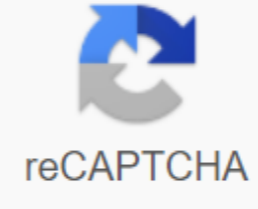




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Share Level Ability to Recharge Score Recharge Delay Notes Image 30 1361 339 1.75 Elemental Resistance: +69%Max Health: +1865 [Shield 1] 48 12692 2718 1.65 Elemental Resistance: +67% Maximum Health: +16209 [Shield 2] 49 13025 4820 1.59 Elemental Resistance: +61%Max Health: +16913 [Shield 3] 49 13227 5310 1.86 Elemental Resistance: +63%Max Health: +17264 [Shield 4] 49 14342 3071 1.65 Elemental Resistance : +67%Max Health: +19370 [Shield 5] 50 14281 5308 1.56 Elemental Resistance: +67%Max Health: +20698 [Shield 6] 50 14281 5308 1.56 Elemental Resistance: +67%Max Health: +20698 [Shield 7] 6150992 17705 1.65 Elemental Resistance: +86%Max Health: +102216 [Shield 8] OP3 332848 97990 1.90 Elemental Resistance: +67%Maximum Health: +464688 [Shield 9] á s

..... In: Legendary, Shields, Anshin, Objects in Borderlands 2 Participation in English For an impenetrable shield within yourself.

Special Part(s): GD_Shields.A_Item.Shield_Chimera_05_Legendary GD_ItemGrades.Shields.ItemGrade_Gear_Shield_Chimera_05_Legendary GD_Shields.Accessory.Accessory5_ChimeraLeg GD_Shields.Material.Material5_Legendary_Chimera Possible spawn: GD_Shields.Battery.Battery5_Anshin_RoidLegendary Neogenerator is a legendary adaptive shield in Borderlands 2 manufactured by Anshin. It is randomly obtained from any suitable loot source, but has a higher chance of falling from Spycho located in Frostburn Canyon. He also has a higher chance of falling from Sully the blacksmith in TK Baha's Blood Harvest. Special Shield Effects For an impenetrable shield inside yourself. – Regenerates health and taking damage from enemies increases the regeneration rate. Increased maximum health bonus and elemental resistance. Reduction of shield capacity. Use and Description The Neogen provides health regeneration while active, increasing when the shield has recently taken damage. The default health regen is 0.0005%, but when it has recently taken damage, health regeneration increases to 3%. Health regeneration stops when the shield breaks. The amount of damage taken does not affect health regeneration, but the damage taken must be from an enemy to trigger health regeneration. The Neogen is best suited for prolonged combat in which the user is often hit while recovering from damage. It has limited efficiency to withstand high-intensity spikes in incoming damage. Notes Deathtrap does not benefit from the health regeneration effect the neogenerator is equipped by a Mecroancer using Share is Care. A neogener with 86% elemental resistance will take 4.53 seconds to recharge naturally. As with all adaptive shields, when initially equipped (and after reloading the game) the Neogener has no elemental resistance until after taking elemental damage. The shield loses its stamina after exhaustion and must resistance when taking damage again when reloaded. Trivia The red text is a quote from the American philosopher Henry David Thoreau. Legendary Shields Anshin items in Borderlands 2 Deutsch Francois Українська community content is available in CC-BY-SA unless otherwise noted. NEWFor an impenetrable shield, stand inside yourself. Shield Type:ResistanceRarity:LegendaryManufacturer:AnshinOrigin:Base GameProt Basic Resistance:Oct 24, 2020 15:42 Borderlands Manufacturer of Wikiders Anshin Rarity Legendary Type Spike/Nova/Amp/Roid Damage -- Absorption Probability -- Item -- Spycho Location, Frostburn Canyon FlagViewA History list of Legendary Shields, where they are located, and any special property they may have. Enemy Name Dropped From Location Special Properties The Transformer Pimon Wildlife Exploitation PreserveThere's more than your eye can see. High probability of absorption of enemy bullets. HP Shield recharges when shock damage is taken. Immunity to electricity. Whiskey Tango Foxtrot Chubby Enemies Various Normal Situation... Has a chance to drop AE explosives and shield reinforcements when hit. Explosives hurt friends and enemies alike. The Sham Bnk3R The BunkerWow, I can do this all day! It has a high rate of bullet absorption, about 80%. All absorbed bullets are added to your ammo. The BeeHunter Helliquist(UVHM) Hadas Nexus Arid - Float Cemetery like a Butterfly... When fully charged, the next weapon shot deals additional amp damage. Amp's damage is about 50, 000. Amp damage (level 50 shield. The lower level shields will be reduced) the firing drain is always 0 and the shields must be fully charged to fire amplifier shots. You don't have to take shield damage to give you Amplifier damage again. The shield has to be at full capacity. Blue Caustic Caverns of Legendary TurtleGana by a hareVery high capacity, but reduces maximum health. Speed is reduced while the shield is active, but increases when the shield runs out. Black HoleForeman Jasper, during the side mission Hell has no fury, given by Moxxi near the end of