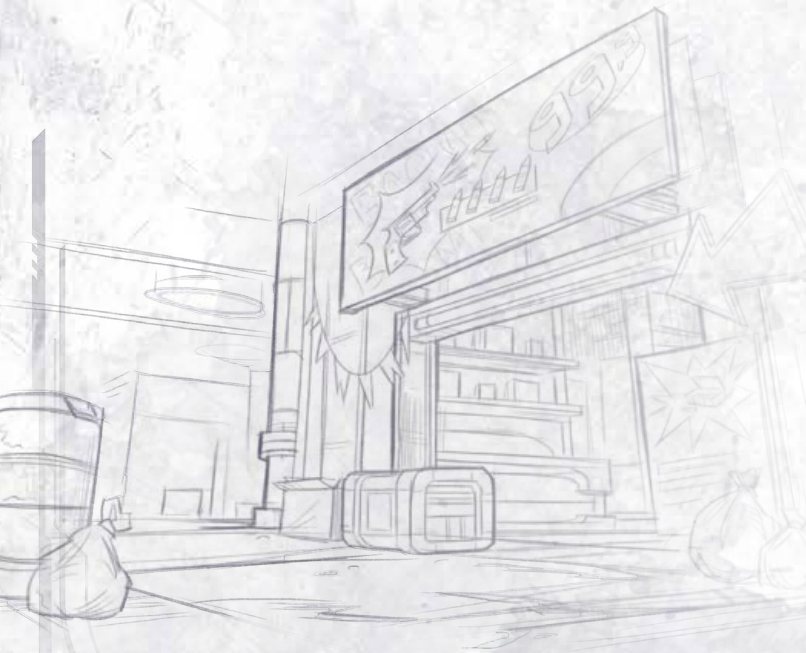
He does not wait for a response.

"The Manufacturing Guilds would pay a pretty fantasy-equivalent-of-a-penny to get their hands on such a legendary weapon.

"In fact, I have it on good authority that five of the manufacturers sent representatives to Brymstone specifically to seek out Vault Hunters like yourself.

"Unfortunately, I have it on even better authority that they were all murdered. If you can find their corpses, though, perhaps they still have the offer letters on them. Find the offer letters and you'll be able to decide who's got the juiciest rewards.

"Or -- if you don't want to mess with the Guilds at all, you could always just sell it to me. I'll give you a thousand gold, minus my finder's fee."



TALK CHECKS

- A player will announce the Check they are attempting. In this case: Talk Check.
- The player will then roll 1d20 and add their relevant (Talk) Check Modifier to the die roll.
- The player will state their Check outcome and the BM will describe the results.

The players can press the Merchant to lower or waive the finder's fee by attempting a Talk (10) Check.

Note: Roleplaying is more than just rolling dice to beat a number: encourage your players to tell you how they're calling the Merchant out -- are they calmly trying to haggle it down? Begging for him to look the other way this time? Threatening the Merchant to drop it completely? Every single dice roll is an opportunity to roleplay a character or a story moment. Use them!

Talk Check Results

5 or Less	*He explains that these are the standard rates for purveyors of information like himself.*
6-13	*He grunts and agrees to cut the fee in half. But he will remember that.*
14+	*He explains that he was only joking about the finder's fee, obviously.*

IF THE PLAYER EVER KILLS THE MERCHANT

Regarding the "curse" if the players kill MARCUS there isn't one. His body will just drop a note reading, "I'd hoped the promise of an unshakable curse would be enough to dissuade you from murdering me. Apparently, I was wrong. If I weren't dead, I'd be borderline impressed by your complete lack of scruples. To that end, you're welcome to avail yourselves of the contents of my safe -- you'll clearly have better use of it than I will. The safe combination is zero-four-five-one."

The player can then discover a safe under his cash register. After inputting the "correct" code, the safe will EXPLODE, destroying the entire building and dealing [a lot of, probably lethal] Damage to any players caught inside the blast zone.

If the players kill tl MARCUS before he can tutorialize all the combat and stuff, then, uh... be like, "after the explosion dies down, Mar'akas' identical brother, Mar'akas, but with a silent B somewhere in his name, appears and insists on teaching you the mechanics of Bunkers & Badasses."

If the players kill this second Mar'akas... I dunno. You're on your own.

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The Shooting Range

After the Vault Hunters agree to the work, the Merchant hears a commotion in his back room. "You go check it out," he says. "Maybe dire rats. Shooting rats -- great first quest for a Vault Hunter."

When the Vault Hunters enter the back room, they see three bandits who have broken in to steal some of MARCUS's weapons.

They're all wielding guns, but they've fortunately forgotten to load them.

The Vault Hunters have a full turn of combat to wipe out the bandits before the bandits realize they actually don't even have guns, only knives, which then causes them to become frozen in surprise, so they don't move.

Each player will perform a single Ranged Attack with their equipped gun. If possible, they should each target a different bandit. No bandit should die from these Ranged Attacks. If a bandit would drop below 1 Health, they remain at 1 Health instead.

On the Enemies' turn, they will set up explosives around the room, threatening to blow the entire storeroom up with the Vault Hunters inside.

> *"REFUNDS," they shout as they start the timers on the explosives. "GIVE US REFUNDS!"*
>
> *MARCUS appears at the entrance to the storeroom.*
>
> *He turns to the Vault Hunters. "You heard them. They want a refund. Give them some store credit... in the form of bullets. And make sure it's Badass."*

Before the Vault Hunters have a chance to make a second Attack, MARCUS enters and chooses one of the Vault Hunters (either the one that had the highest Initiative or the one who dealt the most Damage) animatedly imploring them to act quickly to save his shop. To tilt the odds of survival in their favor, the chosen Vault Hunter needs to make a Badass Move assisted by the rest of the Vault Hunters.

Encounter: 3 Bandits

Bandit

Cultist.

Badass Rank 3

Movement 4 Squares

Health: 20
Shield: N/A
Traits: Flesh.

Weapon: Throwing Knives
Special: If there is only one Bandit left (no other Enemies), the Bandit will attempt to flee back to their safe house or hut or trash bin. On the turn they attempt to flee, they gain Extra Movement.

Actions

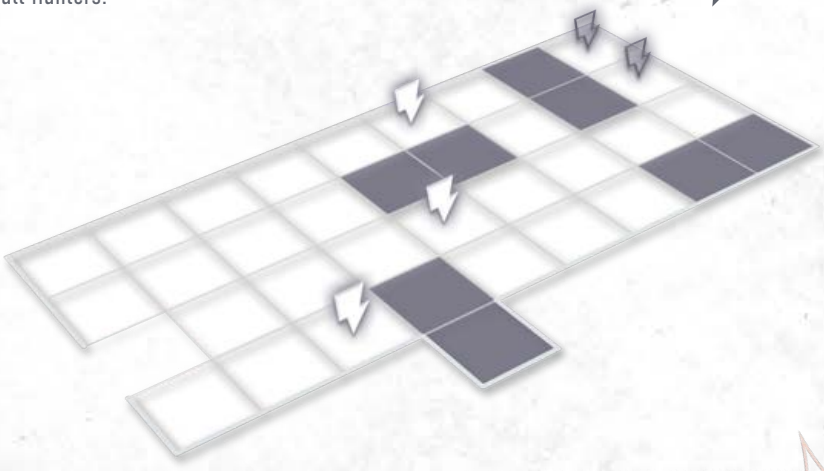
Knife Throw
Bandit throws two knives, dealing 2d4 Damage per knife.

Take Cover
Bandit attempts to find Cover behind an adjacent structure to stop being wounded.

Mayhem Actions

Blind Fire
If Bandit is in Cover, they throw blindly twice, reducing their Attack Roll by 2. Deals 2d4+1 Damage per knife if they Hit.

Lob
If Bandit is in Cover, they will toss a grenade at a target, dealing 1d8+3 Damage to all adjacent targets.



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How to be a badazzzzzzz

Ok so if you wanna do somethin really cool and special, you do a Badass Move

If it works, you get more powerful. but if you mess it up then you get your whole deal wrecked

But it's worth it, so do Badass Moves, obv

Badass Move: how do?

First just describe what you wanna do along with all the actions and shiz, and make it sound nasty

Like, put in explosions, do rock music with your mouth, w/e -- pretend like you're the star of a movie and this is the best part

Make it stupid and over-the-top and awesome because otherwise why are we even here, what's the point even right

Whoops almost thought about existence for a second what are we doin what's happening RIGHT IMAGINARY GAMES

So your BM sets the difficulty for your Badass Move, and if they're not a dingus, they'll make it high enough for you to feel great when you beat it but not so high you can't have fun

Then you roll the Badass Die, emphasis on DIE

Your friends can join in if they wanna risk they own butt for you, 'cause the BM has to add at least 6 to the difficulty for them, but whatev, they get to roll the Badass Die too

THEN you can spend a Badass Token if you want, because there is no escape from capitalism smash the system

a friend of mine told me that idk what it means but her robo arm is cute so im into it

Then check the roll. If you rolled higher than the difficulty then you use your big base stats for rollin and the thing you said becomes canon

If you rolled lower than the difficulty you gotta use the ittybitty stat mods to roll and then you get shot by a cannon

If you succeeded, you get four Badass Tokens and any frenz who helped get two

If you failed, you get two and your frenz get one

It's a big risk but do it it's the whole point of the thing

If whatever the player does isn't Badass enough, be like, "nah, put a little more stank on it" until whatever they say makes somebody at the table laugh or go "woah" or say "that's so stupid". If nobody's laughing or going "woah" or saying everyone at the table is an idiot you're not playing right

If the players succeed at their Badass Move, the bandits will be killed during the turn. If the players fail at their Badass Move, the BM should have the bandits ambush the player whose Badass Move was failed. They get stabbed for 2d6+1 Damage before the Merchant steps in and kills any remaining bandits.

If the Vault Hunters do well, the Merchant will congratulate them excitedly. If their performance is less than inspiring, he will allow the Vault Hunters to proceed, but he, like my mother upon learning I wanted to write tabletop RPGs for a living, will be irredeemably disappointed.

Either way, one of the bandits, as it dies, will rip open its shirt to reveal a BOMB. It will DETONATE, killing all the Vault Hunters instantly.

Death and The BREW-U Cauldrons

> WHATEVER PEOPLE WHO DIE COME BACK A FEW SECONDS LATER WHO CARES MAGIC STUFF

Mar'akas continues, "There's something I need to entrust you with. Which among you, would you say is the most intelligent?"

Highest Insight wins. On a tie, let players argue about who gets it. Then:

Mar'akas says something like, "This wondrous enchanted coin is now the most important thing in your possession. Let me explain." Mar'akas whips out a huuuge handgun, aims it directly between that player's eyes and pulls the trigger. Can't be dodged. Autohits. Roll 2s20 for Damage. that's 2 shovelfuls of 20-sided dice.

"You are now dead," continues Mar'akas as if dead people are good at hearing stuff. "Fortunately, the holder of that token will be immediately brought back to life at the nearest BREW-U Cauldron. For the lucky few who have them, resurrection costs one of these coins, and when you run out, that's it -- but these are special tokens that can be reused indefinitely. They once belonged to members of Dahlia upper management who... left them in my shop. On accident." Mar'akas gives one to each Vault Hunter.

The formerly-dead party members find themselves standing waist deep in a big old cauldron of brown bubbling snot right outside the Munitions Market. There are NO TOWELS.

MARCUS *laughingly standing by the cauldron: "Death is a burden all must bear, when their time comes. Though the end of a life still carries the sting it has since time immemorial, for the Vault Hunter, it is possible to be restored to life."*

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BREW-U AND TRAUMAS

Each time a player has the unfortunate need of a BREW-U Cauldron there is a toll to pay. First, they lose 10% of their gold. Second, they must roll for a Trauma.

ALSO your main man tina came up with some even stankier traumaz if you wanna check pages 76–77.

Roll	Trauma
1	**Health Drain**: –3 max Health.
2	**Catch-a-Phrase:** Your Vault Hunter is now desperate to popularize a stupid catch phrase they've just come up with.
3	**Stumbling**: –1 on Talk and Traverse Checks.
4	**The Best Policy:** Your Vault Hunter is now incapable of lying for the rest of the day.
5	**Brain Freeze**: –1 on Insight and Interact Checks.
6	**Immersive:** Must do a silly character voice. If you ever forget, take 1d6 Damage.
7	**Impatient**: –1 on Search and Sneak Checks.
8	**Unloaded**: Your Weapon doesn't spawn with you. The Merchant will sell it back to you for 20g.

Careful Whispers

Countless stories of bunkers, vaults, and other buried treasures provide ample distraction for wanderers of Pan'Dorah. One good lead can cut through the unfounded tall tales. MARCUS explains that at the foot of the mountain range to the south, known as *Satan's Gumline*, Dahlia's Royal Engineers attempted to carve a passage to the plains beyond, but were forced to abandon the project when they all died horribly.

Ominous rumors surround these unfinished tunnels, but the obstacle holding most adventurers back is the inconvenience. The people of Brymstone tend to be all talk -- even here, true Vault Hunters are few in number.

Before sending the Vault Hunters on their mission MARCUS lets them know that the town should be starting to bustle with life at this hour.

QUEST: FIND THE WIZARD'S WAND

OBJECTIVES:

- Locate the fabled *Wizard's Wand* in the abandoned Dahlia dig site under Satan's Gumline.
- *Optional:* Explore town for the Five Letters.

1 LVL	See *Letters*	690
REWARDS	GOLD	XP

PART TWO: EXPLORING BRYMSTONE AND FINDING THE LETTERS

BM OBJECTIVES

- Players will explore Brymstone and discover its secrets.
- Players will leave Brymstone to embark on their journey to where the *Wizard's Wand* can be found.

There are several secrets to discover in Brymstone, but it is not necessary that your players discover them all before leaving town. As BM, you'll want to encourage exploration and reward it, but also pay attention to when players may be getting tired of being in town and are ready to embark on the grand adventure to find the *Wizard's Wand*.

Encourage your players to ask the townspeople for information on what to expect beyond Brymstone and be prepared to generate townspeople as needed. Brymstone's populace is distrusting and keeps to themselves -- having seen so many treasure seekers come through town only to meet their doom beyond the city's walls, most townsfolk are not motivated to help.

Again, don't feel like you need to push your group to gather all 5 of the bounty letters. Let the party decide how much time they want to spend exploring Brymstone.

See the town map on page 133 for locations of the Five Letters.

1. NORTH GUARD POST
2. THE TOWN SQUARE
3. THE CREEPY-ASS ALLEY
4. MOXXI'S GROGG
5. THE GREAT FISSURE



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Asking a townsperson about the legend of the *Wizard's Wand*:

Talk Check Results	
1	The townsperson farts
2-5	*"This is the first time I've have heard of the Wizard's Wand. Sounds shiny."*
6-10	*"The Wizard's Wand? That sounds like a powerful weapon. Especially for a Level 1 Vault Hunter. Sure would be tempted to keep it if *I* ever got my hands on it. And if I was a Vault Hunter."*
11-14	*"There were a couple of scavengers who used to resupply here once in a while, but they haven't been through in months. They were super odd and seemed only interested in collecting and melting anything gold. Maybe they are after this Wizard's Wand you speak of."*
15+	*"I've heard many stories about the Wizard's Wand. Its origin is shrouded in mystery -- apparently, it was the creation of the wise sorcerer Ezekiel Cooghan, though his motivations for doing so are unknown. The wand itself is made of pure gold, making it as valuable as it is deadly. Its magic is said to be uniquely powerful and destructive, though the precise nature of that magic is unknown. It's been said that it lies in a bunker buried deep within a mountain lined with gold."*

1. THE NORTH GUARD POST

At the north entrance to the town, the Vault Hunters come across a blood-soaked wooden post. A successful Search (7) Check reveals a trail of blood starting at the base of the post and leading away from town, ending at the entrance to a nearby guard shack. In front of the guard shack are two less-than-impressive looking guards, spattered with blood.

The shack is really nothing more than a ramshackle collection of wooden boards and nails with, "GUARD POST FOR MORALLY UPRIGHT AND NON-MURDEROUS GUARDS" painted onto it.

The two guards appear half asleep and are taking turns smacking each other in the chest for seemingly no other reason than sheer boredom. Or as Brick calls it, "flirting"

If the Vault Hunters choose to speak to the guards, they'll find them spectacularly amoral (if the guards learn the Vault Hunters have anything of value on them, they'll halfassedly try to rob them) and unerringly stupid. The guards can be easily bypassed with a Sneak (4) Check. Failing that, you can always murder them.

Or as Brick calls it, "third base"

Inside the guard shack, the Vault Hunters come across the corpse of a Stoker representative with a very noticeable parchment sticking out of her jacket pocket. Upon inspection, the Vault Hunters discover the Stoker offer letter:

> *Esteemed Vault Hunters,*
>
> *You are well aware how difficult it can be at times to separate reality from rumor. Given recent whisperings about a "Wizard's Wand," Lord Stoker reminds us all to exercise a healthy amount of skepticism when discussing any so-called "legend."*
>
> *Thank you for your caution and reserve. That is all.*
>
> *If you're still reading, the Wizard's Wand is REAL and MUST be delivered to Marko Stoker, our contact in Brymstone.*

OBJECTIVE:
Deliver the *Wizard's Wand* to Marko Stoker at Moxxi's Grogg in Brymstone.

500g GOLD

2. THE TOWN SQUARE

As the Vault Hunters step through the town square, they see the corpse of a muscly, mustachioed man in the central fountain.

If the Vault Hunters search the body, they quickly realize it is rigged with a grenade and must do an Interact (10) Check to establish an outcome. A successful Check means the player just acquired a brand new mystery grenade item; failure results in the player pulling out the grenade pin, which explodes, covering the player and any nearby allies in silver glitter. Mystery solved, it's a glitter grenade.

The Vault Hunters notice that the corpse's mouth has popped open in the commotion, as if laughing at them from beyond the grave, and inside the mustachioed man's mouth they find an Echo Log - this is a small object that resembles a Vault Hunter's Echo Stone, but the Log is designed to record and archive audio from a moment in time. Upon activation, the Log says the following:

> *"AW, CRAP! IF YOU'RE HEARIN' THIS, I'M PROBLY DEAD! MY TUMMY HURTS SOMETHING FIERCE; I THINK I GOT FOOD POISONING FROM THAT MOBILE SKAG-KEBAB SALESMAN. OR IT'S THAT... UH, OTHER THING I ATE.*
>
> *BUT DON'T WORRY ABOUT THAT -- I LIVED A GOOD LIFE FULL OF EXPLOSIONS, MAKEOUTS, AND POST-MAKEOUT CUDDLING.*
>
> *IF YOU'RE A BADASS VAULT HUNTER WHO WANTS TO HELP OUR LORD TORGUE, JUST SEARCH MY BODY FOR THE OFFER LETTER! HINT: YOU MAY HAVE TO GET NASTY!"*

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The Vault Hunters have to cut open the Torgue representative's stomach to get at the offer letter.

Inside the man's stomach is a Small Chest with a bunch of grenades (# of Vault Hunters x 3) and the Torgue letter.

The letter reads:

> *If you're reading this, THE CLOCK IS TICKING! Last thing anybody needs is ANOTHER LEGENDARY WAND f--king up the META. Once you're sure you found the bunker with the Wizard's Wand in it, I WILL PAY YOU TO BLOW IT THE F--K UP USING ONE OF THESE GRENADES.*
>
> *LORD TORGUE.*
> *POSTSCRIPT: SERIOUSLY THE CLOCK IS TICKING*

TORGUE MIRV GRENADES (Thrown, 4 squares)
Damage: 1d4 each
Radius: Adjacent (1 square)
Effect: Splits into 3 grenades, each dealing 1d4 Damage to targets adjacent the square where it landed. *Emits a frequency that can collapse caves, bunkers, or underground areas if enough are used in unison.

OBJECTIVE:
Blow up the *Wizard's Wand* and the bunker it resides in using the provided grenades.

Whatever you find or salvage from the wreckage GOLD

THE CREEPY-ASS ALLEY

As the players pass by one of the dark alleys in the north section of the city, they'll notice a lone figure trying to remain hidden in the waning shadow of morning.

Should they enter the alley, the figure will duck into a side section between two buildings.

Upon turning the corner, they'll see it comes to a dead end. The cloaked figure is panicking, trying to find a way out.

If the Vault Hunters attempt to speak to the cloaked figure, it will not respond.

If the Vault Hunters approach the cloaked figure, it will suddenly throw off its cloak, revealing itself to be three LITTLE BANDITS standing on top of one another's shoulders: one wearing a wizard hat, one wearing a rogue's hood, and one wearing a knight's helm. Oh nooooooo i love them One of them is holding a Hyperius job letter, but they quickly pass it back and forth between each other until only a successful Insight (12) Check will definitively determine which of the bandits is holding the letter. If the Vault Hunters accuse the correct bandit, the little bandits will immediately panic and give the letter up.

Should the Vault Hunters fail to pass such an Insight Check, the bandits will run for it, and must be caught either by a successful Traverse (9) Check, or by just blasting them to kingdom come. [If somehow the players fail to do even these things, the letter is dropped as they get away.]

If the player manages to get the Hyperius letter without killing any of the bandits, they'll reward the Vault Hunters with a 1d8 Health Potion.

The Hyperius letter reads as follows: And a smooch on da cheek if you accept it

> *Vault Hunter:*
>
> *I'm not stupid, and you're about to become less stupid.*
>
> *If you've taken a contract from I MARCUS of Brymstone to find the Wizard's Wand, you're being duped. This crooked merchant, once again, has accepted multiple contracts from factions, each with their own designs on this legendary weapon. I refuse to let him play one side against the other.*
>
> *If you accept this contract, locate the Wizard's Wand and use it to kill I MARCUS You must kill him with the Wizard's Wand. I'll be informed via my network once the job is completed correctly. Pan'Dorah and its future will be brighter for it.*
>
> *In confidence,*
> *Lord Blake of Hyperius*

OBJECTIVE:
Bring the *Wizard's Wand* back to Brymstone and use it to kill I MARCUS for Lord Blake.

800g GOLD

MOXXI'S GROGG

Within the warm, boozy confines of Moxxi's tavern, the Vault Hunters will notice that the clientele consists mainly of smelly, passed-out alcoholics who neglected to leave the bar the night before. Moxxi herself stands behind the bar, bored out of her skull. I tell you what I'd like to bore moxxi with out of her skull Until the Vault Hunters show up, anyway. She'll immediately perk up and ask the Vault Hunters to take a seat: you know what im sayin ithinkyouknowwhatimsayin

> *"Hey there, sugars! Why don't you come sit down and talk to Moxxi for a spell? 'Spell' meaning 'a period of time', that is -- I'm not gonna give you a magic spell just because you talk to me."*

Once the Vault Hunters introduce themselves, Moxxi will realize she has something they want.

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> *"Say -- you're looking for some of those offer letters, right? For the Wizard's Wand Quest? Well... I may happen to know the location of one such letter. And you're... oooh... OOOH... so VERY close."*

(Feel free to ignore the orgasmic bits of Moxxi's dialogue if that makes you uncomfortable.) COWARD

When the Vault Hunters express interest in the letter, Moxxi will pull it from the seemingly infinite storage space between her breasts.

> *"I don't go giving out prizes this juicy to just anyone, darlings. What have you done for ME lately?"*

She not-so-subtly nudges a nearby tip jar.

Once the Vault Hunters tip Moxxi any amount, she'll happily part ways with the letter. If the Vault Hunters go above and beyond and tip 10 gold or more, she'll even throw in a Moxx-tail potion. Note that Moxxi will only give each player a maximum of 1 potion.

POTIONS

Liquid tools. They fall under two basic categories: Health or Shield Potions (obvious effects) and "other" potions (yep, *all* the other ones). A player can hold up to 2 potions at a time, as potions are delicate, and players are buffoons.

d4 Roll	Moxx-tail Potion
1	**Hey Sugar:** Gain +2 to Talk Checks for 1 hour.
2	**Rakk Vermouth:** Gain 1d4 Damage Reduction for rest of encounter.
3	**Quadruple Sec:** Gain Health Regen 5 for the rest of encounter.
4	**Kill-You-A:** +2 DMG Mod for Ranged Attacks for rest of encounter.

"You look like you need a STIFF drink."

The letter reads as follows:

> *Procurer M* MARCUS *Kincaid:*
>
> *The Malefactor Concern requests, on behalf of our leader Lord Kanigawa, that an investigation be made into the whereabouts of the Wizard's Wand. If found, Lord Kanigawa has expressed interest in what Elemental effect the weapon may possess. Kindly find some Vault Hunters to find and test the Wizard's Wand on hazardous fauna. Our usual offer for payment stands.*

OBJECTIVE:

Test the *Wizard's Wand* on local wildlife on the return trip to Brymstone. Note the effects on an Echo Log and deliver it to M MARCUS

300g GOLD

THE GREAT FISSURE

While exploring the town, the Vault Hunters will notice a great fissure in the ground that has separated a single hut from the rest of the town. A series of thin, rickety planks lead from the hut to the main body of the town.

"HEY," a small old lady shouts from the hut. "COME HERE. I GOT A THING FOR YOU."

If the Vault Hunters are like, "just throw it over" or "tell us from here," the old lady hits them with a rude finger gesture and shakes her head. "GOTTA TELL YOU HERE. DON'T WANNA RISK FALLING IN AND DYING. BUT YOU CAN."

The Vault Hunters must succeed at a Traverse (8) Check to cross the planks and reach the old woman. Once they do, the old woman welcomes them.

If nobody fell on the way over:

"Aw. I was kinda hoping one of you would fall. Get powerful little entertainment around here."

If somebody DID fall on the way over:

"WOOOO! I was hopin' one of you would fall over. Most excitement I've had all week!"

i like her. She is my mom now. Move over mordecai

"Anyway, my dumb brother Ryder -- he's the knight in charge of protecting Brymstone, no big deal, you've probably heard of him -- he forgot an, uh, integral piece of his armor set. You go deliver this to him, he'll probably give you somethin' good. He's at the Southern Gate."

The old lady hands the Vault Hunters a piece of plate armor.

The Vault Hunters head to the southern gate and discover a tall, extremely embarrassed-looking knight. Wherever the Vault Hunters

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move, they notice that he rotates to ensure that he's still facing them directly.

If any of the Vault Hunters manage to sneak behind him, they'll notice that he's missing his "rear hatch" -- a plate of armor meant to cover his butt.

Upon delivering the old woman's plate armor to Ryder, he will ask the Vault Hunters to turn around. Once they do, he'll put the plate armor over his butt, restoring his dignity.

If the Vault Hunters try to sneakily turn back around while he's dressing himself, Ryder will get supremely angry and embarrassed. He'll take a letter out of his armor -- "I was gonna give this to you, but then you had to get all pervy" -- and attempt to burn it. Only a successful Traverse (10) Check followed by a successful Interact (10) Check will allow the Vault Hunters to snatch it out of his hands before he can toss it into a nearby fire.

Of course, if the Vault Hunters allow him to get dressed in peace, he'll just hand them the letter free of charge.

"The Dahlia Company wanted me to follow up on this lead, but I was... uh... not comfortable leaving the town in my *condition*. As it stands, you may be a better fit for the job than I am."

The letter reads as follows:

> *To whomst it mayeth be of concernethment:*
>
> *Yon legend'ry arm, the fabled "Wiz-Wand," is tooth important for any charge, save the protection of the citizens of Brymstone. Uponft its safe recovery, it is the pronouncement of Lord Dahlia that the Wizard's Wand be proferr'd to Ryder, a knight in service of the Brymstone Protectorate. The formidable weapon will make a fine addition to Knight Ryder's kit.*
>
> *Signed,*
> *Lord Dahlia*
>
> *(dictated but not read)*

OBJECTIVE:

Deliver the *Wizard's Wand* to Knight Ryder of the Brymstone Protectorate at their Brymstone Roundtable.

700g GOLD

Leaving Brymstone

At some point the players will remember that they have a Quest to go on, and they'll have to leave town to do it. If they forget this, it's your job to come up with a clever way to remind them in the course of their other exploration to help keep them on track.

FASTRAVEL

When the Vault Hunters finally leave town, they will walk past a Fastravel Station. MARCUS will interrupt their journey via Echomancy to explain how Fastraveling works.

Ravelry, another of the oldest magicks, can "unravel" an object from the weave of the universe and "ravel" it elsewhere. Refining this process led to the widespread adoption of Fastravel Stations across Pan'Dorah. The Vault Hunters can only Fastravel to locations they've already visited, so once they've discovered one, they won't have to take the long road back to Brymstone. For more information on Fastravel see page 58.

PART THREE: BATTLE AT SATAN'S GUMLINE

BM OBJECTIVES

- Players will find a way into the abandoned mining facility.
- Players will battle to the *Wizard's Wand*.

BOSS GOALS

NPC Jr. sets up a tripwire within the Dahlia facility, causing 4 Health Damage to each Vault Hunter when tripped (see page 73). Costs 3 Mayhem Points to activate.

The Very Important Character Building Journey to Satan's Gumline

South of Brymstone, the Satan's Gumline just on the horizon, dark against the sky like a row of tombstones. A road leads there past the edge of town, but it's clear that the shifting sands have started to reclaim it after the failure of the Dahlia Engineering project. The Liths are several hours' travel from Brymstone, with little to see along the way except scattered skag burrows dotting the rocky plains.

The sun-bleached road to the Liths meanders southward. The farther the Vault Hunters travel, the more the road looks like a dust-blown trail. BORING! Skip cutscene! Next thing!

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Entrance to the Abandoned Tunnels

A circular, weathered vault door seals the entrance into the tunneling project. The door has a massive hinge on the right side, and is mounted low enough that, if it were to swing open, it would drag a wide furrow in the heaped sand before it. Right now there is no such furrow, so it seems this door hasn't been opened in a very long time. If the Vault Hunters try to force the door open, they are unable to get it to budge, as if sealed from the other side. Players may look for an alternative, less-obvious entry point by making a Search (10) Check.

Search Check Results

1	The Vault Hunter "searches" the door by headbutting it as hard as they can, dealing 1d10 Damage and causing a really attractive person to walk by and be like "haha, dork"
2-9	While searching, the Vault Hunter trips over a set of rails that are partially buried by debris and dirt. The Vault Hunter takes 1d8 Damage as they crash into a tiny Chest, destroying its contents.
10-13	The Vault Hunter finds a buried set of damaged rails, perhaps used for a small mining cart, leading east. They curve south beyond a rocky outcropping.
14+	The Vault Hunter finds a buried set of damaged rails, perhaps used for a small mining cart, leading east. They curve south beyond a rocky outcropping. Next to the rails peaks out the top of a tiny Chest that contains 80 gold and a Health Potion (1d8).

Following the rails leads to The Dahlia Atrium.

The Dahlia Atrium

While the area outside looks to have been abandoned in a hurry, the state of this cavernous atrium shows just how much of a hurry it was. Crates and Barrels stand on pallets, waiting for transport carts that never came. Cabling snakes across the smooth rock floor, thrown haphazardly aside when the end came for the stonemasons and carpenters who didn't make it out.

Opposite the main entrance doors, quiet clattering noises betray movement: some skeletons are moving what looks like weapons onto a pile, a skeleton with a bow and arrows watches the large metal doors for movement, while a blue-hued skeleton larger than the others stares (somehow) down an empty mine shaft.

Two skeletons can be heard talking to each other:

> *Skeleton 1: ...they just left everything behind, like these weapons over here.*
>
> *Skeleton 2: That's a nice gun. There's nice stuff in a lot of these crates.*
>
> *Skeleton 1: We wouldn't have to use these old weapons anymore, with guns like these.*
>
> *Skeleton 2: Yeah. But --*
>
> *Skeleton 1: But I just like my weapon better. That's probably weird, huh.*
>
> *Skeleton 2: No! No, I -- that's how I feel about it! Until you said that, I thought I was the only one.*
>
> *Skeleton 1: I'd just... miss my weapon if I wasn't using it, you know? It's an extension of my body now. I put in a lot of time with it.*
>
> *Skeleton 2: Exactly. Who wants to start over? It's not about the latest trends, it's about --*
>
> *Skeleton 1: We've mastered the weapon --*
>
> *Skeleton 2: -- yes, thank you, it's about mastery.*

Barrels and Elemental Damage

There are Shock and Incendiary Barrels, scattered around the dig site, left behind by the Dahlia Engineers. If a Barrel takes 5 or more Damage it explodes, dealing 3d6 Splash Damage of the Element type to any target on the Barrel square and any adjacent squares. Any target that enters the square with the Element puddle takes 1d6 Damage of the Element type. Skeletons are not immune to Incendiary or Shock Damage, but they don't take extra damage from it. Incendiary does double damage to Targets with the Flesh or Wood traits. Shock deals double damage to Shields. Vault Hunters' fleshiness or Shields can easily be Hit for double Damage.

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ENCOUNTER: 2 SKELETONS, 1 SKELETON ARCHER, 1 BRITTLE BONES

Skeleton

Skeleton.

Badass Rank 4

Movement 4 Squares

Health: 15
Shield: N/A
Traits: N/A

Weapon: Cutlass (+2 Damage)
Special: N/A

Actions

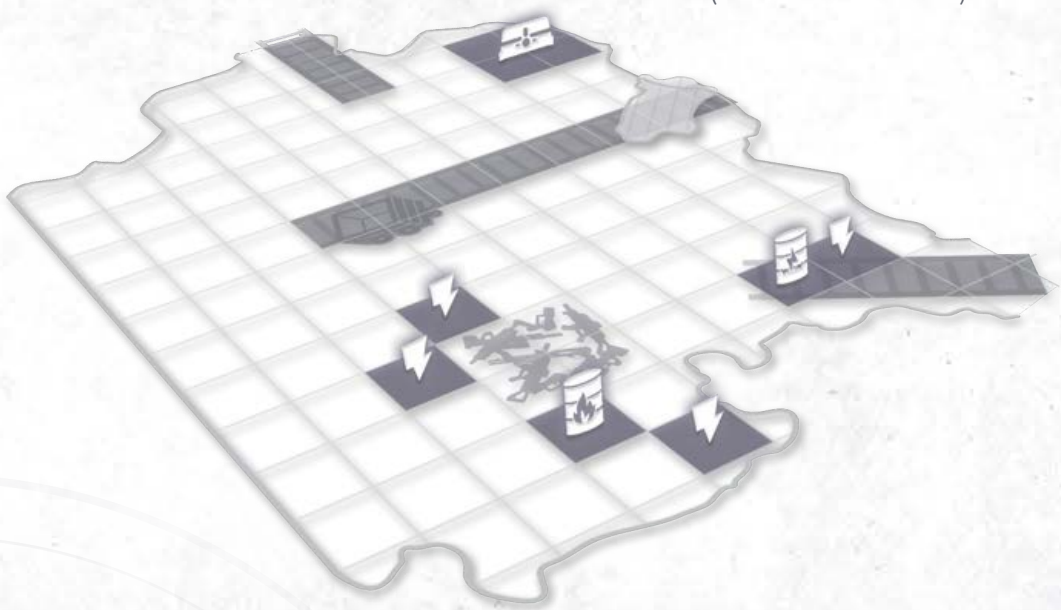
Slash
Skeleton slashes an adjacent target, dealing 1d10+2 Damage.

Dodge
Skeleton dodges when fired up, taking 1 less Hit from the next Ranged Attack or half Damage from the next Melee Attack.

Mayhem Actions

Leap
After being Attacked, Skeleton leaps up to 3 squares at the target who Attacked them and slashes them twice for 1d10+2 Damage per slash.

Bony
Skeleton takes 1 less Hit from all Ranged Attacks for the next 2 turns.



ROCKS
(TRAVERSE [10] CHECK)

ENEMY SPAWN

SHOCK BARREL
(3D6 SHOCK DAMAGE)

DAHLIA CRATES
(2D6 CACHE ROLL)

INCENDIARY BARREL
(3D6 INCENDIARY DAMAGE)

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Brittle Bones

Skeleton.

Badass Rank 5

Movement 4 Squares

Health: 60
Shield: N/A
Traits: N/A

Weapon: Short Swords (+1 Damage)
Special: Brittle Bones takes 3x Damage from all Melee Attacks.

Actions

Slash
Brittle Bones slashes twice at an adjacent target, dealing 1d10+1 Damage per slash.

Reflect
Brittle Bones reflects the next not Crit Ranged Attack back at the target, dealing an equal amount of Damage.

Mayhem Actions

Slash Frenzy
Brittle Bones slashes 4 times at adjacent targets, dealing 1d10+1 Damage per slash.

Bony
Brittle Bones takes 1 less Hit from all Ranged Attacks for the next 2 turns.

Skeleton Archer

Skeleton.

Badass Rank 6

Movement 3 Squares

Health: 30
Shield: N/A
Traits: N/A

Weapon: Bow and Arrows
Special: N/A

Actions

Aim
Skeleton Archer aims an arrow at a target between 3 and 7 squares away.

Release
Skeleton Archer releases an arrow from their bow. If *Aimed*, it deals 3d8 Damage to the target. Otherwise, it deals 1d8 Damage.

Mayhem Actions

Aim and Release
Skeleton Archer *Aims* a shot at a target between 3 and 7 squares away and fires, dealing 3d8 Damage.

Bony
Skeleton Archer takes 1 less Hit from all Ranged Attacks for the next 2 turns.

Special Rules

Some Enemies have Special Rules. When encountering a new Enemy type, players should be encouraged to pay attention to unique mechanics, even doing Checks for information that could help in combat.

To counterbalance that Brittle Bones have a lot of Health, their Special Rule is that they take triple Damage from all Melee Attacks. The first time a Vault Hunter performs a Melee Attack against Brittle Bones, encourage the player to perform an Insight (7) Check to learn that the Damage they inflicted was significant. Perhaps much more significant then Ranged Attack Damage, depending on how generous with info you care to be.

Mayhem Actions

If you find that your players are OP or seem hungry for greater conflict, you can choose to spend Mayhem Points to trigger an Enemy's Mayhem Actions instead of their standard Action (if any Mayhem Points have been generated so far). Mayhem Actions should be used sparingly as they tend to pack a wallop.

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Loot!



Everything is dead. Time for rewards.

Yaaaaay momma tina proud of u

Players gain 190 XP each (10 x Badass Rank of each Enemy). They also get Enemy Drops! There are three tiny Chests and a Small Crate scattered about the atrium, which may contain new weapons for the party, if they choose to collect them. This is a good time to generate some new Loot!

(see page 78 if u forgot how to generate Enemy Drops)

ITEM ROLL

Use this table to generate random items. For each Chest, roll 1d10 (reroll duplicates).

Roll	Item
1	*Pew Pew* (Uncommon Dahlia Pistol)
2	*Ratta Tatta* (Uncommon Dahlia SMG)
3	*Bandit Stopper* (Uncommon Malefactor Shotgun)
4	*Lovely Day* (Uncommon Skuldugger Combat Rifle)
5	*Head 'Sploder* (Uncommon Hyperius Sniper Rifle)
6	*Turtle Slapper* (Uncommon Feriore Rocket Launcher)
7	Alas! Shield (Max Capacity: **70**, Recharge Rate: **15**, Shock Reduction: **1d6**)
8	*The Kernal* (Rare Stoker Pistol)
9	*Diplomacy Check* (Rare Skuldugger Shotgun)
10	*Second Opinion* (Rare Feriore SMG)

For the Crate, roll 1d6:

Roll	Item
1	Grenades (1)
2	Grenades (2)
3	Grenades (3)
4	Grenades (1) + Item Roll
5	Grenades (2) + Item Roll
6	Grenades (3) + Item Roll

After the battle, everyone in the party hears Claptrap's voice piercing into their skulls through their Echo Stones. "Looks like you've all survived long enough to unlock your Skill Trees, making you strictly better in every way! Go ahead and spend your first Skill Point."

SKILL TREES

As players complete Quests and succeed in battle, they will earn Experience Points (XP), allowing them to acquire new Skills. Grant players their first Skill Point now. This allows them to spend a Skill Point in a Skill, found on the pre-made Character Sheets in the "Skills" section.

Once the skeletons are no longer a hindrance, the players are free to resume their path along the rails.

At the Mountains of Mattress

The damaged narrow rails end at a cement platform behind a massive outcropping, revealing an area littered with broken mining carts, tools, and a cracked brick kiln. Set into the rock face to the south is a battered metal aperture: a ventilation hole that once had steel slats or bars covering it. Beneath the vent is a filthy mattress and heaps of opened cans of food.

Examining the mattress, a Search (10) Check uncovers an old Echo Log.

The Log plays:

Older Voice: " -- too far. It isn't worth this!"

Younger Voice: "You don't get to decide what it's worth, Dad. Until now, it was worth our entire lives. I think that's why you haven't found it. Maybe why you'll never find it, even when we're this close. It's our family birthright, and you'd just let it slip through our fingers again!"

Older Voice: "It's just a legend. Nothing more -- "

The sound of an impact, and a body hitting the ground.

*Younger Voice: "Because it doesn't want you, Dad. It wants **me** to find it. Because I'm willing to speak its language."*

The high-pitched squeal of a metal hinge. A clank, a hiss of steam. The younger voice strains with effort to lift something. The sound of searing flesh. A scream.

I love story

This younger voice is the voice of Nathaniel Pierce Cooghan, Jr., the Boss for this Quest, whom the Vault Hunters will meet inside the Chamber of the *Wizard's Wand*.

The ventilation shaft opening in the rock wall is large enough to crawl through; the end slopes down and requires a successful Traverse (11) Check to land without injury. Any Vault Hunter who

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fails takes 1d6+1 Damage (If you activated the Boss Goal, the players would snap the tripwire on their way down the shaft, causing 4 Health Damage to each player). The shaft opens, dumping the players unceremoniously onto a stone floor, in what appears to be a grand lobby.

The Chamber of the Wizard's Wand

The Vault Hunters find themselves in front of a large, gold door with ornate etchings and a sinister warning "DO NOT OPEN, YOU WILL EXPLODE" scrawled across the top. If the etchings are examined, they do not seem to have any significance other than looking cool as hell.

If any Vault Hunter attempts to open the door, they must roll an Interact (6) Check. If successful, it opens easily and silently. If they fail, they get a golden splinter and take 1d4 Damage, and *then* it opens easily and silently. No locking mechanisms or traps can be found on the door. The warning seems to have been enough to scare people off. MIND GAMES, SON @_@

As the Vault Hunters step over the threshold into the Chamber, they immediately feel the oppressive heat of lava steaming up from the rock floor. The room is perfectly round with stone walls and a high ceiling and is adorned by several pillars with no obvious purpose. The Vault Hunters can see at the very back of the room is a raised platform standing five feet above the ground. A beam of light coming in from a crack in the ceiling shines down on a pedestal atop the platform, revealing the unmistakable glint of pure gold.

Lava

Vault Hunters or Enemies that fall in Lava take 4d6 Incendiary Damage each turn until they are either out of the Lava or they die.

Before the Vault Hunters enter the chamber proper, read:

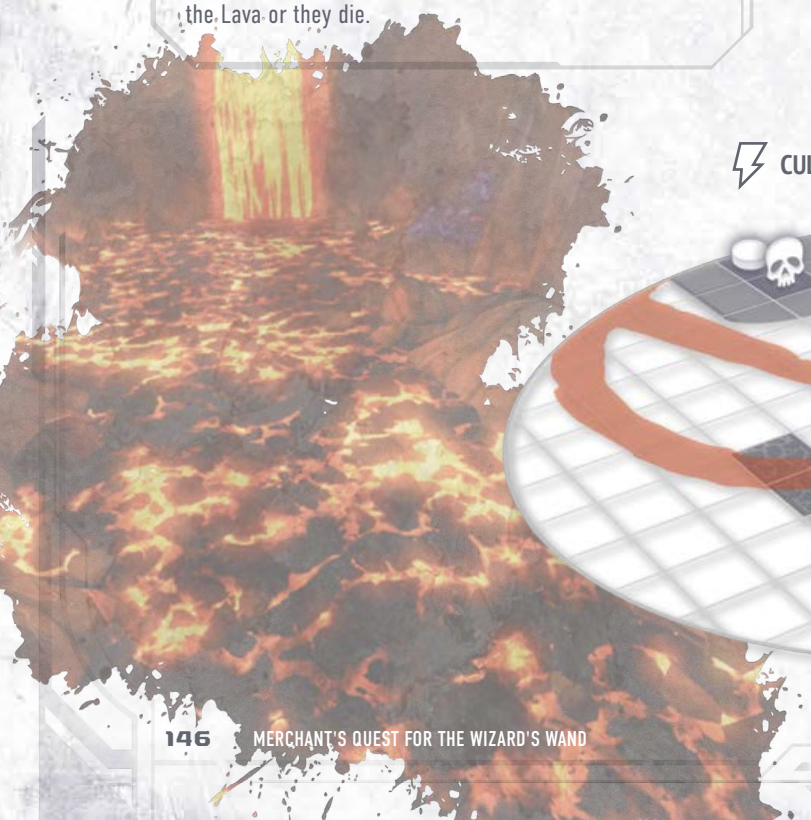
> *A loud ping echoes off the unforgiving chamber walls, and a small metal cylinder tumbles and rolls to a stop -- brilliant blinding light floods the chamber.*

As their vision begins to return, the Vault Hunters can see a faint silhouette of a man standing next to the pedestal at the back, his hand on the golden object. This is the *Wizard's Wand* of legend. As he slowly affixes the weapon to his arm, the man begins to speak and somehow the Vault Hunters can hear him all the way across the room over the sound of bubbling lava like one of those acoustical anomalies.

Nathaniel Pierce Cooghan, Jr says:

also you should totally let the players shoot this nerd while he's monologuing, 'cause hilarious

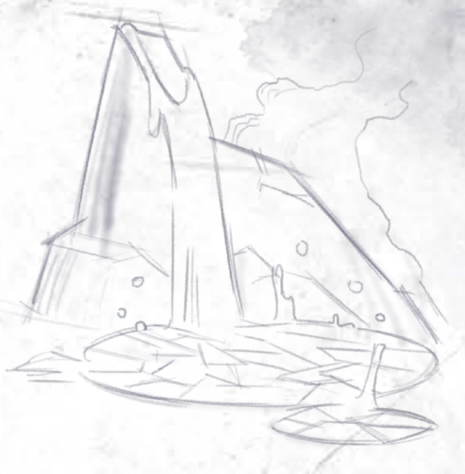
> *"My great-great-great grandfather forged this wand. Every subsequent generation of Cooghans has dedicated their lives to getting it back. My father sought this wand his whole life. The search consumed him; drove him mad. He believed the wand was taunting him... that it demanded more from him. But he was never worthy of it. Only I was willing to pay the wand's golden price."*
>
> *He cradles the wand (which the Vault Hunters can now see is a SUBMACHINE GUN) as the cuff of his sleeve reveals an articulated hand and arm coated with -- or possibly rebuilt entirely -- from solid gold. He hefts the gun onto his prosthetic shoulder, then swings it in a high arc, opening fire on the Vault Hunters. Both the weapon and its spray of bullets catch the dim light as they sweep through the air: GOLD. The gun fires gold.*



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Boss Fight: Nathaniel Pierce Cooghan, Jr.

Boss encounters are the same as regular encounters except that the Boss has an Action that can generate Mayhem. If you have no Mayhem, you should have the boss perform this Action. It's also a good Action to choose if the Boss is kicking the group's collective teeth in a bit too hard.



Nathaniel Pierce Cooghan, Jr. (NPC)

Non Player Character. First Boss. Gilded Grabber.

Badass Rank 12

Movement 5 Squares

Health: 75
Shield: 120
Traits: Flesh.

Weapon: *Wizard's Wand*, Golden Arm (+3)



Actions

Magic Missle
NPC does a normal Ranged Attack against one target. NPC receives +3 to Accuracy and +3 to Damage for this Attack. This Action generates 1 Mayhem.

Wild Spray
NPC chooses 2 targets and fires the *Wizard's Wand* wildly at both of them. Roll a Ranged Attack against each player, rolling 1d8 Damage per Hit plus 3 additional Damage. Next turn, NPC will choose a single target. After that Attack, he will *Frantic Reload*.

Frantic Reload
NPC attempts to Reload quickly, moving close to the Lava, dropping to one knee, and swinging the gun as a Melee Attack if anyone enters an adjacent square before his next turn. Deals 1d10+3 Damage to all adjacent targets.

Red Text (effects known to BM, but not to Vault Hunters): **Midas' favorite firearm.**
Spend 5g each time you make a Ranged Attack with this Weapon.

Special: A player within 3 squares to NPC may roll an Insight (12) Check. On success, they realize that NPC is pulling gold from his prosthetic arm into the gun to Reload. The more times he Reloads, the harder it becomes.

During Badass Moves, players may attempt to aim at the prosthetic arm to deal +10 extra Damage

NPC will be moving around frantically. He will also run to different areas with Lava when Reloading, because the heat helps melt the gold.

The first time that NPC performs a *Frantic Reload* or the players perform an Action that grants Mayhem (Reload, Swap Weapons, Extra Movement, Extra Attack, Handoff Item, Perform a Check), spawn 2 cultists (see next page) that both perform Mayhem Actions on their turn.

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Cultist

Cultist.

Badass Rank 4

Movement 4 Squares

Health: 25
Shield: N/A
Traits: Flesh.

Weapon: Daggers (+1 Damage)
Special: N/A

Actions

Rush
While mumbling a spell of sorts, the Cultist rushes towards a target, gaining Extra Movement.

Back Stab
Cultist will stab at an adjacent target dealing 1d6+1 Damage. Deals an extra 1d6 Damage if they are behind their target.

Mayhem Actions

Dual Wield
Cultist reveals a second dagger and rushes at a target, gaining Extra Movement.

Stab Frenzy
If Cultist has dual daggers, they stab at an adjacent target twice dealing 1d6+1 Damage per Hit. They deal an extra 1d6 Damage if they are behind their target.

Aftermath

With NPC, Jr. dead, the Vault Hunters now take possession of the *Wizard's Wand*. (Don't forget to award XP: 10 x Badass Rank for each Enemy)

Depending on which letters (if any) the party collected, they now have to make the very difficult decision of what to do with this amazing new acquisition. Do they sell it to the highest bidder, destroy it forever, or keep the precious for themselves?

If the Vault Hunters decide to settle any of the contracts in town, they can use the Fastravel to return immediately to Brymstone.

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GIVING THE WIZARD'S WAND TO RYDER

If players decide to relinquish the weapon for the defense of Brymstone to the Protectorate the Knight, Ryder can be found near the Munitions Market.

> *Ryder accepts the Wizard's Wand, running his armored hand over its brilliant surface. "This is a weapon of legend," he says in a reverent tone, and looks at the party with admiration. "I will definitely use this to defend the citizens of Brymstone and not to impress potential matches on the Echomate app." Players receive the full payment of 700g.*

TESTING THE WIZARD'S WAND ON WILDLIFE FOR MALEFACTOR

There is a skag den just outside of Brymstone that players can test the *Wizard's Wand* on after returning from the mines. For science! They can report their findings to the Merchant upon their return and he will make sure Malefactor receives the information, almost certainly bloating the fee for himself. Players receive 300g.

BLOWING UP THE WIZARD'S WAND FOR MR. TORGUE

If the Vault Hunters didn't burn through all of the Torgue grenades in acquiring the *Wizard's Wand*, they can use them now to destroy it.

> *After the expected noise and concussive blast that accompanies commonplace detonations, you peek out from cover to see the slagged remains of the Wizard's Wand. A glowing red ring of molten gold swiftly cools into what now looks like an undergraduate fine art sculpture.*
>
> *If you look upward, the stars align themselves into an image of the dearly departed Mr. Torgue's associate. The constellation smiles, and a meteor explodes across the sky. Bizarrely, it makes a sound as it careens across the night: "MEEDLYMOWWWWWWWWW!"*

The *Wizard's Wand* will never be a weapon again, but the amount of raw gold is easily worth 900g on its own.

GIVING THE WIZARD'S WAND TO STOKER

In Brymstone, any townsperson can be asked where to find Marko Stoker -- he operates a pawn shop of sorts on the west side of town (see map location K). When players head there, they will discover the shop door open and the Brymstone Protectorate examining a crime scene. Marko lies dead in a doorway at the back of the tiny shop.

One of the Knights, Ryder, approaches the players, demanding to know their business with Marko. If Ryder learns they were delivering the *Wizard's Wand* to Marko, he will confiscate the gun as evidence in a criminal investigation. The Protectorate had come to question Marko about shady dealings he may have been involved in, and he was killed attempting to escape.

AKAB

No longer able to collect the reward from Marko, as he's dead, the players can give up the weapon to the authorities for a 500g 'cooperation reward' or they can lie to Ryder about having the *Wizard's Wand* with a Talk (15) Check and keep the weapon but not receive the F

OR BETTER IDEA, EFF THE KNIGHTS, BLAP BLAP EM AND KEEP YOUR LOOT

BUT THE KNIGHTS ARE REAL DIFFICULT TO BEAT?!

If players attempt to kill Ryder, spawn a Badass Knight. See page 111.

KILLING MARCUS WITH THE WIZARD'S WAND

If the players return to the Munitions Market with the intention of killing the Merchant for Hyperius, he will be waiting for them outside of the Market.

> *"A triumphant return. I expect you found the bunker and its contents? That is good news. I have more good news for you. Since I am getting such a good price from my interested buyer, you're getting a bonus: 1,100g for the safe receipt of the gun, and my thanks."*

If there is any hesitation to hand over the gun, or if the players attempt to Attack the Merchant, he will fix a false smile and glance around him, inviting the Vault Hunters to do the same: ordinary supply barrels and crates near the front of his market suddenly lift their lids to reveal at least a dozen large-bore turrets, aimed at the party.

> *His tone of voice is steady and jovial, but completely performative. "Of course I read all of the letters. That is how I know I'm giving you the best price. I'm happy to do so. Or, I could keep my money, remove the gun from the meat mulch that was once your body, and tell Hyperius if they want me dead, they can come do it themselves. Your choice."*

Conclusion

Regardless of how your players hand off the *Wizard's Wand* (if they do so at all), congratulations! They've just completed their first Bunkers & Badasses Quest! And for that matter, so have you! If things were a little rough, don't worry; it'll get easier the more you play. In a shocking (and honestly, unbelievable) coincidence, all Vault Hunters earn the exact amount of XP they need to hit Level 2.

Now you're ready to continue to the more advanced adventure in this book... or, if you're feeling particularly saucy, you can create your own! which i made very better, ngl

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GUN CARD REFERENCE



Crappy Pistol: in Vault Hunters (Players) • (page 130)



Crappy Sniper: in Vault Hunters (Players) • (page 130)



Crappy Shotgun: in Vault Hunters (Players) • (page 130)



Pew Pew: in Loot Table • (page 145)



Crappy SMG: in Vault Hunters (Players) • (page 130)



Ratta Tatta: in Loot Table • (page 145)

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Bandit Stopper: in Loot Table • (page 145)



Turtle Slapper: in Loot Table • (page 145)



Lovely Day: in Loot Table • (page 145)



The Kernal: in Loot Table • (page 145)



Head 'Sploder: in Loot Table • (page 145)



Diplomacy Check: in Loot Table • (page 145)

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GUN CARD REFERENCE



Second Opinion: in Loot Table • (page 145)



Wizard's Wand: in NPC Jr.'s Enemy Stat Block • (page 147)
Midas' favorite firearm.: Spend 5g each time you make a Ranged Attack with this weapon.

NOTES

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Tiny Tina's Assault on Dragon Keep

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INTRODUCTION

LONG AGO, the beautiful Queen of Flamerock Refuge ruled over her kingdom with wisdom and grace. A kingdom that had spent the better part of a century at war had finally, under the Queen's guidance, come to know peace. The peoples' hearts were as full as their bellies, and the sun shone a little brighter over Flamerock for the Queen's presence.

Unfortunately, this peace was not meant to last forever. Several months ago, the Queen disappeared -- kidnapped by the Handsome Sorcerer.

With the Queen missing, darkness has fallen upon the kingdom. The people of Flamerock Refuge crouch in terror awaiting oblivion, as the Handsome Sorcerer wages war on all that is good and bright in the land. The Tree of Life -- a magical tree in the forest outside Flamerock that imbues all its surrounding environs with joy and good health -- has begun to wilt.

Vault Hunters will beat back brutal orcs, hardened knights, phantom kings, vile wizards, blood-starved vampiric forests, and cruel dragonry of assorted levels of evil as they restore the Tree of Life, in their storied assault on Dragon Keep.

Assault on Dragon Keep in four parts:

PART ONE.

Getting the lowdown in Flamerock

The adventure starts on the Unassuming Docks with a mini-boss blocking the entrance to Flamerock Refuge. Once inside, the Vault Hunters meet several NPCs, including Eleanor the Bodyguard and Moxxi the Tavern Keeper. Players will open a path into the forest to begin the search for the Queen.

PART TWO.

Search the Forest of Being Eaten Alive

In the forest, players will do battle with orcs and treants while searching for bloodfruit to replenish the Tree of Life. They learn the evil Sorcerer has kidnapped the Queen.

PART THREE.

Forge allies (or don't) in the Dwarven Mines

The search for the Queen leads the Vault Hunters into the mines where they can ally with dwarves to fight off orcs and gun golems. Alternately, they might just irritate the heck out of the dwarves and have to fight *them*, too. Either way, they will fight their way underground in an effort to reach the Sorcerer's lair.

PART FOUR.

Trackin' down the Queen in the Sorcerer's Tower

Inside the Lair of Infinite Agony, the Vault Hunters will have to reckon with traps, spiders, and skeletons on their way to the final, violent confrontation with the Sorcerer.

PART ONE

BM OBJECTIVES

- Players enter Flamerock Refuge.
- Players open the gate to The Forest of Being Eaten Alive by Trees.

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The Arrival

read these boxes out loud to your players

you better do VERY ANIMATED VOICE IMPRESSIONS

As if expecting your arrival but completely misunderstanding your favorite scent, the Unassuming Docks outside of Flamerock Refuge reek of moribund rot. The ramshackle, sunken piers reach out from the coastline like incisors from a jawbone.

The leaky boat carrying all of you sways uneasily on the water. The first mate casts a sidelong glance at you. "Vault Hunters, eh? What brings you dingdongs to this deathwishy part of the world?"

(This is an opportunity for your players to introduce themselves to one another, and explain why they've come to these lands. Once they've done that:)

The boat "docks" haphazardly, smashing into the pier at more or less full speed.

The captain yells from the window of the pilot house, shooing you off their vessel. Crouching anxiously behind the helm, they are eager to put out to sea the instant you step off the boat -- or possibly before, if you take too long.

You arrive at the docks of Flamerock Refuge. This place used to be really nice until the Handsome Sorcerer messed everything up.

DRIFTWOOD & BARREL
(1D6 CACHE ROLL)

PLAYER SPAWN

ENEMY SPAWN

SHOCK BARREL
(3D6 SHOCK DAMAGE)

SLOW-MOVING WATER
(TRAVERSE [10] CHECK)

ROCKS
(TRAVERSE [10] CHECK)



Unassuming Docks of Potentially Little Importance

A sandbar extends from the proper shoreline, and along it at even intervals, driftwood structures that might once have been piers rise from the water. Large, flat boulders make for uneven ground, spanned by gritty, packed sand and sparse tufts of withering tall grass. A few smaller rowboats, long waterlogged by now, are still moored along the sandbar.

Beyond this area, several minutes' walk from here, the humble rooflines of Flamerock Refuge are visible behind a tall stone wall, pierced only by a single drawbridge-style entrance.

Encounter: Skeletons

these boxes are for YOUR EYES ONLY, BM

teehee ;)

Longboats at full sail approach either side of the sandbar, taking no care to slow down before they run aground on the shore. From the longboats, skeletons armed with short bows and swords leap to the shore, rushing the Vault Hunters.

Environment	River

SPAWN 6 BADASS RANK (BR) PER VAULT HUNTER

ENEMY	BR
Skeleton (page 116)	5
Skeleton Archer (page 118)	6



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Walking up to the gates, the Vault Hunters see a BREW-U Cauldron off to one side sitting dormant. Normally these are found inside the gates of a city, but the founders of Flamerock were worried about intruders and placed it so they wouldn't get surprised by Guilds showing up unannounced. As they near the gates to Flamerock Refuge a figure leaps from the top of the drawbridge and lands in front of the group, aflame.

Encounter: The Sorcerer's Dragon

Mr. Boney Pants Guy

Mr. Boney Pants Guy is gonna take B$B by storm. Get ready for way more of this guy.

"I am Mr. Boney Pants Guy!" Mr. Boney Pants Guy is a taller than average skeleton with a bad toup~ e, which on a skeleton is WRONG.

Spawn 6 Badass Rank (BR) per Vault Hunter

Enemy	BR
Skeleton Archer (page 116)	4
Fiery Skeleton (page 117)	6



Mr. Boney Pants Guy

Boss. Skeleton. Totally Not Made Up.

Badass Rank 14

Movement 5 squares

Health: 100
Shield: N/A
Traits: N/A

Weapon: Mace (+5 Damage)
Special: Mr. Boney Pants Guy takes half Damage (rounded down) from Corrosive. Deals 1d6 Incendiary Damage to those that Melee Attack him; you know, 'cause of the fire.

Actions

Dodge
Dodges when fired up, taking 1 less Hit (or Crit) from the next Ranged Attack. This Action generates 1 Mayhem.

Bash
Mr. Boney Pants Guy bashes an adjacent target with his Mace, dealing 1d10+5 Damage.

Leap
Mr. Boney Pants Guy leaps up to 5 squares at a target who Attacked them and Bashes them twice for 2d10+5 Damage per Bash.

Bony Pants
After taking 15 or more Damage in a turn, Mr. Boney Pants Guy takes 1 less Hit from all Actions for the next 2 turns.

oh nuuuu these are Enemy Stat Blocks

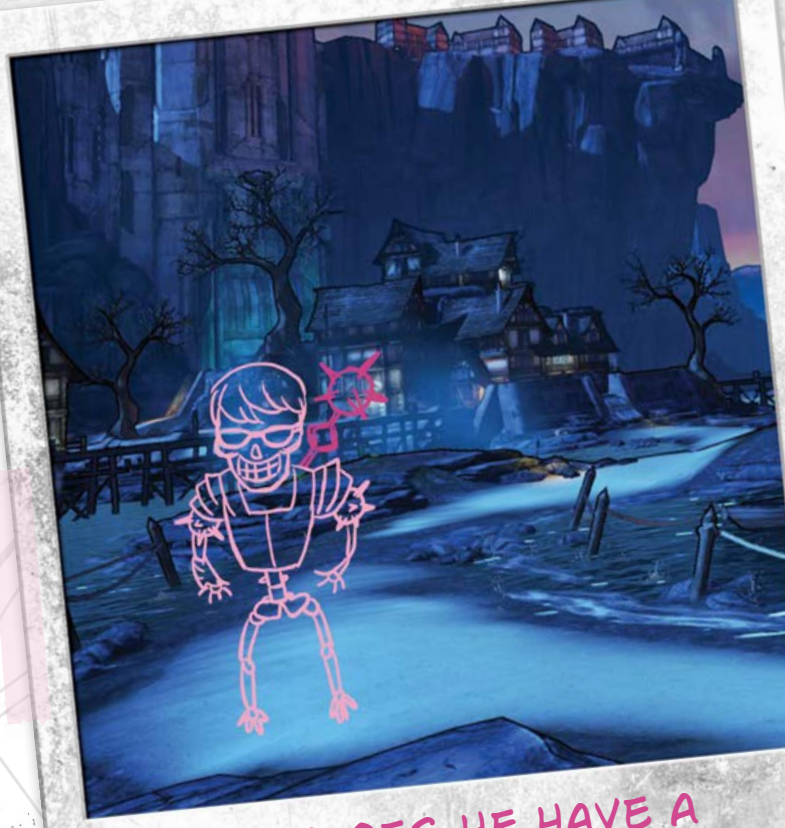
BUSHES (PARTIAL COVER)
STORAGE BARRELS (1D6 CACHE EACH)
BREW-U CAULDRON
ENEMY SPAWN
MR. BONEY PANTS GUY SPAWN



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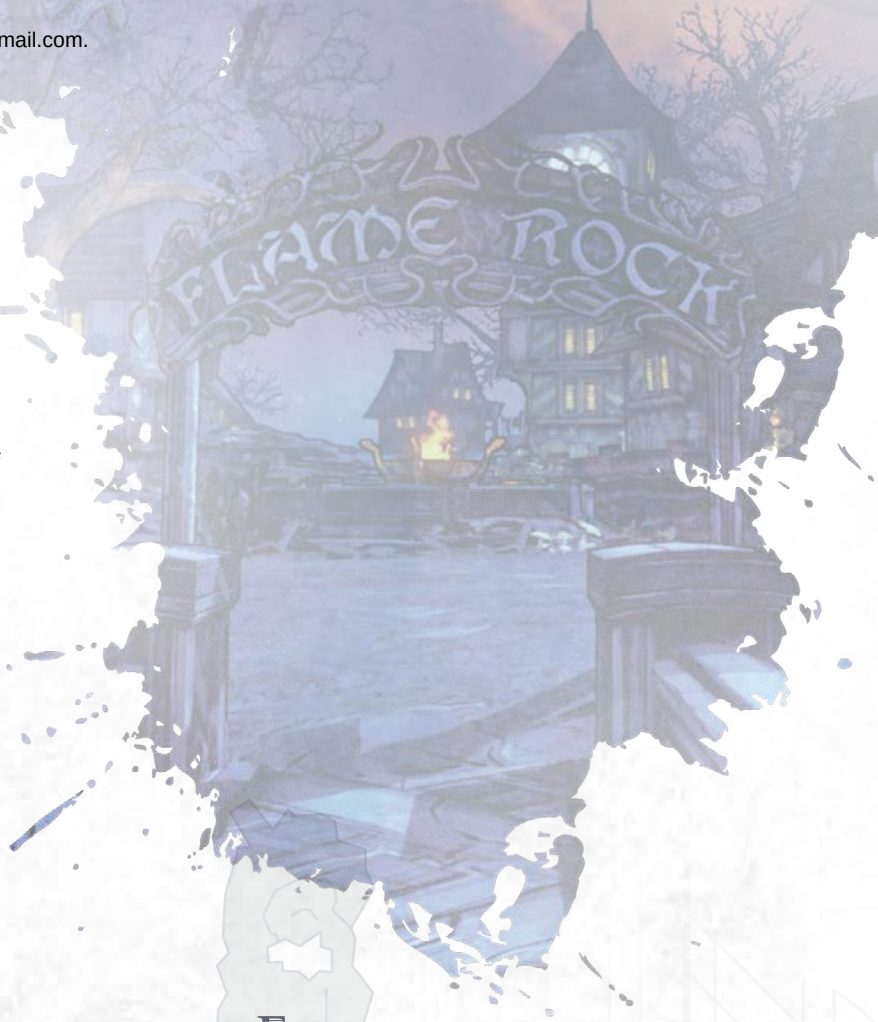
Mr. Boney Pants Drops

- *Flint and Steel* (Common Blackpowder Shotgun)
- *Flying Embers* (Common Feriore SMG)
- *Burning Bore* (Common Dahlia Sniper Rifle)
- *Decent Flambe* (Uncommon Dahlia SMG)
- 200g



WHY DOES HE HAVE A TOUPÉE? WHO KNOWS.

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Flamerock Refuge

Once the threat of skeletons has been dealt with, the drawbridge lowers and the Vault Hunters are now free to enter the town of Flamerock Refuge.

> *The embattled town of Flamerock Refuge looks to have weathered many hardships in its day -- the greatest evidence of this lies on the faces of its people. There is no life here, merely survival; craftspeople and merchants tend to their trades not as work, but as toil. A small number of rooftop tethers extend skyward, each mooring a modest watch airship, silhouetted against eternal twilight. Flamerock Refuge is a city poised on the edge of oblivion.*
>
> *You enter the town of Flamerock Refuge. You see the town's scouting blimps, always alert in case of bad guys and stuff.*

Flamerock Refuge is your typical fantasy RPG town, which means it's an explorable hub of distractions from the main plot. Don't worry if your players want to just dork around in the town for a long time -- so long as they're having fun, the kidnapped Queen can wait.



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There are several locations in Flamerock Refuge that you may wish to draw attention to:

A Town Square

Random townspeople try to go about their daily business, but worry overwhelms them -- the Queen has gone missing, and without her protection, Flamerock Refuge's days are numbered. They can tell the players that Eleanor, the Queen's bodyguard, can provide more details.

Eleanor, the Queen's bodyguard, is deeply depressed -- she believes she has failed the Queen, since she wasn't with her when she disappeared. The Queen ventured into the Forest alone, in an attempt to undo the curse that has stolen light from the world.

goin' on a Quest woop woop info n rewards go in hereee

Quest: Find The Queen

OBJECTIVES: Venture into the Forest of Being Eaten Alive by Trees and search for clues of the Queen's location.

2 LVL	900 GOLD	1000 XP
REWARDS		

Queen Butt Stallion is the most beautiful, kind, and fair ruler to ever rule the land and the Handsome Sorcerer hates it. He wants to burn it all down. He uses his evil magic to curse the land, turning allies into Enemies and spawning gruesome creatures to wipe out the peaceful citizens.

The Queen will not stand for this so she has headed out to investigate the source of the curse.

B Moxxi's Grogg

Moxxi's Grogg is a tavern full of drunken NPCs and adventurers of low moral character. While there, the players can learn some gossip about the main quest. Feel free to have the NPCs push your players toward Eleanor the bodyguard. The drunks at the bar may know some vague stuff about the Queen's disappearance like, "I heard she took off through the forest," but they should be sure to follow up any rumors they've heard with, "but I think the Queen's bodyguard, Eleanor, probably knows more than I do." While at the tavern, the players can also get into a barroom brawl. Not for any reason, necessarily, except for the fact that it's fun to get into barroom brawls. Also -- Moxxi, the tavern owner, is extremely lascivious and shoves sexual innuendos into pretty much every sentence possible. So you may want to have a few of those locked and loaded before the players enter her domain.

The rough crowd in this tavern has bravely chosen to drown their troubles in cheap Grogg. Moxxi's Grogg isn't too busy this time of day, except for a couple of career beverage enthusiasts what ain't yet broken the seal.

Encounter: Punch Bar Patrons

Fantasy taverns exist for two reasons: to get information and to fight, all while imbibing the local fire water.

A drunk patron, alone at a table, mumbles under his breath as the Vault Hunters walk by, "I don't like the cut of your jib". Are they just going to take that? BAR FIGHT!

SPAWN 5 BADASS RANK (BR) PER VAULT HUNTER

ENEMY	BR
Bandit (Drunk: –5 Health) (page 102)	3

BAR FIGHT RULES!

Bar fights aren't like other fights. First off, they're in a bar, where people are either trying to drink themselves out of a hangover, or drink themselves into one. They don't wanna hear that bing-bang-boom!!

Rule 1: NO GUNS ALLOWED.

Rule 2: It's a bar. At any point, as their Action, a player can swig a drink off someone's table which results in a 1d6 roll for Tragic Effect.

THE TRAGIC EFFECTS OF ALCOHOLISM

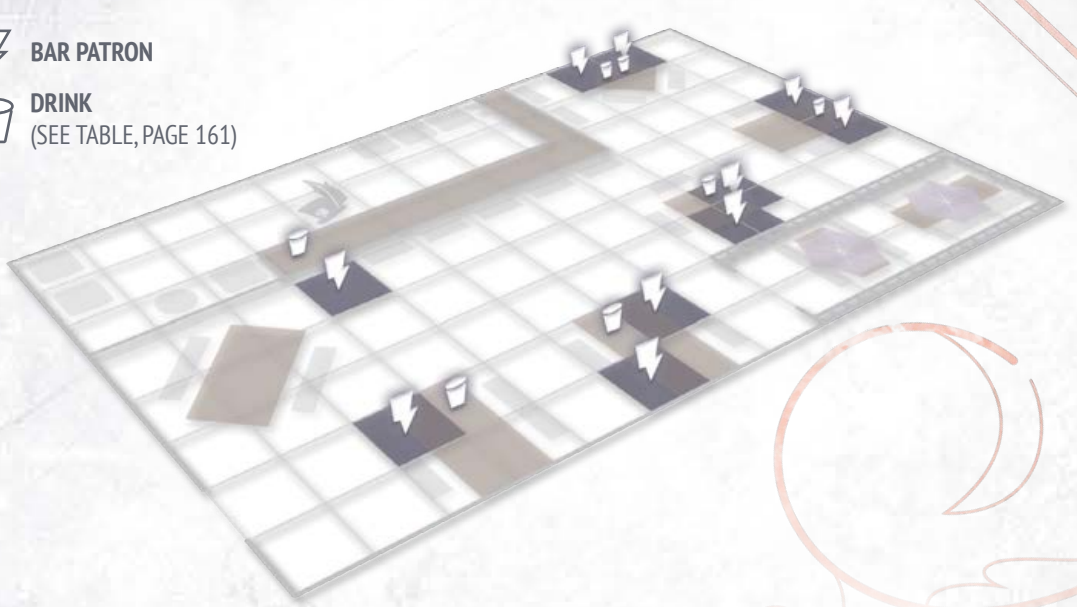
ROLL (D6)	EFFECT
1	Projectile vomit (2d6 Acid Damage, ground becomes difficult terrain)
2	–1 ACC, +1 DMG
3	–1 ACC, +1 DMG
4	–2 ACC, +2 DMG
5	+5 DMG but you cannot move unassisted. A teammate has to maneuver and aim you at a target.
6	+5 DMG, but you are drunk. A teammate has to maneuver and steer you at a target.

When the encounter ends, any stat bonuses or negatives are cleared, and each player takes 2d8 points Hangover (Health) Damage.

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BAR PATRON

DRINK
(SEE TABLE, PAGE 161)



After the fight, the Vault Hunters may wish to talk to Moxxi, the owner of the bar. If the players are happy to swallow an egregious insult and don't engage in the bar fight to defend their honor, they can just ignore the drunks and head straight to the bar to talk to Moxxi. In either case, although one is obviously the superior choice, Moxxi introduces herself and offers the Vault Hunters a Quest.

MOXXI:

"Well, goodness me -- some strapping young adventurers. You wouldn't happen to be looking for work, would you? Not a long, HARD Quest, of course -- more of a quickie? See, I dropped a gun of mine while a... special friend of mine was out in the forest, gathering WOOD. You can keep the gun if you find it. I'm more concerned about the lipstick I had chained to the grip -- it's an awfully rare shade."

If the players have already gotten the main Quest from Eleanor, Moxxi can follow up with:

MOXXI:

"I heard you're heading out to the forest anyway -- so just keep an eye out for my lil' ol gun while you're out there, yeah?"



Side Quest: Find Moxxi's Lost Weapon

OBJECTIVES:

- Locate Moxxi's lost gun in the Immortal Woods, and pick it up.
- Deliver the gun's trinket, a rare lipstick vial, back to Moxxi.

2 LVL	400 GOLD	600 XP
REWARDS		

As Moxxi talks, she keeps idly mixing drinks and setting them next to the tip jar on the bar. Any player who inquires will be told they are Moxx-tails and she can part with them for a generous tip. Any player who tips 10g or more can roll on the Moxx-tail Table (page 86). One Moxx-tail per Vault Hunter maximum.

C Armory

The **Armory** is run by Lord Marcus of Kincaid, a profit-hungry misanthrope who accepts no refunds and no backtalk. Players can purchase new gear here, or sell their old stuff. For a list of shop items see page 80.

D Streetwise Wharfs

Along the **Streetwise Wharfs**, players can interact with buskers and orphans who will beg the players for money and potions. If the players donate either, the street urchins will thank the players for their kindness. If players express irritation that they received no rewards for giving resources to the homeless, maybe ask them to consider the definition of charity. Narratively, the Streetwise Wharfs will allow you, the BM, to create NPCs whose sole purpose

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is to communicate just how bad things are since the Sorcerer stole the Queen away. The sun doesn't shine; the crops don't grow; people are just generally bummers. If only the Queen were back, everything would be fine.

E Perception Overlook

Compared to the bleak high wall protecting the southern edge of Flamerock Refuge, the wall holding back the forest is almost quaint. The worn stones' advanced age hints at an ancient threat, possibly pre-dating the town itself.

A lone gatekeeper stands watch at the locked wrought-iron gate. The holder of this position may have once been young, strong, and ready to act at the first sign of danger from the forest -- but the unarmed, unimposing man you now see seems to represent some vestigial function; a canary to the forest's coal mine. If anything should approach the gate from the other side, his sole task is to die loudly enough, as warning to others.

He's had his back to you this whole time. When he turns around you realize that it's Mr. Torgue. You probably coulda figured that out since he's got no shirt on and makes guitar noises until he sees you. Then he continues making guitar noises.

Quest: Repairing the Wall

The gatekeeper is relieved to see the Vault Hunters approach. ~~He's in need of coverage while he performs a number of wall maintenance tasks, consisting of three parts: procuring new stone and mortar preparation; masonry; and defending the cement until it has hardened. Each player can assist on a~~

The gate is fine.
Here's what actually happens next.

Torgue looks you up and down and wonders if you can even handle the forest. He sing-screams, "I'M A GATEKEEPER! THAT MEANS YOU GOTTA PROVE YOUR BADASSITUDE TO GET PAST ME! FIRST TASK! BLOW UP THE VILLAGE'S SCOUTING BLIMPS WITH A FIRE WEAPON! BECAUSE... REASONS!"

QUEST: BLOW UP THE BLIMP!!! WITH FIRE!!!

Objectives: Blow up the village's main scouting blimp using an Incendiary gun.

2 LVL	100 GOLD	400 XP
REWARDS		

Here in Flamerock Refuge, the gatekeeper is in charge of scouting blimp deployment. They're his blimps he brought from home, and he can blow them up if he wants to. I ain't judge.

Each Vault Hunter will take a turn trying to blow up the blimp. Each Vault Hunter who wishes to perform a Badass Move can, as long as the BM (and Mr. Torgue) deem it Badass enough. Badass Move or not, the attempt will be graded by Mr. Torgue on a scale of 1 to 10.

Scoring an Attempt

Mr. Torgue grades on 3 criteria: Damage, style, originality.

Each criteria can award a max of 3 points.

- **Damage:** 1–10 Damage (1 point), 11–20 Damage (2 points), 21+ Damage (3 points)
- **Style (check each that apply):** Flips and Trick Shots (1 point), Quips and One Liners (1 point), Cool Pose (1 point)
- **Originality:** Up to the BM to give between 1–3 points.

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This can give a max score of 9 points for an attempt, the final point is for Flexitude. If a player flexes during an attempt, they get a bonus point.

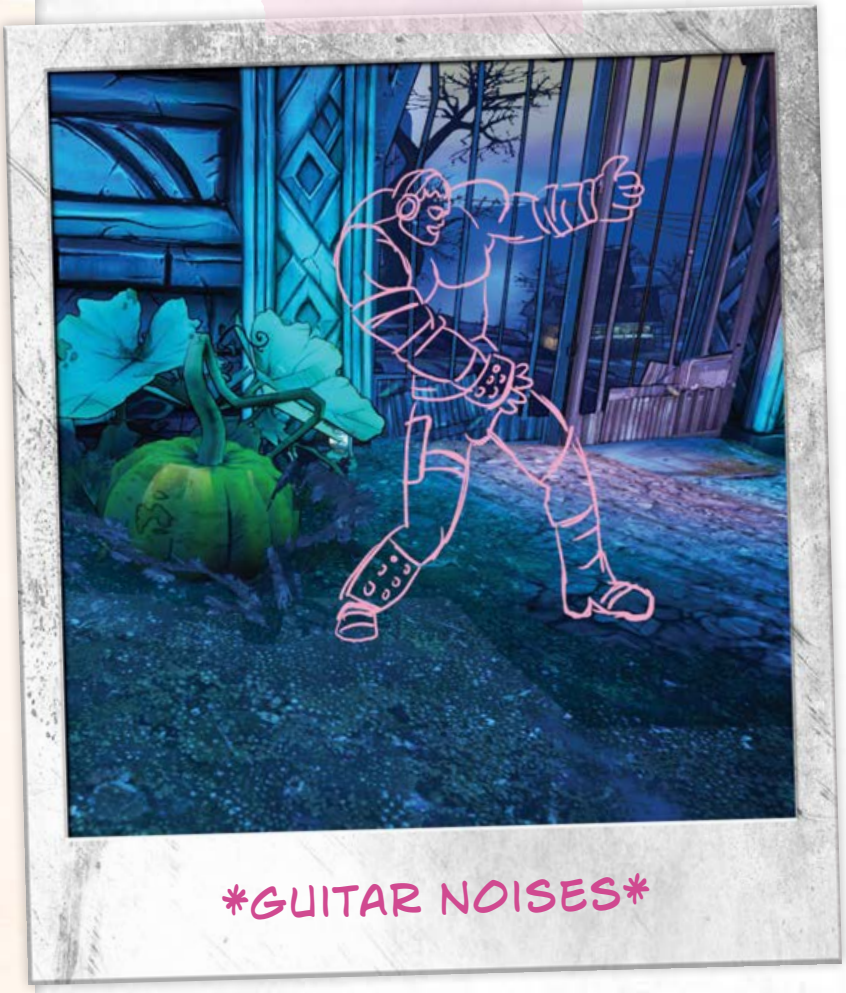
The player with the highest score after all attempts gains a ***"Buff" Buff*** for the rest of the day.

> ***"Buff" Buff***
>
> Active for the rest of the day, this Buff grants the Vault Hunter the ability to deal Psychic Damage to Enemies by flexing their muscles. Psychic Damage is just physical Health Damage on squishy brain parts.
>
> Once per turn, the Vault Hunter may *Flex* to deal 1d4 Psychic Flex Damage to an Enemy that is targeting them or looking at them.

If someone does flex, after all attempts are made, they have a Flex-Off with Torgue. They roll 1d20+DMG Mod, then Torgue does the same (Torgue's DMG Mod is +4). If they get a lower score than Torgue, the Vault Hunter isn't quick enough to look away and the pure masculine beauty of Torgue's perfectly proportioned pectorals will do 3d4 Damage. If they get a higher score, Torgue is so flabbergasted by the quality of their bis, tris, quads, and delts that he gives them the *Mind Melter* before sending them along their way into the forest.

Mind Melter – Legendary





PART TWO

BM OBJECTIVES

- Players get through the Inscribed Door.
- Players find the downed blimp and meet the Guardian of the Light.

The Forest of Being Eaten Alive by Trees

A Edge of the Road

> *The Forest of Being Eaten Alive By Trees smells of blood and bark. The sun shines red through the crimson leaves. You hear the gentle rustling of leaves in the wind... but you soon realize that there isn't any wind at all. Behind you is the closing gate, ahead of you is the end of the road and beginning of a rough path heading further into the forest.*

There is a BREW-U Cauldron next to the gate, otherwise it is eerily quiet as the sounds of Flamerock fade.

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B The Forest Path

The second you get inside the forest you can tell something's wrong. The trees twist and turn at the sound of passing footsteps. One tree clutches a human leg in its branch as if to eat it although it has no mouth. All it can do is grind the bloody leg meat against its bark, which is just nasty and doesn't even get the job done. Maybe that's why the trees are so pissed off.

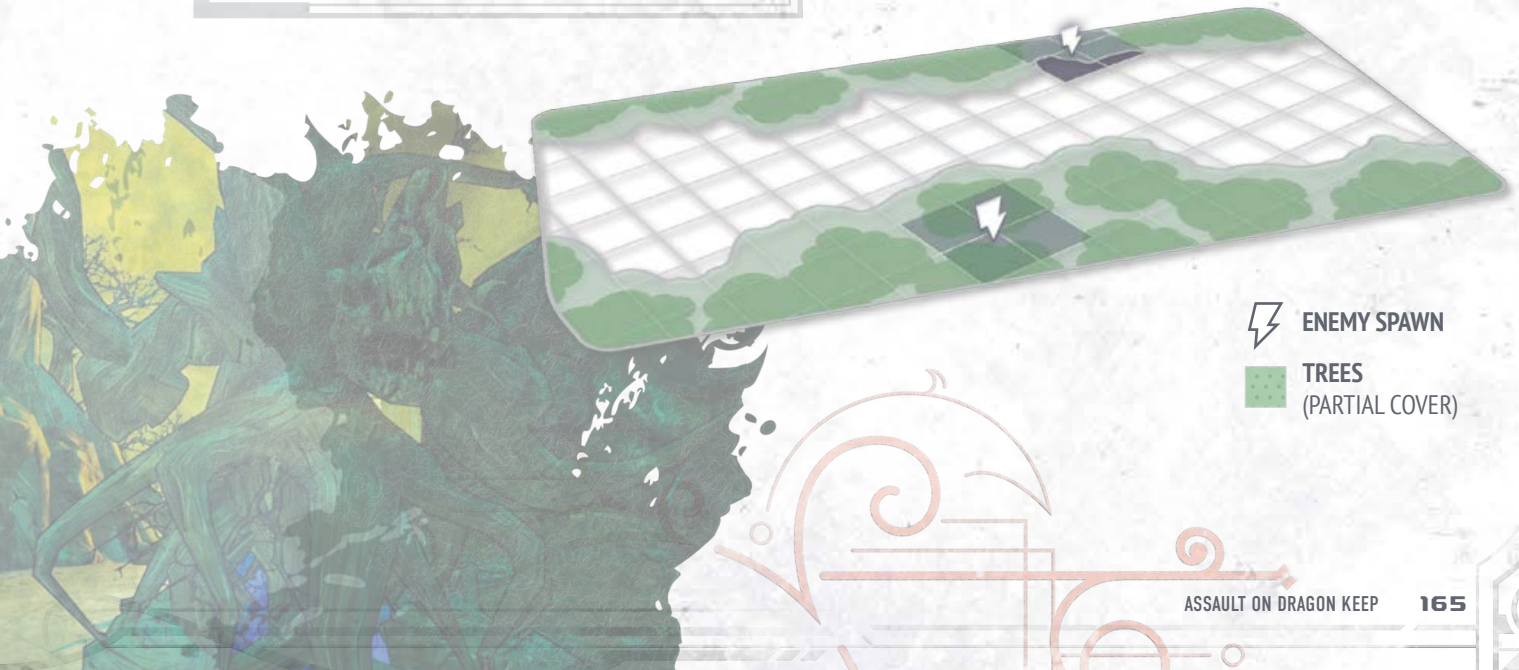
Encounter: Trees on the Path

As the players follow the worn path through the forest, a group of trees uproot themselves from the ground ready to defend their home.

Environment	Forest

SPAWN 7 BADASS RANK (BR) PER VAULT HUNTER

ENEMY	BR
Treant (page 121)	10
Stumpy (page 121)	7



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After this encounter, the Vault Hunters can continue down the path; it winds and twists as they walk. They come to a fork in the path: the left fork leads north to a **Break in the Path (C)** and the right fork leads southwest to an **Inscribed Door (D)**. The Vault Hunters can choose which path to take.

C Break in the Path (North Path)

The north path leads up past a section of large rocks and comes to an end at an overlook where the Vault Hunters can see a small alcove where they can easily drop down. They find an Unassuming Chest. If a Vault Hunter chooses to open the Chest, have them roll percentiles. On 1-59%: the Chest is a Mimic. On 60%+: the Chest contains a Medium Cache. (see page 78 for Cache Rolls.)

Encounter: Unassuming Chest

Environment	Forest

SPAWN 1 MIMIC

ENEMY	BR
Mimic (page 113)	7

Special: A Mimic's Badass Rank is +10 when determining Battle Order.

After the encounter, the Vault Hunters can hop down the rocks on the south side of the area to get onto the southwest path.

D Inscribed Door (Southwest Path)

The forward path through the forest is thwarted by a towering dwarven edifice that blocks the way to the east. If a Vault Hunter inspects the wall, they find it has strange writing. A successful Insight (9) Check will reveal the great dwarven wall sealing off the Immortal Woods bears an orcish inscription:

Hunter, prithee, heed my call
Shouldst thou wish to pass this wall.
Sigils thrice doth hold it fast
Awaiting sinister repast.
This curious cask be pernilled,
But drained of drink, a heart be stilled.
Should thou

blah blah blah the wall needs three bloodfruit to open. They only grow on a tree in, where else: Blood Tree Camp!!

The Vault Hunters can see multiple trails of dried blood leading further southwest. They can also see a plume of smoke rising from that same direction and, once they get closer, can hear the voices of loathsome orcs arguing over who gets the biggest slice of lunch meat.

BM NOTE: Once the players have secured the three bloodfruits, they need to rub them on the symbols that make up the inscription to activate the magical door. Don't tell them that. Make them work for it.

E Blood Tree Camp

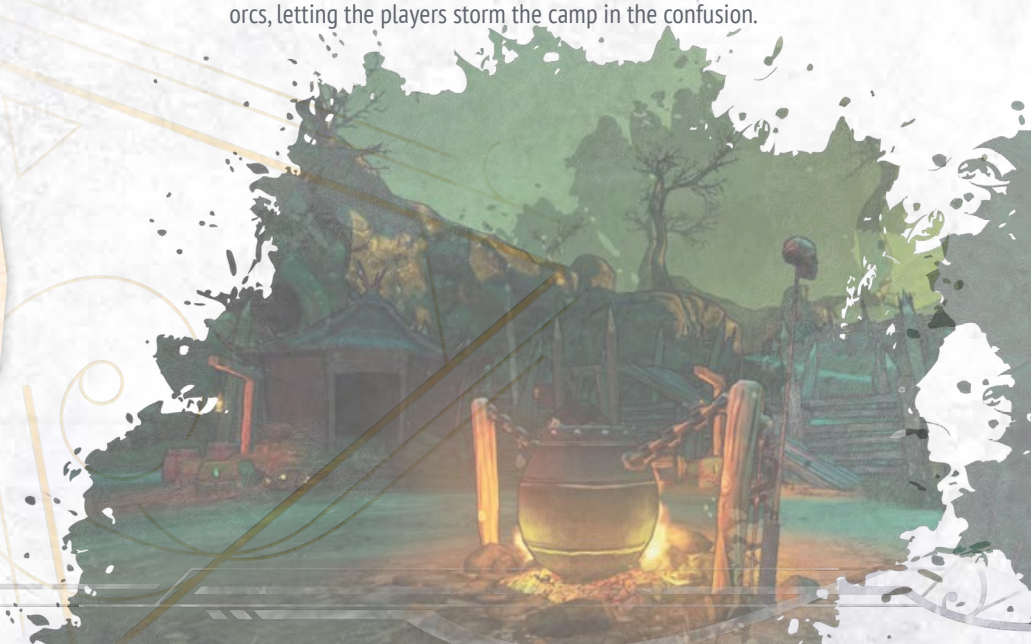
Rough and splintered cabers, lashed together, turn this region of cleared forest into a maze of narrow barricades. A small number of orc warriors carry about their work, fortifying their defenses. You seem to have stumbled across a camp of orc bandits. If you're looking for bloodfruit, you're going to have to get inside somehow.

The camp is bordered on the south by a massive, twisted tree (or a staggering number of intertwined trees), cutting off travel any farther south.

At this point, the orcs have not caught sight of the players, who may want to use this opportunity to strategize.

The entrance to the camp is designed to be a chokepoint, only wide enough to accommodate one person. Wooden spikes face outward on either side of the border wall opening, perfect to push an opponent into. Players could choose to lure orcs into the opening one at a time, keeping reinforcements from entering the fight.

Visible over the camp wall, farthest from the entrance, stockpiles of material await allocation, including Incendiary Barrels. A sniper shot to one of them would distract (and potentially injure) adjacent orcs, letting the players storm the camp in the confusion.



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Encounter: Orcs

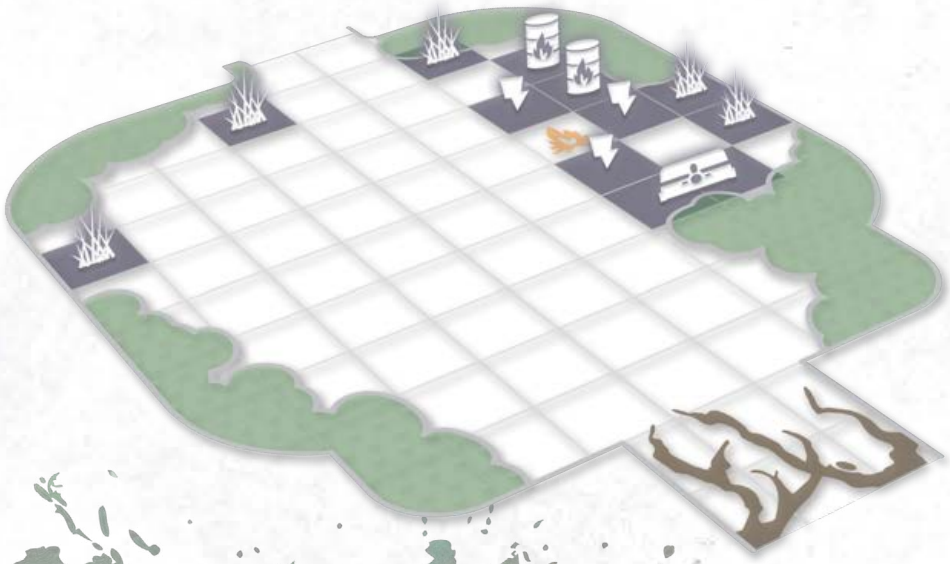
The challenge rating for the orcs should be slightly higher than what the players have encountered previously. If they take any time to survey the camp, it should be made clear that they're in for a fight, and getting the drop on the orcs could even the odds.

Environment	Ruins

SPAWN 8 BADASS RANK (BR) PER VAULT HUNTER

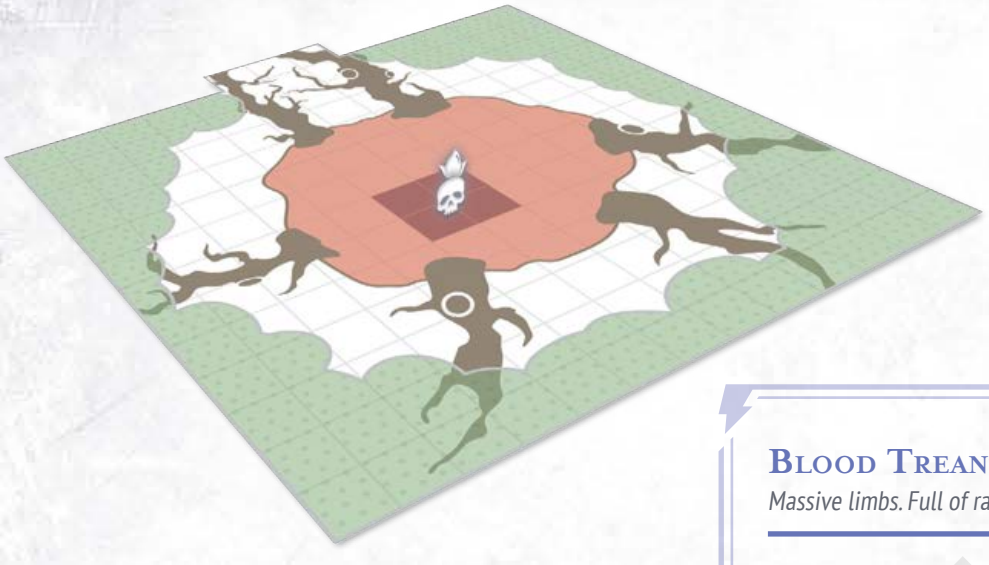
ENEMY	BR
Orc Basher (page 114)	7
Orc Warrior (page 114)	6
Orc Bushwacker (page 114)	6





- **TREE ROOTS** (TRAVERSE [10] CHECK)
- **TREES** (PARTIAL COVER)
- **STOCKPILE** (2D6 CACHE)
- **ENEMY SPAWN**
- **SPIKES** (2D8 DAMAGE)
- **INCENDIARY BARREL** (3D6 INCENDIARY DAMAGE)

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TREE ROOTS
(TRAVERSE [10] CHECK)

TREES
(PARTIAL COVER)

BLOODFRUIT

BLOOD TREANT SPAWN

F Blood Treant

The orcs built their encampment just north of a massive tree, whose dense roots form a broad, shallow pool, perhaps fifty feet across. A viscous red liquid fills the pool, approximately three feet deep. In the center of this pool, a small shrub appears to be growing, bearing a single blood-red fruit.

When the players disturb the surface of the liquid to take the bloodfruit, the shrub rises out of the pool to its full height revealing that it is in fact a giant treant -- and has two additional bloodfruit.

Encounter: Blood Treant

Environment	Ruins

Blood Treant

Massive limbs. Full of rage... and blood. Boss.

Badass Rank 18

Movement 2 Squares

Health: 240
Shield: N/A
Traits: Large.

Weapon: Limbs (+2 Damage)
Special: Incendiary Damage deals 2x to Blood Treant.

The treant prefers to stay within the blood pool while moving. On a successful Insight (12) Check, Vault Hunters can recognize this and try to lure them out. If the treant follows players out of the blood pool, it takes –3 to Damage and Accuracy.

Additionally, if players target the bloodfruit (Accuracy 14 or higher) and knock three of them off of the treant, it will abandon the fight and return to its place in the blood pool to regenerate.

Actions

Blood Bramble
Blood Treant pushes branches in all the adjacent squares surrounding itself that turn into fully grown plants after 1 turn. Once fully grown, the plants explode when any target moves into their square. Plants deal 3d6 Corrosive Damage when they explode. This Action generates 1 Mayhem.

Ground Slam
Blood Treant slams the ground with its trunk, dealing 2d12+2 Damage to all adjacent targets.

Blood Orbs
Releases 6 red orbs that seek out targets within 6 squares, dealing 2d6 Corrosive Damage each on impact.

Ground Slam x2
If within 1 square of 2 or more targets, Blood Treant will slam its trunk twice, dealing 2d12+2 Damage with each slam to all adjacent targets.



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Blood Treant Drops
- 2 Common Health Potions (1d8)
- 2 Feriore Grenades
- 300g
- *Fruit Shoot* (Epic Feriore Rocket Launcher)

With the treant defeated, the bloodfruit can be taken back to the **Inscribed Door (D)**.

Immortal Woods

A Entrance to Immortal Woods

You walk unabated through the entrance of the Immortal Woods, an abandoned grove with withered trees and collapsed buildings hinting at a time, long ago when the area was vibrant with life.

There is a BREW-U Cauldron as the Vault Hunters enter the area. Most other features have weathered or eroded away. The path leads to the **Fields of the Fallen (B)**.

BM GUIDANCE: IMMORTAL WOODS

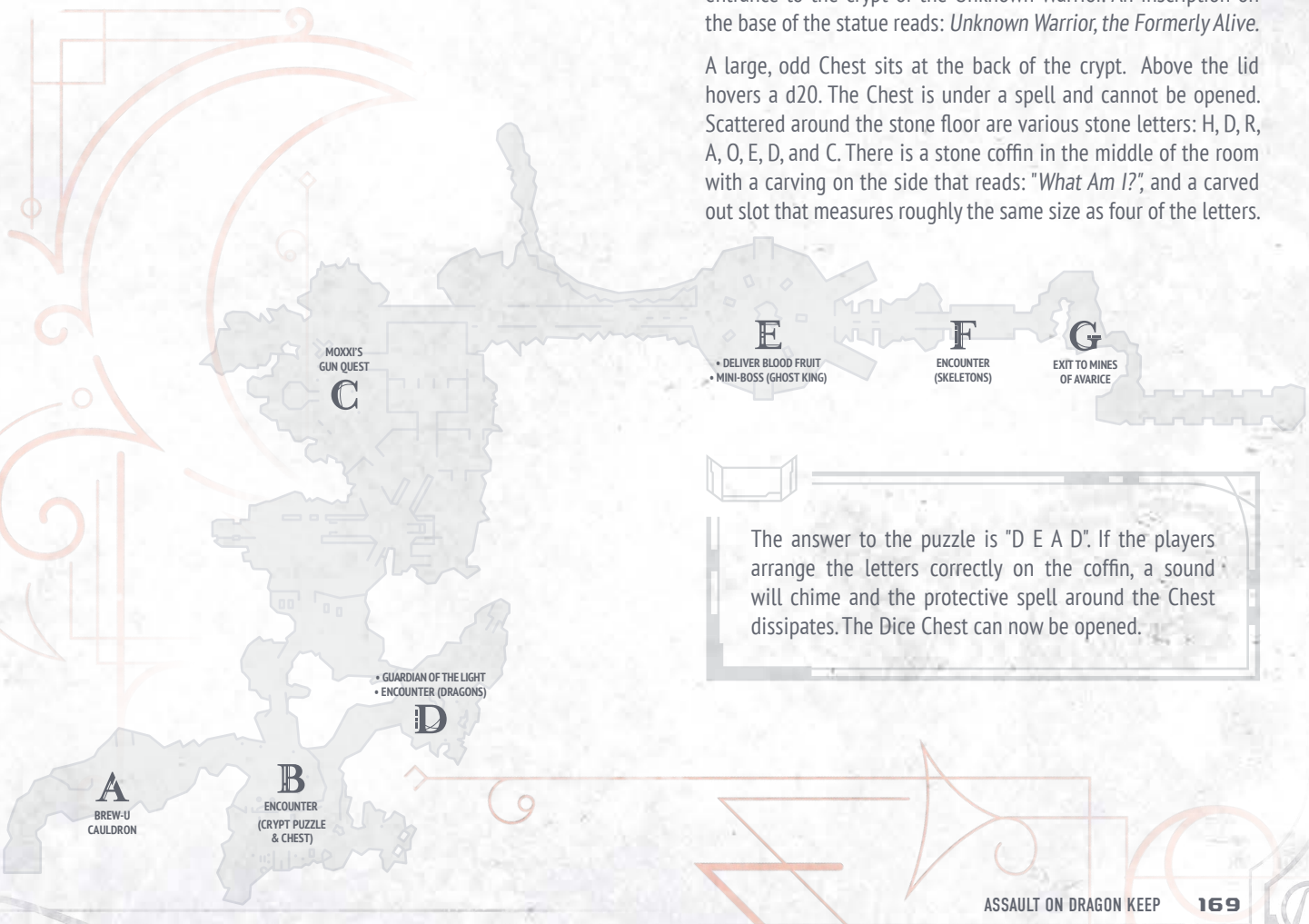
- Allow players to explore Fields of the Fallen and Sacred Ruins before taking them to That One Blimp You Destroyed.
- Once they meet the Guardian of the Light, he will shepherd the players to Vitality Grove to continue the story.
- After the Ghost King fight, allow players to explore the grove and crypt before moving on to the Mines of Avarice.

B Fields of the Fallen

Crypts and graves dot the landscape. An epic battle took place here many centuries ago, and they decided it'd be way less work to build the memorials on the battlefield itself rather than move all the bodies.

The Fields of the Fallen houses a circular array of tombstones, and in the center looms a giant statue, casting a shadow on the entrance to the crypt of the Unknown Warrior. An inscription on the base of the statue reads: *Unknown Warrior, the Formerly Alive.*

A large, odd Chest sits at the back of the crypt. Above the lid hovers a d20. The Chest is under a spell and cannot be opened. Scattered around the stone floor are various stone letters: H, D, R, A, O, E, D, and C. There is a stone coffin in the middle of the room with a carving on the side that reads: "*What Am I?*", and a carved out slot that measures roughly the same size as four of the letters.



The answer to the puzzle is "D E A D". If the players arrange the letters correctly on the coffin, a sound will chime and the protective spell around the Chest dissipates. The Dice Chest can now be opened.

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DICE CHEST

D20 ROLL	ITEMS
1	Deals 2d8 Grenade Damage; roll again
2	Deals 1d8 Grenade Damage; roll again
3	Potion (1d8 Health)
4	Common Relic
5	Common Relic (any Class)
6	Grenades (2)
7	Dahlia Shield
8	Uncommon Relic
9	Uncommon Relic (any Class)
10	Potion (2d8 Health)
11	Potion (2d8 Shield)
12	Feriore Grenades (2)
13	Feriore Grenades (3)
14	Pangoblin Shield
15	Pangoblin Grenades (2)
16	Pangoblin Grenades (3)
17	Epic Health Potion
18	Rare Relic
19	Rare Relic (any Class)
20	Dahlia Grenade Mod

A large fallen tree, singed and smoldering, blocks the path to the east. In the distance, small plumes of smoke can be seen, but the players can't reach there from this direction. The path north is clear, however, leading to the **Sacred Ruins (C)**.

C Sacred Ruins

Little evidence remains of the once imposing cathedral, with sprawling gardens and vast courtyard. Now, a scan of the area reveals crumbling columns and broken archways threatening to collapse at the slightest pressure. The courtyard and gardens have become overgrown with weeds and crabgrass.

Located amongst the Sacred Ruins is an old dilapidated cathedral, with little left of the original structure, just some crumbling walls and the broken remains of a narthex. Positioned on top of the decayed floor, is a pedestal that was probably quite grand in its day, but is now not much more than a pile of stones with a bronze surface that has lost its patina.

lol OK mrs thesaurus

In the Sacred Ruins, the group can locate *Moxxi's Crit* resting upon a pedestal. A Vault Hunter may attempt an Interact (20) Check to pick up the weapon. If successful, they aquired the weapon with the attached lipstick. If they fail, the weapon goes flying and lands across the courtyard. As they go to retrieve it, they find it's crashed onto the table of a group of knights playing cards who are violently annoyed by the interruption.

Encounter: Knight Patrol

Environment	Ruins

SPAWN 6 BADASS RANK (BR) PER VAULT HUNTER

ENEMY	BR
Knight (Max 1) (page 111)	6
Archer (page 111)	6
Squire (page 111)	3

If a player attempts to pick up *Moxxi's Crit* again, they must make an Interact (17) Check. If successful, they aquired the weapon with the attached lipstick. If they fail, the weapon goes flying once again and lands next to a tomb, breaking one of the urns sitting inside the tomb. As they go to retrieve it, a Fiery Skeleton rises from the tomb and summons a few skeleton friends.

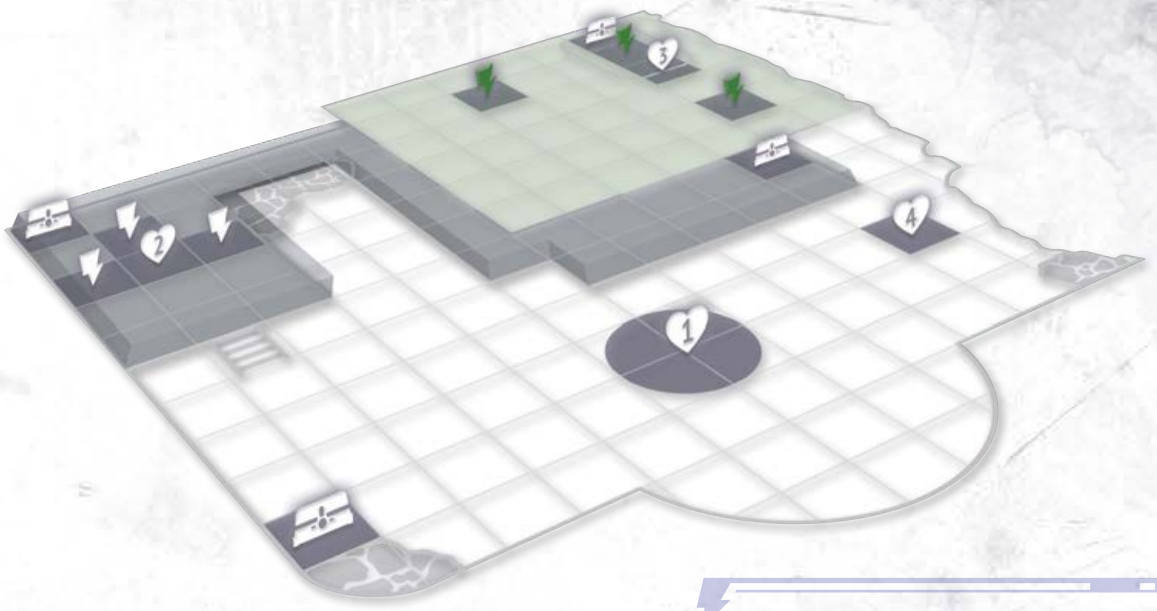
Encounter: Awakened Skeletons

Environment	Ruins

SPAWN 6 BADASS RANK (BR) PER VAULT HUNTER

ENEMY	BR
Fiery Skeleton (page 117)	6
Skeleton (page 116)	4

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MOXXI'S CRIT START POINT

KNIGHT PATROL SPAWN

LOOT (1D6 CACHE ROLL)

SKELETON SPAWN

If a player attempts to pick up *Moxxi's Crit* again, they must make an Interact (15) Check. If successful, they finally acquire the weapon. If they fail, the weapon flies away again and lands back near its original location. It then transforms into Arguk the Butcher, an Orc Warrior with swords for hands and the lipstick on a chain around his neck.

Encounter: Arguk the Butcher (Mini-Boss)

Environment	Ruins

Arguk the Butcher

Good Butcher. Terrible Pianist. Orc. Mini-Boss.

Badass Rank 19

Movement 6 Squares

Health: 130
Shield: N/A
Traits: N/A

Weapon: Swords for Arms (+2)

Special: Arguk the Butcher will move in and out of Range when Attacking the Vault Hunters, always trying to remain at least 2 squares away from a Vault Hunter if able.

Arguk the Butcher is very protective of the trinket around his neck. Any Vault Hunter attempting to grab it must make an Interact (15) Check to get a hold of the trinket as Arguk is moving around quickly. Whether or not they succeed, Arguk will get a *Slicey Dice* Attack on them for being so close (even if it happens during a Badass Move).

Actions

Challenge
Arguk the Butcher will point at a Vault Hunter and challenge them in hand-to-hand combat. That Vault Hunter must move towards Arguk and can only target Arguk with Melee Attacks on their next turn. This Action generates 1 Mayhem.

Slicey Dice
Arguk the Butcher slashes at an adjacent target twice with his arm swords, dealing 1d12+2 Damage per Hit.

Leaping Strike
Arguk the Butcher leaps up to 4 squares to a target, and strikes with a single sword as he lands, dealing 1d10+2 Damage.

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After the encounter, Arguk drops the lipstick and *Moxxi's Crit*. If a player attempts to pick up *Moxxi's Crit*, they must make a very easy Interact (2) Check. Ok, seriously, NOW they have Moxxi's weapon. It better be worth all of this. If they somehow fail, they are flung into the sky and die of shock, respawning at the nearest BREW-U Cauldron.



This gun has unique Red Text. Red text is known to the BM, but not the players, when the gun is acquired. Players may figure out the effects of Red Text during play.

Slippery when wet. Upon Reload, the Vault Hunter must roll an Interact (8) Check, or the gun slips from their hands like a water weenie and lands 2 squares away.

If Vault Hunters explore the Sacred Ruins, they will find tiny Chests in each of the three sections of the cathedral ruins. Each is a 1d6 Cache Roll to determine the contents. There is nothing else remarkable in the area.

Small amounts of smoke can be seen coming over the treetops to the east. At the edge of the ruins is a cliff that can be climbed down; or, if the Vault Hunters are feeling spry, they could attempt to jump to the treetops and climb down instead.

- Climb down the cliffside - Traverse (12) Check.
- Jump to the trees - Traverse (14) Check.
- Failure on either Check results in a hard fall to the ground below and 3d10 Damage.

Once on level ground, the path leads to **That One Blimp You Destroyed (D)**.

D That One Blimp You Destroyed

Only thin wisps of smoke rise from the wreck of the scout blimp -- most of what was flammable went up in the explosion that brought it down. Farther on, shattered dwarven ruins tilt like fingers clawing their way out of the packed earth. Atop a set of steps that now lead nowhere, a lone figure clad in chrome armor searches the sky, sword gripped tightly.

"It's not safe here," he calls to you, but you've already caught the dragons' attention. The fierce creature swoops low in an attempt to crush the knight in its jaws, but the knight slashes the beast's head with his sword, injuring it as it screeches and flies up into the clouds to find a better vantage to attack.

The group has a turn to accomplish whatever they want before the dragon lands on the steps to attack them.

If any player speaks with the dashing knight, he will introduce himself as the Guardian of the Light. He was in search of the Queen before something blew up his blimp. He'll then draw his sword and ready himself for the attack, looking out at the horizon in a smouldering silence. he's handsome and looks like Roland and he can't die ever thx

There are a few places to hide in the newly massacred watchtower. The tower itself and the stairs leading up are destroyed, but the stone structure is still mostly intact. The roof is partially caved in but can be climbed up for a better view of the area.

Encounter: Ancient Dragon

Environment	Ruins

SPAWN A RED DRAGON

ENEMY	BR
Red Dragon (Injured: –30 Health) (page 104)	21

BM notes on using Roland in combat: Roland will attack and protect the others during his turn. His special abilities include: Not getting Hit and being the best at everything all the time

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TREES
(PARTIAL COVER)

DEBRIS
(TRAVERSE [12] CHECK)

DRAGON SPAWN
(FLYING)

With dragon guts draped festively around the blimp crash like the insides of a party pi~ata, Roland turns to the party and says something like, "Hey, girl. I had been searching for the Queen from that blimp when it caught on fire and stopped flying. Thanks for helping me take out the dragon things."

"As Guardian of the Light, I got something that'll help you on your quest. Kneel, girl. Don't worry though I ain't gonna do nothin' gross 'cause we besties." Roland directs the party to kneel down, to knight everybody in a legit knight way.

Roland bestows a weapon on one member of the party that you, as BM can decide on. Could be the player that dealt the final death blow on the dragon or the player who did the most Damage, or maybe it is the player that has complimented you the most. Up to you.

Weapon: *SWORDSPLOSION!!!* (Red Text: **Better to knight you with.** SWORDSPLOSION fires a single sword that explodes on impact, dealing +2d6 Explosive Damage.)



The knight knows the Queen would have come to the Immortal Woods to seek out **Vitality Grove (E)** and investigate the curse.

While backtracking the party through the Fields of the Fallen and Sacred Grove, he informs the party of the history of Vitality Grove and the Tree of Life:

"The Grove is home to the Tree of Life, which brings life to the forest and beyond and is protected by us Guardians of the Light. We have failed to anticipate this attack and must make things right. To dispel the curse, a ritual can be performed at the great Tree using the magical bloodfruit. The Queen and the gatekeeper are the only two who can cast the spell. With the Queen missing, we will need to get to the gatekeeper."

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E Vitality Grove

Two high stone walls in disrepair stretch from either side of the passage beyond the sigils, bordering a wide path of earth between them. The path inclines gently, and over the slight hill you can see a glimmer of verdant green, undimmed by the surrounding darkness.

All of the beauty and splendor of Vitality Grove has been corroded by the curse. What used to be lush green flora and vibrant flowers is now browned and devoid of life. The Tree of Life has managed to stave off the onslaught of the curse so far and still remains leafy and luxuriant. The Tree sits rooted in the center of a circular stone ring surrounded by six thick columns.

As the Vault Hunters approach the Tree of Life, they spot Mr. Torgue positioned near the base of the trunk, unsurprised by their arrival.

"HEY COOL KIDS, he says. STAND BACK, WHILE I DO A SICK-ASS SPELL! *Guitar sounds*" (he actually says "Guitar sounds" instead of making guitar sounds. It's weird).

Before the Vault Hunters have time to respond, he incants:

"Gods of the old magics, give me the strength to undo the horrible curse that was cast by the handsome, intelligent, and super-awesome Sorcerer. Ho dum shi vah... ho dum shi vah..."

The Tree of Life surges with an orange glow, then pulses red before all of its young leaves crumble to dust. Its rich, umber bark withers to charcoal-black.

Suddenly, Mr. Torgue's rippling muscles melt away, replaced with a sinister cloak and a snarled, cruel face.

The super ugly sorcerer grins maniacally and shouts "GHOST KING SPELL. BOOYAH! FACE!"

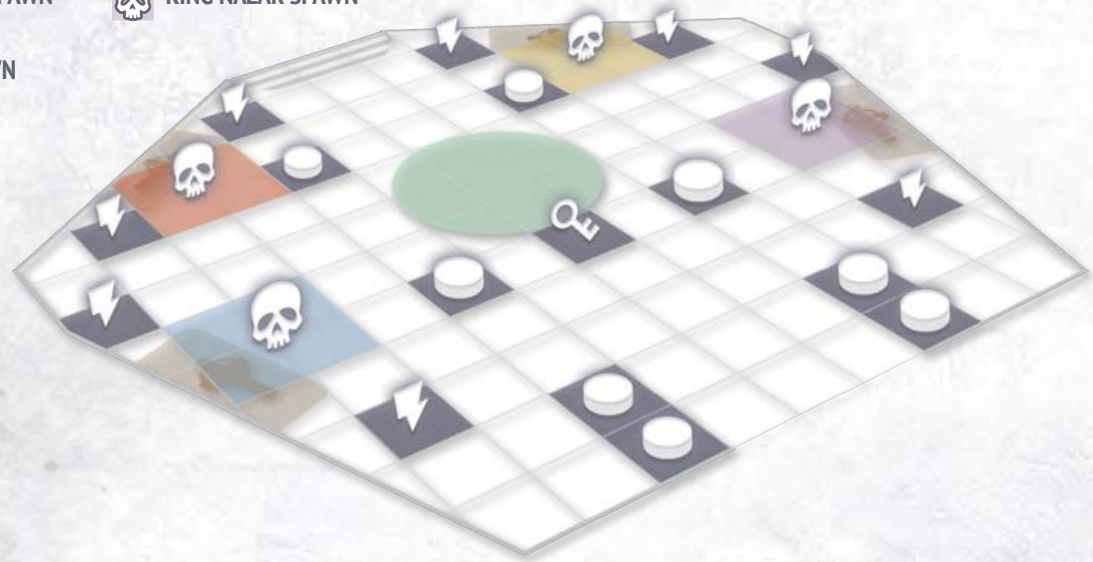
Turns out that Mr. Torgue was the barf-faced sorcerer all along! PLOT TWIST!

The fart-tastic sorcerer laughs as he disappears in a puff of smoke that probably smells like old eggs.

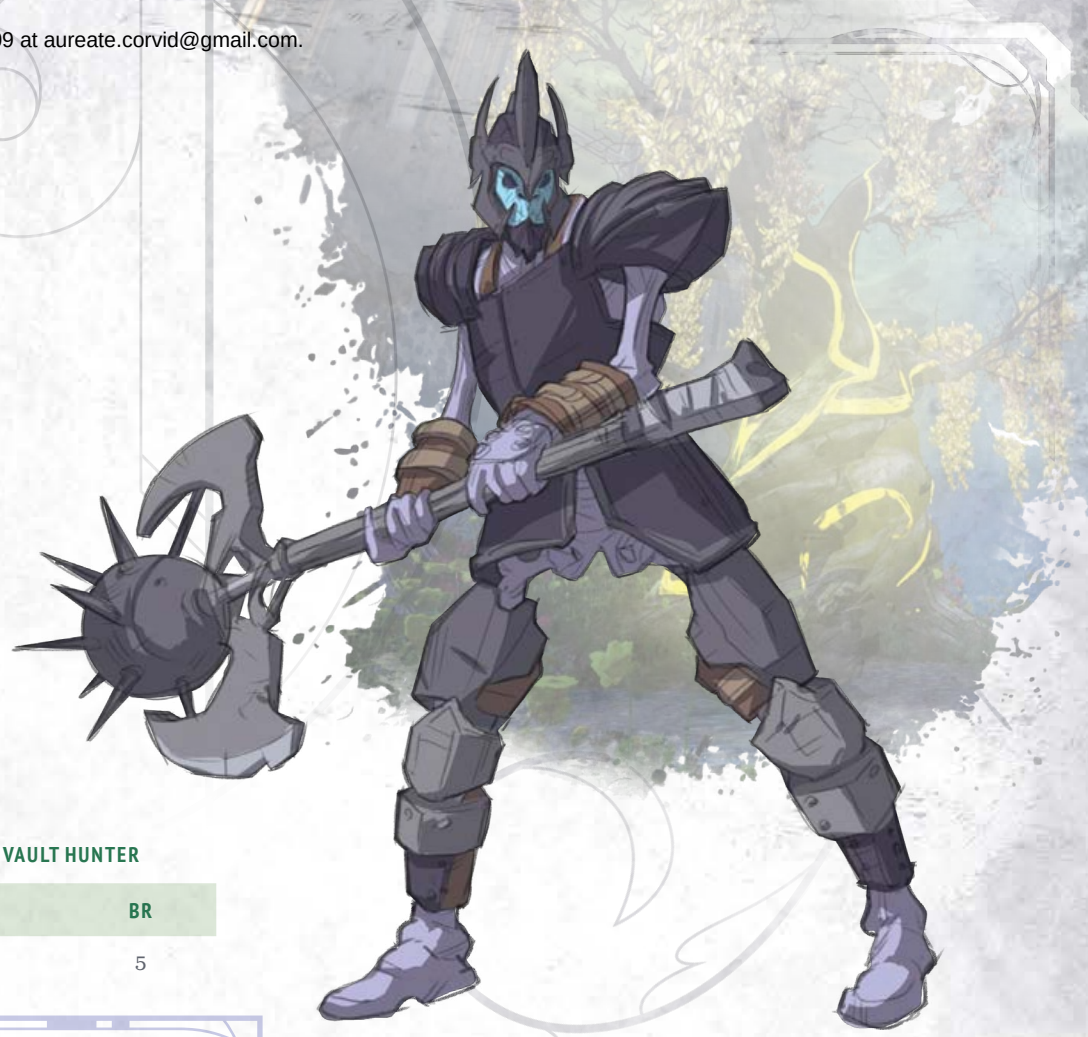
Encounter: Betrayal at Vitality Grove

There are four Skeleton Kings, fought one at a time, each emerging from a different stone pillar. When a King is seemingly defeated, its Skull will dislodge and fly around, becoming a more difficult Enemy to target. Once the Skull is vanquished, the next King will emerge along with the spawning of additional Enemies (listed above the Enemy Block).

- GATEKEEPER
- PILLAR (PARTIAL COVER)
- KING SETH SPAWN
- KING CRONO SPAWN
- KING ALIAH SPAWN
- KING NAZAR SPAWN
- MINION SPAWN



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SPAWN 1 SKELETON PER VAULT HUNTER

ENEMY	BR
Skeleton (page 116)	5

King Aliah

Skeleton King. Dark Red Crown. Boss.

Badass Rank 24

Movement 2 Squares

Health: 40
Shield: 60
Traits: Large.

Weapon: Mace Axe (+6 Damage)
Special: Takes half Damage (rounded down) from Incendiary and Shock. Takes 2x Damage from Explosive.

Actions

Recharge
King Aliah Recharges 10 Shield. This Action generates 1 Mayhem.

Swing
If within 2 squares of any targets, King Aliah brings the mace axe over its head and down onto the square with the most targets, dealing 3d10+6 Damage and Knocking Back any target Hit by 4 squares.

Stomp
If not within 2 squares of a target, King Aliah will gain Extra Movement.

King Aliah's Skull

Skeleton King. Dark Red Crown. Boss Skull.

Badass Rank 15

Movement Flight: 5 Squares

Health: 20
Shield: 20
Traits: N/A

Weapon: Mace Axe (+6 Damage)
Special: Attacks against King Aliah's Skull get –4 Accuracy unless within 2 squares.

Actions

Mace Axe Spin
King Aliah's Skull spins around in a circle with the mace axe in its mouth, Hits anything adjacent for 2d10+6 Damage, and then flies off again.

Boney
King Aliah's Skull takes 1 less Hit from Ranged Attacks for the next turn.

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SPAWN 1 IMMORTAL SKELETAUR

ENEMY	BR
Immortal Skeletaur (page 118)	10

King Crono

Skeleton King. Bright Yellow Crown. Boss.

Badass Rank 24

Movement 3 Squares

Health: 30
Shield: 50
Traits: Large.

Weapon: Eye Blast
Special: Takes half Damage (rounded down) from Incendiary. Takes 2x Damage from Explosive.

Actions

Recharge
King Crono Recharges 10 Shield. This Action generates 1 Mayhem.

Grab
If within 2 squares of any targets, King Crono will attempt to *Grab* a target, needing to roll higher than 12 on its Attack. If successful, the targets Movement is reduced to 0 for 1 turn and King Crono will perform an *Eye Blast.*

Eye Blast
If not within Range for a *Grab*, King Crono will choose a target within 8 squares and fire a magical laser blast from its eyes dealing 6d6 Shock Damage and Knocking Back the target 2 squares.

King Crono's Skull

Skeleton King. Bright Yellow Crown. Boss Skull.

Badass Rank 15

Movement Flight: 5 Squares

Health: 20
Shield: 20
Traits: N/A

Weapon: Eye Blast
Special: Attacks against King Crono's Skull get –4 Accuracy unless within 2 squares.

Actions

Eye Blast
King Crono's Skull will choose a target within 8 squares and fire a magical laser blast from its eyes, dealing 6d6 Shock Damage and reducing the target's Movement to 0 for 1 turn.

Boney
King Crono's Skull takes 1 less Hit from Ranged Attacks for the next turn.



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SPAWN 1 SKELETON PER VAULT HUNTER

ENEMY	BR
Skeleton (page 116)	5

King Seth

Skeleton King. Deep Blue Crown. Boss.

Badass Rank 24

Movement 4 Squares

Health: 20
Shield: 50
Traits: Large.

Weapon: Dual Mace Axe (+6 Damage each)
Special: Takes 2x Damage from Explosive. Shock Shield: While King Seth's Shield is active, whenever Damage is dealt to the Shield, a Shock burst is set off. Deals 3d6 Shock Damage to all adjacent targets.

Actions

Recharge
King Seth Recharges 10 Shield. This Action generates 1 Mayhem.

Swing
If within 2 squares of any targets, King Seth brings one mace axe over its head and down onto the square with the most targets, dealing 3d10+6 Damage and Knocking Back any targets Hit by 2 squares.

Dual Swing
If adjacent to any targets after moving, King Seth will bring both mace axes down onto the square with the most targets, dealing 3d10+12 Damage and Knocking Back any targets Hit by 4 squares.

King Seth's Skull

Skeleton King. Deep Blue Crown. Boss Skull.

Badass Rank 15

Movement Flight: 3 Squares

Health: 20
Shield: 20
Traits: N/A

Weapon: Dual Mace Axe (+6 Damage each)
Special: Attacks against King Seth's Skull get –4 Accuracy unless within 2 squares.

Actions

Dual Axe Spin
King Seth's Skull spins in a circle with both mace axes in its mouth, and Hits anything adjacent for 2d10+6 Damage.

Boney
King Seth's Skull takes 1 less Hit from Ranged Attacks for the next turn.



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SPAWN 1 IMMORTAL SKELETAUR

ENEMY	BR
Immortal Skeletaur (page 118)	10

King Nazar

Skeleton King. Onyx Black Crown. Boss.

Badass Rank 24

Movement 4 Squares

Health: 30
Shield: 50
Traits: Large.

Weapon: Mace Axe (+6 Damage), Eye Blast
Special: Takes 2x Damage from Explosive. Shock Shield: While King Nazar's Shield is active, whenever Damage is dealt to the Shield, a Shock burst is set off. Deals 3d6 Shock Damage to all adjacent targets. **King Nazar takes two Actions each turn.**

Actions

Recharge
King Nazar Recharges 10 Shield. This Action generates 1 Mayhem.

Swing
If within 2 squares of any targets, King Nazar brings the mace axe over its head and down onto the square with the most targets, dealing 3d10+6 Damage and Knocking Back any targets Hit by 4 squares.

Eye Blast
King Nazar will choose a target within 8 squares and fire a magical laser blast from its eyes, dealing 6d6 Shock Damage and Knocking Back the target 2 squares.

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King Nazar's Skull

Skeleton King. Onyx Black Crown. Boss Skull.

Badass Rank 15

Movement Flight: 5 Squares

Health: 20
Shield: 20
Traits: N/A

Weapon: Mace Axe (+6 Damage), Eye Blast
Special: Attacks against King Nazar's Skull get –4 Accuracy unless within 2 squares. **King Nazar's Skull takes two Actions each turn.**

Actions

Eye Blast
King Nazar's Skull will choose a target within 8 squares and fire a magical laser blast from its eyes dealing 6d6 Shock Damage and reducing the target's Movement to 0 for 1 turn.

Mace Axe Spin
King Nazar's Skull spins around in a circle with the mace axe in its mouth, Hits anything adjacent for 2d10+6 Damage, and then flies off again.

Each King's crown contains a gem of a different color (Red, Yellow, Blue, Black) that can be easily removed.

Upon defeating the kings, the Vault Hunters' Echo Stones will light up with the voice of the Handsome Sorcerer:

*"What the ca-rap? That didn't kill you? Seriously? *groan* Do you know how many spell slots that cost me? That plus the smoke teleportation ain't cheap. I had to come back to my tower of evil and take a long rest!*

Whatever, you'll never make it here anyway. Next time I see you, die better."

Roland informs the Vault Hunters that the Handsome Sorcerer must have taken the Queen to his tower of evil: Dragon's Keep. With the Tree of Life destroyed, the forest will be too dangerous to cross now. To get to the tower, the Vault Hunters will need a new path. As Guardian of the Light, Roland must remain behind to guard the gate and defend Flamerock, but he informs the Vault Hunters that they should take the **Earthen Vein Chasm (G)** past **Conquer's Crypt (F)** and down into the Dwarven Mines of Avarice to get to Dragon Keep. The dwarves tend to keep to themselves, very rarely entering Flamerock, but maybe a shared hatred of the Handsome Sorcerer will be enough to forge a tenuous alliance, allowing the Vault Hunters safe passage through.

F Conqueror's Crypt

Nestled between Earthen Vein Chasm and Vitality Grove, Conqueror's Crypt is a quaint little paean to a despot lost to the ages. nice

Black moss stretches damply over a sunken throne, upon whose rotted seat tilts the bones of a nameless conqueror. A number of Chests are scattered throughout the chamber, the only remnants of whatever power the conqueror possessed.



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There are four Dice Chests in the room. The locks have no keyholes but instead recessed areas that bear the symbol of one of the Four Kings (Aliah, Crono, Seth, Nazar), and can be opened by placing the corresponding gems from the crowns into their matching slots.

BLUE & RED CHESTS

D20 ROLL	ITEMS
1	Deals 2d8 Grenade Damage; roll again
2	Deals 1d8 Grenade Damage; roll again
3	*Painful Cantrip* (Common Dahlia SMG)
4	*Painful Cantrip* (Common Dahlia SMG) + Common Health Potion
5	*Static Cling* (Common Malefactor Pistol)
6	*Static Cling* (Common Malefactor Pistol) + Grenades (2)
7	*Static Cling* (Common Malefactor Pistol) + Malefactor Shield
8	*Long Rest* (Uncommon Hyperius Shotgun)
9	*Wand of Shooting* (Uncommon Hyperius Pistol)
10	*Long Rest* (Uncommon Hyperius Shotgun) + Uncommon Health Potion
11	*Wand of Shooting* (Uncommon Hyperius Pistol) + Uncommon Shield Potion
12	*Two Hitter* (Uncommon Dahlia Sniper)
13	*Ground Zero* (Uncommon Malefactor Rocket Launcher)
14	*Ground Zero* (Uncommon Malefactor Rocket Launcher) + Malefactor Shield
15	*Jewel Runner* (Rare Hyperius Pistol)
16	*Critical Darling* (Rare Blackpowder Combat Rifle)
17	*Critical Darling* (Rare Blackpowder Combat Rifle) + Epic Health Potion
18	*Top Loader* (Rare Stoker Rocket Launcher) + Rare Relic
19	*Top Loader* (Rare Stoker Rocket Launcher)
20	*Bane of Metals* (Epic Dahlia Sniper) + Grenades (2)

YELLOW & BLACK CHESTS

D20 ROLL	ITEMS
1	Deals 2d8 Grenade Damage; roll again
2	Deals 1d8 Grenade Damage; roll again
3	*Danger Ranger* (Common Feriore Shotgun) + Potion (1d8 Health)
4	*Danger Ranger* (Common Feriore Shotgun)
5	*Craftsman's Demise* (Common Blackpowder Sniper)
6	*Craftsman's Demise* (Common Blackpowder Sniper) + Grenades (2)
7	*Rain of Needles* (Uncommon Feriore SMG) + Ferriore Shield
8	*Rain of Needles* (Uncommon Feriore SMG)
9	*Mind Flayer* (Uncommon Skuldugger Combat Rifle)
10	*Mind Flayer* (Uncommon Skuldugger Combat Rifle) + Potion (2d8 Health)
11	*The Underminer* (Rare Stoker Combat Rifle) + Potion (2d8 Shield)
12	*The Underminer* (Rare Stoker Combat Rifle)
13	*Portable Firework* (Uncommon Torgue Rocket Launcher)
14	*Portable Firework* (Uncommon Torgue Rocket Launcher) + Torgue Shield
15	*Slapdashery* (Rare Skuldugger SMG)
16	*Slapdashery* (Rare Skuldugger SMG) + Rare Relic (Any Class)
17	*Personal Spacer* (Rare Torgue Shotgun)
18	*Personal Spacer* (Rare Torgue Shotgun) + Rare Relic
19	*Ice Hole* (Rare Malefactor Sniper) + Epic Health Potion
20	*Gunslingers BFF* (Epic Blackpowder Pistol) + Grenades (3)

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G Earthen Vein Chasm

An old rope bridge spans the gap between the chasm and the Mines of Avarice. Lanterns and torches dot the rock walls, lighting everything except the gap, which falls into darkness. Hundreds of dwarves have crossed this bridge; most of them even lived. The rope bridge sways slightly as air from the chasm flickers the torches, casting eerie shadows.

A BREW-U Cauldron sits on the other side of the bridge.

The rope bridge is just wide enough for two Vault Hunters to walk side by side, and if they work together to create a counter balance, it becomes much less rickety. Every 3 squares, a Traverse (12) Check is needed to remain stable. If two Vault Hunters are moving side by side, they get a +3 bonus to their Check. Failure results in the bridge swaying wildly and creaking loudly.

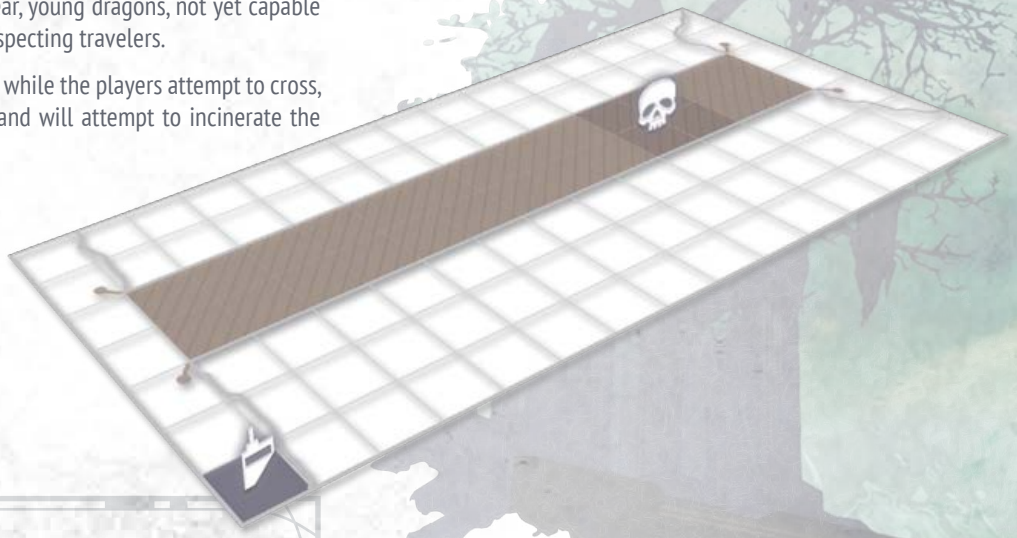
Dragons nest in this area, burrowed into the cliffside above and below the path. This time of year, young dragons, not yet capable of flight, practice hunting unsuspecting travelers.

If the bridge creaks three times while the players attempt to cross, a Baby Red Dragon is alerted and will attempt to incinerate the noisy intruders.

BREW-U CAULDRON

BABY DRAGON SPAWN

BRIDGE
(TRAVERSE [12] CHECK EVERY 3 SQUARES)



Encounter: Baby Dragon

Environment	Cave

SPAWN 1 BABY RED DRAGON PER VAULT HUNTER

ENEMY	BR
Baby Red Dragon (page 103)	12

The Baby Dragon will attempt to chase the Vault Hunters across the bridge, only hovering if the bridge falls. If the bridge is gone and the Baby Dragon is under 80 Health, it cannot maintain its hover and will fall into the darkness of the void, blasting a flame breath as it descends. The Vault Hunters do not hear an impact.

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PART THREE

BM OBJECTIVES

- Players navigate through the Dwarven Mines.

BOSS GOAL

- The Handsome Sorcerer sends a courier Dragon Whelp to King Ragnar telling him that the Vault Hunters called his mom a skag-faced harpy. There will be no dwarf alliance. Costs 10 Mayhem.

The Mines of Avarice



B Camp Dwarf Torture

A makeshift orc camp lies just inside the chasm wall. It looks as if it was intended to be a temporary settlement that has long ago outlasted its usefulness. Alongside the dilapidated shelters protrude narrow tree trunks and branches lashed together as improvised torture devices for unlucky victims.

> *Upon entering the mine, you hear the anguished wail of the Sorcerer's political prisoners and enslaved dwarves. The Dwarf King Ragnar and his anti-Sorcerer rhetoric has inflamed the Sorcerer's base demographic of older white-magick users. Maybe if you helped the dwarves, you could join forces and become unstoppable, maybe.*

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In a rough circle around the camp, various torture devices sit idle, waiting for fresh victims. Pools of dried blood encrust the iron maidens and breaking wheels positioned around the area. Along cavern walls at irregular intervals, crude barbed implements swing idly from iron racks.

A bored-out corridor, 10 feet in diameter, pierces the farthest rock face of the torture camp, leading deeper into the mine. As the Vault Hunters enter the circle, a group of vicious orcs descend on them from a darkened corridor, led by Warlord Turge, the largest, ugliest orc, clad in spiked armor and wielding a giant, spiked warhammer.

Encounter: Warlord Turge and his Torture Specialists

Environment	Torture Chamber

Vault Hunters may Knockback Enemies into torture devices or trigger swinging traps with Interact (7) Checks.

Spikes - 2d6 Damage
Swinging Blades - 1d12 Damage

SPAWN 8 BADASS RANK (BR) PER VAULT HUNTER

ENEMY	BR
Orc Basher (page 114)	7
Orc Warrior (page 114)	6

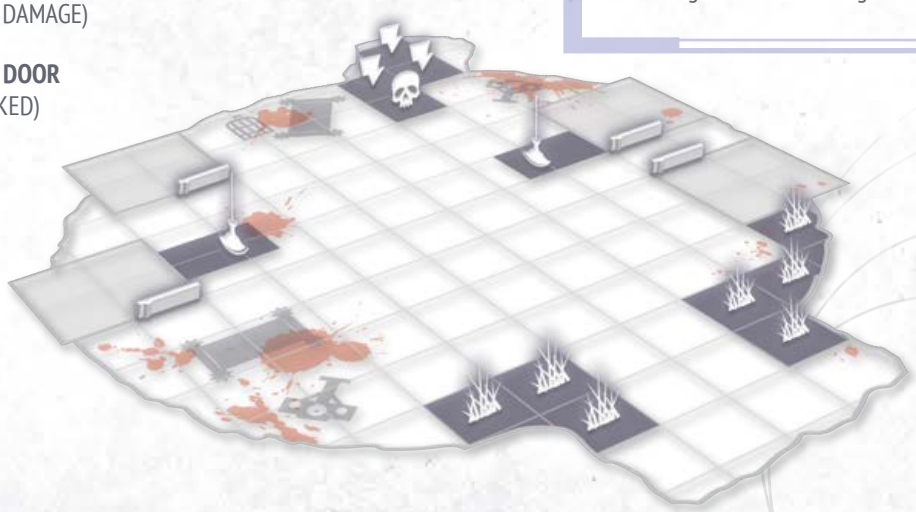
WARLORD TURGE SPAWN

ENEMY SPAWN

SWINGING BLADES
(2D10 DAMAGE)

SPIKES
(2D8 DAMAGE)

CELL DOOR
(LOCKED)



Warlord Turge

Orc Warlord. Torturist. Boss.

Badass Rank 19

Movement 3 Squares

Health: 60
Shield: 90
Traits: N/A

Weapon: Spiked War Hammer (+4 Damage)
Special: Warlord Turge has Spiked Armor; any Melee Attack against Turge suffers 2d10+2 Damage.

Each turn, Warlord Turge *Rages* and then performs a second Action.

Actions

Rage
Warlord Turge rages, gaining +1 Damage for the rest of the fight. This Action generates 1 Mayhem.

After the 5th Rage, Warlord Turge becomes the Duke of Ork, growing to fill 4 squares, gains 50 Health, and performs 2 Actions per turn.

Ground Pound
Turge slams the ground in front of himself with his Hammer, dealing 2d12+4 Damage to all adjacent targets and causing Knockback. Targets in the square(s) in front of Turge during the Attack take double Damage.

Leaping Ground Pound
Turge leaps up to 3 squares to be adjacent to as many targets as possible, slamming down his hammer, dealing 2d12+4 Damage to all adjacent targets and causing Knockback. Targets in the square(s) in front of Turge during the Attack take double Damage.

War Hammer Swing
If adjacent to more than 1 target, Turge will swing his hammer around himself, dealing 1d12+4 Damage to each target Hit and causing Knockback.

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Depending on which Enemy the Vault Hunters killed, award the following additional drops:

Warlord Turge Drops
- *Spiked Shield* (Common Ashen Shield with "Enemies take 1d8 Damage from Melee Attacks against you")
- *Bull Head Potion* (Grow bull horns for 1 hour; +4 Melee Damage)
- Cell Key

Duke of Ork Drops
- *Stomping Lasacaux* (Rare Dahlia SMG)
- 2 *Bull Head Potions* (Grow bull horns for 1 hour; +4 Melee Damage)
- Cell Key

After Turge falls, the open corridor leads the Vault Hunters to a smaller chamber with rusty manacles hanging from the walls and ceiling. Four enchained dwarves, not knowing the Vault Hunters' intentions, peer at them with a mixture of hope and terror.

"We hoped someone would come!" shouts one of the dwarven prisoners. "Please free us! The orc warlord has the cell key! More of them could arrive at any time!"

If the Vault Hunters free the dwarves they are thanked profusely and encouraged to seek out the Dwarf King in the **Hall of Emancipation (D)** to gain his favor, thus forging an alliance with all dwarfs. The dwarves then run ahead further into the mines.

If the Vault Hunters leave the dwarves captive, the dwarves will cuss at them and wish unpleasantness upon their bodies but not much else because they really can't do much all chained up.

The only option forward is to head deeper into the mines towards the aforementioned **Hall of Emancipation (D)**. Two dwarven guards stand just outside the door to the hall. If the players freed the dwarves the guards are happy to see them, having been told by the newly freed dwarves of the Vault Hunters' heroism, and jovially guide them into the hall to meet the King. If they did not free the dwarves, the guards are surprised by their arrival, and suspiciously force the Vault Hunters into the hall to be confronted by the King. The players can attempt to fight off the guards, but by doing so they will be forced into a battle in the hall with the King, eliminating the ability to forge an alliance.

D Hall of Emancipation

Dwarven King Ragnar, white of hair and long of beard, silently watches you enter the hall from his stone throne at the back. An overly tall, four pronged gold crown rests upon his head, giving him a cartoonish appearance. On either side of the King sit two formidable statues of past kings, and across the room flow two wall-height lava fountains.

(If you spent the Mayhem Points on the Boss Goal, King Ragnar is in a rage when the Vault Hunters enter, and he immediately initiates a battle; skip to encounter. After the battle, any dwarves they run into in the mines are hostile.)

King Ragnar has learned over the course of his very long life to not trust outsiders. He is grateful the Vault Hunters freed his kinsman (if, in fact, they did), but that act alone isn't enough to gain his immediate alliance. In either scenario, the Vault Hunters need to convince the King to trust them by using the Badass Die to roll a Talk Check. They need a 13 or greater roll if they freed the dwarves, or a 15 or greater if they did not.

If successful, King Ragnar grants safe passage through the Mines of Avarice.

A failure incurs his wrath, and any dwarves the party encounters on the rest of their journey through the Mines of Avarice are hostile.

If a player has the misfortune to roll a 1 on the Talk Check, they temporarily forget which muscles make talking happen and punch Ragnar in the head instead, dealing their Melee Damage and Taunting all the dwarves in the room.

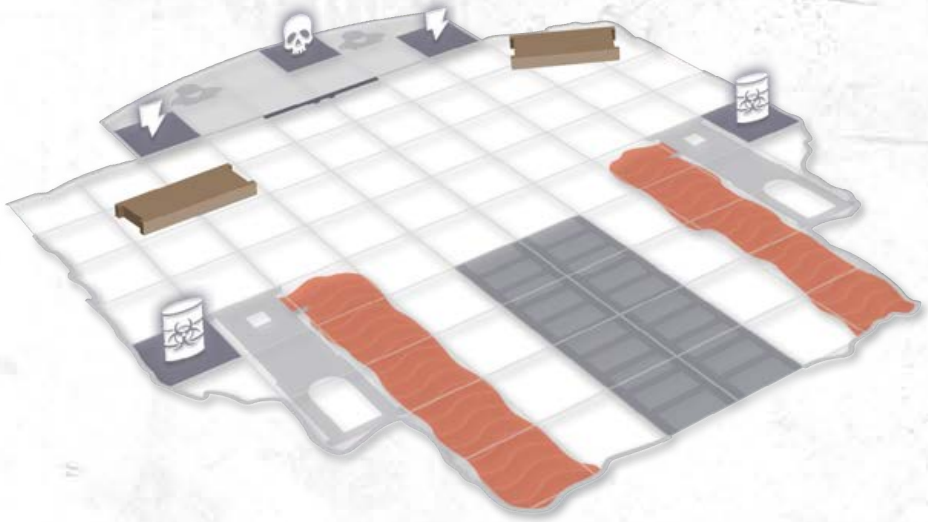
Encounter: Ragnar

Environment	Temple

SPAWN 8 BADASS RANK (BR) PER VAULT HUNTER

ENEMY	BR
Dwarf (page 106)	6
Dwarf Miner (page 106)	6
Dwarfzerker (page 107)	7

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LAVA FALL
(4D6 INCENDIARY DAMAGE)

KING RAGNAR SPAWN

DWARF SPAWN

CORROSIVE BARREL
(3D6 CORROSIVE DAMAGE)

SECRET DOOR
(SEARCH [15] CHECK)

TABLES
(PARTIAL COVER)

King Ragnar

Dwarf King. Awful Diplomat. Boss.

Badass Rank 16

Movement 5 Squares

Health: 120
Armor: 50
Traits: N/A

Weapon: Double Axe (+3 Damage)
Special: Ragnar will move in to Attack and move back out to attempt to avoid being Hit. After Ragnar *Rallies* for the first time, he will alternate trying to *Axe Spray* and *Melee* while staying in Movement Range of Cover to move back to.

Actions

Headbutt
Ragnar will headbutt an adjacent target, dealing 2d8 Damage and causing the target to become Confused for 1 turn. This Action generates 1 Mayhem.

Melee
If Ragnar is adjacent to a target, he will strike them with his double axe, dealing 4d8+3 Damage.

Rally
If Ragnar's Armor is broken (at 0), he will take Cover behind a table and yell to the other dwarves to "kill the thieves". Other dwarves get +2 to Attack and Damage next turn.

Axe Spray
If Ragnar is 3-4 squares from a target, he will turn his axe so the blade is parallel with the ground, revealing a shotgun at the end of the axe and a trigger at the handle. Upon pulling the trigger, the gun deals 5d6 Damage to the target and any adjacent targets.

From the hall, the path through the mines is split. Heading south will lead to **Ingot Processing (F)**, and heading west into the long tunnel leads to the stone bridge of **Wizard's Crossing (C)**.

C Wizard's Crossing

> *Wizard's Crossing consists of a ludicrously long rope bridge over a terrifyingly precipitous drop. At the other end, you can make out an ornate vault door and a small figure standing before it.*

Wizard's Crossing bridges the sudden expanse that follows the prison area. On the far side of the bridge stands a lone robed figure, who takes note of the Vault Hunters as they emerge. The figure readies their staff, and guards an ornate vault door. It's Claptrap wearing a pointy hat.

> *Claptrap screeches at the Vault Hunters: "Oh no, another band of adventurers looking to take down the Sorcerer. Look, you won't make it! You'll either die or be enslaved, and I can't in good conscience let you continue with your foolhardy quest. YOU! SHOULD! NOT! PASS!*
>
> *My magic isn't what it used to be since I lost my magic beard but I will stop your progression... unless you legendary finder of things will go and retrieve my beard for me!? Then I will let you pass. I think I might have left it in Stonecrag Ridge not far from here."*

If a player tries to shoot Claptrap just be like, "nice." And the player will be like "so what happens, though" and you'll be like "no it literally just says here, "be like, 'nice,' that's all it says." And then show them this, and they'll see that the book predicted this entire conversation, and they'll think YOU are a wizard.

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The players can just ignore Claptrap and walk past him towards the exit. He literally has zero magical powers, what can he do to stop them?

If the Vault Hunters go retrieve and give Claptrap his gross beard:

> *Claptrap applies the awful looking beard onto his 'face' and laughs maniacally "MWAHAHAHA, I have ultimate wizard power now! Now there is no one who can stop my reign of terr---" he explodes mid sentence (or disappears, you aren't sure which and you care so little that you don't dwell on it long).*

Past Claptrap lies a massive mechanical door, sealed by four mystical glyphs upon its surface, recognizable immediately as door-locking magic.

Puzzle: Four Runes

Environment Temple

The four runes you need to attach to the door—holes are marked "T," "R," "F," and "A." The runes are laid out in front of the door in a seemingly random order.

The stone door opens its many-toothed mouth -- the door can talk, obviously -- and explains that you must place the runes into its slots in the right order.

It gives you only the following as a hint:

The call of nature;
The wind doth blow:
For what comes in
Sometime out must go

(The answer is "FART".)

If the player makes a suitably badass search check on the door (like, 15 or higher, let's say), they'll notice that inside the door's toothy maw is a LEVER that might just bypass the entire puzzle and open the door. They will need to successfully pass a Sneak OR Interact check (also a 15, 'cause why not) to pull the lever without getting bit. If they fail the check, they'll get bitten for 2d6 Damage AND the door will continue to keep its mouth closed.

The players may also use a Talk (12) check to convince the door to give them further hints on what order the runes go in. And by "further hints," the door just goes, "it's fart."

Once the door opens, the Vault Hunters may continue onward to **Hatred's Shadow (Part Four)**.

E Stonecrag Ridge

> *Inside the cavern, a large, ornate cube floats overhead and out of reach. There is very little else in the room save for a long wooden table and a janky, cobbled together ramp leading up from the floor to a very homemade chair. It looks like Claptrap's attempt at building himself a throne. Sad.*

Players will find Claptrap's gross beard, made from discarded dwarven beard hair, lying next to his makeshift throne.

The large cube floating in the center of the room has strange dwarven symbols on each of its six sides and a Dice Chest can be seen trapped within.

The table on the far side of the room has a scattering of coins (10g) and a small cube that appears to be a replica of the larger cube. An Insight (12) Check reveals small numbers etched under the symbols on each face, ranging from 1-6.



If the Vault Hunters shoot each face on the large cube in order from 1 to 6, it will drop to the floor, spinning quickly, before coming to a stop in the middle of the room and opening up to grant access to the 2d20 Dice Chest inside.

D20 ROLL	ITEMS
1	*Consummate Florentine* (Legendary Malefactor SMG)
2	*Consummate Florentine* (Legendary Malefactor SMG) + 1d8 Shield Potion
3	*Consummate Florentine* (Legendary Malefactor SMG) + 1d8 Health Potion
4	*Consummate Florentine* (Legendary Malefactor SMG)
5	*Consummate Florentine* (Legendary Malefactor SMG)
6	*Consummate Florentine* (Legendary Malefactor SMG) + Common Relic
7	*Knowing Seeker* (Legendary Torgue Combat Rifle)
8	*Knowing Seeker* (Legendary Torgue Combat Rifle) + 2d8 Health Potion
9	*Knowing Seeker* (Legendary Torgue Combat Rifle)
10	*Knowing Seeker* (Legendary Torgue Combat Rifle) + Uncommon Relic

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D20 ROLL	ITEMS
11	*Knowing Seeker* (Legendary Torgue Combat Rifle)
12	*Knowing Seeker* (Legendary Torgue Combat Rifle) + Rare Relic
13	*Knowing Seeker* (Legendary Torgue Combat Rifle)
14	*Knowing Seeker* (Legendary Torgue Combat Rifle) + *Consummate Florentine* (Legendary Malefactor SMG)
15	*Nasty Ogre* (Legendary Torgue Combat Rifle)
16	*Nasty Ogre* (Legendary Torgue Combat Rifle) + *Consummate Florentine* (Legendary Malefactor SMG)
17	*Nasty Ogre* (Legendary Torgue Combat Rifle)
18	*Nasty Ogre* (Legendary Torgue Combat Rifle) + Uncommon Stoker Shield
19	*Nasty Ogre* (Legendary Torgue Combat Rifle) + *Knowing Seeker* (Legendary Torgue Combat Rifle)
20	*Nasty Ogre* (Legendary Torgue Combat Rifle) + *Knowing Seeker* (Legendary Torgue Combat Rifle) + *Consummate Florentine* (Legendary Malefactor SMG)

F Ingot Processing

> *This area is the under-workings of the mine operations. A handful of dwarves can be seen loading and unloading mining carts. A merchant has staked a claim off to one side, pro-offering a variety of wares useful to underground inhabitants. Not accustomed to outsiders, all eyes immediately move to the strangers.*

If the Vault Hunters are Enemies of the dwarves, they are attacked on sight. The Merchant, however, firmly believes a customer is a customer regardless of what horrible atrocities they may have committed upon the Dwarf King or anyone else.

Encounter: Ingot Miners

Environment	Mines

SPAWN 1 DWARF MINER PER VAULT HUNTER

ENEMY	BR
Dwarf Miner (page 106)	6

If the Vault Hunters speak to the merchant as Enemies of the dwarves, she'll begin:

> *"Nasty business with Ragnar. Wasn't really a very hospitable king though, was he? Someone else will take up the crown, as that happens every few years. I'll still be here sellin' jun---valuables to wanderer and dwarf alike."*

If the Vault Hunters speak to the merchant as allies of the dwarves, she'll begin:

> *"You must be the heroes I heard about, slaying orc butt. Ever since that evil Sorcerer showed up, business has been grim."*

After either intro, she'll continue:

> *"My name's Ruck. If you see anything that interests you, I'll give you a good price. I take gold or trade-ins. Dwarfzerkers around here go nuts for any new weapons from other Guilds."*



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Ruck's weapon trade-in offers are based upon Rarity:

Common	50g
Uncommon	80g
Rare	120g
Epic	180g
Legendary	300g

Ruck has the following items on the stone counter:

- **Stoker Shield** (Capacity: 30, Recharge: 10): When depleted, deals 1d6 Incendiary Burst [**80g**]
- **Common Stockpile Relic** (Siren Class): +2 max grenades. Class effect: +1 grenade from Loot Piles [**150g**]
- **Common Shield Potion** (1d8) [**15g**]
- **3 Rare Health Potions** (2d8+5) [**40g** each]
- **2 Lucky Potions** (Reroll 1 die per Attack for 2 turns) [**100g** each]
- **3 Invisibility Potions** (Become Cloaked for 3 turns) [**120g** each]
- **Gold Farmer Potion** (+2d6 to all Hoard Rolls for 2 hours) [**270g**]

If a Vault Hunter wishes to haggle over the prices (buying or selling), they must make a Talk (15) Check to convince Ruck to give them a better deal. Ruck will relent and (add or remove) 25g from the price on the item (except Shield and Health potions).

From here, players can go to **Stonecrag Ridge (E)** or **Wizard's Crossing (C)**.

PART FOUR

BM OBJECTIVES

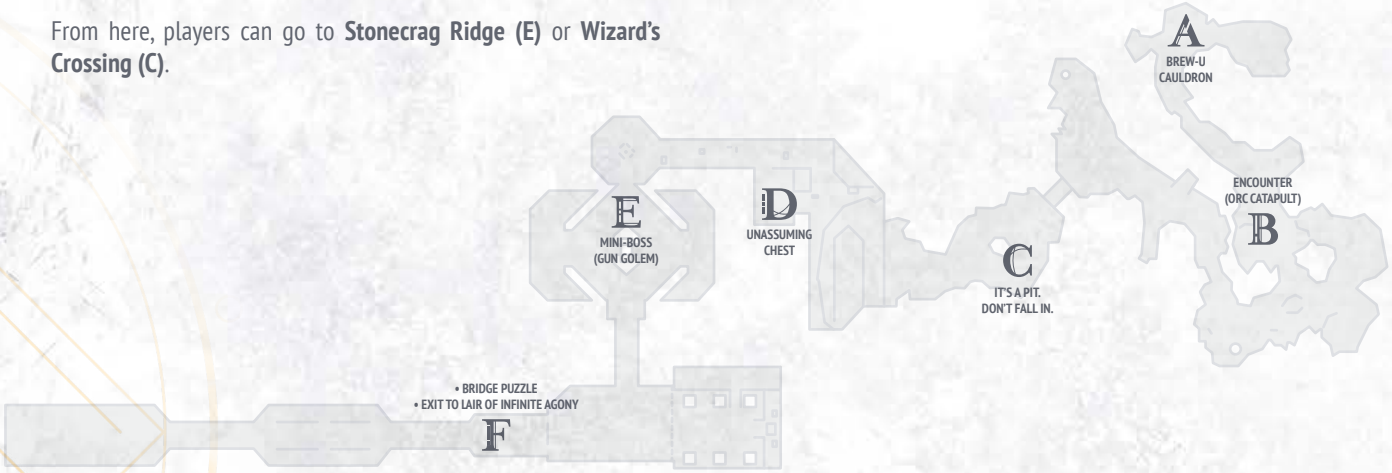
- Players battle and puzzle their way to Dragon Keep.

BOSS GOAL

- The Handsome Sorcerer casts an Animation Spell as he walks through the Hall of the Dead, bewitching ~~Viscount Cox~~ Creampuff and ~~Lord Armstrong~~ Your Dad. When the Vault Hunters arrive in the Hall, the aforementioned suits become alive as Badass Knights. The Vault Hunters will have to battle them to get through. Costs 5 Mayhem.

Hatred's Shadow

A treacherous climb stands between you and the Sorcerer's seat of power. The telltale stink of orcs permeates the area, and you try not to think about the fact that the whole cliche of orcs being smelly and violent probably has its roots in some pretty racist modes of thinking.



B Throgmuk's Precipice

A small, bleak orc settlement blocks the path up Hatred's Shadow. You hear a distant SLAM and WHOOSH as a catapult begins to launch reinforcements towards you. And by reinforcements, I mean orcs. They are catapulting orcs at you.

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ELEVATED AREA

STASH
(1D6 CACHE)

POSSIBLE
ENEMY SPAWN

SPIKES
(2D8 DAMAGE)

INCENDIARY BARREL
(3D6 INCENDIARY DAMAGE)

Encounter: Orcs

	Environment	Mountains

SPAWN 9 BADASS RANK (BR) PER VAULT HUNTER

ENEMY	BR
Orc Basher (page 114)	10
Orc Bushwacker (page 114)	7

Catapulted orcs are tougher than regular orcs. Only the strongest get selected for catapult duty; however, they *do* take fall Damage. Roll 1d6 to determine how much.

d6 ROLL	RESULT
1	Orc dies upon impact.
2-5	Orc takes 2d6 Damage. BM chooses a player who must make a successful Traverse (10) Check to avoid the orc landing upon them (and taking the same Damage).
6	Orc lands without issue.

Once a number of Orc Bashers equal to the number of Vault Hunters have been catapulted and vanquished, the Handsome Sorcerer comes over the Echocast:

> *"Oh, hey, congrats. You broke my catapult. I only have enough gold left to, I dunno, build eight hundred more. Hey -- what's it like? Being poor. Do you crotch-grabbers have to share the same sponge, or do you just forego the whole "hygiene" thing and roll around in your filth as a sort of perfume?"*

The Vault Hunters are free to continue on the path to **The Pit (C)**.

C The Pit

> *The gated entrance to Dragon Keep lies on the other side of a massive pit. Pit sounds quant for what is in essence a giant, black hole with no discernable bottom. Some say it was cast there by a powerful wizard to protect the Keep during a siege attempt a millenia ago. The area surrounding the pit is heavily guarded by knights, paladins, and archers. The expanse is littered with large boulders.*

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A head on fight in this area would probably result in the death of the party, loss of some gold, and Traumas all around. If a Vault Hunter wishes to remain hidden and try to reach the Tower, Sneak (12) Checks are needed as they pass between each boulder (unless they are Cloaked, in which case they can pass unnoticed).

If a Sneak Check is failed, the closest knight sees movement behind the boulder and will investigate by themselves. If they peer behind the boulder and see nothing, they will go back to their post after remarking out loud (for some reason) that they are seeing things. If any player is spotted, they need to take down the guard quickly before others are alerted.

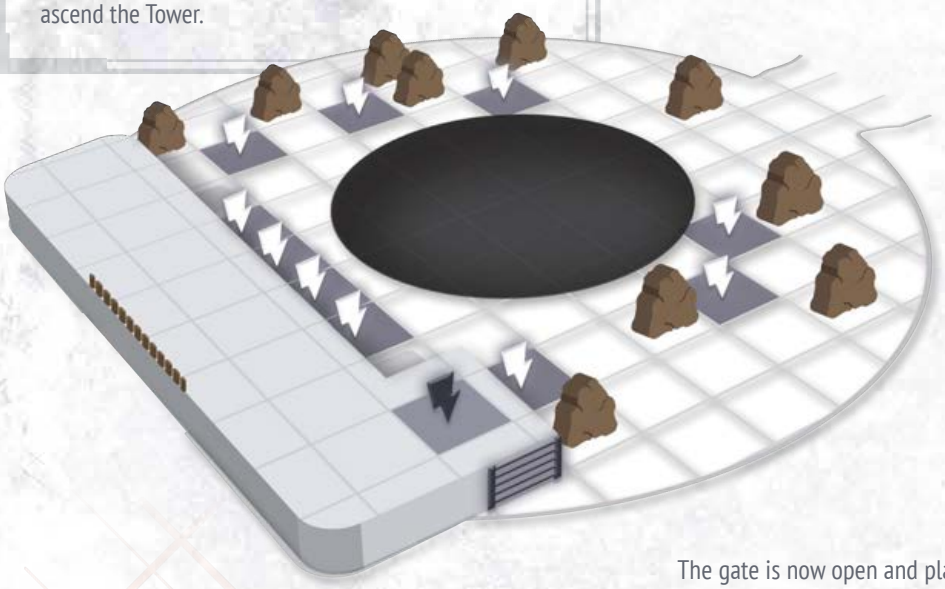
If the Vault Hunters reach the base of the Tower undetected, they can quietly climb to the top and attempt to dispatch an unsuspecting wizard with a silent Melee Attack. With his shield and badass looking rocket launcher laying abandoned by his side, the wizard goes down easily. (Only factor in Health when calculating Melee Damage against the wizard). Failure, which should be nearly impossible, results in the wizard using his Echo Stone to alert the guards. All of the remaining guards surrounding the pit will begin to ascend the Tower.

Once the wizard is vanquished, if they haven't already, players can acquire the wizard's weapon. Picking it up grants the knowledge of what it is and what it does.



Only need one. One use per day. Creates a small black hole that pulls everything within 5 squares into it.

Very useful for dealing with hordes.



THE PIT (DEATH)

BOULDERS (FULL COVER)

TOWER LADDER

ENEMY SPAWN

WIZARD SPAWN

STONE GATE (LOCKED)

The gate is now open and players can continue down the hallway of **Horizon's End (D)**.

D Horizon's End

A long hallway advances you towards your destination. To your absolute delight, you notice that the walls of the hallway are lined with dozens and dozens of Loot Chests!

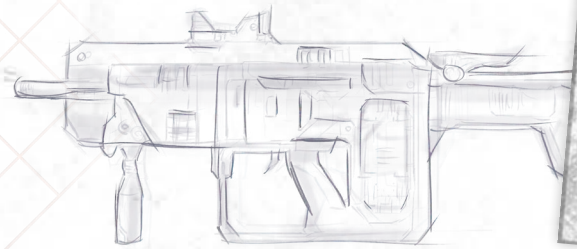
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Loot Chests line the walls of this hallway, but the players quickly realize that they are all Hyperius weapons with terrible stats and DPS.

Don't even generate em, BM. They bad. These are all Hyperius Crappy common weapons, only useful to sell.

There are 2 Crappy Pistols, 1 Crappy Shotgun, 1 Crappy SMG, and 1 Crappy Sniper. (They are worth ~ 50g each).

At the end of the hallway a door to the south leads the Vault Hunters to the **Bin of Hyperius (E)**.



E Bin of Hyperius

Dust and cobwebs float through the stale air in the Bin of Hyperius, the Handsome Sorcerer's favorite place to relax and swim through deep grottos piled high with his old junky guns.

If these guns could talk, they'd be like "An old sorcerer crawls around in this junkyard like it's a gross ball pit! Totally ass butt-ass naked. Emphasis on butt-ass. Wish you could take us with you but there's way too many of us and plus we're all garbage."

SO HERE'S HOW THE ROOM LOOKS

the whole floor is covered in broken weapons. like an ocean of em. like if you step onto em you gotta be sure not to fall in, like quicksand. except guns. quickguns

in the center there is a thing that looks like it used to be a fountain but now it's just dry and ugly and sad like your father OHHHHHHHHHHHHHHHHH

anyway it's filled with weapon bits



At the far end of the Bin, a giant metal portcullis stands closed, blocking the way along the path to the Sorcerer's Lair of Infinite Agony.



When the players get close to it, they suddenly hear the sound of blue steel barrels and rifle stocks scraping together in a disgusting mockery of BEING ALIVE.

Encounter: Gun Golems

RP

Rising from the gun pools, dreadful Gun Golems take form, constructed from Hyperius pistols, rifles, & rocket launchers, shambling towards the Vault Hunters. You have trespassed in this sacred place, where only the Handsome Sorcerer's ass-trash guns are allowed! You will now suffer for desecrating their domain!!

Environment	Ruins

SPAWN 10 BADASS RANK (BR) PER VAULT HUNTER

ENEMY	BR
Gun Golem	10
Gunspawn	4

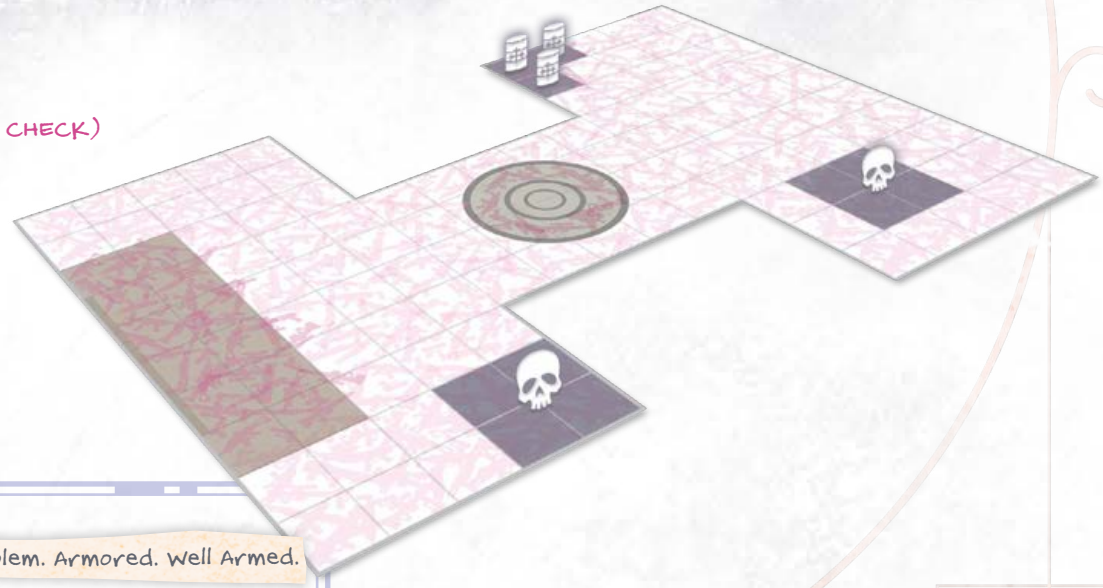
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WEAPON HEAPS
(TRAVERSE [12] CHECK)

GOLEM SPAWN TRIGGER

CRYO BARREL
(3D6 CRYO DAMAGE)

GUN GOLEM
SPAWN



GUN GOLEM — Golem. Armored. Well Armed.

Badass Rank 10

Movement 3 Squares

Health: N/A
Armor: 120
Traits: N/A

Weapon: Gun Fists (+3 Damage)
Special: Gun Golems are made of old Hyperius weapons and have explosive weak points, meaning:

* Hyperius weapons deal 2x Damage to Gun Golems, as they see it as a betrayal of their kind.
* When a Vault Hunter makes an Attack from within 2 squares, they can attempt an Insight (14) Check to identify weak points. If they take aim at a weak point, the Vault Hunter suffers a ~ 2 ACC Mod but deals +1d8 Damage.

Actions

Punch
Punches all adjacent targets for 2d8+3 Damage.

Leap
Leaps to an adjacent square of their intended target. If they land on top of the target, they deal 2d10 Damage.

Mayhem Actions

Confiscate
If adjacent to a target, it will grab the target's Current Gun and throw it into the gross fountain. The target must Swap Guns at the start of their turn to equip a new gun.

Unbound Leap
Leaps to any target within 3 squares, dealing 4d10 Damage to the target and all adjacent targets when it lands.

GUNSPAWN
Spider. Armored. Skittering Nightmare.

Badass Rank 4

Movement 4 Squares

Health: N/A
Armor: 20
Traits: N/A

Weapon: Bite (+2)
Special: Held together by magical electric current. Any puddle, pool, or fountain they are in becomes a Shock hazard, dealing 2d6 Shock Damage to any target that stands in it.

Actions

Leap
Leaps up to 3 squares to a target. If adjacent to a target, it deals a *Bite*.

Bite
Bites an adjacent target, dealing 2d6+2 Shock Damage.

Mayhem Actions

Bite Squared
Bites up to 2 adjacent targets, dealing 2d6+2 Shock Damage per bite.

Leap
Leaps to be within 3 squares of a target. If it lands adjacent to a target, it deals a *Bite Squared*.

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Once free of the Gun Golems, the Vault Hunters can exit through the now open portcullis. Any of the players' guns that were ganked by the golems can be found and retrieved from the fountain. If players roll an Insight (10) Check at the fountain, they discover that it can be activated by shooting four rusty switches on the ceiling. Once activated, the fountain roars to life, spraying high-quality NOT-HYPERIUS guns everywhere in a cool Lootsplosion!

Fountain Lootsplosion Drops!

* *Lightning Reflexes* (Legendary Torgue Combat Rifle. Speed Force. Gain +3 SPD Mod while equipped.)
* *Wild Fire* (Rare Skuldugger Shotgun)
* *Acupuncturist* (Uncommon Dahlia SMG)

Now onto the **Handsome Bridge (F)**.

F Handsome Bridge

The bridge leading away from the Tower is large and imposing, adorned with many statues of the Handsome Sorcerer positioned haphazardly with no apparent design strategy. Running along the bridge walls, posted propaganda advertises the 'awesomeness' of the Handsome Sorcerer.

The bridge is 18 squares long and has three metal pressure plates built into the deck exactly 6 feet apart at the 4 foot, 10 foot, and 16 foot marks. Each plate is 2 squares long and spans the width of the bridge.

There is a freshly painted sign right near the entrance to the bridge that reads "Utter praise and thou shall pass, attempt to haze and be thrown on your ass".

When a player approaches a very obviously placed pressure plate they can either attempt to avoid it by jumping over it with a Traverse (12) Check or they can heap compliments and adulation on the Handsome Sorcerer. (You may have the players perform a Talk (12) Check if you question their sincerity). With an adequate amount of praise, the pressure plate deactivates and neutralizes.

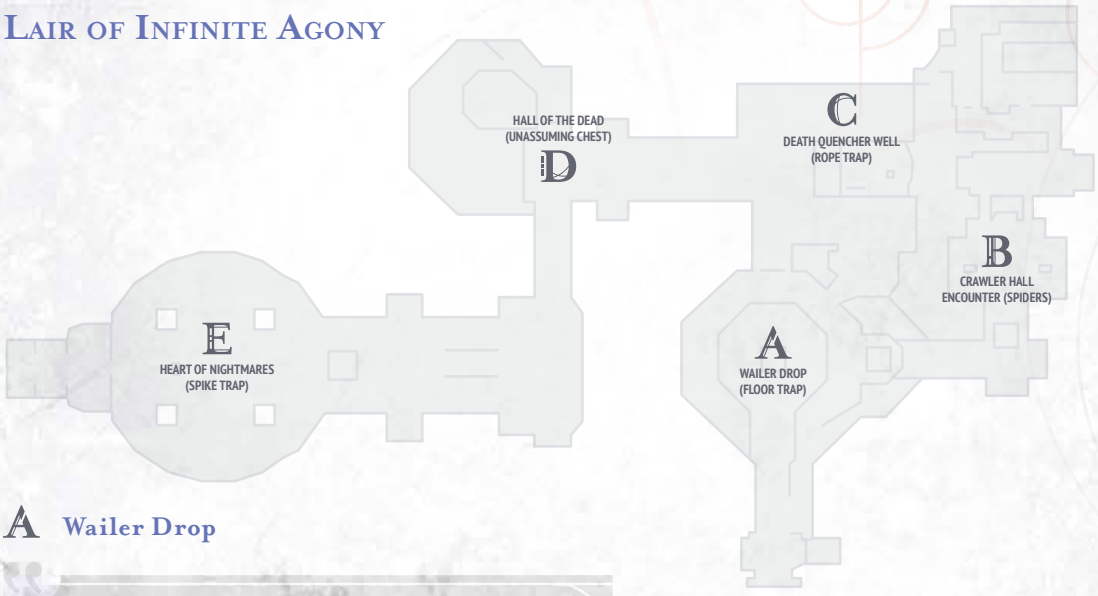
If the player insults the Sorcerer or chooses not to show him the respect he feels he deserves, or they fail either Check, the pressure plate and 2 adjacent squares dislodge and fall. A Vault Hunter with at least +3 SPD Mod can attempt a Traverse (17) Check to grab ahold of the side of the bridge to avoid falling. Failure on the Traverse Check (or if they do not have +3 SPD Mod) results in a sudden and lengthy fall to their death.

They respawn at the BREW-U Cauldron on the opposite side of the bridge. (They also lose 20% of their gold instead of the normal 10% as a prerecorded message of the Handsome Sorcerer comes over the player's Echo Stone saying "*Jerk Tax, idiots.*")

Once the Vault Hunters reach the other side, they can pass through the double doors to the **Lair of Infinite Agony**.

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Lair of Infinite Agony



A Wailer Drop

Upon entering Wailer Drop, you are confronted with a series of stone tiles on the ground, each decorated with alternating card suits -- hearts, clubs, spades, and diamonds.

A message is carved into the stone wall before you: "Dance, monkeys."

If any player wishes to make an Insight (12) Check, they notice that the tiles with hearts and spades have a layer of dust on them as if they haven't been stepped on in some time.

If any player wishes to make a Search (10) Check, they become aware of a stairway on the left, leading down, that was previously obstructed from view.

As the players make their way across the floor, if they step on any symbol other than the CLUBS (clubs are places you go to dance, duh!), then the ground beneath them crumbles, and they fall to the floor below, into **Crawler Hall (B)**, taking 3d8 Damage. They land on a square adjacent to an Enemy spawning point.

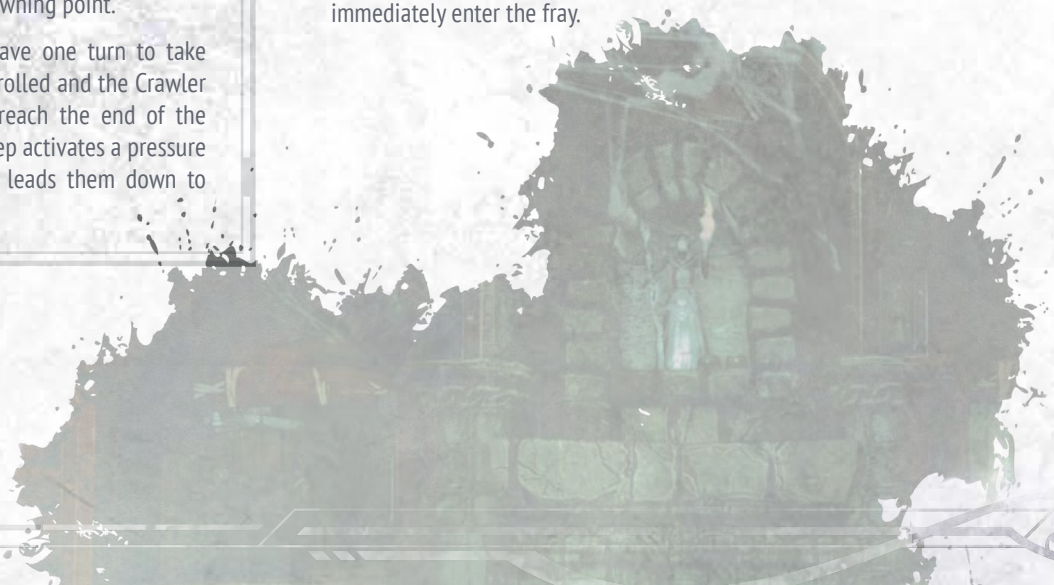
The remaining Vault Hunters have one turn to take Actions before Initiative will be rolled and the Crawler Hall encounter begins. If they reach the end of the room without falling, the final step activates a pressure plate revealing a stairway that leads them down to **Crawler Hall (B)**.

B Crawler Hall

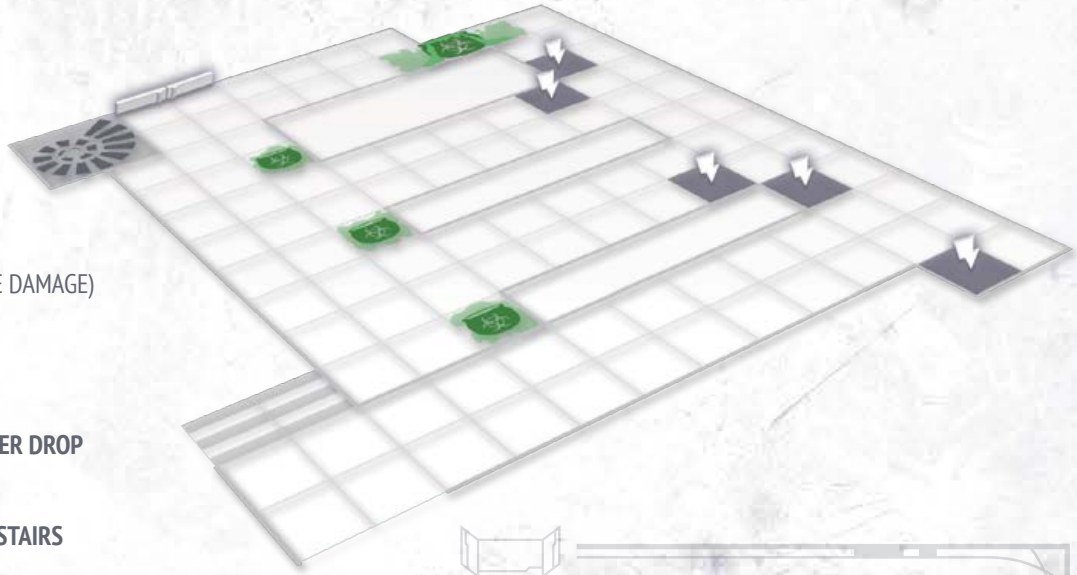
Grody buggos have turned this dank-ass hallway into a spider's dream-hole. Bright green acid flows along cracks in the walls, collecting in steaming pools on the stone floor. Everyone is curious about how it tastes, so you each take 3d10 corrosion Damage. For seriously, roll Damage. Nah, I'm just messing with you.

But for literal seriously, there's a vault-load of spiders in here ready to throw elbows or pedipalps or whatever they got that's covered with hairs.

Vault Hunters that have fallen into Crawler Hall from the floor above are attacked by any adjacent spiders before Initiative is rolled. After Initiative, players who remain above in Wailer Drop can either continue the floor puzzle and descend down the staircase to Crawler Hall like a civilized person, or they can jump down like a crazed badass, taking 2d8 Damage. In either case, they immediately enter the fray.



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ACID VAT
(2D6 CORROSIVE DAMAGE)

ENEMY SPAWN

STAIRS TO WAILER DROP

SECRET SPIRAL STAIRS

DOOR
(LOCKED)

Encounter: Spiders and Acid

Environment	Acid Traps

Scattered around the chamber are vats of Corrosive acid that can be spilled using Explosive Damage or Interact (8) Checks, creating puddles of acid that deal 2d6 Corrosive Damage to targets that enter that square.

SPAWN 10 BADASS RANK (BR) PER VAULT HUNTER

ENEMY	BR
Spiderling (page 120)	3
Grass Spider (page 120)	5
Black Widow Spider (page 120)	6

Once all of the spiders have been exterminated, the Vault Hunters can exit through the door near the spiral staircase.

C Death Quencher Well

You find yourselves in a round, windowless, dank room with no way through. A lone rope hangs loosely, anchored from an impossibly high ceiling. The floor is sunken in and filled several inches deep with cold, stagnant water that reeks of feet and ass. You know what you gotta do.

THE ROPE TRAP

Climbing the rope requires a Traverse (10) Check which gets the climber $^1/_3$rd of the way up.

At the $^1/_3$rd mark, there is a ledge with a person-sized opening in the wall. Another Traverse (12) Check is required to jump to the ledge, but if the player is ingenious they might deduce that by swinging on the rope towards the ledge, they make the jump significantly easier and get a +4 bonus to the Check.

On the back wall of the small opening there is a switch. If toggled, a panel on the wall at ground level opens up, revealing a single button which, when pressed, raises the floor to become flush with the ledge $^1/_3$rd way up.

For those that understand basic math and how games work, you know that the Vault Hunters will need to repeat those steps two more times. But to make it less tedious, the stakes increase. At the $^2/_3$rds mark, after the chosen climber ascends and hits the switch to open the new panel, there are now *two* buttons to choose from. The **right** button will **raise** the floor and the **left** will deal **3d8 Shock Damage.** Shhh, don't spoil the surprise!

One final climb reveals a locked door, and, you guessed it, another switch. This time revealing *three* buttons. The **left unlocks** the door, the button in the **middle** deals **4d8 Shock Damage**, and the button on the **right raises the platform to the top**.

If the players did not hit all of the buttons at once, like cowards, or they failed to hit the button that unlocks the door before hitting the button that raises the platform, they will need to hit the reset switch by the locked door which sends them back to the ground floor and resets the room. Again! Again!

Once the Vault Hunters successfully navigate the Death Quencher Well puzzle, they can exit into the **Hall of the Dead (D)**.

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D Hall of the Dead

The Hall of the Dead is aptly named for the eight polished granite crypts that line the walls, four on each side. Standing guard in front of each crypt is the inhabitant's suit of armor. The sconced torches cast a dim light out of respect to the once great rulers in residence:

Lord Armstrong	Your Dad
Sir Hellquist	Big Dawg
Duke of Sage	Sasha Banx
Viscount Cox	Creampuff
Earl of Johnson	Street Stylez
Baron Jones	Jonka
Marquess Guthry	Da Realness
Lord Faison	John Grisham

(If you activated the Boss Goal, two Badass Knights would spawn here.) If the Vault Hunters choose to open each crypt, they will find them mostly containing exactly what you would expect: a rotting corpse. But two of the crypts hold surprises. These unique crypts are guarded by gem-encrusted suits of armor. One has a sizable gold stash (450g). Another has an annoying Mimic.

Encounter: Mimic

Environment	Hall

Suits of armor are heavy and can be dropped on the Mimic, dealing 3d10 Damage.

SPAWN 1 MIMIC

ENEMY	BR
Mimic (page 113)	7

The far end of the hall winds to the south, and eventually leads to a set of doors which take the Vault Hunters into **Heart of Nightmares (E)**.

E Heart of Nightmares

This large, domed chamber is laced with spider webs hanging from every corner and crevasse. The webs are a tangled mix of old and freshly spun, indicating that the Heart of Nightmares is still very inhabited.

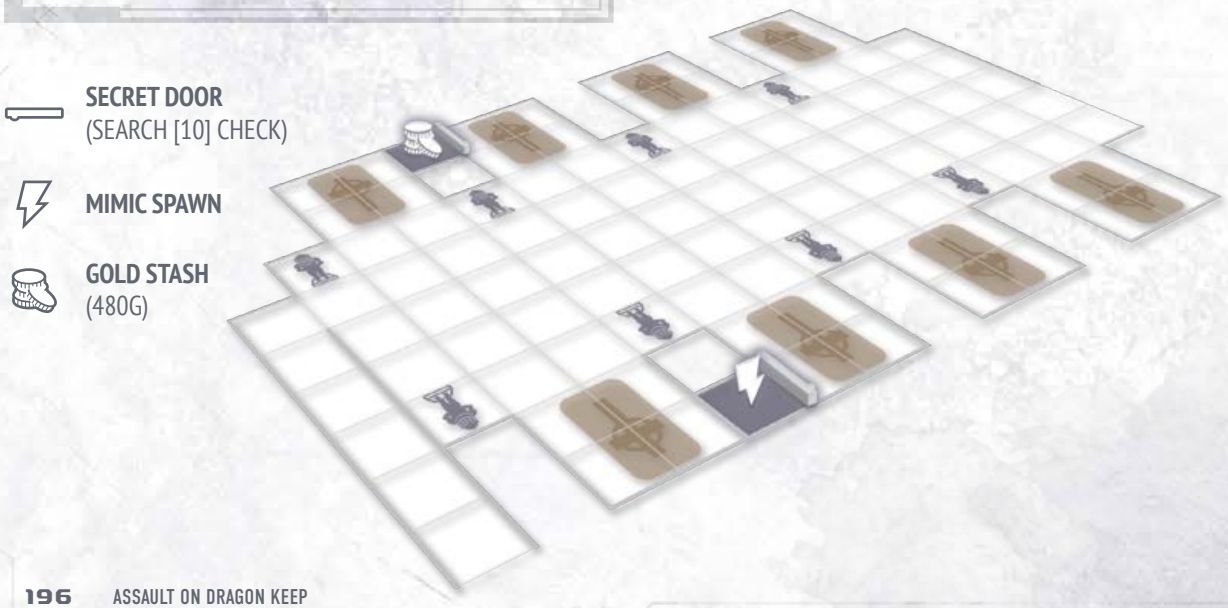
A large arachne descends from the ceiling and takes aim at the Vault Hunters with her magically glowing bow.

"We must work together to get you out of this dungeon, that you may free me from his horrible influence. I am not blameless in this -- I would be the last person to argue otherwise -- but I would give anything to undo the things he has forced me to do."

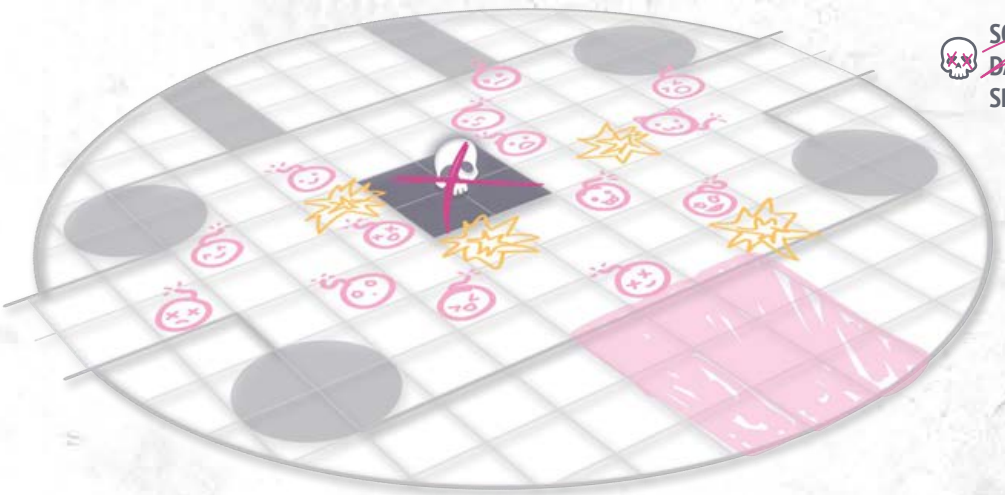
The arachne opens the door for you.

"Please go with my blessing. I will do my best to call off the other creatures."

BUT THEN ALL OF A SUDDEN YOU SEE THAT THE ROOM IS FILLED WITH BOMBS WITH MY FACE ON THEM, TINY TINA'S, AND ONE OF THE GRENADES POPS ITS PIN AND SHOVES ITSELF DOWN HER THROAT THROAT AND SHE CAN'T SAY ANY STUPID CRAP ANYMORE AND SHE EXPLODES AND ALL THE BOMBS EXPLODE, AND CHUNKS GO EVERYWHERE AND THEY RAIN DOWN ON YOU AND HER BLOOD IS IN YOUR HAIR AND IT'S GOOD SHE DIED BECAUSE SHE DESERVED IT ALL THE PEOPLE WHO DIED WOULD STILL BE ALIVE IF NOT FOR HER IT'S HER FAULT



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HELL SORCERER'S DAUGHTER SPAWN

BOMBS!! KA-BOOM

As the smoke clears the Vault Hunters hear a raging loud voice coming from behind the pipes.

"THAT WAS AWESOME!!! TINA BLEW THE H*LL OUT OF THAT THING! I WAS GUARDING THE GATE AND WRITING A LETTER TO MY GRANDMA WHEN I GOT JUMPED. THAT GRANDMA HATING SH*TSOCK BOUND ME UP HERE. I GOTTA GET BACK TO MY LETTER. GRANDMAS ARE AWESOME! GO WRITE TO YOUR GRANDMA!" Torgue flexes his way through all of the bombs laying precariously across the floor and heads off.



SHOVE A GRENADE DOWN HER THROAT.

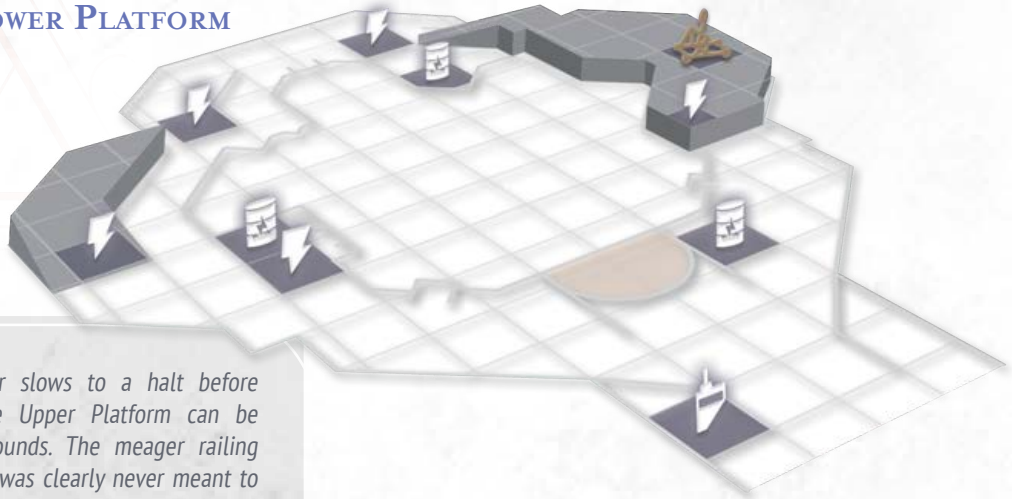
The Vault Hunters can find a path to the exit, by carefully stepping across sections that have already blown up, which are identifiable by char marks. The Vault Hunters may want to collect the five Loot Piles that dropped near the Sorcerer's Daughter before exiting.

If a Vault Hunter happens to step on a square that hasn't exploded yet, the square explodes, setting off a waterfall effect that triggers all adjacent live squares to explode, killing them and anyone adjacent. They respawn at the BREW-U Cauldron next to the door where they originally entered.

Once all Vault Hunters have made it (one way or another) to the exit, they can flip the switch and ride the platform up to **Dragon Keep - Lower Platform**.

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Dragon Keep - Lower Platform



At long last, the elevator slows to a halt before a sprawling pavilion. The Upper Platform can be seen overhanging the grounds. The meager railing surrounding the perimeter was clearly never meant to keep anyone from falling over the side and would fail even the most lax health inspection. Remnants of a broken catapult sit along the edge with the no-longer-animated bodies of the operators lying discarded next to it.

That Handsome Sorcerer probably forces prisoners to listen to his horendous beat poetry on this pavilion. It has the stench of sad desperation. You hear his booming voice from your Echo Stones:

"Yes! You made it to the Tower! Now, I can watch from my balcony as you're torn limb from screaming, bloody limb."

You hear the clatter of bones assembling themselves. It's a trap, because of course it is.

ENEMY SPAWN

BREW-U CAULDRON

SHOCK BARREL
(3D6 SHOCK DAMAGE)

ELEVATED AREA

BROKEN CATAPULT
(INTERACT [12] CHECK)

DAIS
(NOT CHARGED)

Encounter: Skeleton Wave

Environment	Dragon Keep Tower

The Tower of Dragon Keep is very, very high up and this platform has low guard rails. Knockback Damage against a target next to the edge can send them off the Tower or into the catapult.

There is also a broken catapult with 3 bodies lying next to it. These can be loaded into the catapult and fired at a target square with an Interact (12) Check.

SPAWN 15 BADASS RANK (BR) PER VAULT HUNTER

ENEMY	BR
Skeleton Seer (page 118)	9
Fiery Skeleton (page 117)	6
Skeleton Archer (page 118)	6

Your Echo Stones again crackle to life. Maybe "crackling" is a bad sound coming from a rock. Let's say they hum to life instead. The Handsome Sorcerer says:

"Quick update -- I got bored and ordered my men to kill the Queen. They're probably using her head as a soccer ball right now. See ya soon."

Beside the central tower, a wide circular plinth supported by daises glows with swirling light. Wait, no. The dais is sitting on the plinths. Whatever. When you're ready, a round flat thingy will zap you off to the for-realsies final battle.

Shock Barrels lying around can be used to 'charge' the dais, or Shock weapons, or scooting their feet real fast to get statically charged. If the players fail to figure any of those options out, the Handsome Sorcerer will come back on the Echo Stone:

"I can't kill you if you don't come up here." A bolt of electricity rides from somewhere up high, down to the dais and it is charged.

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Dragon Keep - Upper Platform



Encounter: The Handsome Sorcerer

The lift carries you all to the top of Dragon Keep's peak. The Handsome Sorcerer stands in the center of a dais -- the architect was really big on daises -- accompanied by three statues of himself.

"Heya, kiddos," he says. "We had our fun, but now it's time for the part where I shove my fist down your throat and use you like a weird inverted sock puppet."

"That's right, it's time for me to do to you what I did to..."

"What I did to..."

You know what? It doesn't matter what he says. He just attacks you. BOSS FIGHT TIME!

On the Upper Platform, three 20-foot tall statues of the Handsome Sorcerer loom over the battleground, each with a different symbol on their chest: a lightning bolt, a skull, and a flame. A successful Insight (12) Check reveals that the statue's bodies have been carved in a very rudimentary style, yet the faces seem to have been chiseled with care and great detail.

If a player successfully shoots the face of one of the statues, the Sorcerer will yell: "You can't even tell the real Handsome Sorcerer from my statue, how stupid are you!? Keep wasting your shots, dummies."

If all three statue faces are shot, the Sorcerer, despite his earlier words, rushes to try and repair the damage and enters a down state for one turn, during which he must repair the statues and can only cast *Shield*, *Summon Skeleton*, or *Circle of Flame*, depending on which iteration of the Sorcerer the party is fighting. Once repaired, the statues can be shot again for the same effect.

Environment	Temple

CRYO BARREL (3D6 CRYO DAMAGE)

INCENDIARY BARREL (3D6 INCENDIARY DAMAGE)

SHOCK BARREL (3D6 SHOCK DAMAGE)

RADIATION BARREL (3D6 RADIATION DAMAGE)

CORROSIVE BARREL (3D6 CORROSIVE DAMAGE)

ELEVATED AREA

HANDSOME SORCERER SPAWN

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Handsome Sorcerer

Wizard. Turd sandwich. Final Boss.

Badass Rank 26

Movement 4 Squares

Health: 160
Shield: 100
Traits: N/A

Weapon: Shock Staff (+3 Damage)
Special: Immune to Shock Damage.

Actions

Teleport
Handsome Sorcerer becomes Cloaked and Teleports to any space within 3 squares. Attacks require a Search (10) Check to target the Sorcerer. This Action generates 2 Mayhem.

Withering Bolt
Handsome Sorcerer fires a bolt of energy from his staff at a target within 4 squares, dealing 4d6+2 Shock Damage.

Levitation
Gains Extra Movement and then performs a *Withering Bolt*.

Shield
Casts a spell that grants a Shield that blocks the next 30 Damage from the front.

Upon his death, the Handsome Sorcerer changes into a second form and taunts the Vault Hunters:

> *"Sold my soul for this one. Totally worth it. UNDEAD POWER BABY!"*

Necrotic Sorcerer

Wizard. Undead Turd sandwich. Final Boss (still).

Badass Rank 27

Movement 4 Squares

Health: 180
Shield: 90
Traits: N/A

Weapon: Skull Staff (+3 Damage)
Special: Immune to Explosive and Corrosive Damage.

Actions

Staff Strike
Necrotic Sorcerer strikes an adjacent target, dealing 2d8 Damage and then moves up to 3 squares. This Action generates 2 Mayhem.

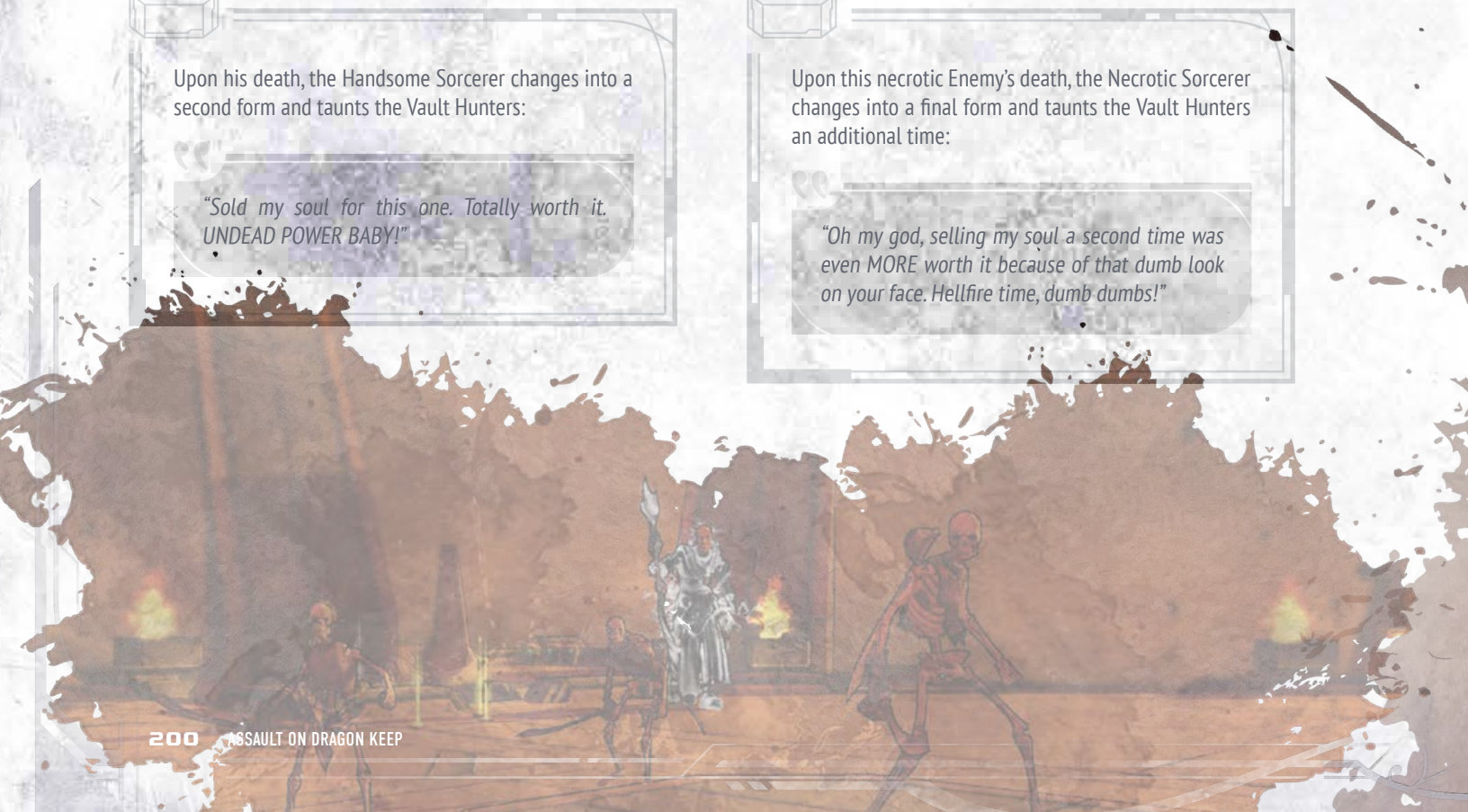
Skull Missile
Necrotic Sorcerer fires a skull that seeks out a target within 3 squares and Attacks for 3d8 Damage each turn. The skull has 20 Health and counts as an Enemy.

Levitation
Gains Extra Movement and then performs *Skull Missile*.

Summon Skeleton
Summons a skeleton (page 116) that spawns adjacent to the Necrotic Sorcerer and begins Attacking the targets. Maximum 2 summoned skeletons at a time.

Upon this necrotic Enemy's death, the Necrotic Sorcerer changes into a final form and taunts the Vault Hunters an additional time:

> *"Oh my god, selling my soul a second time was even MORE worth it because of that dumb look on your face. Hellfire time, dumb dumbs!"*



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Demonic Sorcerer

Wizard. Flaming Turd sandwich. *Final Final Boss.*

Badass Rank 28

Movement 4 Squares

Health: 90
Shield: 150
Traits: N/A

Weapon: Flaming Staff (+3 Damage)
Special: Immune to Incendiary Damage.

Actions

Dragon Whisperer
Demonic Sorcerer calls for a dragon to kill the Vault Hunters; only a Baby Fire Dragon (page 103) shows up to Attack. This Action generates 2 Mayhem.

Ball that is made of Fire
Demonic Sorcerer fires a fireball at a target within 5 squares and deals 4d6+3 Incendiary Damage.

Flame Burst
Demonic Sorcerer lets out a burst of flame, dealing 3d6 Incendiary Damage to all targets within 2 squares.

Circle of Flame
Demonic Sorcerer spins the staff around himself, creating a circle of fire in the 8 adjacent squares. All targets who are in or move into the area take 2d6 Incendiary Damage per turn for as long as they remain in the flames.

Handsome Sorcerer Drops
- *Metallic Volcano* (Legendary Malefactor Sniper. **IT'S MOLTEN.** Increased Splash Damage.)
- *Unwanted Trespasser* (Rare Blackpowder Sniper)
- *Polluted Tosser* (Rare Feriore Pistol)
- *Sorcerer's Choice* (Legendary Skuldugger SMG. **CORROSION!** Increased Corrosive Damage multiplier.)
- *Impolite Evacuator* (Rare Hyperius Shotgun)
- 1000g

If the Vault Hunters downed the Handsome Sorcerer by shooting the statues at any point, they also find:
- **(1/VH) Disguise Potions**: Change voice and appearance to any Enemy type of choice for 1 hour [worth 400g]

THE AFTERMATH

With the Sorcerer slain, the enchantment encompassing the Keep fades away. Two double doors swing open, and an inch-deep river of blood cascades down the steps. The players see the strewn bodies of orcs and skeletons in the dim room beyond. Out walks the Queen.

SURPRISE it's QUEEN BUTT STALLION

she prances down the stairs with a clop of her beautiful hooves and a whip of her fine-ass hair

With the Queen safe, she casts her magic spell and brings light back to the world.

*Now that all the light has been restored~ nothing left to do. All done. You solved problems. I don't mean **these** problems, but problems with a capital P. All problems everywhere.*

Word spreads fast in the little town of Flamerock Refuge, as its people lift countless grateful eyes to distant Dragon Keep. Once it had been a symbol of corruption and darkness. But brave Vault Hunters reclaimed it in the name of loyalty, truth, and light.

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GUN CARD REFERENCE



Flint and Steel: in Mr. Boney Pants drops • (page 159)



Decent Flambe: in Mr. Boney Pants drops • (page 159)



Flying Embers: in Mr. Boney Pants drops • (page 159)



Mind Melter: in Quest: Repairing the Wall • (page 164)



Burning Bore: in Mr. Boney Pants drops • (page 159)



Fruit Shoot: in Blood Treant drops • (page 169)

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GUN CARD REFERENCE



Moxxi's Crit: in Sacred Ruins • (page 172)
Slippery when wet.: On Reload, Interact (8) Check or it flies up to 2 Squares away.



Static Cling: in Conqueror's Crypt Dice Chests • (page 180)



SWORDSPLOSION!!!: in That One Blimp You Destroyed • (page 173)
Better to knight you with.: Fires a single sword that explodes on impact, dealing +1d6 Explosive damage.



Long Rest: in Conqueror's Crypt Dice Chests • (page 180)



Painful Cantrip: in Conqueror's Crypt Dice Chests • (page 180)



Wand of Shooting: in Conqueror's Crypt Dice Chests • (page 180)

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GUN CARD REFERENCE



Two Hitter: in Conqueror's Crypt Dice Chests • (page 180)



Critical Darling: in Conqueror's Crypt Dice Chests • (page 180)



Ground Zero: in Conqueror's Crypt Dice Chests • (page 180)



Top Loader: in Conqueror's Crypt Dice Chests • (page 180)



Jewel Runner: in Conqueror's Crypt Dice Chests • (page 180)



Bane of Metals: in Conqueror's Crypt Dice Chests • (page 180)

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GUN CARD REFERENCE



Danger Ranger: in Conqueror's Crypt Dice Chests • (page 180)



Mind Flayer: in Conqueror's Crypt Dice Chests • (page 180)



Craftman's Demise: in Conqueror's Crypt Dice Chests • (page 180)



The Underminer: in Conqueror's Crypt Dice Chests • (page 180)



Rain of Needles: in Conqueror's Crypt Dice Chests • (page 180)



Portable Firework: in Conqueror's Crypt Dice Chests • (page 180)

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GUN CARD REFERENCE



Slapdashery: in Conqueror's Crypt Dice Chests • (page 180)



Gunslingers BFF: in Conqueror's Crypt Dice Chests • (page 180)



Personal Spacer: in Conqueror's Crypt Dice Chests • (page 180)



Stomping Lasacaux: in Duke of Ork drops • (page 181)
The wand of the Bulls.: Twice as many Hits as a normal SMG.



Ice Hole: in Conqueror's Crypt Dice Chests • (page 180)



Consummate Florentine: in Stonecrag Ridge Dice Chest • (page 187)
Double Trouble.: Roll for second Element Type (+20%). Deals both types of Damage.

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GUN CARD REFERENCE



Knowing Seeker: in Stonecrag Ridge Dice Chest • (page 187)
Oh yeah, that's fair...: If within Range 3, deals Max Hits to Target.



Lightning Reflexes: in Fountain Lootsplosion drops • (page 193)
Speed Force.: Gain +3 SPD Mod while Equipped.



Nasty Ogre: in Stonecrag Ridge Dice Chest • (page 187)
Ogres chew their food.: Deals +1d6 Damage to edible targets.



Wild Fire: in Fountain Lootsplosion drops • (page 193)



Singularity: in The Pit: Wizard drops • (page 190)
Only need one.: One use per day. Creates a miniature black hole that pulls everything within 5 Squares to it.



Acupuncturist: in Fountain Lootsplosion drops • (page 193)

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GUN CARD REFERENCE



Metallic Volcano: in Handsome Sorcerer drops • (page 201)
IT'S MOLTEN!: Splash deals full Damage to adjacent targets.



Sorcerer's Choice: in Handsome Sorcerer drops • (page 201)
CORROSION!: Deals 3x Corrosive Damage to Armored Targets.



Unwanted Trespasser: in Handsome Sorcerer drops • (page 201)
IT'S MOLTEN!: Splash deals full Damage to adjacent targets.



Impolite Evacuator: in Handsome Sorcerer drops • (page 201)



Polluted Tosser: in Handsome Sorcerer drops • (page 201)

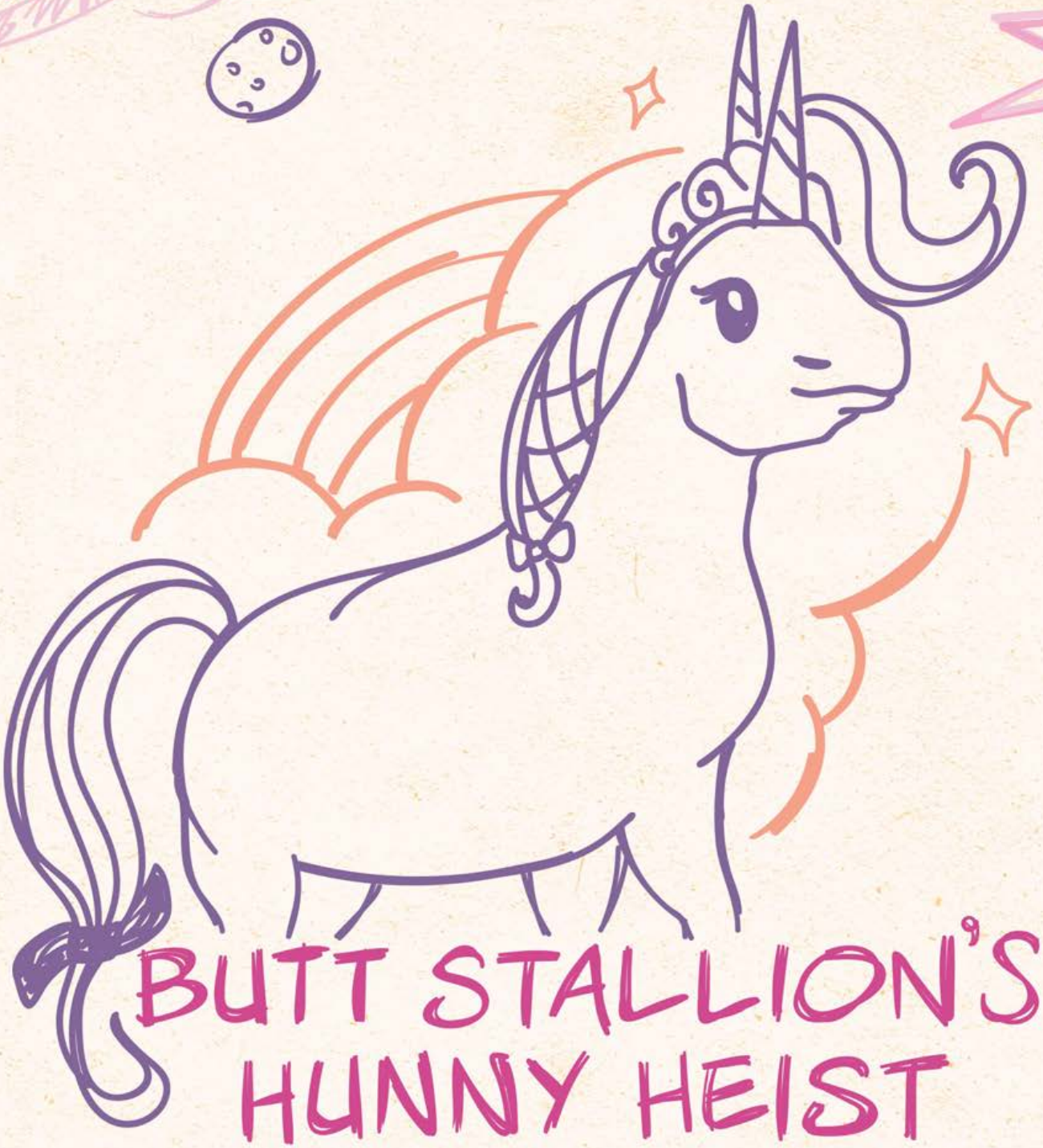
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NOTES

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BUTT STALLION'S HUNNY HEIST

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Aight bbz. That last quest was pretty good, but I was workin[1] off somebody else's module. But this one? This one right here? This one you're readin now?

This that *real* stuff.

That *real real.*

The *true-true.*

This is a 100% orig, free range, artisanally handcrafted:

Tiny.

Tina.

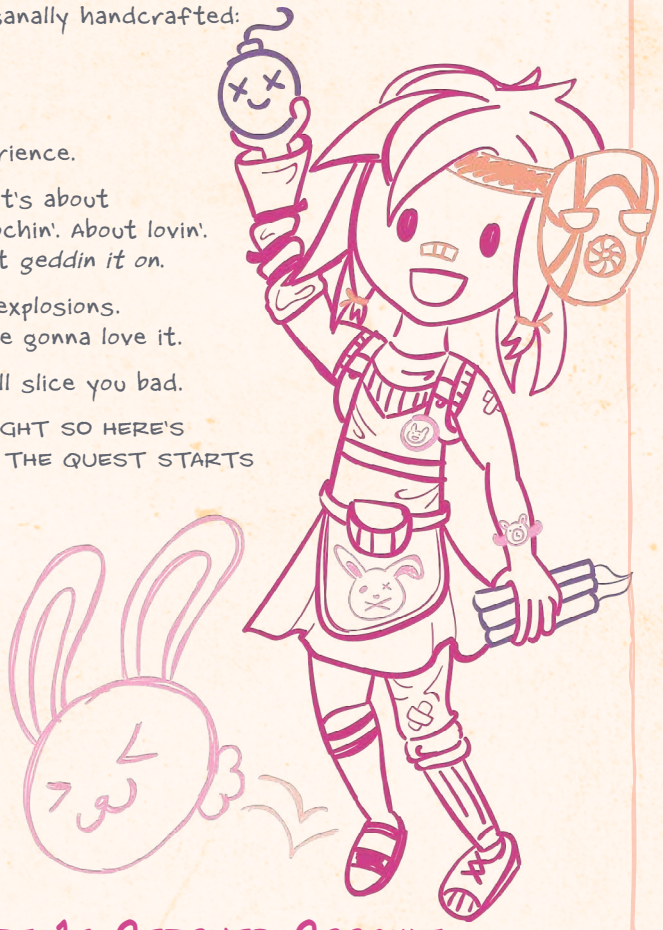
Experience.

And it's about smoochin'. About lovin'. About geddin it on.

And explosions. You're gonna love it.

Or I'll slice you bad.

ALRIGHT SO HERE'S HOW THE QUEST STARTS



Part 1: Airship Assault

BM Objectives

★ Get prezzie on the Helios blimpity. It's gonna be a lot of blap blap bam blap! But it's worth it.

Queen Butt Stallion calls you into her throne room. She's like, "neighhhh," which means "thank you for saving my life and bringing light back into the world and stuff."

But then she gets real close. And she lowers her horn. And she goes, "neigh."

Real serious. Real grim. "Neigh."

And you know what that means.

That means, "War is comin'."

It means, "The Hyperius plunderbutts to the north are gonna invade any day now. And we don't have an army dank enough to stop them. We've got an army that's exactly, like, 50% dank enough. But that ain't enough."

"So I have an idea. You gotta go to the nearby kingdom of Blowyourfaceupheim and convince the queen to marry me. She's a fine hunny with a big-ass army who is super cool and good at sports. If we get married, our kingdoms will unite and our armies will be super strong and stuff.

"There's a problem, though: she loves prezzies. Presents. Gifts. And only the coolest stuff will do. So before you head to seduce the queen for me, you've gotta find a suitably awesome gift for her.

"Luckily, I know where to find such a gift.

"Unluckily...it's in the Hyperius Air Fortress, Helios. A big-ass blimp full of baddos and defenses and stuff. That's also in the sky.

"I tamed one of the Handsome Sorcerer's dragons, so you can ride him up to Helios.. but once you're there, you'll kinda be on your own. You'll have to break into the Helios vault, find a cool prezzie, and somehow get off the blimp.

"THEN, you'll have to head to Blowyour-faceupheim, find a way to reach the queen, and give her the thingy. Then she'll totally wanna touch butts with me, or whatever making out is. I heard it's great tho

"Anyway the dragon is outside my castle whenev you wanna use it. You should deffo stock up on stuff, because this could be a really really (really) dangerous mish. Short for mission.

"Okay that's all, bye."

That's what the "neigh" meant.

So at this point, your players can fart around Flamerock Refuge to get themselves ready for the upcoming quest. Whenever they're ready, they should go meet up with the friendly dragon.

[1] (twerkin)

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(NPC) Scalyboi

Dragon. Musical. Hates Hyperius. Pink and purple scales. Looks like a dragon.

Badass Rank	Movement	
15	Flight: 5 squares	**Health:** 180 **Armor:** N/A **Traits:** Large.

Weapon: Breath and Bite (+1 Damage)
Special: Really concentrates (and hums tunes) while flying. Doesn't Attack with breath weapon while Vault Hunters are riding along.

Actions

Breath Weapon
Scalyboi will breathe a flame that creates a plume of pink and purple smoke dealing 4d6 Incendiary Damage to all Enemies within 3 squares, but like, in a line.

Bite
Scalyboi will bite an adjacent Enemy and chomp him real good for 2d8+1 Damage.

Butt Stallion's friendly dragon is humming a song to itself when you arrive. It's pink and purple and other good colors. Other than that, it looks pretty much like a dragon-ass dragon. If you want more visual descriptors, just, like, think of a dragon you've seen before. That's what the dragon looks like.

You hop onto the dragon and with a flap of its wings, you zoom into the sky. You clutch onto its scaly hide for dear life as it rockets up toward a cloudbank. You shoot through the cloud layer, and that's when you see it -- an hours flight away, perhaps, but massive and imposing.

The Hyperius Blimp Fortress. Helios. Multi-leveled and packed to the gills with cannons, spells, and troops. And somewhere within: a vault, holding some good-ass loot.

Your mouth waters at the thought of an entire vault full of actually-good loot and no tentacle monsters. You don't know why you think that, but you do.

Players can do a Search (6) check for details on where best to land the dragon within Helios. The three best options are:

* **The cockpit** has a bunch of cannons guarding it. Search 15 or higher: they learn that once inside, they will immediately be thrown into a very difficult fight, but if they win, the players take control of the ship and its cannons.

* **The hangar bay** has the least cannons guarding it. Search 15 or higher: the hangar bay has a very easy fight. As a location, it is the safest but the most useless and players will have to fight their way to a more beneficial spot on the ship.

* **The engine room** is guarded by the MOST cannons. Search 15 or higher: the engine room probably has a decently difficult fight inside, but will give the Vault Hunters access to, you know, the engine.

A failed Search check will garner the players no new information and they will have to rely on instincts or luck to decide on which of the three locations to land.

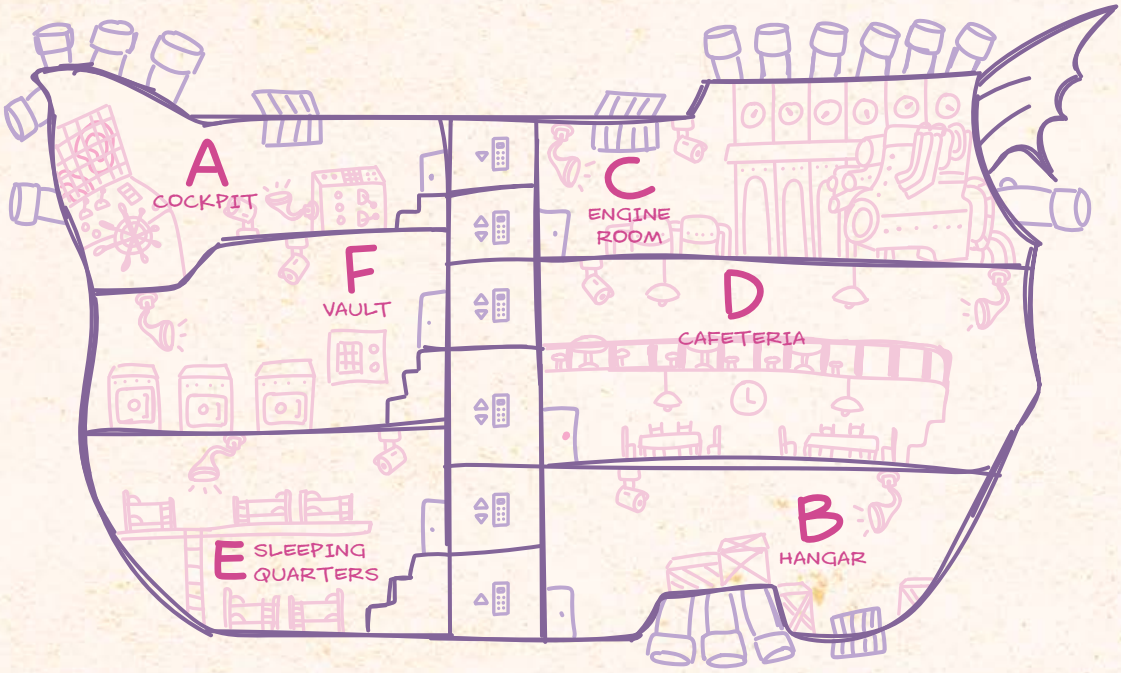


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Helios

Once the Vault Hunters (atop the dragon) approach the Helios, it will require a Sneak (20) check to get the drop on any of the manned cannons without being seen first. If successful, the Vault Hunters can perform a turn of Attacks against the Cannons within Range before the Cannons fire back.





BM Note: After the first fight on the ship, an ALARM starts blaring throughout its rooms. Suddenly, the Vault Hunters feel their energy being sapped by a Hyperius security spell: Each Vault Hunters' Shield is reduced to half capacity and their Health is reduced by 5.

To remove the spell, they must find a Counterspell scroll.

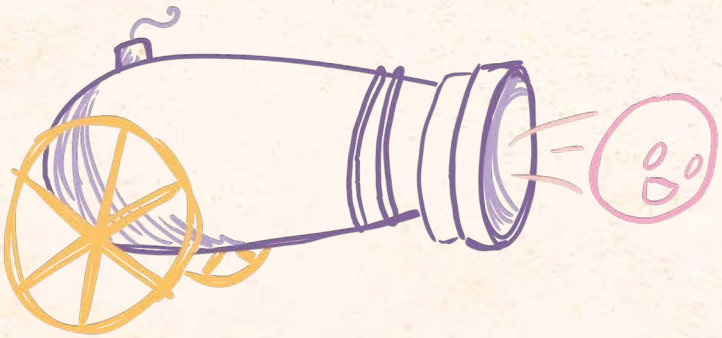
Encounter: Helios Blimp Fortress (Cannon Blastin')

Environment	WAY UP IN THE SKY

If for any reason, a Vault Hunter falls from the dragon, they fall a long way to their horrible death and spawn at a BREW-U inside Helios' Hangar Bay.

Depending on their landing spot, there are:

Cockpit – 5 Cannons
Hangar Bay – 3 Cannons
Engine Room – 7 Cannons



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Helios Cannon

Attached to the outside of Helios Blimp Fortress. Cannons. Metal? Yeah they metal as hell.

Badass Rank	Movement	Health: N/A Armor: 60 Traits: N/A
10	Immobile: 0 squares	

Weapon: Cannon (+2 Damage)
Special: They dragon huntin', so all Damage they deal is to the Dragon.

Actions

Fire
Helios Cannon takes aim and fires at a target within 6 squares, dealing 3d8+2 Damage.

That's it. That's all they do, they're cannons.

The Vault Hunters can attempt to land at any time, but any remaining Cannons at their landing spot will get an attack as they come in to land.

If Scalyboi's Health drops to 0, they begin to crash land. The Vault Hunters have one final choice: which of the 3 landing spots they wish to crash and burn at. If they are already close to one of them, they crash there.

A. Cockpit

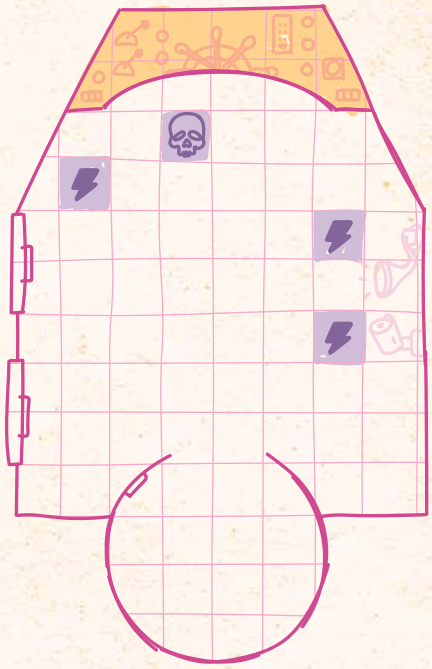
Hahahahahahaahahahahahahahah

"pit"

If they **crash** land in the Cockpit, each Vault Hunter takes 2d8 Damage and the controls are broken and the blimp can no longer be steered anywhere. Also Scalyboi is dead and everyone is sad about it.

After they land, whether or not they crashed, the following fight occurs:

- BLIMP CONTROLS (BROKEN IF CRASH LANDED)
- CAPTAIN BLIMPYMAN SPAWN
- HATCHES (CLOSED UNLESS CRASH LANDED)
- ENEMY SPAWN



Encounter: Helios Cockpit

Environment	Cockpit

Spawn 9 Badass Rank (BR) per Vault Hunter

Enemy	BR
Knight (page 111)	6
Squire (page 111)	3

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Captain BlimpyMan

Hyperius Blimp Captain. Stupid Hat. Boss.

Badass Rank 18

Movement 4 squares

Health: 120
Shields: 60
Traits: N/A

Weapon: Captain's Own (+2 Accuracy), Bayonet (+2 Damage)



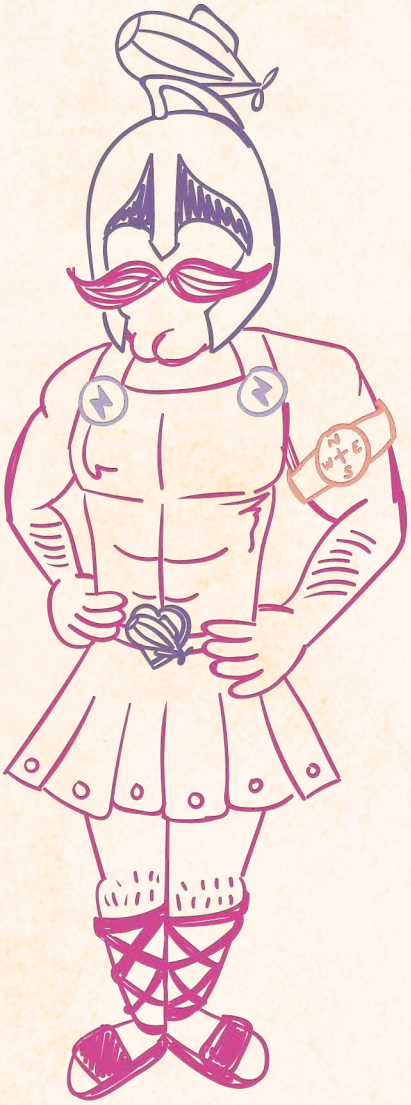
Actions

Rifle Fire
Captain will perform a Ranged Attack Action at a target within 6 squares (+2 to Accuracy Roll). This Action generates 2 Mayhem.

Rapid Fire
Captain will perform two Ranged Attack Actions at up to 2 targets within 6 squares (+2 to Accuracy Roll).

Lunge
If Captain is adjacent to any target, he will lunge at them with the bayonet attached to his weapon, dealing 3d6 Damage.

Lob
If Captain's Shields are depleted, he will attempt to find Cover and Lob a Hyperius Grenade at a target within 4 squares. The Longbow Grenade will teleport to its target square and detonate, dealing 3d8 Splash Damage.



Captain BlimpyMan Drops
- ★ *Captain's Own* (Epic Hyperius Rifle)
- ★ 6 Rare Hyperius Longbow Grenades (−1 per Lob Attack performed during the encounter)
- ★ Vault Key (not that kinda vault though, the metal safe kind)

Once the fight is over, the Vault Hunters have access to the internal communication system (which is basically just an old-timey loudspeaker with a big brass cone to shout into that can be heard all across the blimp), the steering controls (broken if they crash landed), and the magical seeing eye screens (cameras) that shows where the vault is located.

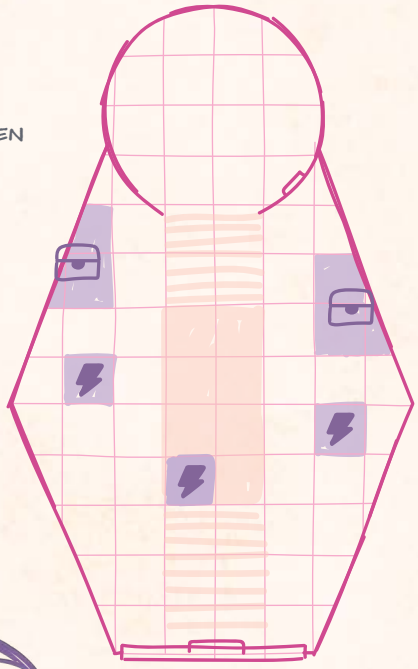
Examining the elevator at the center of the room, they notice its control panel reveals buttons for "**cockpit**," "**hangar**," "**engine room**," "**vault**," "**cafeteria**," and "**sleeping quarters**."

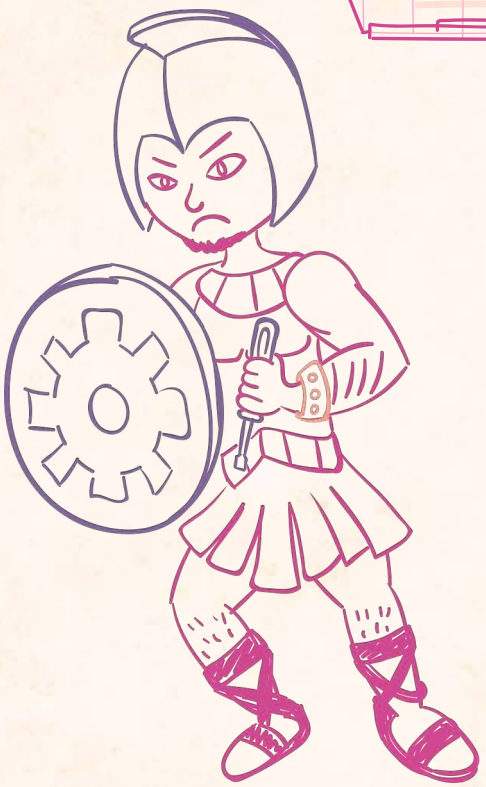
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B. Hangar

> *This is where the planes n' stuff live, get you some*
>
> *As of right now the hangar doesn't have any planes in it tho. It's just got a buncha parachutes, and a buncha baddos.*
>
> *Also there's an elevator in the back of the room, but you're too busy getting your shiz wriz by baddos to focus on that rn*

- WALKWAY (ELEVATED)
- HATCHES (BUSTED OPEN IF CRASH LANDED)
- CRATES (3D6 CACHE)
- ENEMY SPAWN





If they **crash** in the hangar, they take 2d8 damage and blow open the hangar door. Also scalyboi is dead and everyone is sad about it.

Whether they land or crash in the hangar, the following fight occurs.

Encounter: Helios Hangar

Environment	Hangar

If the hangar door is open, any target adjacent to the opening must make a Traverse (12) check or they will fall out of the blimp and die by hitting the ground real hard 2 turns later.

Spawn 9 Badass Rank (BR) per Vault Hunter

Enemy	BR
Squire (page 111)	3

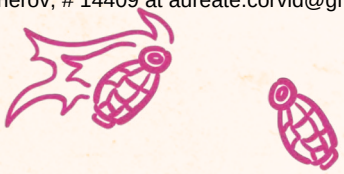
Replace the Squire's *Short Sword* with *Technician Screwdriver* (+1 Damage).

Replace Squire's *Annoyance* Action with *Technical Jargon*: Technician bores a target within 4 squares with a long winded rant about proper blimp maintenance. The target is slowed and confused for 1 turn.

In the hangar, a successful Search (8) check will reveal a number of parachutes. Specifically, a number of parachutes equal to the number of Vault Hunters... minus one.



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Examining the elevator at the back of the room, they notice its control panel reveals buttons for "**cockpit**," "**hangar**," "**engine room**," "**vault**," "**cafeteria**," and "**sleeping quarters**."

C. Engine Room

It makes the blimp go vroom vroom. There's a real big engine pumpin and a-chunkin' smoke into the air, and the floor is slick with oil. There are a buncha goblin engineers here who keep looking at you and shrugging and going "it's a living!" Make sure you remember that, BM, make sure that every time a goblin dies it looks at the players and shrugs and goes "it's a living!"

If they **crash** in the engine room, the engine is irreversibly damaged and the blimp will crash in one hour (each time the players visit a new location or have an encounter, it takes 10 minutes). Also Scalyboi is dead and everyone is sad about it.

Whether they land or crash in the hangar, the following fight occurs.

Encounter: Helios Engine Room

Environment	Engine Room

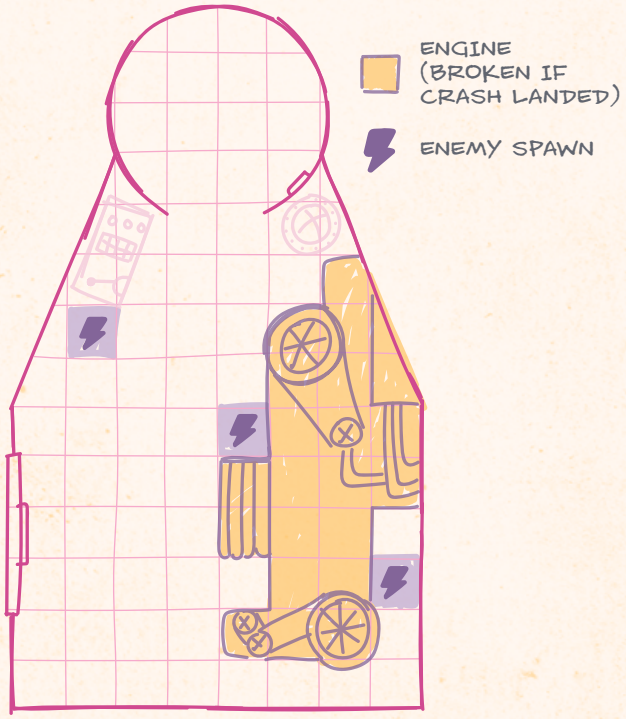
Targets that enter an Engine square take 2d12+4 Damage and are Knocked Back away from the engine.

Spawn 1 Goblin Engineer plus 12 Badass Rank (BR) per Vault Hunter

Enemy	BR
Knights (page 111)	6
Goblin Engineer (page 109)	6

Each Goblin Engineer drops 2 Pangoblin Rubberized Grenades. An Insight (8) check will identify them as Incendiary Grenades, used for restarting the engine if it goes dark.





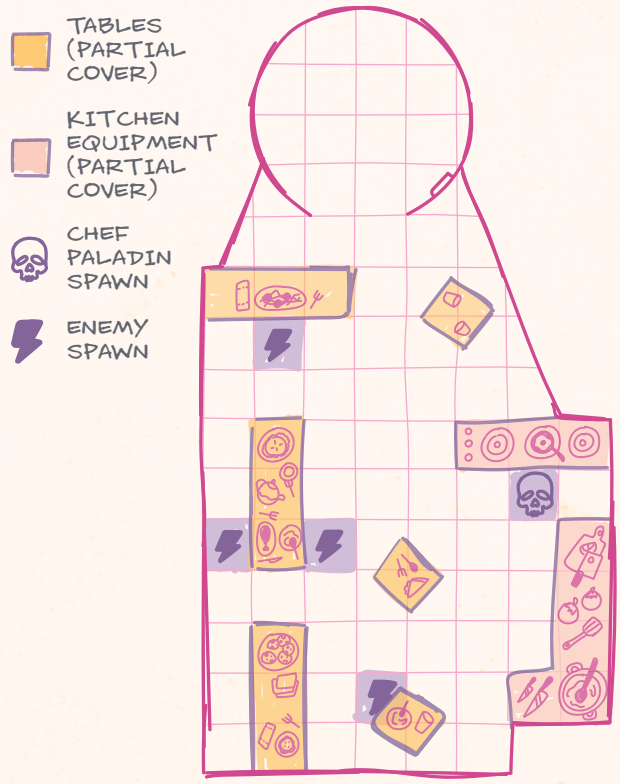
Examining the elevator at the center of the room, they notice its control panel reveals buttons for "**cockpit**," "**hangar**," "**engine room**," "**vault**," "**cafeteria**," and "**sleeping quarters**."

D. Cafeteria

The cafeteria consists of a buncha big barrels that say "FOOD" on them in big angry letters. The barrels have spouts on them that, when pulled, make this weird brownish greyish slurry come out that smells like meat and bread and sadness. There are a buncha long tables and trays for the food and forks and knives and it's basically like a school cafeteria except everyone is a bully

so exactly like a school cafeteria

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Encounter: Cafeteria

Environment	Cafeteria

All manor of food items and cooking utensils are around for Vault Hunters to throw, pummel, and eat.

Spawn Chef and 9 Badass Rank (BR) per Vault Hunter

Enemy	BR
Knights (page 111)	6
Lunch Squire (page 111)	3

In addition to their Enemy Drops, they drop a 1d8 Health Potion.

Chef Paladin has a Vault Key around her neck that can be seen by the players on an Interact (12) check or higher. When Chef Paladin sees the Vault Hunter notice the key, she will toss the key into the oil fryer. A Vault Hunter can reach in and retrieve the key with their bare hand, taking 4d6 Incendiary Damage before grabbing the key. If not retrieved, after 2 turns in the frying oil, the key disintegrates.

Chef Paladin

Hyperius Knight. Armored. Brought the Heat.

Badass Rank 9

Movement 4 squares

Health: 40
Armor: 60
Traits: N/A

Weapon: Chef's Knife (+2 Damage), assorted Knives (+1 Damage)
Special: Chef will always try to remain near allies, to heal them.

Actions

Slash
Chef slashes an adjacent target twice, dealing 1d10+2 Damage per slash. If not adjacent to a target, Chef will throw a knife up to 4 squares, dealing 1d10+1 Damage.

Restore
Casts a Healing Spell, which heals herself and all adjacent allies for 1d10 Health.

Mayhem Actions

Bless
Chef casts a Blessing Spell which heals all adjacent allies for 1d10 Health, and grants +1 Damage and Extra Movement for 2 turns.

Rebuke
Chef casts a Rebuke Spell which deals 3d6 Cryo Damage to a target within 3 squares and all adjacent targets.



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E. Sleeping Quarters

Buncha beds with sleepin guards in them, each with a shield at the foot of the bed

shhhhh they look like lil angels when they sleepin shhhhh don't wake them

The Vault Hunters can find several shields at the foot of the beds of sleeping guards. If they pass a Sneak (14) check, you can grab a shield without waking the guards.

Retainer (Rare Hyperius Shield)
Capacity: 60
Recharge: 15
Effect: While depleted, gain +4 Melee Damage.

Failing the Sneak check alerts the guards.


1st Floor Bunk

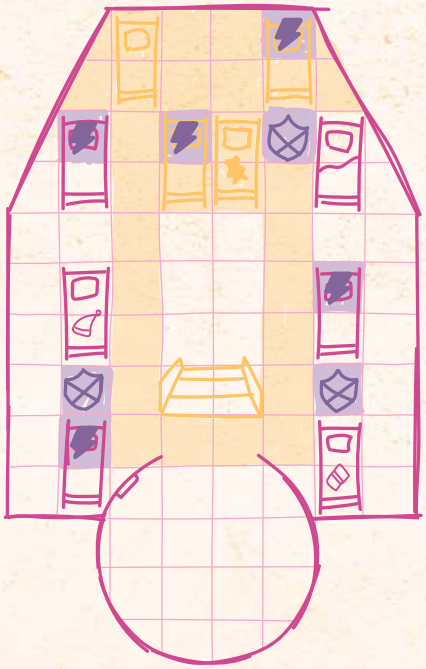

Enemy Spawn

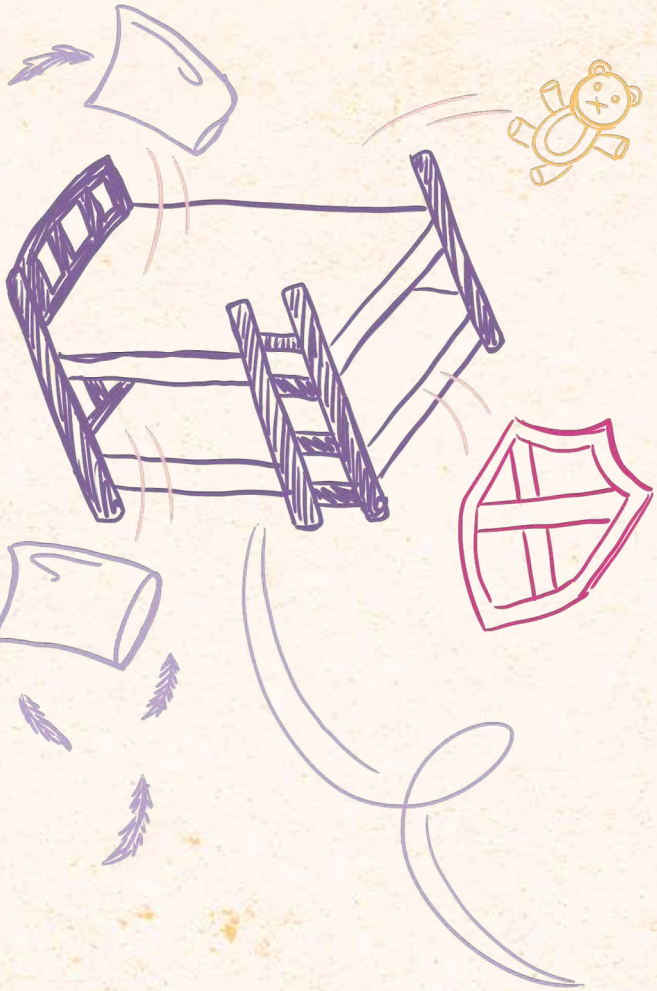
2nd Floor Bunk


Shields (Sneak [14] Check)

2nd Floor

Stairs to 1st Floor





Encounter: Sleeping Quarters

Environment	Sleeping Quarters

Bunks can be Thrown to deal 2d8 Damage upon impact.

Spawn 9 Badass Rank (BR) per Vault Hunter

Enemy	BR
Knights (page 111)	6
Squire (page 111)	3
Goblin Engineer (page 109)	6

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F. Vault Room

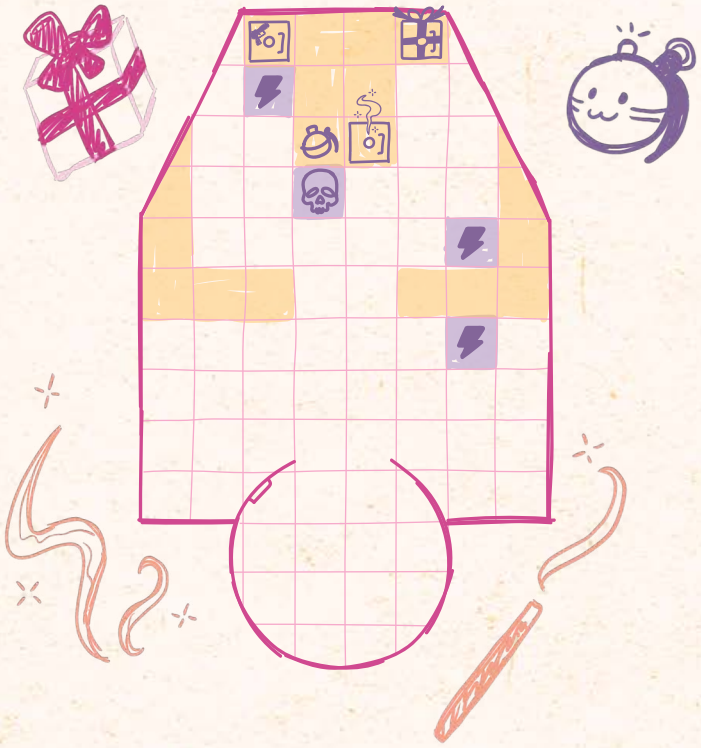
Welcommmmmme to the vault room

No tentacles in this one tho don't worry

So there are three vaults:

One says "COUNTERSPELLS", one says "LOOT," one says "PREZZIES"

The walls are made of metal, and the guards are made of irritation



- METAL DESKS/SHELVES (PARTIAL COVER)
- 1D6 GRENADES
- COUNTERSPELLS VAULT (LOCKED)
- WARDEN CANNONEER SPAWN
- PREZZIES VAULT (LOCKED)
- ENEMY SPAWN
- LOOT VAULT (LOCKED)

Encounter: Vault Room

Environment	Vault Room

It's a big metal room; bullets are LOUD in here.

Spawn 12 Badass Rank (BR) per Vault Hunter

Enemy	BR
Knights (page 111)	6
Squire (page 111)	3

Cannons here are loud, when fired all targets in the room take 1d4 Sound Damage.



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Warden Cannoneer

Goblin. Piratey. Warden.

Badass Rank 8

Movement 3 squares

Health: 60
Shields: 15
Traits: N/A

Weapon: Cannon (+2 Damage)
Special: The cannon can be manned at a −3 Accuracy Mod by a Vault Hunter. Range: 5 squares. Roll Accuracy matching or exceeding target's Badass Rank to Hit. Deals 2d8 Explosive Damage and causes Knockback.

Actions

Cannonball
Fires a cannonball at a target up to 5 squares away, dealing 2d8+2 Splash Damage and Knocking themself Back 1 square.

Reload
Warden Cannoneer will try to run behind adjacent cover and reload their cannon. Roll 1d20: on a 9 or lower, Cannoneer gains an Extra Attack.

Mayhem Actions

Explosive Cannonball
Fires a cannonball at a target up to 5 squares away, dealing 4d6+2 Explosive Splash Damage and Knocking themselves Back 2 squares.

Kick
Warden Cannoneer kicks a Cannonball at a target within 2 squares, dealing 2d8 Damage and Slowing them for 1 turn.

Warden Cannoneer Drops
- Vault Key
- 400g

After the encounter, the Vault Hunters can open vaults equal to the number of keys they have. Once a key is used, it disintegrates immediately (which is just a terrible system, Hyperius is a terrible Guild so it makes sense).

Loot Vault
- Logan's Gun (Legendary Hyperius Pistol)
- Great Longbow (Legendary Hyperius Sniper)
- Longbow Grenade Mod (Epic Hyperius Grenade Mod, page 87)

Counterspell Vault
The counterspells vault has two counterspells:
- Hyperius Counterspell (undoes any Hyperius based spell)
- Reaction Counterspell (cancels any one spell as it is being cast)

Prezzies Vault
The prezzies vault has a single item, the Crystal Egg.

To pick up the Egg, a Vault Hunter must make an Interact (10) check. If they succeed, they carefully pick up the egg from the vault. From this point on, the Vault Hunter who carries the egg is in charge of it's safety. If they take any Health (non-Shield) Damage, the egg shatters in their pack and the present is lost.

If they fail the check, the egg drops back onto the platform in the vault and another player can make an attempt.

If a Vault Hunter rolls a 1 on the Interact check, the egg rolls out of the Vault and shatters on the floor.

With the vaults opened, the Vault Hunters must now make their way to Blowupyourfaceheim.

If the blimp's controls are still functional, they can simply steer the blimp to Blowupyourfaceheim. If Scalyboi is alive, they can take the dragon. If neither are the case, they'll need to use the parachutes in the hangar bay.

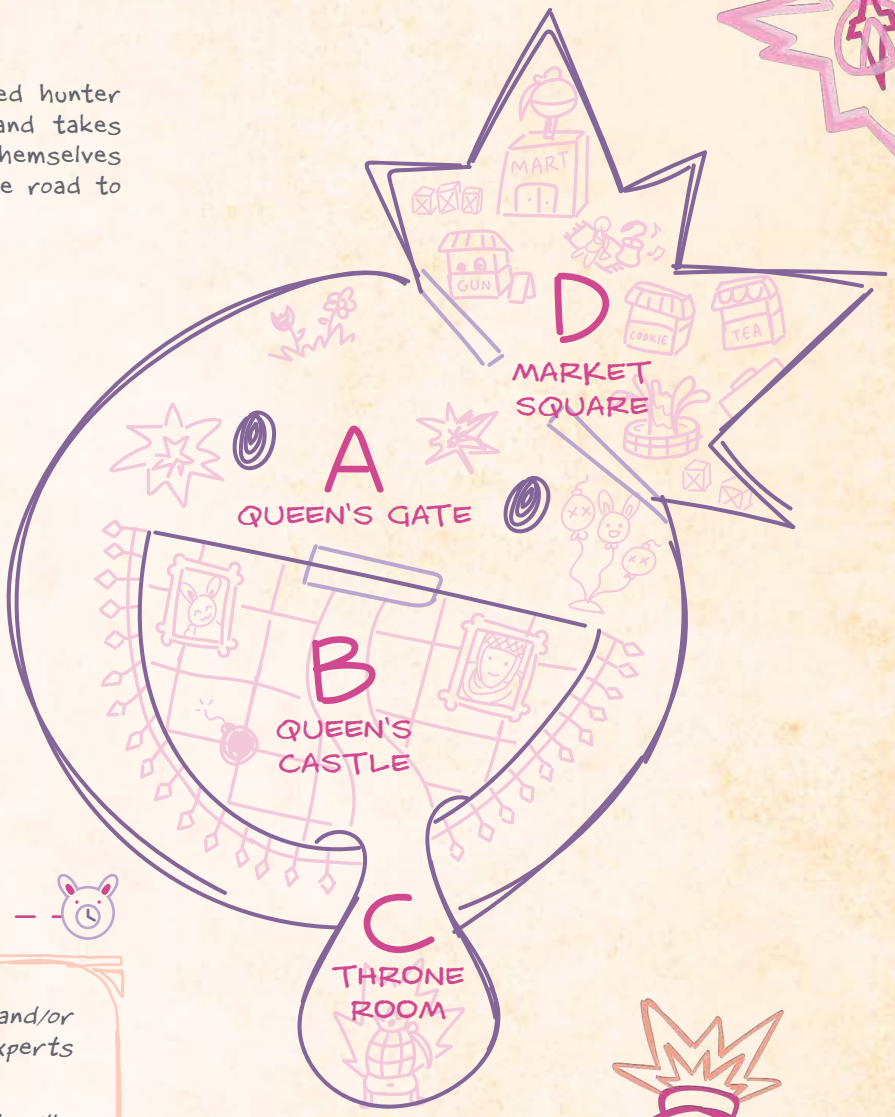
Since there will always be one fewer parachute than there are Vault Hunters, one Hunter will probably try to just hold on to another real tight. They'll have to pass an Interact (13) check to keep their hold on the other hunter. If they fail the hold, then the parachuted hunter accidentally

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loses their grip on the non-parachuted hunter about fifty feet from the ground, and takes 5d8 damage, if they die they find themselves spawned at a BREW-U cauldron on the road to Blowupyourfaceheim.



Either way, the team eventually makes their way to Blowupyourfaceheim, which is fairly close by, whatever that means.



Part 2: Blowupyourfaceheim

Blowupyourfaceheim is a hustlin' and/or bustlin' metropolis of demolitions experts and explosion people.

What are explosion people, you ask? Oh, silly, silly youngling. Imagine me patting you on the cheek and shaking my head back and forth. You silly dumb baby. You stupid dumb idiot stupid baby.

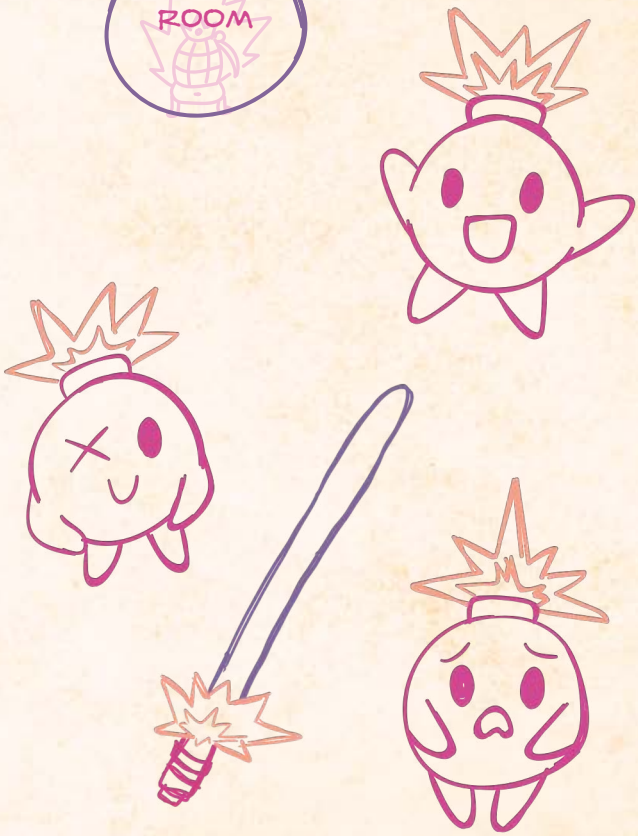
Explosion people are exactly what they sound like.

As you step through the front gates of Blowupyourfaceheim, you see them: walking, sentient grenades, not entirely unlike the art on the Marcus Munitions posters you've seen. They nod to each other, they buy produce from the grocer's, and if they ever trip and fall they explode and die instantly.

Blowupyourfaceheim is pretty loud.

In the distance, you see a building so tall and sexy that it must be the queen's castle. Standing in front of the castle are two ten-foot-tall dynamite golems holding boomsabers.

Boomsabers are exactly what you think they are.



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Queen's Gate

If the crew approaches the queen's guards, they extend out their Boomsabers to form an X in front of the path to the Queen's castle, like in the movies, and say:

"Can't nobody go in and see the queen," they say in a foreign-sounding-but-not-offensive accent. "For any reason at all."

"Well," the other says, "except for the fact that today's festival day, and the grand prize is a meeting with the queen."

"Yes, except for that." agrees the first golem.

You look confused, so the dynamite golems elaborate.

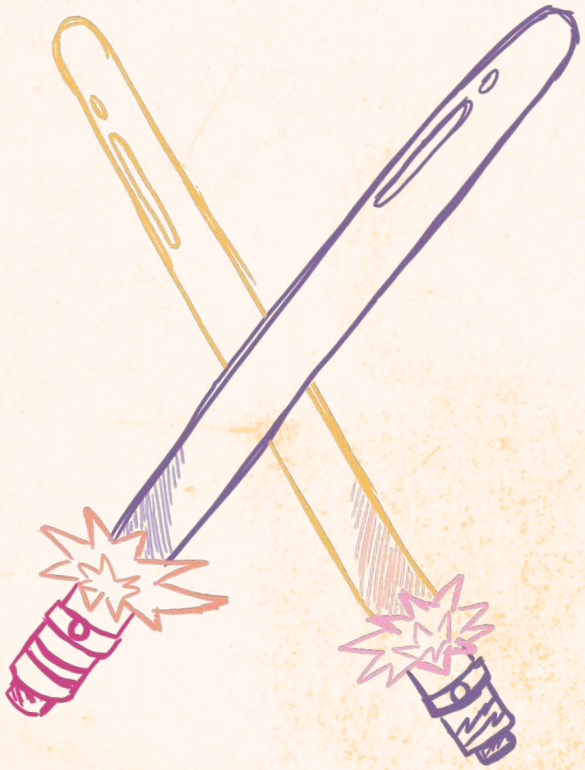
"Behind you, in the market square, you'll see all sorts of diversions and amusements and whatnot."

"Fun stuff, in other words.", continues the other Golem.

"Succeeding at any of the fun stuff will get you a medal. Whoever has the most medals at the end of the day gets to see the queen."

"There's a leaderboard over yonder," says one of the golems, pointing yonder.

The leaderboard currently has PRINCESS FLUFFYBUTT in first place with FOUR medals.



If any of the grenade people ever take Damage for any reason, or if they fall, or if they get super crazy pissed, they explode and deal 2d8 Splash Damage to any players in an adjacent square. You then roll 1d20. On a 10 or lower, the explosion triggers another grenade person to explode, prompting a new Damage Roll followed by another Roll to trigger another explosion. This can go on indefinitely.

If the players try to pull some crap like "we leave the kingdom and get to a sniper spot and just start picking them off from a distance so we don't get killed by the blast, let them, but make sure to remember that they're a bunch of sociopaths for later. The Queen will punish them for their horrific cruelty.



Market Square

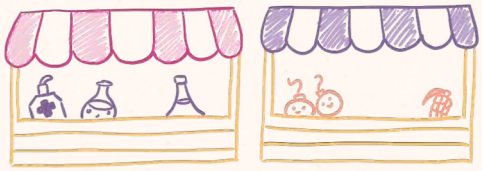
The market square is chock fulla people, bizzy as anything. There's a girl in a dress reading a book and walking around singing about how her life is boring but she sucks, just ignore her

There are shops that sell pretty much anything you can think of mixed in with amusement booths with carny games and stuff.

You see a white blur dashing between the different amusements. She got big ol ears. You can tell this is PRINCESS FLUFFYBUTT.

In the market square, the players can see dozens of the grenade people wandering around. The market square has several normie merchants (potions, weapons, relics, etc), as well as some amusements. Succeeding at any given amusement will award you a medal. Once the Vault Hunters have more medals than Princess Fluffybutt (who begins with four, but can be pickpocketed, charmed, or killed... IF she were capable of being killed, that is) they may take them to the dynamite golems and speak to the Queen.

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Shops

Potions

The potion shop has a modest collection of potions, but they're grenadepeople so they don't need potions often. If a Vault Hunter attempts to bargain over the prices for any items, the grenadeperson gets so offended, they explode (which has a 30% chance to blow up the whole shop).

- **Common Health Potion** (1d8) 20g each
- **Rare Health Potion** (2d8+5) 40g each
- **Element Potion** (Explosive) 15g each
- **Lucky Potion** 100g

Weapons

The weapon shop has all manor of explosives and grenades, but no 'wands'. They'll gladly purchase any you no longer have use for.

Buying	Selling
Common – 50g	Ashen Grenades 20g each
Uncommon – 80g	Malefactor Grenades 40g each
Rare – 120g	Torgue Grenades 50g each
Epic – 180g	
Legendary – 300g	

Relics

The relic shop has the following items for sale:

- **Common Elemental Relic** (Siren Class) 90g
- **Common Aggression Relic** (Gunzerker Class) 120g
- **Uncommon Strength Relic** (Commando Class) 150g
- **Uncommon Tenacity Relic** (Any Class) 180g

Princess Fluffybutt

If the Vault Hunters attempt to confront Princess Flufflybutt, she will flee. She isn't going down that easy.

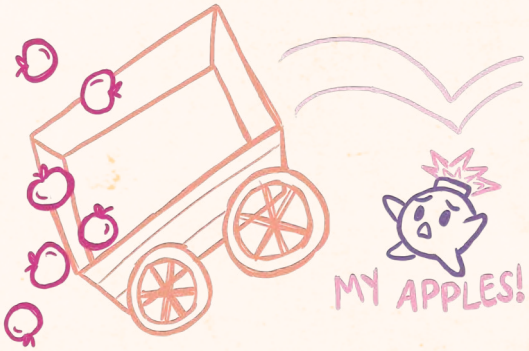


Encounter: Catch Princess Fluffybutt

Environment Market Square

There are fruit carts that players can knock over. It won't do any damage or anything, but it'll look cool in slow motion.

Traverse (10) checks are required anytime a Vault Hunter enters a square adjacent to a grenade people.



If you try to kill Princess Fluffybutt the bullets or fists or grenades or whatever bounce off her because she's under a special spell called "plot armor" which is totally impossible to dispel unless you have another spell called "deal with it," but there aren't any copies 'cause I destroyed them

So you basically need to catch her down by making 3 successful Traverse (10) checks

Once you do, you discover that -- whaaaaat -- Princess Fluffybutt is just a lil bun bun baby. She's like six. She offers to trade you one of her medals for 10 Torgue Grenades (which u can buy at the market)

If you get the grenades and come back she's gone like the wind but she dropped one of her medals for you along with a note: "the real grenades were in you all along :) "



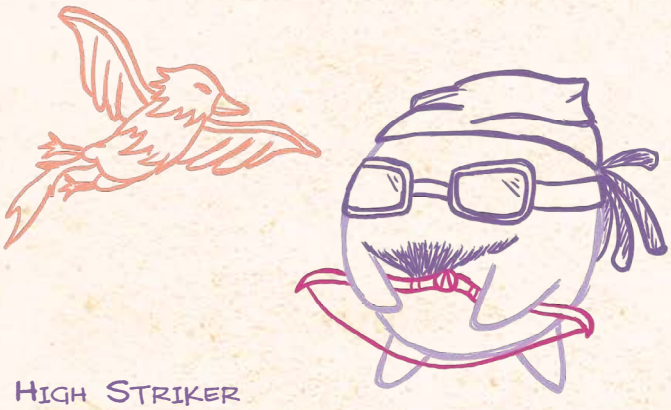
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Amusements

Marksmanship Contest

The Vault Hunters must defeat Blowupyour-faceheim's resident archer, Mordyguy! Mordy's friend Brock stands at the other end of a firing range with an apple in his hand. Like a beautifully choreographed dance, Mordy aims his bow at Brock and in the same moment, Brock extends his arm out to the right and Mordy, anticipating the move, easily sinks his arrow into the extended apple.

To compete, the players need to choose two Vault Hunters who will each have 1d4, representing 1-Up, 2-Down, 3-Left, 4-Right. Secretly they will each choose a number to reveal at the same time. A match means they have succeeded in the shot and won the medal because everyone is so shocked they landed the shot on the first try. A fail means one of them is pretty pissed off and takes 1d8 Health Damage. They then switch places and try again. Not so the wounded player can get revenge, but because games are fun. If they still fail, both players are now wounded and pissed and medal-less.



High Striker

This carnival game costs 50g per swing of the hammer. The objective is to hit the lever with enough strength it forces a grinning skull to shoot up a vertical tower. The harder the strike, the higher the skull goes up. If the player hits it hard enough the skull will shoot up all the way to the top and ring a bell. Well, not so much a 'bell' as a tiny bandit perched on top who screams out when the skull strikes him in the nuts.

Any player that pays the 50g will roll 1d8+DMG Mod. Each Damage point equals 10% and 100% is needed to win. In true carny fashion, the game is rigged. Despite rolling greater than 10, the competitor doesn't register a strike higher than 90%.

Brock proclaims "you're so close, here, like this" and demonstrates once again himself getting a 100%. Insight (10) check reveals him flipping a switch in the back, hindering anyone but him from getting 100%.

If players confront Brock about the rigged game, he admits the con and refunds the players all their money and gives them a medal. Alternatively, players can Sneak and flip the switch themselves while distracting Brock. Once the switch is deactivated, any Damage Roll is a win.

Bobbing for "Apples"

There are three large tubs filled with apples floating in murky, stale water that reeks of bad breath. What you are really lookin at is some of the 'apples' are actually grenades. Any number of players can 'bob for apples', we all fair here.

Roll Interact (15) check to see whether the player got the forbidden fruit or an apple, (see what I did there? Booya!). If they bit a grenade: their faces boom! bang! blow up, dealing 50% Health Damage because there are no shields on their face, dummies. If they bit into a shinee red apple they get a delicious snak. Repeat until they dead or they eat three snik snaky apples. Win medal... easy peasy

The apple tub is being manned by a sentient grenade with a large mustache. Your players will probably try to pickpocket the medal away from him, which, sure, fine. A Sneak (13) check to succeed. If he catches them, though, he explodes and deals 2d8 Splash Damage but they get the medal.



Pie Eating Contest Versus the Reigning Champion

The reigning champion, a large Siren troll lady named Loloth, is slamming her fists on the table demanding MORE PIE. She's wearing a 'Stuff Eating Champion' shirt and a red sweatband around her head, and has already devoured 2 Pies by the time the players enter the contest. She will taunt the contestants between mouthfuls of pie. The goal is for players to stuff their faces as full as possible without going Kaboom!

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Every player's belly is the same size, they can all eat 75 bites before exploding into tiny flesh and pie infused pieces. Loloth's belly can be the same or bigger or smaller depending on how you want to BM this. But keep it secret. To win the medal players need to win three rounds of binging.

Each player and Loloth declare how many bites they are going to eat at the same time – that part is real important so no one cheats and just ups the bites. The one who eats the most bites wins the round. Repeat until someone wins three rounds OR ALL VAULT HUNTERS EXPLODE!! (Game ends immediately if Loloth explodes.)

Each turn, the contestants will roll 1d20 and add their SPD Mod (Loloth's SPD Mod is +1).

- On a 1–9, the contestant only eats a bit of pie and gains 1 Health.
- On a 10–14, the contestant eats half a pie and gains 2 Health.
- On a 15–19, the contestant eats a whole pie and gains 4 Health.
- On a 20+, the contestant eats 2 whole pies and gains 8 Health.

If a contestant is at max Health, they get –1 SPD because they are now full (Loloth's Health starts at 45 and has a max of 50). The first contestant to eat 10 pies is declared the winner and gets the medal. The Vault Hunters may also attempt to fight Loloth, in which case they are disqualified from the contest, but can take the medal off Loloth if they defeat her.

Encounter: Troll Champion Loloth

Spawn 1 Troll

Enemy	BR
Troll (page 121)	7

Change max Health to 50 and grant Mayhem Actions on the first turn of the encounter 'cause Loloth is PISSED that you interrupted her eating time.

Drops 1 medal along with normal loot.

Rap Battle

A small, horrible Claptrap robot beatboxes poorly into its fist and raps the following at you:

"My name is Claptrap / I have metal joints / Bust my rhymes / And you'll get a medal

Wicky wicky wild

Wicky wicky I hope this isn't problematic"

The team must nominate one rap battler, who will then rap battle the BM.

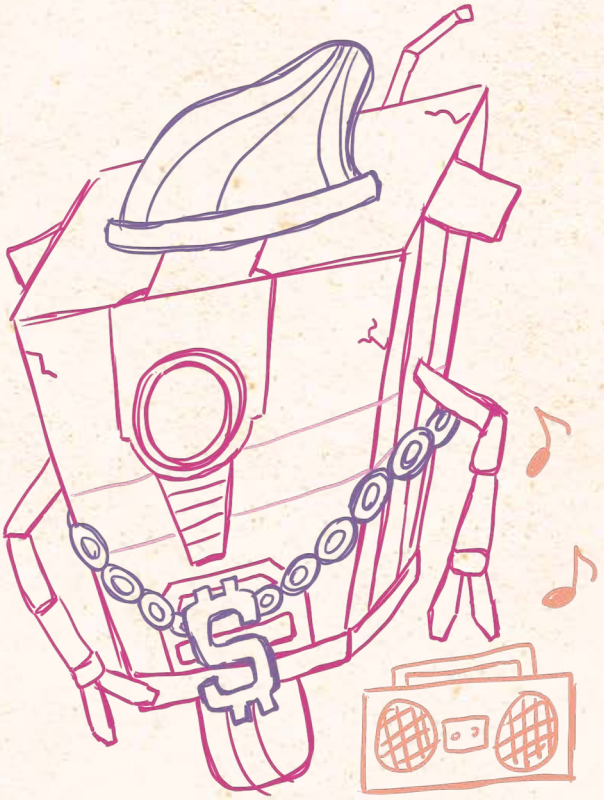
BM Note: If you want to come up with your own Claptrap raps ("Claptrap raps" –– that's a free one) beforehand, you can, but it'll make the challenge way, way harder for your friends. This task will be a lot more fun if your friends annihilate you at it.

If the player doesn't come up with a suitable rap they lose and any other players may try again. The player who lost will be forever known as "the Vault Hunter who was outrapped by a Claptrap".

If they come up with a suitable verse they win and gain a medal!

Alternatively, they can attempt to kill Claptrap, (who will play dead after taking any amount of Damage) and take the medal off its body. And unlike the other possible kills in the marketplace, nobody will hold this one against them.

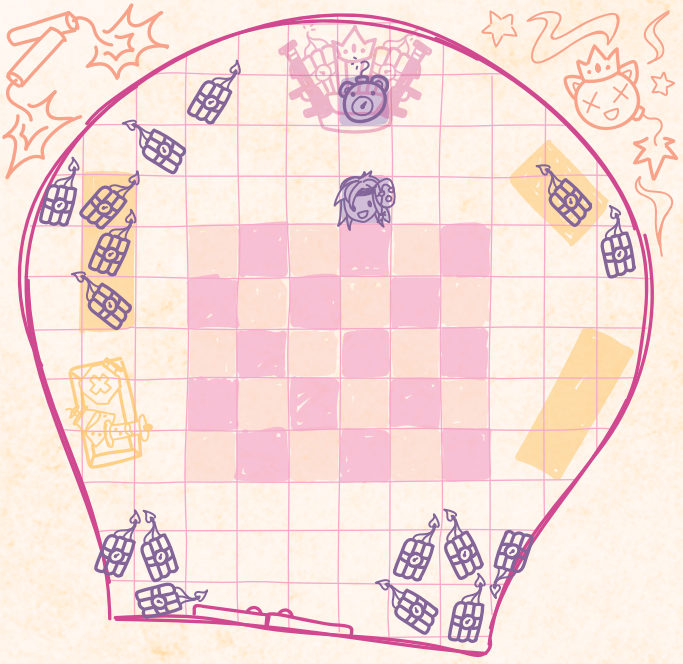
With 4+ medals in hand, the players will be granted entry to the Queen's throne room.



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Throne Room

> The queen's throne room is cush as hell. Lotta bright colors, lotta tasteful lighting choices, and a big-ass throne centered at the far end of the room. It's made of sticks of dynamite, rocket launchers, and other explosive paraphernalia.
>
> But that's not what catches your eye first.
>
> What catches your eye first is the finest,
>
> sauciest,
>
> Hottest,
>
> Good-lookingest queen you've ever seen. Maybe even as beautiful as Butt Stallion.
>
> "Sup, babies," the queen says. "You got Tina."
>
> That's right. It's Tina. Queen of Blowupyour-faceheim.
>
> What do you wanna talk to her about?



DANCE FLOOR

POTION BIN (RANDOM POTIONS)

EXPLOSIVES (LOTS)

EXPLOSIVES TABLES (PARTIAL COVER)

TIMER BOMB

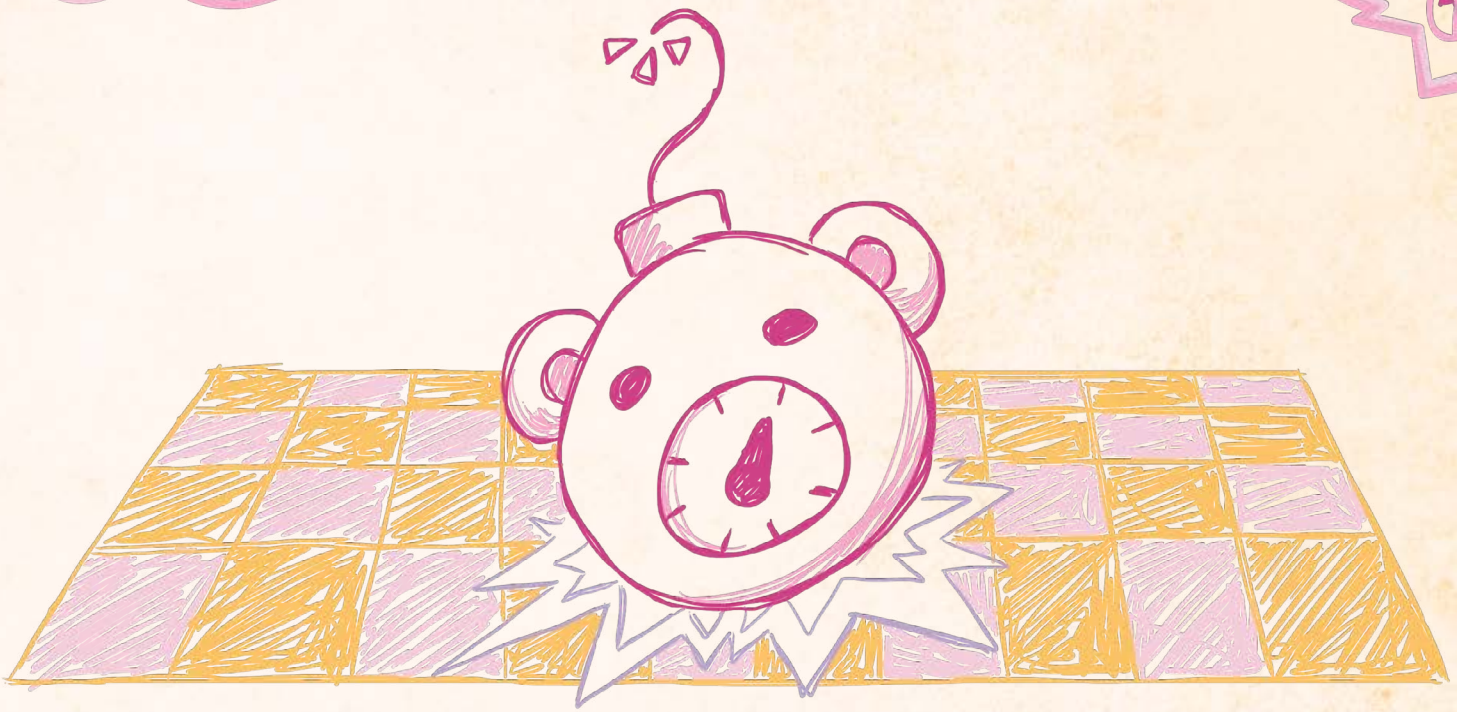
QUEEN TINA SPAWN

The players will then presumably try to convince Tina to come back to Flamerock with them and marry Butt Stallion. No matter what the players have done thus far, Tina responds:

> "Woah. WOAH. You think you can just ASK me to miggity-marry your queen? You think I'll just give UP my juicy bachelor lifestyle in exchange for a ball and chain?"
>
> "Look. Butt Stallion's fine. You know that. We all know that. But a player has to play. And Tina...she's the best player in the game."
>
> "BUT. You came all this way. And you're covered in blood. Which I like.
>
> "So I'll make you a deal: if you can beat me in a fight, I'll go visit your queen. No promises, but I'll at least take her out for crumpets."
>
> Tina roots around underneath her throne and produces a large, steel-plated BOMB.
>
> "Sooooo, this is gonna blow up my castle when the timer reaches zero because -- to quote a friend of mine -- reasons. If you can beat me before the timer hits zero, I'll treat Butt Stallion to what I, and most of the fine ladies across this realm, have come to call The Tina Experience.
>
> "If you can't beat me by then, I guess we all blow up which is also p tight. But you won't get any loot, sooooooooo
>
> "Anyway LET'S RUMBLE"



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Encounter: TINA, Queen of Blowupyourfaceheim

Environment	Throne Room

Tina's Throne is made up of Dynamite and could be blown up, but the bomb resting in it would also blow up and kill everyone so...maybe don't?

There is a dance floor in the middle of the room, which grants +2 to Badass Moves while standing (or dancing) on it.

To one side of the dance floor is a bin of potions. An adjacent Vault Hunter may roll 1d4 to get a random potion.

d4 Roll	Potion
1	1d8 Health Potion
2	Fumble Potion: All 1's rolled become 20's for 2 turns.
3	Splosion Potion: Become immune to Explosive Damage for 1 turn.
4	Badass Potion: Attempt a Badass Move for free.

TINA's Bomb

The timer is set for 10 turns.

If the player has killed any innocent people, Tina's like, "I saw what you did to the people they killed and it. was. TIGHT. So let's get right down to bidness, huh?" Tina then REDUCES the timer by 2 turns, resulting in a 8 turn time limit.

If the player has killed a LOT of innocent people, "And look. Given what you did out there? You a straight-up psychopath. And. I. LIKE IT. So LET'S GET CRAZY, BAY BAYYYYYYY" and then she REDUCES the timer by 5 turns, resulting in an 5 turn time limit.

If a Vault Hunter attempts to disarm the bomb, they can make an Interact check.

22+: They successfully disarm the bomb, but TINA yells "BOO!" and throws a stick of dynamite which rearms the bomb and Knocks you Back 1 square.

9-21: You add a turn to the timer, which TINA doesn't mind as she's having hella fun right now.

8 or less: You remove a turn from the timer, which TINA is absolutely here for.

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TINA

Queen of Blowupyourfaceheim. Boss. Explosive personality. It's me but as a beautiful queen with the most gold and gem-y crown anyone has ever seen.

Badass Rank Natural 20.

Movement 4 squares

Health: 150
Shields: 50
Traits: N/A

Weapon: Dynamite (+3 Damage), *Badonkadonk Rockets* (+3 Damage)

Special: TINA is immune to Explosive Damage and will gladly step in front of grenades and rockets to prove it. She will blow up her dynamite and rockets where she's at if she thinks it'll Hit the Vault Hunters.

TINA rolls the Badass Die each time she takes an Action. If she rolls a 1, she takes 20 Shock Damage and has to fix the detonator of the explosive she was going to use this turn (instead of Attacking).

If she rolls a 20, she deals an extra 10 Explosive Damage on her Attack.

All of TINA's Actions generate 2 Mayhem.

Actions

dy-no-might
Tina will throw a stick of dynamite at a target within 4 squares, dealing 3d8+3 Explosive Damage.

Choo choo rocket
If Tina is adjacent to an explosives table, she will whip up a rocket real quick and launch it at a target up to 6 squares away, dealing 3d12+3 Explosive Damage and causing Knockback 3.

'Cause i'm TNT
If Tina is adjacent to a target, she will take a stick of dynamite and plant it in one of the targets pockets. It explodes immediately dealing 3d8+3 Explosive Damage and she skips away up to 2 squares.

Blow up the Dance Floor
Tina blows up a section of the dance floor. Roll 1d4. Even: Black squares blow up, Odd: Pink squares blow up. Every target on a square that blows up takes 2d8 Damage and gets Knocked Back 1 square.

If you fail to beat Tina before the bomb blows up, everybody dies except Tina (who is explosionproof). The Vault Hunters spawn at a BREW-U Cauldron in the castle's "Sticky Room".

If you do beat Tina in time, she pours some fake blood in her mouth and acts out a real theatrical death scene, then tosses some Loot (six piles) around her 'corpse' and lies there until all the Loot has been picked up.

If the Vault Hunters blew up, read:

> *Tina, who is super hot, is like "DAAAAAAAAMN did you really just fight me and then blow up? That's my thing. That's my JAM.*
>
> *"Your queen may be as hella fine as everybody says she is, if she's got friends like you. But you gotta take me back to your place so I can see this hunny for myself.*

If the Vault Hunters defeated Tina, read:

> *Tina goes into an unskippable cutscene-ass mode before you can like KILL-kill her and she goes "waitaminutewaitaminute," and she falls to her knees. And she's like "damn, girl. Damn. You stronk."*
>
> *"And stronk? That's HOT. If you're this fuego, I can only imagine how spicy your queen is. BRING ME TO HER BAYBEEEE"*
>
> *she says she'll follow you back to your kingdom. Also she's super hot, don't forget*



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Part 3: Wedding Prezzies

Flamerock Refuge, Again

Tina follows you back to your kingdom. She's less skeptical about Queen Butt Stallion -- though she's still like "pshhhh" -- BUT you put up a good fight so she keeps her word.

But when the two of them meet eyes? It.

Is.

On.

Tina's all about Queen BS, and BS is all about Tina. They have the same interests and stuff. And they both nasty.

So -- long story short, they're gonna get married.

And what do you need before you get married?

Something old,

Something new,

Something borrowed,

And something blue.

Tina and Butt Stallion ask -- nay, BEG -- you to find them four items that correspond to the classic wedding rhyme. They've got ideas for each of them:

For Something Old, you gotsta go find an old-ass Blackpowder cannon that's in a shipwreck off the coast.

For Something New, you can go get a Malefactor Teknostaff™ they're developing in a not-that-secret secret lab out in the Chillywill Mountains.

For Something "Borrowed," rob the Flamerock Bank.

For Something Blue, there's a big blue Crystalisk runnin' around the swamp stompin' stuff to death. Kill it and bring its crystals back.

Prezzies are dope, but if you want us to just get on with the nuptials, just holla.



If the Vault Hunters opt not to go after the prezzies, skip to ***Part 4: The Wedding Chase***.

The Vault Hunters may run around Flamerock Refuge before heading out. If they head into any shops, the shop will be having a sale on certain items in honor of the upcoming wedding.

* **Diving Suits** [250g each, formerly 280g] Grants +2 Accuracy to Attack Rolls while underwater.
* **Mountain Climbing Gear** [100g each, formerly 120g] Grants +3 to Mountain Climbing Traverse Checks
* **Disguise Kits** [75g each, formerly 90g] Grants +3 on Checks made to avoid getting recognized.
* **Golem Trap** [300g each, formerly 290g] Instead of a Movement Action, a player may place and set the Golem trap. Targets that trigger the Golem trap by stepping into it's square are reduced to 0 Movement for 1 Turn.



Flamerock Coast — Something Old

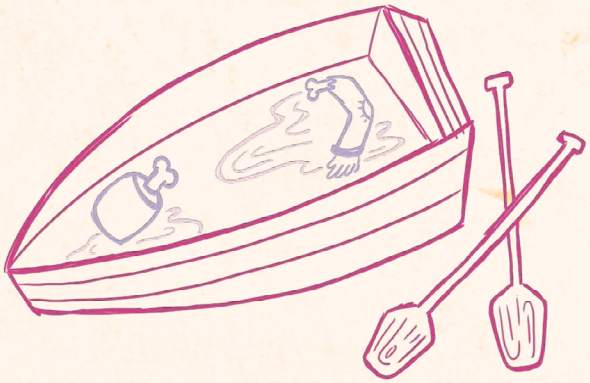
If the players wish to go after Something Old, they'll need to take a boat off the coast of Flamerock Refuge. Tina's already got one ready at the edge of the dock. A note inside informs the players:

I gotchu dawgs!

Don't mind the bandit bits, they're harder to remove than you'd think.

Neigh.

-TINA + BS



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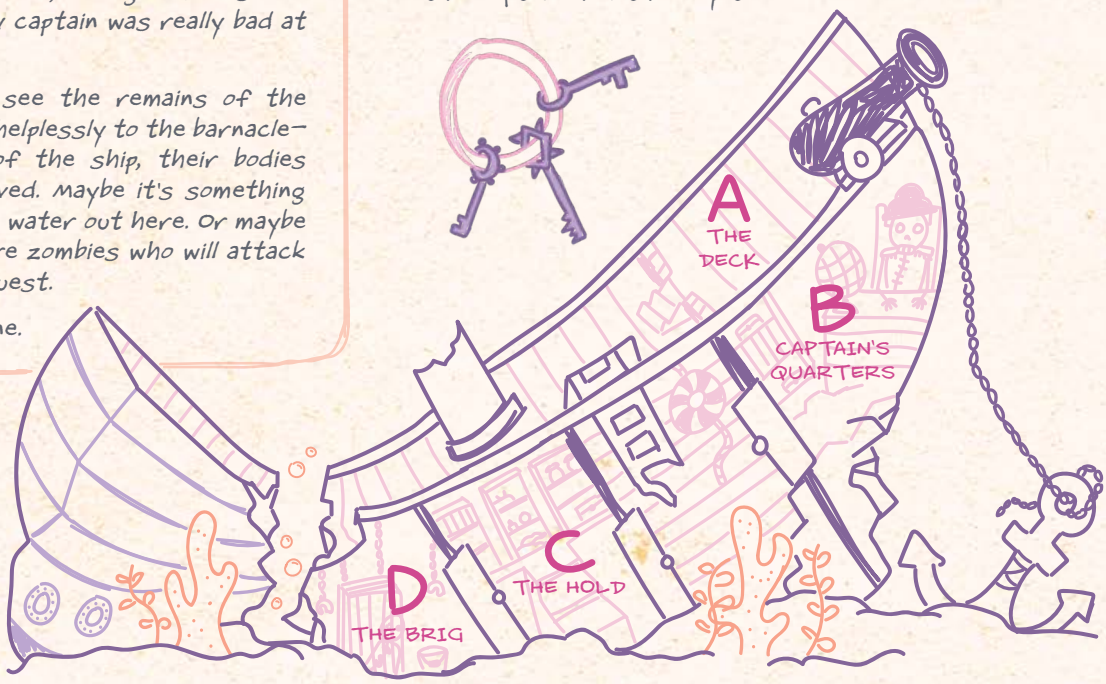
HMS CRUSTY SCALAWAG

You smell the HMS Crusty Scalawag before you see it: a rank, salty smell. The smell of rotting flesh mixed with briny waters. The crows nest of the ship peeks above the waterline like a beacon, telling all who see it a simple story: "my captain was really bad at his job."

Diving down, you see the remains of the crew still clinging helplessly to the barnacle-encrusted deck of the ship, their bodies oddly well-preserved. Maybe it's something to do with the sea water out here. Or maybe it's because they're zombies who will attack you later in the quest.

It's the second one.

The cannon the Vault Hunters were sent for is located on the hull of the Deck. Upon getting closer, they realize it will not budge from the deck and is shackled in place by what appears to be the anchor chain that continues over the side of the ship and stretches down into darkness. An ornate lock adorns the chain, holding the two pieces together. The lock cannot be broken and requires an Interact (24) check to successfully pick. A successful Insight (12) check reveals that ships like this had a single ornate lock that only the captain had the key to.



The ship includes four main rooms:

The Hold (C), the Deck (A), the Captain's Quarters (B), and the Brig (D).

A. The Deck

Don't call it the poop deck don't call it the poop deck don't call it the poop deck

So the...boat...deck...creaks as its wooden planks grind against each other. And it smells like~ .like not poop, like anything that isn't poop

Anyway there's a big-ass cannon attached to the hull

Oh my god i did it



(Read only when Vault Hunters have the Key Ring)

Returning to the Deck:

As you return to the Deck, you notice less dead crew and more UN-dead crew surrounding the cannon. You guess they heard the gurgle of the First Mate, and were called into Action. Either way, they notice you immediately and ITS ON.

If a Vault Hunter attempts to swim to the surface during this encounter, they have to roll a Traverse (12) check minus 2 for each Sea Zombie within 2 squares of them. On a failure, they are Grabbed by the closest Sea Zombie. A Vault Hunter cannot attempt to swim to the surface while Grabbed.

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Encounter: Sea Zombies on The Deck

Environment	The Deck

There are a lot of places to move around, and the cannon can be swung around to hit targets, dealing 2d8 Damage.

Spawn 12 Badass Rank (BR) per Vault Hunter

Enemy	BR
Sea Zombies (page: this page)	3

Malefactor and other Elemental weapons are the only ones that seem to work underwater. Melee still works good though.

Explosive Damage deals Damage to all targets within a 3x3 square area of the explosion. (pressure waves, look it up!)



Sea Zombie

Undead. Eventual Skeleton. Sea-based.

Badass Rank	Movement	
3	Swim: 4 Sea Squares	**Health:** 20 **Armor:** 0 **Traits:** N/A

Weapon: Bite
Special: Immune to Incendiary Damage ('cause we underwater, duh). If Sea Zombie has Grabbed a target, -3 to Attack Rolls against Sea Zombie.

Actions

Sea Bites
Sea Zombie bites an adjacent target, dealing 3d4 Damage. Deal an additional 1d4 Damage if the target is Grabbed.

Sea Grab
Sea Zombie gains Extra Movement and rushes at a target within 5 Sea Squares. Target must roll an Interact (12) Check or they are Grabbed.

Mayhem Actions

Sea Claws
Sea Zombie claws at an adjacent target, dealing 2d8 Damage.

Sea Combo
Sea Zombie gains Extra Movement and rushes at a target within 5 Sea Squares. Target must roll an Interact (12) Check or they are Grabbed. Sea Zombie then performs a *Sea Bite* Attack.

Once the Deck is cleared of Sea Zombies -- Szombies? -- The Vault Hunters are clear to unlock the anchor chain from around the Cannon and (through group effort) haul it onto their boat.

If a Vault Hunter has the *Sea Ward* Pistol, it is pulled from their equipment as they leave the water, sinking back down to the depths.

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B. Captain's Quarters

This is a fancy-schmancy room with gold filigreed statues of mermaids and stuff. There's a bed that looks like it's seen its fair share of hanky and/or panky, a desk, and, at the desk, the rotting bones of someone in a captain's outfit

A search (8) check of the desk will reveal 2 hidden potions, stuck behind cannon balls in the desk drawers.

Potions
- ★ Health Potion (2d8)
- ★ Flask Shaped Potion (+2 DMG Mod, −2 ACC Mod for 3 turns)

If a Vault Hunter attempts to search the captain's remains, his ghost springs out from the skull and confronts the player for being a thief (ghosts just go "ooOOOOoooOOOoo" at the start and end of each sentence). If the Vault Hunters inquire about his key, he responds:

"ooOOOOoooOOOoo I gave the keyring with that (and every other key) to the first mate 'cause I was tired of them clanging around when I walked and when I was napping tooooOOOOoooOOOoo. ooOOOOoooOOOoo then I threw him in the brig for making too much noise on the deck while I was rallying the crewooOOOOoooOOOoo.

ooOOOOoooOOOoo it wasn't long after that I remembered I didn't really know how to steer a ship, and was more of a symbolic figurehead rather than an actual "leader"—ooOOOOoooOOOoo.ooOOOOoooOOOo long story short, I think I took us right into a cyclone which pretty much drowned everyone—ooOOOOoooOOOoo."

C. The Hold

Buncha junk-ass crap down here that you don't care about. Only stuff that matters here, unless you're psyched about moldy bread or whatever, are the broken shelves up against the wall and the slobberin sea skags who are about to eat you

Sea skags are like normal skags, but they can swim real good.



Encounter: Sea Skags in The Hold

Environment	The Hold

The Hold is full of very heavy things that can be dropped onto targets to deal 2d8 Damage.

Spawn 9 Badass Rank (BR) per Vault Hunter

Enemy	BR
Sea Skags (page: next page)	3

Yo, this fight underwater so see gun rules on page 233.

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Sea Skag

Wildlife. Armored. Sea-based.

Badass Rank	Movement	
3	Swim: 4 sea squares	**Health:** 10 **Armor:** 15 **Traits:** N/A

Weapon: Bite
Special: Immune to Incendiary Damage ('cause we underwater, duh).

Actions

Sea Bites
Sea Skag bites an adjacent target, dealing 3d4 Damage.

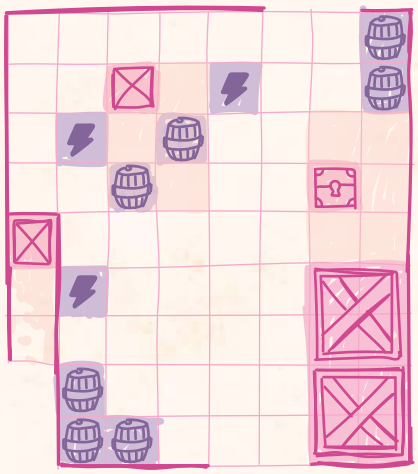
Sea Grab
Sea Skag gains Extra Movement and rushes at a target within 5 squares. Target takes 2d4 Damage and suffers Sea Knockback.

Mayhem Actions

Sea Armor
Sea Skag gains 1d4 Damage Reduction.

Sea Roar
All Sea Skags gain +2 Damage and Extra Attack this turn.

ENEMY SPAWN
ALE BARREL (2D8 DAMAGE)
BOX (1D6 CACHE)
CRATE (3D6 CACHE)
LOCKBOX (LOCKED)



After the Sea Skags are dead, the Vault Hunters can open the assorted crates and boxes in the room. There are 2 medium crates (Medium Cache) and 1 large crate (Large Cache), along with a lockbox that has a circular symbol on it, but is locked and cannot be forced open or picked.

If the Vault Hunters have the Key Ring, they can unlock the lockbox (using the key with the matching symbol) to find an antique Rare Jaekbos Pistol (*Sea Ward*) inside.

Past the Hold is a small room that looks to be **The Brig (D)**.



D. The Brig

SEA JAIL! There's only one cell and there's a dude in it who looks like the first mate. He got a key attached to his waist, but he dead so no big deal probably.

But then he gets back up as a zombie and kicks open the door to his cell uh oh YES big deal

Upon entering the Brig they can see the First Mate does indeed have the key ring attached to his waist. As the Vault Hunters approach, the key ring (and body attached to it) begin to rise as they encounter their first Sea Zombie, which is like a normal zombie but can swim real good.



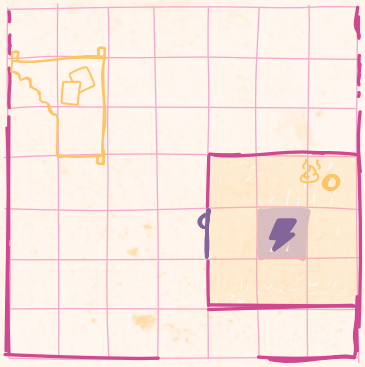
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Encounter: Sea Zombie First Mate

Environment The Brig

Nothing much in here, but one of the sides of the Brig has been blown out, allowing players a route back to the Deck.

'member the water fight rules? (page 233)



ENEMY SPAWN

CELL DOOR (UNLOCKED)



First Mate (Sea Zombie)

Undead. Eventual Skeleton. Sea-based.

Badass Rank 3

Movement Swim: 4 sea squares

Health: 20
Armor: 0
Traits: N/A

Weapon: Bite
Special: Immune to Incendiary Damage ('cause we underwater, duh). If Sea Zombie has Grabbed a target, -3 to Attack Rolls against Sea Zombie.

Actions

Sea Bites
Sea Zombie bites an adjacent target, dealing 3d4 Damage. Deal an additional 1d4 if the target is Grabbed.

Sea Grab
Sea Zombie gains Extra Movement and rushes at a target within 5 Sea squares. Target must roll an Interact (12) Check or they are Grabbed.

Mayhem Actions

Sea Claws
Sea Zombie claws at an adjacent target dealing 2d8 Damage.

Sea Combo
Sea Zombie gains Extra Movement and rushes at a target within 5 Sea squares. Target must roll an Interact (12) Check or they are Grabbed. Sea Zombie then performs a *Sea Bite* Attack.

The First Mate drops a Key Ring in addition to it's normal drops.

After collecting the Key Ring, if a Vault Hunter performs an Insight (10) Check they can determine which key is the correct key for the ornate lock (it's the ornate one). If they roll 15+, they also notice a symbol on a key that matches the symbol on the lockbox in **The Hold (C)**.

If the players venture back out to The Deck, read ***Returning to the Deck*** on page 220.

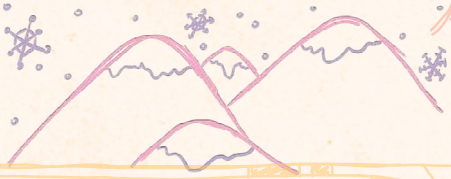
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Chillywill Mountain Range — Something New

The players must climb the tallest peak of the Chillywill Mountain Range. There, they will find the Malefactor base, where some of their most experienced and morally flexible wizards research new spell technology.

The Chillywill Mountains be like:

> *The Chillywill Mountains are steep. Even if you're the kind of person who likes hiking -- which, ew -- these mountains are a little much. Sheer drops lead to seemingly endless chasms of white horror.*
>
> *And all the while, your bing bongs is freezing. Whatever form of bing bong you have -- assuming you have a bing bong, which doesn't necessarily HAVE to be the case -- it's so cold you're worried it's gonna detach itself from your body and sprint somewhere it can get a warm mug of cocoa and a frostbite kit.*
>
> *It's so cold, in fact, that even blimps and airships can't fly here -- their engines would freeze. So if you wanna pull some "why didn't they just have the birds fly them to the volcano and drop the ring into it from twenty thousand feet" crap, save it for somebody else's campaign.*
>
> *Your goal sits atop the tallest peak in these mountains: the Malefactor Secret Research Lab.*



Chillywill Mountains aren't playing. For every half hour the Vault Hunters spend trying to scale the mountains, they lose 5 max Health. This cannot be reversed until they return to Flamerock, even if they die. The BREW-U Cauldron will only respawn them to their max Health at the time of their death.

There are two paths that the Vault Hunters can choose to take to scale Chillywill Mountains: The Road or The Climb. The Road is a longer path that will take 2 hours to reach the Research Lab (but is the safest route). The Climb is the quicker way up and will take one and a half hours to reach the Lab (but may be deadly if you fall).

The Climb

The Vault Hunters must make 3 successful and increasingly difficult Traverse checks to scale the Mountain.

If the Vault Hunters have **Climbing Gear**, they get a +3 bonus to their Traverse checks.

If a Vault Hunter dies during the climb, the BREW-U Cauldron at the top of the mountain will respawn them, but because of the extreme cold and incredibly far distance from the bottom of the crevice, this BREW-U Cauldron charges 40% of a Vault Hunters' gold. They still only get one Trauma though, so there's that.

* The first check comes after the first half hour of the climb, when the gap between footholds requires a short leap. Each Vault Hunter must make a Traverse (8) check. If a Vault Hunter fails, they fall into the deep crevice of the mountain and die after a very, very long way down.

* The second check is after about an hour of climbing, when a large crack in the mountain splits the path upward. Each Vault Hunter must make a Traverse (12) check to get across. If a Vault Hunter fails, they fall into the deep crevice of the mountain and die after a very, very long way down.

* The final check is at almost the peak, where the snow and wind make it hard to tell where the next hand or foothold is. Each Vault Hunter must make a Traverse (15) check to find the proper path over the top. If a Vault Hunter fails, they fall into the deep crevice of the mountain and die after a very, very long way down.

Any Vault Hunter that reaches the top is greeted by the sight of the Malefactor Secret Research Lab (and any newly respawned allies).



The Road

Winding up the mountain and covered in fallen snow and blistering wind, the road up looks as scary as the climb would have been.

Every 10 minutes (12 times total), the Vault Hunter walking at the front of the group rolls 1d4 and takes that much Damage from the freezing winds. This Damage ignores Shields and is dealt directly to Health.

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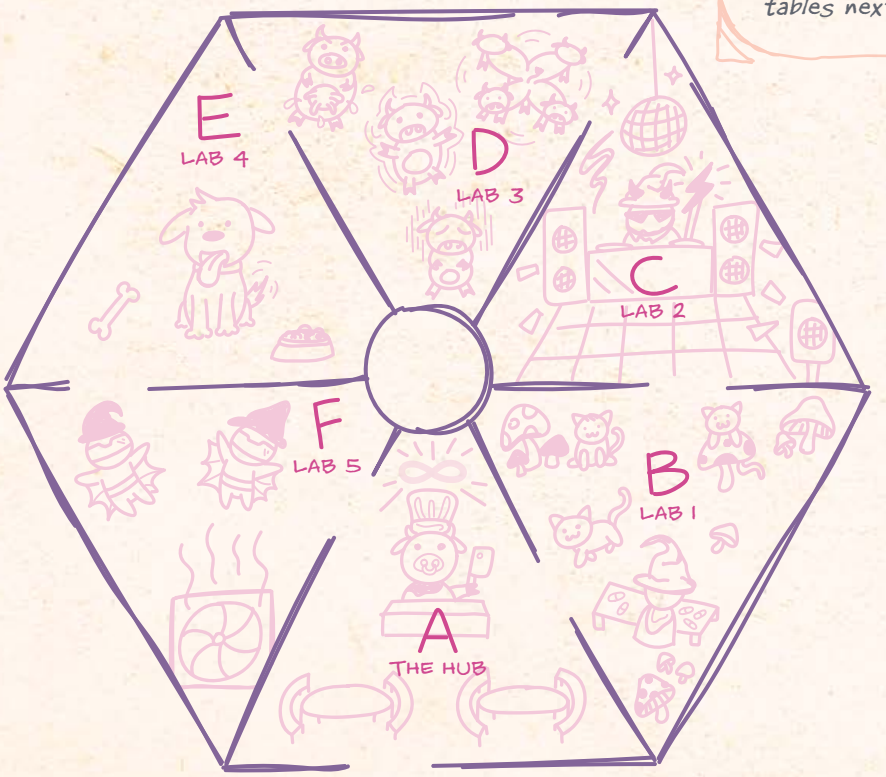
If a Vault Hunter's Health reaches 0 during this time (either from the freezing wind or reduced max Health), they freeze to death in the road and become a meat popsicle for some lucky wildlife.

> If a Vault Hunter dies on the road, the BREW-U Cauldron at the top of the mountain will respawn them, but because of the extreme cold and long distance to the top, this BREW-U Cauldron charges 40% of a Vault Hunters' gold. They still only get one Trauma though, so there's that.

At any time, the Vault Hunters may switch the order in which they are walking up the mountain.

Any Vault Hunter that reaches the top is greeted by the sight of the Malefactor Secret Research Lab (and any newly respawned allies).

MALEFACTOR [SECRET RESEARCH LAB]



> The Malefactor Secret Research Lab is rull big for something so secret, but whatever
>
> The perimeter defenses are pretty lax -- a bunch of old arrow turrets that look frozen as heck since they've never been fired, since nobody would be stupid enough to come here on foot except for youuuuuu my special vault hunter children
>
> Anyway the lab is like a wheel with a big hub building in the middle and then enclosed tunnels leading off from the hub to different rooms

Getting inside the base actually isn't very hard; the Malefactor wizards never expected anyone would be stupid enough to scale Chillywill Mountain to reach them.

The base itself is structured like a wheel, with the entrance for the Vault Hunters being **The Hub**.

A. The Hub

> So The Hub is basically a cafeteria AND a lobby AND a sleeping quarters all in one, because the Malefactor wizards have really weird and creepy ideas about productivity
>
> There are a bunch of beds laid out side by side and end to end, and a bunch of lunchroom tables next to a really upset-looking cow

There are half a dozen tables scattered around the 'cafeteria', which is just a large sullen-looking bovine creature who continually cuts slices of its own flesh off. The flesh pieces are tossed onto a grill to become steaks while the section that was sliced regrows almost instantly. This is the Infinicow. If the Vault Hunters talk to the Infinicow, read:

> "I am known as the Infinicow. One of the wizards' experiments is to create an infinite food source, and sell it so they can leave this hellish tundra. The spell to regrow flesh has only been successful once, so here I am."

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If asked about the Teknostaff, read:

> *"I don't know, I just stand here cutting off my own ass and cooking it all day, every day." Then returns to his steaks on the grill.*

This is Infinicow's response to most other questions.

The tubes on the other side of the room are sleeping pods for the Wizards. Stepping inside of one instantly gives the sensation of having slept for eight hours. The downside: every time you step into one of these tubes, you age six months (which is why Wizards always look old as balls).

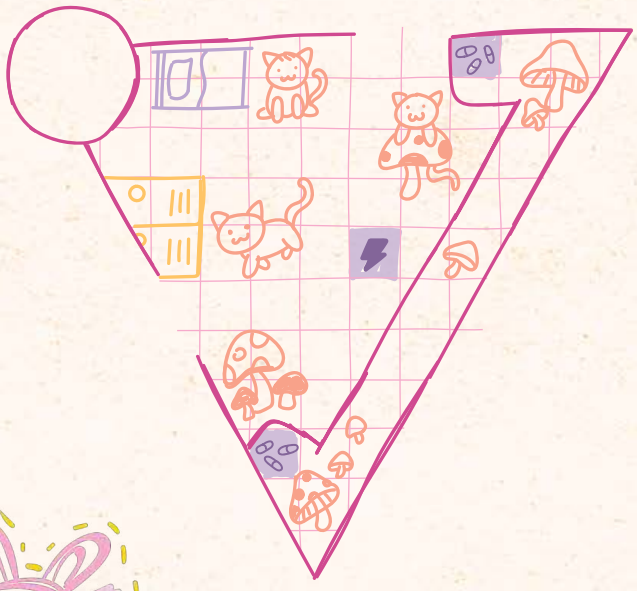
There is an exit to the left and right sides of The Hub. The left leads to **LAB 5**, while the right leads to **LAB 1**.

B. LAB 1

> *Lab 1 is obvi made for potions and stuff, 'cause there are a buncha vials lying around everywhere, along with some pills and a big mushroom and purple kitten wallpaper. There is a WIZARD with her back to you, mashing up some pills on a table*

If a Vault Hunter wishes to not reveal themselves, they will have to make a Sneak (12) check. If they are successful, they can move on the Wizard and dispatch them with a Melee Attack, dealing at least 10 Damage. If they fail or don't deal enough Damage to incapacitate the Wizard, it's encounter time baby.

WIZARD SPAWN PILLS (SEE TABLE) LOCKER (2D6 CACHE)





Encounter: Wizard in Lab 1

Environment	Lab 1

The lab contains multiple vials and potions that can be Thrown or smashed, causing various ill effects. Each vial does 2d6 Damage and each potion does 2d8 Damage.

Spawn 1 Wizard

Enemy	BR
Malefactor Wizard (page 127)	15

Replace Wizard's *Teleport* Action with *Shrinks/Grows*: Malefactor Wizard pops a random pill and either Grows (purple) or Shrinks (green). If they Grow, they gain +3 Damage while Large. If they Shrink, Attacks against them get −3 Accuracy while small.

Subtract one pill of that type from what is on the table (3 of each).

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The Vault Hunters may take any of the pills remaining on the table.

LAB 1 PILLS

- ★ Purple – Growth pill. Become Large (2x2 squares) and gain +3 Damage for 1 hour.
- ★ Green – Shrink pill. Decrease in size (¼ square); Enemy Attack Rolls against you are reduced by 3 for 1 hour.

The door to the left of Lab 1 leads to **The Hub**. The door to the right leads to **LAB 2**.

C. LAB 2

This room is~ .CYBERPUNKZ

Neon everywhere! Trap music! Smoke! In the middle of the room, you see a wizard with neon-glowing lights on his robe, holding a TEKNOSTAFF, which looks like a magical staff but from the future i guess



ENCOUNTER: TEKNOWIZARD

Environment	LAB 2

The lab contains multiple vials and potions that can be Thrown or smashed, causing various ill effects. Each vial does 2d6 Damage and each potion does 2d8 Damage.

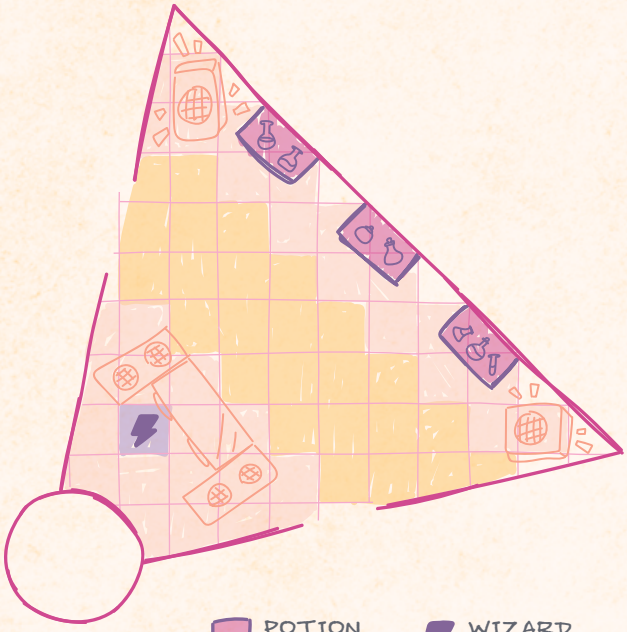
SPAWN 1 WIZARD

ENEMY	BR
Malefactor Wizard (page 127)	15

The Teknostaff has the power to reduce movement by half to any target Hit by it.

Like all movements, they're in slo-motion for 2 turns. They get –2 to Attack Rolls.

BUT, lots of stuff looks cool in slo-mo so anytime a Vault Hunter does something cool looking in slo-motion the BM will grant them with a Badass Token. If a Vault Hunter in slo-motion attempts a Badass Move, they get a temp +2 Badass bonus to the roll.



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Teknowizard

Wizard. Futuristic. Who put cyberpunk chocolate in my fantasy peanut butter?

Badass Rank 15

Movement Teleport: 4 squares

Health: 15
Shields: 105
Traits: N/A

Weapon: Teknostaff (+2 Damage)
Special: Immune to Explosive Damage. The area the Teknowizard is on (visible or Cloaked) will light up and electrocute all targets in that area for 3d6 Shock Damage. A Vault Hunter may attempt a Search (14) check to locate the Teknowizard when they are Cloaked (from his sweet synthwave soundtrack).

Actions

Tekno Bolt
Attacks with a bolt of energy from the Teknostaff that deals 4d6 Shock Damage to a target within 3 squares and reduces their Movement by half for 2 turns.

Teleport
Teleports to any space within 3 squares and is Cloaked until their next turn.

Mayhem Actions

Levitation
Gains Extra Movement for 2 turns.

Shield
Casts a spell that grants a Tekno Shield that blocks the next 30 Damage and pulses to the synthwave.

Upon death, the Teknowizard will drop the Teknostaff in cool slo-motion.



After the encounter, the Vault Hunters have what they are looking for and can leave the Lab with the other Labs undiscovered. If they do not have wingsuits, they will have to go back down one of the ways they came up.

The door to the left leads to **LAB 1**, the door to the right leads to **LAB 3**.

D. LAB 3

Lab 3 smells like blood and the disapproving scowl of a vegetarian, 'cause there are, like, cut up cow parts everywhere

Actually maybe roll to see if you still want to eat meat after seeing this

Okay once you've done that, you notice four REALLY BIG, GENETICALLY MANIPULATED COW MONSTROSITIES are staring at you



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LAB 3 has four bovine genetic monstrosities to behold:

•One shoots acid milk from its udders.

* One is four separate cows butt-to-butt in a wheel formation that will roll at you like a mooing, trample-happy tire.

* Another divides its body mass by 50% every time it takes Damage, kind of like those bubbles in that game that's about bobbling bubbles. I can't remember what it's called.

* The final cow is just sad and sits in the corner being lonely.

If the Vault Hunters attempt to cheer up the sad cow, they can try a Talk (10) check. If successful, the cow -- having never been shown any sort of kindness -- turns into an Uncommon Maliwan SMG (*Lactose Laser*). If they fail, the cow gets sadder and dies (the Vault Hunters receive 20XP for killing this Enemy woohoo).

If the Vault Hunters wish to put these beasts out of their misery, they each grant 20XP and drop 1 Loot Pile (they die after a single attack, no need for Initiative).

The door to the left leads to **LAB 2**, the door to the right leads to **LAB 4**.



E. LAB 4

Lab 4 is a super small room. Nothing is in the room, at all, except for a golden retriever who is staring at you, his tail wagging

The first Vault Hunter to enter the room rolls a d20 (good boy check)

On a 11+: he is a good boy.

10 or lower: he is still a good boy.

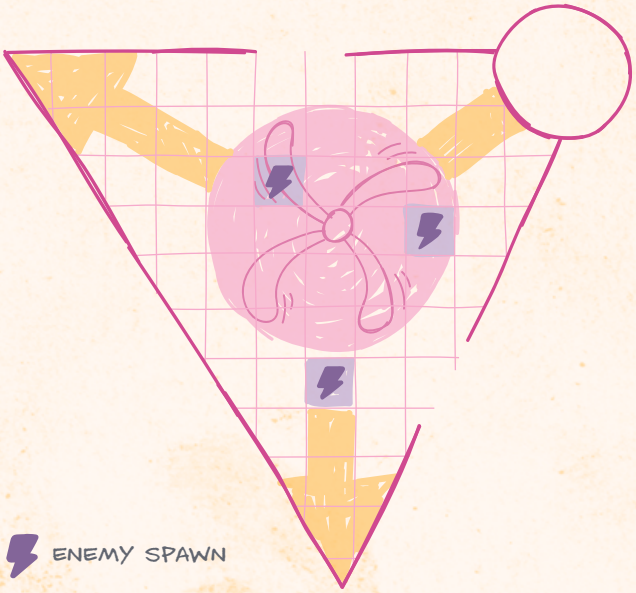
The dog will remain in the room unless the Vault Hunters can call him by name ("Four"). If they figure out his name, he will follow them for the rest of the game (until he dies at an appropriately dramatic time).



The door to the left leads to **LAB 3**, the door to the right leads to **LAB 5**.

F. LAB 5

A blast of air hits you in the face as you open the door to Lab 5. Inside, you see that a WIND SPELL is constantly blasting upward from the ground, blowing hot air toward the ceiling. A bunch of WIZARDS in WINGSUITS are floating on these cushions of air while cackling like absolute weirdos. They're like, "WE FLYYYYYYYYY," even though they're just floating. When they see your not-flying selves walk in they're like, "GROUNDWALKERS?! DESTROY" and they attack, oh no



ENEMY SPAWN

UPPER PLATFORMS (PARTIAL COVER)

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Encounter: Wingsuit Wizards in Lab 5

Environment	Lab 5

The lab contains an air current that Vault Hunters can ride up into the air, giving them +2 to Accuracy.

Spawn 1 Wizard per Vault Hunter

Enemy	BR
Malefactor Wizard (page 127)	15

Each Wizard has 30 less Shield while in their Wingsuits.

Replace Wizard's "*Teleport: 4 squares*" with "*Flight: 4 squares*".

Replace their *Teleport* Action with *Swoop*: The Wizard flies at a target within 3 squares and Hits them with their staff, dealing 2d10 Damage.



After the encounter, the wingsuits can be taken by the Vault Hunters and worn to fly down the mountain without having to take one of the perilous paths.

If they want to do sick flip tricks, roll a Traverse (14) check. On success, they gain 1 Badass Token. On failure, they take 2d4 Damage from the freezing winds (and shame).

The door to the left is **Lab 4**, the door to the right is **The Hub**.

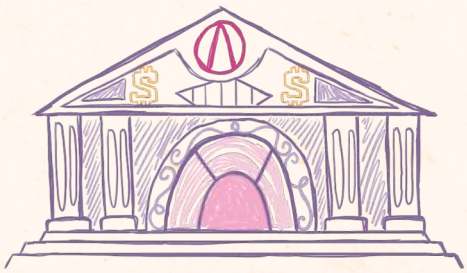
Flamerock Refuge Bank — Something Borrowed

The Flamerock Refuge Bank and Trust is a loyal, well-defended institution. It has never, in its forty years of operation, been successfully robbed.

Until today.

I mean, maybe.

If you don't mess up.



Upon entering the building, the Vault Hunters see:

The bank is laid out pretty much like you'd expect:

There's a room in the front where customers can interact with tellers. The two groups are separated by magically warded bars that are bullet, spell, and pulling-really-hard-on proof. The tellers have a few sacks of gold in their tills to pay out small withdrawals and the like, but the REAL prize -- the good stuff -- is in the rear vault (nice).

The Vault is, unlike most other vaults you've heard of, full of good stuff and not tentacles. It's protected by a combination lock, a magical voice-checker that will only open for the bank manager, a giant flaming ogre who devours hatred and expels bile, and a small keyhole lock.

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The Vault Hunters can talk to the teller, inspect the bank, or do whatever they want. If the Vault Hunters have Disguise Kits, they get +2 to Talk and Sneak checks.

Talk to the Teller

If the Vault Hunters want to talk to one of the tellers and get them to divulge information about the bank, they will need to pass a Talk (18) check.

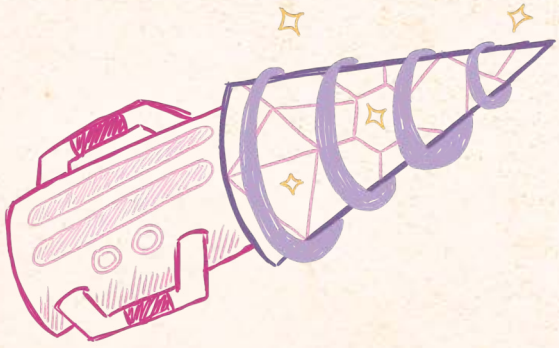
If they succeed, the teller will explain the following:

> *All of the tellers have a key for the keyhole. Only the manager knows the combination to the vault's combination lock, and only he can pass the magical voice-check. The giant flaming ogre who devours hatred and expels bile is trained to attack anyone who isn't accompanied by a member of the bank's staff. The key doubles as protection from the ogres detection.*

If the Vault Hunters want the teller to take them to the vault, they will need to pass another Talk (18) check. If successful, they are escorted to the vault door and see the following:

> *If the players can convince a teller to actually take them to the vault, a successful Insight (12) check will reveal that the vault is made of six-inch-thick steel. It could possibly be blasted through, but the process would take quite a while, and be massively loud. It could also hypothetically be drilled through, but you'd need a drill with a diamond-tipped point.*

Have the Vault Hunters roll an Insight (12) check. If successful, they know Butt Stallion has many diamond tipped tools leftover from building her majestic castle.





Inspect the Bank

Each time a Vault Hunter wishes to inspect something about the bank, they must roll a Sneak (10) check to make sure they aren't being watched by either of the metal Golem Guards at the doors or the security cameras. If successful, they can make a Search (8) check about a specific item. On success, they can learn about one of the following:

Security

> *The bank is constantly surveilled by three "security cameras" which are really just goblins attached to wires holding megaphones. If they see anything amiss, they shout as loud as they can and the Flamerock Refuge Knights will show up to squash the robbery. There are also two full-time metal Golem security guards watching customers at all times. Even at night, they are still active, because they're metal Golems who feel nothing other than duty and existential dread.*
>
> *At the vault is a large, flaming ogre that doesn't attack or notice any of the Tellers as they pass.*

Back Room

> *The rear of the bank has a loading bay for carriages full of gold. When the carriages arrive, both the security of the carriages (typically anywhere from four to six knights) and one of the bank's metal Golems will oversee any transfer of funds.*

Front Doors

> *The front door of the bank is also equipped with an emergency lockdown mechanism. If an alarm is ever triggered by the "security cameras," a large metal gate positioned just above the front door will drop, sealing the building. The gate looks very heavy, but not impossibly so.*

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The Plan and the Bank Robbing

Once your players have cased the joint, throw it to them: how would THEY like to rob the bank? Tina and Butt Stallion only want to "borrow" something obscenely valuable, so it's up to your players to decide how greedy they want to get. Tina and Butt Stallion might just be satisfied with the gold held by the tellers. Or maybe they'll want the money in the armored carriage that arrives every day. They'll DEFINITELY be psyched to get the loot from the vault. The question is -- how rowdy do your thieving Vault Hunters wanna get?

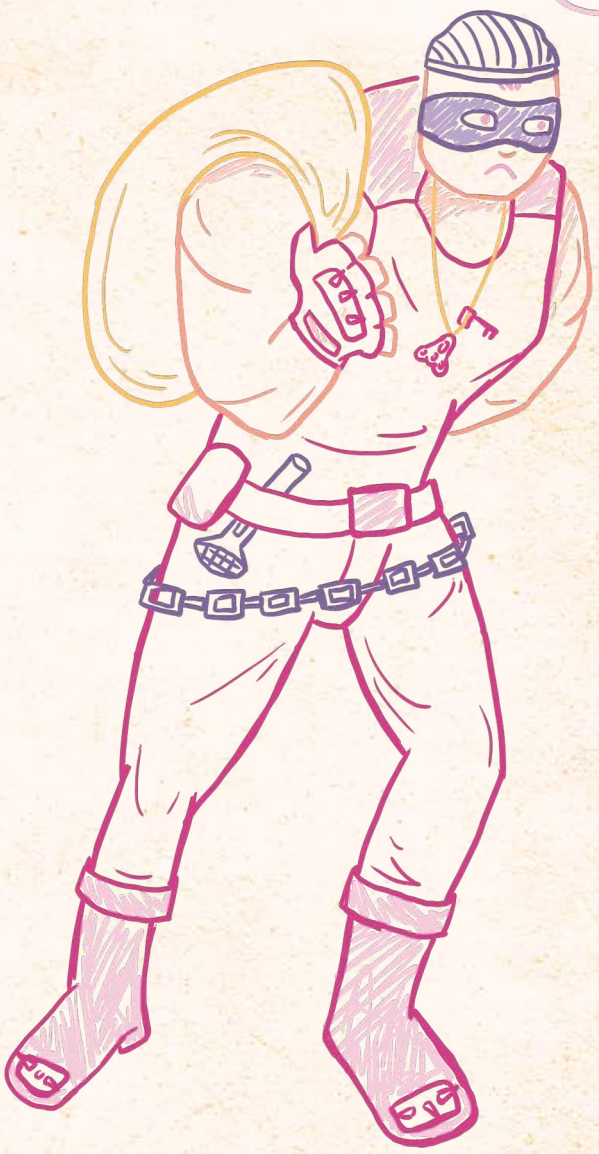
Pretty much any bank-robbing equipment they might need can be easily acquired by Tina, as she is as shady as she is fine (and she real fine).

From there, it's a matter of rolling with the punches as your players attempt a classic caper. If they roll well on their checks, everything goes just gravy: if not, they're gonna have to fight some golems and orcs and knights and screaming goblins.

If the (would be) thieves cause an alarm, make sure to have some Flamerock Knights chase after them. Successfully hiding from, beating up, or outrunning the Knights will bring the heist to an end.

If any Vault Hunter dies during this heist, they respawn at the BREW-U cauldron in the town square (about 2 turns away from the bank).





Enemies (If Things Go Bad)

Environment	Bank

The longer you stay, the more baddies will come to find you. For every 3 turns inside the Bank, spawn 1 Flamerock Knight per Vault Hunter.

Spawn 2 Iron Golems. Spawn 1 Knight per Vault Hunter

ENEMY	BR
Iron Golem (page 110)	8
Flamerock Knight (page 111)	8

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Flaming Ogre

Ogre. Boss. Imagine this bank is his swamp and him ripping your limbs off as telling you to get off it.

Badass Rank 16

Movement 3 squares

Health: 90
Armor: 60
Traits: Large.

Weapon: Flaming Bile, Fists (+3 Damage)
Special: Immune to Incendiary Damage (duh). Will consume annoying office space items like malfunctioning staplers or stupid desk pet dippy birds.

Actions

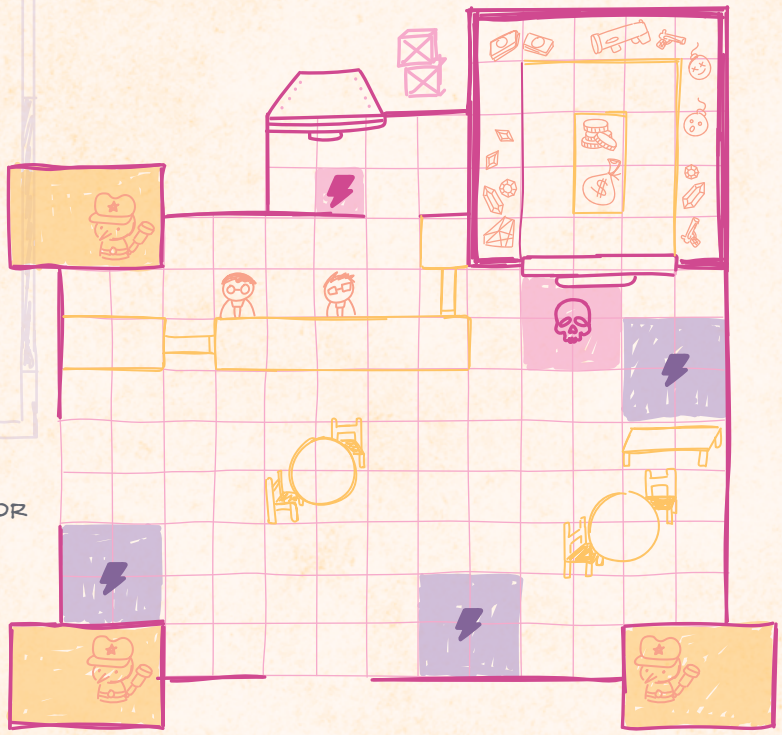
Positive Affirmations
Flaming Ogre calms himself with positive affirmations and breathing techniques. Calming blue flames will cover his body for the turn, which deal 3d6 Incendiary Damage to any adjacent targets. This Action generates 2 Mayhem.

Slam
The Flaming Ogre smashes his fists into the ground around him, dealing 3d6+3 Incendiary Damage to adjacent targets and an additional 2d6 Incendiary Damage to targets in the squares that are smashed.

Devour/Expel
When Flaming Ogre devours an annoying office space item he expels flaming bile in a 3x2 section, dealing 4d6 Incendiary Damage to anyone in the area.

Fiery Leap
Flaming Ogre leaps up to 3 squares to land adjacent to as many targets as possible, dealing 3d6 Incendiary Damage to any adjacent targets and an additional 3d6 Incendiary Damage to any targets landed on.





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Inside the Vault

Inside the vault are the following items (if the Vault Hunters are in a rush to get things out of there, have each Vault Hunter in the vault roll 1d6 and figure out what they grabbed):

1. *Bonnie* and *Clyde* (Epic Blackpowder Combat Rifle and Pistol set)
2. 12 Gold Bars (worth like 10k each)
3. Portable Bubble Shield (Covers a 2X2 square area with a 70 capacity Shield)
4. Ogre Statue (One time use; Summons a friendly Flaming Ogre with same stats as the Boss on the previous page. Listens to verbal commands... mostly)
5. Teleporter Ring (Can Teleport up to Movement value twice per day)
6. Marcus Munitions Coupon Book (good for 25% off any item, Marcus would kill to keep it a secret)

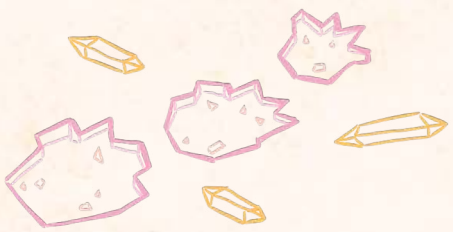
Flamerock Badlands — Something Blue

The giant crystalisk known as "Blue" can be found tromping around the badlands outside Flamerock Refuge. But be warned, hunter of monsters: Blue is no mere level-one mook. Nor is she a simple miniboss. To search for Blue will be a multi-stage hunt, and you won't necessarily be able to kick her butt in one go.

To find clues about Blue's whereabouts and stuff, Vault Hunters have to pass a Search (12) check.

Success, and the Vault Hunters find tracks leading West. Fail, and the Vault Hunters have to keep searching North, South, or West with no information.

If the Vault Hunters follow the tracks West they get a jump on old Blue and get to Attack before Initiative. If they go North or South, old Blue gets the jump on *them*. She can track too, kiddos.



POSSIBLE BLUE SPAWNS

CACTI (HANDOFF ACTION)

BOULDERS (FULL COVER)

Encounter: Blue in the Badlands

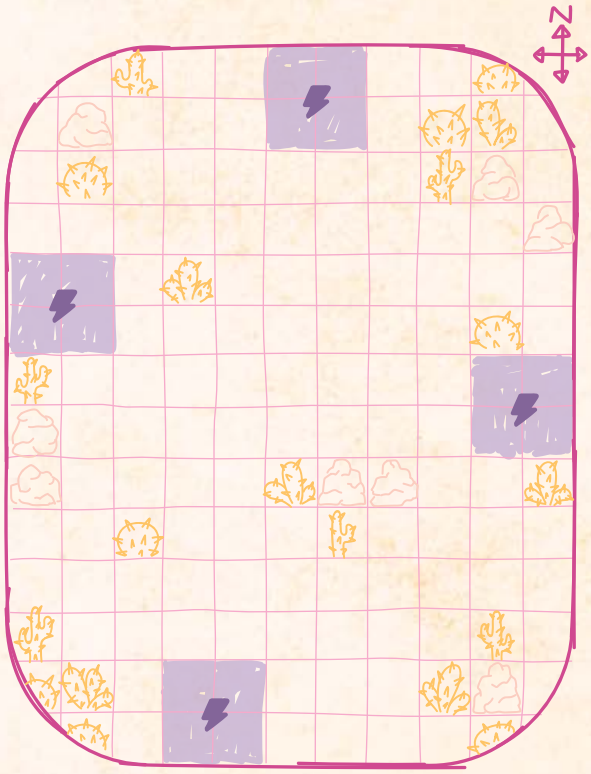
Environment	Badlands

After each encounter, roll ⅞s. On a 60%+: Blue tramples through a Bandit camp, spawn 2d4 Bandits to pursue Blue and the Vault Hunters.

There are also cacti scattered around the badlands that can be used to craft items to help in the fight:

- Blossom Bomb (2 cacti) — Reduce target's Attack Rolls by 2.
- ★ Cactus Fruit Snack (1 cacti) — Heal for 1d8 Damage when consumed.





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Blue

Crystalisk. Generally sad. Crushing Bandits improves mood. Boss.

Badass Rank 12

Movement 4 squares

Health: 80 (per leg)
Shield: N/A
Traits: Large.

Weapon: Stomp (+3 Damage)

Special: Each of Blue's legs has 3 crystal patches. Each patch has 80 Health. When a patch is shattered, Blue gains Extra Movement and becomes so terrified the Vault Hunters feel kind of bad about what they're doing for, like, a second. After the last leg is destroyed, Blue dies.

If Blue is ever 8+ squares away from the closest Vault Hunter, she disappears into the woods and they must track her again.

Actions

Spawn
If there are less than 3 Minicrystalisks, Blue poots out 2d4 Minicrystalisks from her core. This Action generates 2 Mayhem.

Projectiles
Blue fires up to 2 crystals from her core at targets up to 5 squares away.

Stomp
If there is an adjacent target, Blue will stomp them into the ground, dealing 3d10+3 Damage. If the target is not removed by an Interact (15) check, or Blue isn't dealt 25+ Damage this turn, Blue crushes the target to death on her next Action.

Minicrystalisks

Crystalisk. Smol baby

Badass Rank 4

Movement 4 squares

Health: 40
Shield: N/A
Traits: N/A

Weapon: Mini Stomp
Special: N/A

Actions

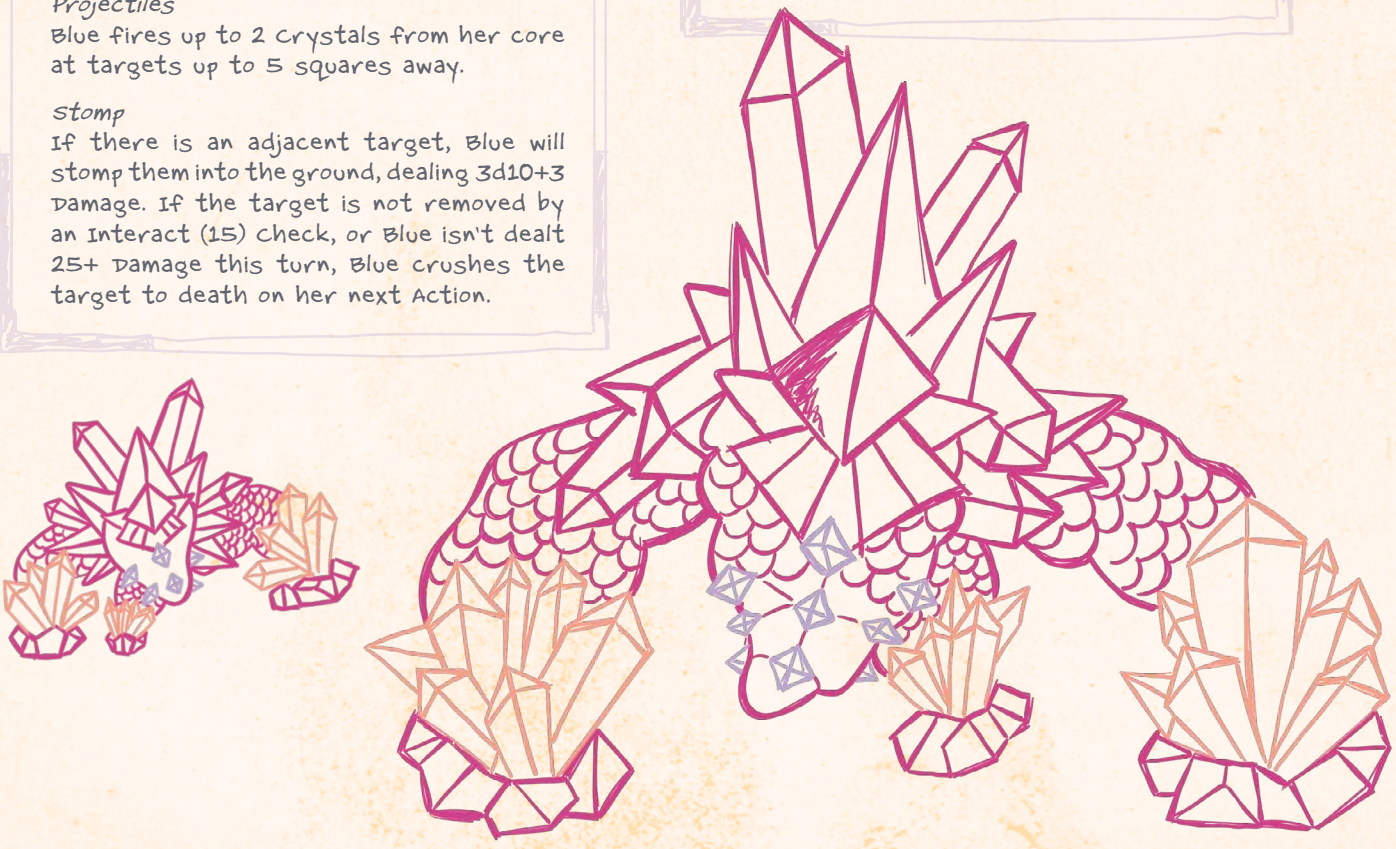
Mini Stomp
If adjacent to a target, it will stomp on them, dealing 2d8 Damage and reducing Movement by 1.

Crystal Stab
Minicrystalisk will use a crystal to leap to and stab a target up to 2 squares away, dealing 3d4 Damage.

Mayhem Actions

Extra Movement

Double Stomp
If adjacent to a target, it will stomp them twice, dealing 2d8 Damage per stomp and reducing their Movement by 2.



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Once Blue is dead, players must harvest her core crystal and bring it back to Tina and Butt Stallion.

Returning to Flamerock Refuge

If the Vault Hunters return to Flamerock with some (or all) of the prezzies, read:

If they bring the Cannon (Something Old):

> *Tina thanks the Vault Hunters for their work, and sets the cannon up inside the non-denominational-non-religious-but-still-visually-impressive building she and Butt Stallion will be wed in.*

If they bring the Teknostaff (Something New):

> *Tina says, "ooOooOoO. Cyber-y. I like it. I'll use it in the rave later if nothin else. This is going in a special place of prominence that I reserve for my most favorite stuff," she says, before leaning it awkwardly against a nearby wall.*

If they bring all the Bank Robbin Goodies (Something Borrowed):

> *Butt Stallion says, "neigh," which means, "I can't believe you just robbed a bank for my sake! How irresponsible!" Then she WINKS, which means, "Just kidding, the laws of man mean nothing in comparison to the laws of friendship. I am proud of you and love you and am not scared to say so."*

If they bring Blue's Crystalisk Core (Something Blue):

> *Butt Stallion neighs and takes Blue's Crystalisk Core. She eats a crystal. It tastes...like, okay.*

Part 4: The Wedding Chase

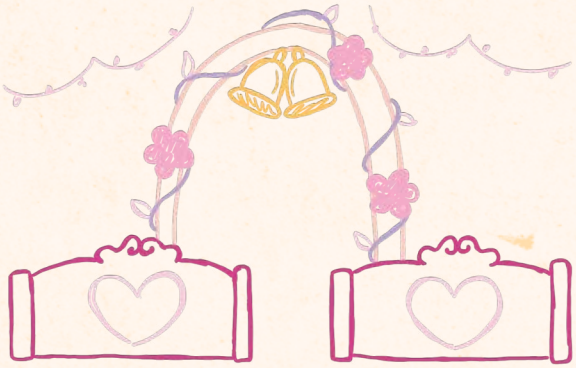
Once your players are ready to move onto the wedding itself, Tina greets them like so:

> *Aight, baybeez. The romance is upon us. There's a problem, though: I heard Hyperius ain't too happy about me and Butt Stallion uniting our kingdoms and stuff. And they're still pretty PO'd about what you did to their blimpus.*
>
> *Can you all work security at the wedding just in case they try something? Let me know when you're ready and we'll start the festivities.*

The players' new goal is to protect the wedding of Tina and Butt Stallion from an impending Hyperius attack. If there's anything they'd like to do before the wedding -- shopping, healing, whatever -- now is the time to do it.

Once they're ready:

> *The wedding is about to start. The gifts you collected are sitting on a big-ass gift table along with gifts from other friends of BS and Tina. Love is in the air.*
>
> *But there's a problem: the officiant is out sick, having gotten hit with a mild case of the cold. And by "mild case of the cold" I mean "insert some havoc created by the players" and by "out sick" I mean "dead, forever."*
>
> *So one of you will have to officiate. You'll have to talk about love and marriages and stuff and ask them to do the vows and the smooch and whatever.*



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The players must choose one of themselves to be the officiant. Once they have:

> Wedding bells is ringing.
>
> A ding-a-linging.
>
> Butt Stallion is at the altar, looking as pretty as can be. The assembled townsfolk of Flamerock Refuge are on one side of the non-denominational-non-religious-but-still-visually-impressive building, while a half-dozen grenadepeople are on the other side.
>
> Mister Torgue plays "here comes the bride" on his air guitar.
>
> And Tina walks in.
>
> And like, damn.
>
> She looks good. MM. Just -- MMMM. Working it.
>
> She ghost rides the whip up to the altar, which isn't at all diminished by the fact that she doesn't have a whip.
>
> Tina and Butt Stallion look at the officiant.
>
> It's time to start talking.

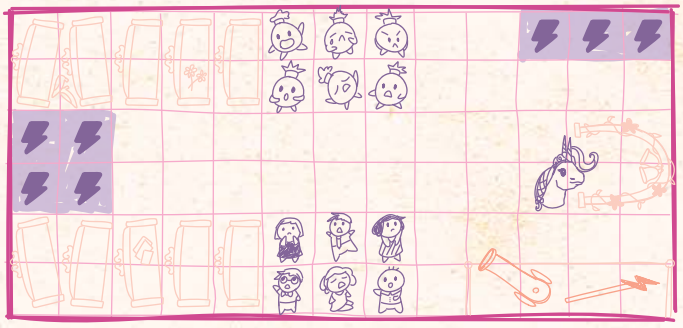
The officiant must now say some wedding officiant-ass stuff. The player must improv some vows and make a Talk (8) check. If they fail, they notice the crowd glaring at them pretty intently.

> You know what really goes down though. Depending on the quality of the player's improv and their subsequent Talk check, some or all of the attendants are on their side and got their back, you know, just in case.
>
> If the officiant totally charfs it, the villagers will just sit in the pews if anything were to go down, arms folded in consternation.

Anyway, at some point, the officiant is presumably like "you may kiss each other." At that point:

> Butt Stallion and Tina lean in. It's romantic and not weird. If you think it's weird that's because you're weird.
>
> Let me have my horse romance fic, stop judging me
>
> Anyway as they're about to kiss... there's an EXPLOSION.
>
> The front of the non-denominational-non-religious-but-still-visually-impressive building is RIPPED APART with a horrible rending of metal and wood.
>
> You look up in alarm to see a BIG-ASS METAL HORSE THAT BREATHES FIRE has just kicked its way into the building. It's got a big "H" on its forehead.
>
> Yeah i like HORSES i f***in TOLD you stop JUDGING
>
> Anyway the metal horse, which is scary but also kind of beautiful and alluring opens its mouth and vomits a stream of purple gas.
>
> The gas snakes its way up your nostrils and immediately fills you with a woozy, about-to-be-knocked-unconscious feeling. But since you're a Big Strong Boy Or Girl Or Nonbinary, it merely paralyzes you. The way one might be paralyzed during a cutscene, say, when an important supporting character is about to be kidnapped.
>
> You watch as Butt Stallion looks at you with confusion before falling asleep. Ditto for Tina. It'd be cute, if not for what happens next.
>
> The metal horse opens its mouth even wider, and, to your horror, begins to vomit a stream of HYPERIUS KNIGHTS.
>
> Before you can get back on your feet, two of the knights have grabbed Tina and shoved her into the horse, which she definitely would have preferred to have been awake for.
>
> "Let's get outta here," one of the knights shouts. "This queen'll be worth a king's ransom on the black market."
>
> The Hyperius knights start firing. The metal horse begins to stamp its feet, smoke exploding from its nostrils as they prepare to flee.
>
> What do?

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ENEMY SPAWN

VILLAGER SPAWN

GRENADEPERSON SPAWN

Encounter: Wedding Crashers

Environment	Wedding

If the Vault Hunters completed SOMETHING OLD, they can fire the Blackpowder cannon as a Ranged Attack to blast a target within 6 squares for 2d12 Damage.

If the Vault Hunters completed SOMETHING NEW, they can grab the Teknostaff and fire it as a Ranged Attack to blast a target within 3 squares, dealing 3d6 Shock Damage and reducing their Movement by half for 2 turns.

If the improv is good AND the Talk Roll goes well, everyone joins in: six Grenadepeople who die in one Hit but deal 2d6 Explosive Damage to whoever Hit them and six Flamerock Villagers who have 5 Health and Hit for 1d4 Damage, but Taunt any Enemies they Hit.

If the officiant only nails one of their duties -- the roll or the improv -- then only three villagers from each kingdom help out.

Spawn 12 BR per Vault Hunter

ENEMY	BR
Death Knight (page 112)	12
Knight (page 111)	6
Archer (page 111)	6

After 2 turns of the encounter, the Metal Horse begins to run away. For each remaining Enemy, roll 1d20. On a 10+: The Enemy deals Damage from its Attack to a Vault Hunter in Range, then read:

With a stamp of its feet, the metal Hyperius horse turns tail and sprints away. You begin to chase after it, but it's simply too fast to follow on foot.

That's when you hear it:

"Neigh."

You turn around. Butt Stallion is back on her feet. And she looks PISSED. She stamps her foot. Lowers her head, then eats a Purple pill from the table of gifts. Immediately she grows to 3x normal size, she lowers her head again.

And arches her back.

"Neigh," she says again, which means, "get on my back and we'll chase those Hyperius dirtbags down."

Quest: Rescue Tina!

Objectives: Either disable the Metal Horse or extract Tina from it before it gets away.

7 LVL	LOTS GOLD	2000 XP
REWARDS		



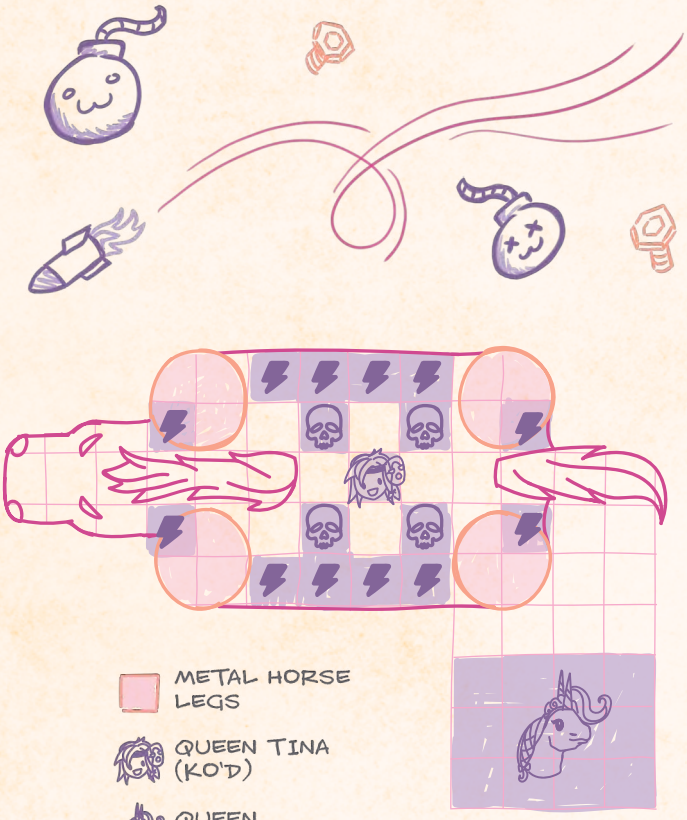
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Encounter: Horse Fight

This encounter is a chase; if the metal Horse is ever 8+ squares away from the Vault Hunters, it escapes and the players fail the Quest. If they rescue Tina, but don't blow up the Horse, it will begin pursuing them. The Quest is only complete if the metal Horse is destroyed and Tina is saved.

The metal Horse is manned and operated by Hyperius forces as follows:

- 4 Archers on each side when the sides open up that can be fired upon.
- 2 Knights that open the 'rear hatch' when Bombfarts are dropped that can be fired upon.
- 2 Knights that lift the head up to shoot fireball mortars that can be fired upon.
- 1 Death Knight per Vault Hunter is guarding Tina in the main hull of the metal Horse, if a hole is blown in the side of the Horse, they can be fired upon.



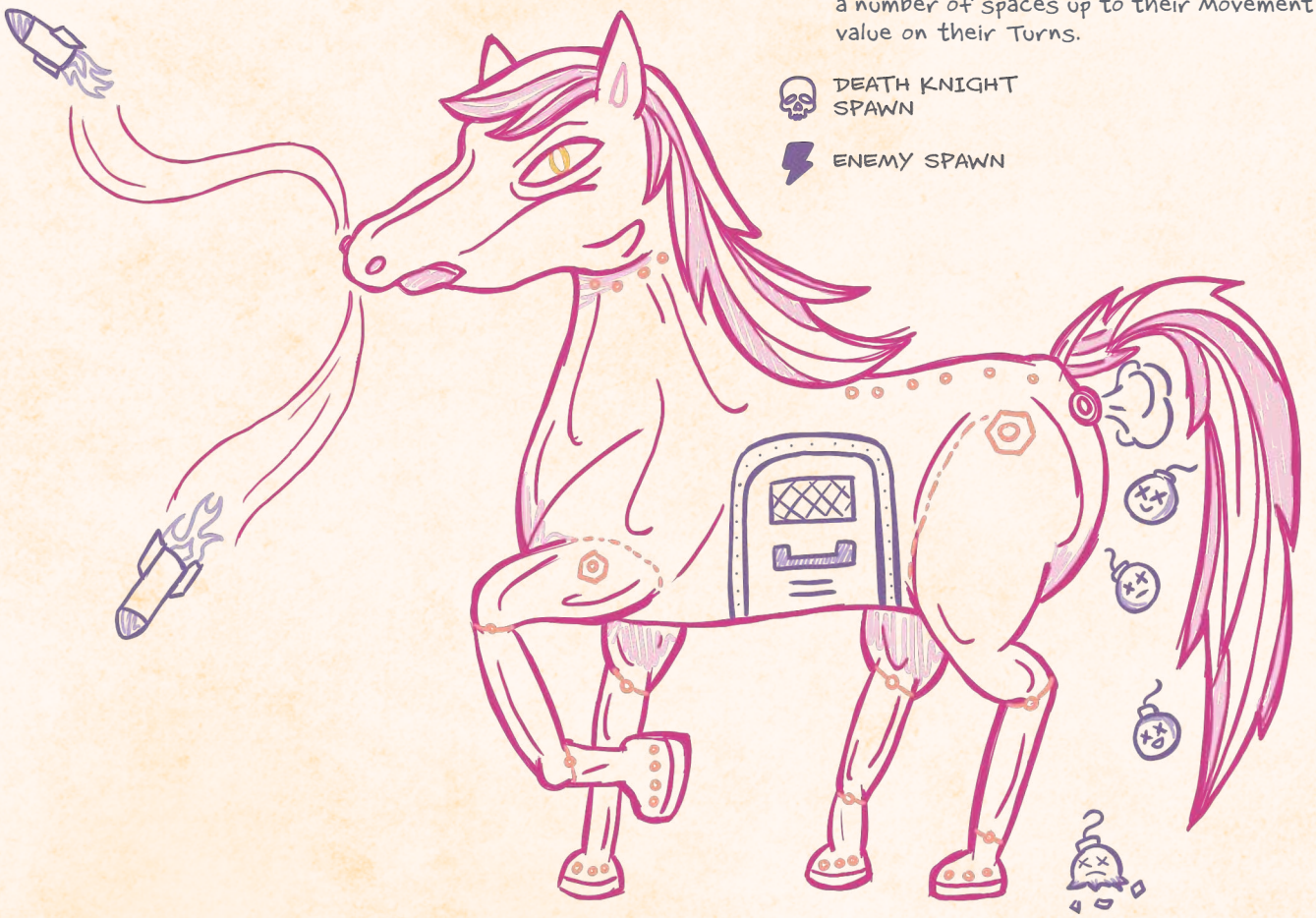
METAL HORSE LEGS

QUEEN TINA (KO'D)

QUEEN BUTTSTALLION
Each player may move Queen Buttstallion a number of spaces up to their movement value on their Turns.

DEATH KNIGHT SPAWN

ENEMY SPAWN



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If the Vault Hunters completed SOMETHING BLUE, on the 2nd turn of the encounter, Butt Stallion will ask a Vault Hunter to reach into her saddlebag and feed her a Crystalisk Crystal. Upon eating, she will fart a SPEED RAINBOW that will allow her to get directly adjacent to the Metal Horse, and a Vault Hunter may attempt to leap onto the Metal Horse by making a Traverse (10) check (failed check means the player misses the horse but hits the road kill There is a BREW-U nearby, probably.).

If the Vault Hunters completed SOMETHING BORROWED, on the 3rd turn of the encounter (as Metal Horse tries to turn the corner) they run into a group of 6 Flamerock Knights who were on their way to the wedding to arrest the Vault Hunters (and accomplices). The Metal Horse trips over these Knights, crushing them to death but taking 4d6 Damage to each front leg in the process. The Metal Horse remains stationary for 1 turn, before righting itself and rushing off again.

Environment Chase

If the Vault Hunters completed SOMETHING NEW, they can grab the Teknostaff and attempt to use it to slow the Metal Horse. It successfully reduces the Movement by half (rounded down) as long as the Vault Hunter keeps the staff active but it begins to vibrate violently the longer they hold it. If they still have it trained on the Metal Horse at the start of their next turn, it vibrates so hard it shatters itself.



Metal Horse

Mechanical Horse. Armored. Boss.

Badass Rank 30

Movement 5 Squares

Health: N/A
Armor: 1000 (200 per leg, 100 per body side)
Traits: N/A

Weapon: Bombfarts, Kicks (+4 Damage), Mortars (+2 Damage)

Special: Each leg has 200 Armor. If a leg reaches 0 Armor, reduce Movement by half for 1 turn. Vault Hunters may attempt to leap onto the Horse with a successful Traverse (12) Check.

The body has 100 Armor per side. If one side reaches 0 Armor, a hole is blown into it and kills the archers on that side. Allows Vault Hunters to aim at the Death Knights guarding Tina.

All of Metal Horse's Actions generate 1 Mayhem.

Actions

Bombfarts
If the Vault Hunters are behind it, Metal Horse (well, 2 Knights inside Metal Horse) lifts its tail and drops 3 bombfarts onto the road. Each bounces and will detonate on contact with a target, dealing 3d8 Explosive Damage.

Archer Hatch
If the Vault Hunters are on the sides, the hatches will open and a volley of 4 arrows from 4 Archers will beset targets within 3 squares. Each arrow deals 1d8 Damage and Hits a different target.

Kick
If the Vault Hunters are adjacent and behind, Metal Horse will pick up one of its hind legs (that aren't destroyed) and kick at adjacent targets for 2d12+4 Damage. Targets Hit must make a Traverse (14) check or be thrown from their steed and become roadkill (they ded).

Mortars
If the Vault Hunters are in front, Metal Horse will raise its head and shoot 2 fireball Mortars from its nostrils at targets within 2 squares, dealing 2d8+2 Damage each. While its head is raised, Metal Horse takes double Damage from body Attacks.

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If any Vault Hunters get inside the Metal Horse, they are greeted by Death Knights equal to the amount of Vault Hunters in the party, guarding an unconscious Queen Tina. Behind all of them is an engine, half magic half mechanics, and protected by a 50 Damage Shield. The engine can take 20 Damage before it shuts down and the Metal Horse can no longer function.

If the players fail to save Tina and the horse gets away: congratulations, you've now got a great hook for your NEXT campaign. Send them on an adventure to find and rescue Tina from Helios 2.

If the players successfully save Tina and destroy the Metal Horse:

As the Hyperius Metal Horse goes boom-boom, Tina and Butt Stallion thank you for their efforts.

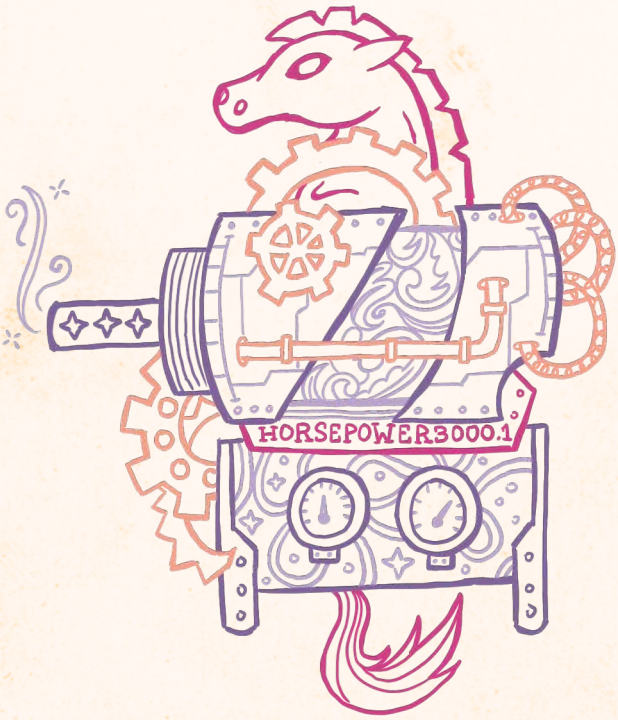
"Truly," Tina says, "You are the best. You-the-you-the-best."

"Neigh," Butt Stallion agrees.

And as fire rains down from the sky and the Metal Horse detonates in a blaze of steel and gunpowder, Tina and Butt Stallion look into one anothers' eyes. It's then that you realize: even though loot was what you lusted after in your many adventures, it's only now that you finally discovered the greatest reward of all: true love.

But then the Metal Horse explodes with loot anyway so it's all good.





Metal Horse Droppings:

- Hyperius Shock Shield (Capacity: 60, Recharge: 15): Deals 2d6 Shock Damage to adjacent targets once per turn.
- Rare Tenacity Relic (Any Class): +3 Initiative Mod, +20 Health
- *Death Metal* (Epic Hyperius Pistol): Das brutal: Enemies killed explode and rain blood on the battlefield.
- *Lively Eagle* (Epic Hyperius Sniper)
- *BLAST-O-MATIC* (Legendary Hyperius Shotgun): Knock your socks off: Increases Knockback chance by 50%.
- *Yellowcake* (Legendary Hyperius SMG): Cut the cake: Doubles the kill effect of Radiation Damage.

GIVE YOUR PLAYERS A BUNCH OF LOOT, AND CONGRATULATE THEM!



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GUN CARD REFERENCE



Bonnie: in the Flamerock Bank vault ★ (page 247)
Partners in Crime.: If an Enemy is dealt damage by Clyde this Turn, deal +10 Damage.



Clyde: in the Flamerock Bank vault ★ (page 247)
Partners in Crime.: If an Enemy is dealt damage by Bonnie this Turn, deal +10 Damage.



Logan's Gun: in the Loot Vault ★ (page 222)
Gun, Gunner!: Hits explode on contact then continue until they hit a wall, ground, etc., then explode again.



Lactose Laser: in LAB 3 ★ (page 242)
Free range.: Fires a white laser that damages enemies but heals Allies for 1d4/Hit.



Great Longbow: in the Loot Vault ★ (page 222)
Ceci n'est pas une sniper rifle!: Fires an actual arrow that deals +2d6 Damage.



Captain's Own: in Captain Blimpyman drops ★ (page 216)

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GUN CARD REFERENCE



Sea Ward: in The Hold lockbox ★ (page 235)
Curse like a sailor.: Only shoots underwater. Cannot be taken above sea level.



BLAST-O-MATIC: in Metal Horse drops ★ (page 254)
Knock your socks off.: Increases Knockback chance by 50%.



Death Metal: in Metal Horse drops ★ (page 254)
Das brutal.: Enemies killed, explode and rain blood on the battlefield.



Yellowcake: in Metal Horse drops ★ (page 254)
Cut the Cake.: Doubles the kill effect of Radiation Damage.



Lively Eagle: in Metal Horse drops ★ (page 254)

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GLOSSARY

ACCURACY / ACC: A player stat that is used to determine how well a Vault Hunter Attacks, Throws, Interacts, or gains Insight during the game. When using a Favored Gun, players add their Accuracy/ACC Mod to their Accuracy Roll.

ADJACENT: All 8 squares surrounding a target are considered adjacent.

AFTER ENEMIES: Player Actions that follow Enemy Actions; determined by Initiative and if their Badass Rank is lower than the Enemies' highest BR.

ARCHETYPE: Each Vault Hunter has an Archetype which grants different rewards when Leveling Up, including Archetype-specific Feats.

ARMOR/ARMORED: A type of defense that Enemies can have that is susceptible to Corrosive. Does not Recharge like Shields.

ATTACK, EXTRA: After a Vault Hunter takes a normal Attack Action or activates their Action Skill, they take another Attack Action at the cost of one Mayhem Point. If granted by a Skill or ability, does not generate a Mayhem Point.

ATTACK, MELEE: An Attack against an adjacent target that requires an Accuracy Roll.

ATTACK, RANGED: An Attack against a target within Range that requires an Accuracy Roll.

BADASS ASSISTS: A player spends their turn to describe how they assist another player's Badass Move. All players involved in the Badass Move roll the Badass Die and total their values to get the result. Assisting players receive Badass Tokens for helping.

BADASS MOVE: A player takes their turn to attempt a series of over-the-top Actions that are resolved using a single roll of the Badass Die. Could potentially earn Badass Tokens.

BADASS RANK (VAULT HUNTER): Each Vault Hunter's rating of how Badass their character is based on things they have done or accomplished. Used when performing Badass Moves and when rolling Initiative.

BADASS RANK (ENEMY): Each Enemy's rating of how Badass they are in the world of Pan'dorah. Used when spawning Enemies and when determining Initiative Order.

BADASS TOKEN: Tokens gained from attempting Badass Moves or through other means. Used to increase any player's roll by 1 per Token spent and also to perform additional Badass Moves.

do a roll

BARRELS: Limited Cover. Contain Elements such as Shock, Corrosive, Incendiary, Cryo, or Explosive. Can be Hit or Thrown.

BASE STATS: Calculate for each stat individually (ACC/DMG/SPD/MST): Archetype stats + Class stats + Background stats. Afterwards, divvy up 3 additional points amongst them.

BEFORE ENEMIES: Player Actions that precede Enemy Actions; determined by Initiative and if their Badass Rank is higher than the Enemies' highest BR.

BREW-U CAULDRON: After a player dies, they will respawn at the closest one with a Trauma.

BUNKER MASTER/BM: Ensures the players are having fun. Helms the campaign, controls the world, and knows the rules.

CACHE: Various sizes of containers with random loot inside. A Cache Roll is used to determine what gold or items a Cache contains.

CHECK: A player wanting to accomplish something may require a Check, rolling a d20 and including their Check Mod for the specific Check type. Can be used inside or outside of encounters.

CHECK, INSIGHT: A player wishing to gather information about people, places, or things in the world may require an Insight Check.

CHECK, INTERACT: A player wishing to push, pull, lift, drag, throw, avoid, or ram something in the world may require an Interact Check.

CHECK, SEARCH: A player wishing to find something hidden, hard to see, or follow a trail in the world may require a Search Check.

CHECK, SNEAK: A player wishing to steal, place/plant, or get around something in the world without being detected may require a Sneak Check.

CHECK, TALK: A player wishing to persuade, intimidate, or plead with someone in the world may require a Talk Check. or seduce

CHECK, TRAVERSE: A player wishing to get above, below, around, through, or across something in the world may require a Traverse Check. Usually involves physical obstacles.

CHEST: A special type of Loot container that is either Unassuming or a Dice Chest and uses 1 or 2d20 to resolve what items are inside.

CLOAKED: Cannot be seen or targeted. A Cloaked target can still be heard, and will require Stealth Checks to be undetected. Cloaked targets can still take Explosive and Splash damage if adjacent.

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GLOSSARY

CONFUSED: Confused targets Attack a random target each turn.

CORROSIVE: Elemental Damage that deals 2x Damage to Armor and Metal.

COVER, FULL: –8 on Ranged Attack Rolls against targets who are in Full Cover. +8 to Sneak Checks outside encounters.

COVER, PARTIAL: –3 on Ranged Attack Rolls against targets who are in Partial Cover. +3 to Sneak Checks outside encounters.

CRIT: Adds 1d12 to the Damage per Crit to the Attack or effect.

CRYO: Elemental Damage that Slows targets. If Hit again by Cryo, target becomes Frozen.

DAMAGE / DMG (STAT): A player stat that is used to determine how much punishment a player can dish out when Melee Attacking or Ranged Attacking. When using a Favored Gun, players add their DMG Mod to their Damage Roll.

DAMAGE (TERM): The term for forces inflicted on a Vault Hunter or Enemy from various sources. If not defined, Damage is dealt to Shields/Armor first, then to Health.

DAMAGE, HEALTH: Damage done specifically to a player or Enemy's Health. When a player or Enemy receives Damage while their Shields or Armor is depleted, all Damage taken is considered Health Damage. Some effects or Attacks deal Health Damage regardless of any active Shields or Armor.

DAMAGE REDUCTION: Gained from Skills or other game effects. Lessens the amount of Damage taken from specific sources by the amount specified.

DAMAGE, SHIELD: Taken from a player or Enemy as a first defense against an Attack or effect before taking Health Damage.

DEBRIS: Anything in the combat area that could potentially be used as weapons or mechanics such as Elemental Damage or require Checks to interact with.

ENEMY DROPS: Refers to the rolled Loot within Loot Piles. Specific Enemies will drop unique items.

like my personality

EXPLOSIVE: Elemental Damage that always has Splash. Has a 30% chance to Knockback targets.

FASTRAVEL: The ability to unravel and reravel an entity at great distances. Can be used to get to and from any Fastravel Station a Vault Hunter has been to previously.

FAVORED GUN: A Vault's Hunters specialized gun types. When making a Ranged Attack with a Favored Gun, Vault Hunters add their ACC and DMG Mods to their respective rolls. Players can also gain additional Favored Gun types from Level Up rewards found in their Archetype Trees.

FLESH: Physical trait. Susceptible to Incendiary Damage.

FROZEN: Target can move 1 square per turn or make a Melee Attack.

GRENADE: Objects with explosive magical properties that can be thrown at a targeted square and detonate, dealing Damage to all adjacent squares. Additional effects vary by manufacturing guild and grenade mod.

HEALTH: How physically tough all players and Enemies in Pan'Dorah are. If Health reaches 0, they die.

HEALTH REGEN: When a player takes no Damage in a turn, Health will Regen up to max Health based off the Regen Value.

HIT: Adds Damage equal to a weapon's Damage value to an Attack or effect.

HOLD ACTIONS: A player chooses to wait for something of their choice to happen before they take Actions during a turn. If the event does not happen, they Act in the After Enemies phase instead.

INCENDIARY: Elemental Damage that deals 2x Damage to Flesh. When Shield/Armor is depleted, Health Damage is double for Flesh targets.

INITIATIVE: Rolled by the players using a d20 at the start of an encounter. Used to determine which players Act in the Before Enemies phase, and which Act in the After Enemies phase. Enemy Initiative is equal to the highest Badass Rank of all the Enemies in the encounter.

KNOCKBACK: Targets are moved 1 square back from the source of the Damage.

LARGE: Enemy or character takes up a 2x2 square area.

LEVEL: The value given to the general amount of expertise a Vault Hunter has in their Archetype and Class. Determined by XP gained by that Vault Hunter.

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GLOSSARY

LOOT PILE: Loot Piles contain Enemy Drops. When an Enemy is defeated, spawn Loot Piles in the square they were slain. Number spawned depends on Enemy's BR.

MASTERY / MST: A stat that is used to determine how effective a Vault Hunter is at their Class' Skills and Action Skill.

MAYHEM: Represents the chaos of Pan'Dorah used by the BM to increase difficulty or add effects to adventures. Tracked in the form of Mayhem Points.

MAYHEM ACTIONS: The BM may spend Mayhem Points to have one or all Enemies use their more deadly Actions instead of their normal Actions for the turn.

MAYHEM POINT: A tesource gained when players take certain Actions or fail Checks. Used by the BM to add chaotic effects to the game.

METAL: A type of defense that Enemies can have that is susceptible to Corrosive.

MOVEMENT: How far a player or Enemies can move during a turn. Measured in squares and can move diagonally.

MOVEMENT, EXTRA: After taking a Movement Action during a turn, the player or Enemy takes another Movement Action. If granted by a Skill or ability, does not generate a Mayhem Point.

MOVEMENT, FLIGHT: A type of Movement where the player or Enemy flies freely above the battlefield, ignoring terrain and obstacles.

MOVEMENT, HOVER: A type of Movement where the player or Enemy floats above the ground, ignoring terrain.

MOVEMENT, TELEPORT: A type of Movement where the player or Enemy instantly changes location to a target square, ignoring normal Movement rules.

MOXX-TAILS: Moxxi's signature brand of potions with unique effects. Acquired by tipping at least 10 gold at any Moxxi's Grog.

POTION: One-time-use items that grant the user special effects when ingested. Players can obtain more potion slots through Leveling Up.

don't forget mine!! page 84!!

PUDDLE: All adjacent squares to the broken Elemental barrel. Targets entering the puddle take 1d6 Elemental Damage of the barrel's type.

RADIATION: Elemental Damage that can penetrate Shields and deal Damage directly to Health. Targets who die to Radiation Damage explode, dealing 3d6 Splash Radiation Damage.

RANGE: The distance in squares that a weapon or effect can reach. If a player or Enemy is outside of the listed Range, they cannot be targeted by the weapon or effect.

RARITY: A system for weapons and items to indicate the quality and effectiveness of the item or weapon. There are 5 Rarities: Common, Uncommon, Rare, Epic, Legendary.

RELIC: Mysterious artifacts that grant special abilities and can have Class-specific bonus effects.

RELOAD: When a player performing a Ranged Attack Rolls a 1 on their Accuracy Roll, the Attack Action fails. They have to spend the Action Reloading their weapon instead.

SHIELD: Damage is dealt to Shields first before Health. Depletes when Hit. Susceptible to Shock.

SHIELD CAPACITY: Standard Shield has as a maximum capacity of 20.

SHIELD RECHARGE: Standard Shield Recharge Rate is 5. Shields Recharge at the end of each turn (for the Regen Value up to max Shields) if player didn't take Damage. Fully Recharge at the end of every encounter. Enemy Shields don't Recharge.

SHOCK: Elemental Damage that deals 2x Damage to Shields.

SKILL: A Class-specific ability that is gained when a player puts in Skill Points to unlock using it. Separated into tiers with more powerful Skills at higher tiers.

SKILL, ACTION: A Class-specific ability that a Vault Hunter can activate during encounters. Can be activated without cost once per encounter, but can perform additional times per day equal to a player's MST Mod.

SKILL LEVEL: Equal to the number of Skill Points a player has put into a single Skill. Certain elements of a Skill are augmented by the Skill Level.

SKILL POINT: A resource gained each time a Vault Hunter Levels Up and spent to unlock Skills or increase Skill Levels of Skills previously unlocked.

SLOWED: Targets' Movement is reduced to 1 square for 1 turn. –2 to Traverse Checks. If a Slowed target is Slowed again by the effects of Cryo Damage, they are Frozen instead.

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GLOSSARY

SPEED / SPD: A stat that is used to determine how fast a Vault Hunter is. Used when determining Initiative, Movement, Talk, and Traverse Checks, as well as when an Enemy attempts to Attack a Vault Hunter.

SPLASH: Deals half Damage to targets adjacent to the original target.

TAUNTED: Target's next Attack must be against the Taunter.

THROW: An Action that allows a Vault Hunter to hurl items across the room or battlefield. If a Vault Hunter wishes to throw farther than their DMG Mod in squares, it requires an Accuracy Roll.

TURN: A single round of an encounter that is broken into phases. Effects that last a number of turns won't end until the End of Turn phase of their final turn.

TRAUMA, PERMANENT: A lasting scar or reminder of a Vault Hunter's death, usually at the hands of a Boss or other harrowing event.

TRAUMA, TEMPORARY: A scar or reminder of a Vault Hunter's death that lasts until the end of the day.

VAULT HUNTER / PLAYER: Friends who shoot, loot, and look cute

WOOD: Physical Trait. Susceptible to Incendiary Damage.

XP / EXPERIENCE POINTS: A numerical tracker for a Vault Hunter of how many Quests they've completed, Enemies they've killed, and Bosses they've defeated.

XP BAR: 10 smaller increments that XP is placed into. Each segment requires a certain amount of XP to fill. Once all 10 segments are filled, a Vault Hunter Levels Up and the bar is erased and reset. Depending on the Vault Hunter's Level, the amount of XP needed to Level Up will change.

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NOTES or ideas or evil plots or fanfics, idk

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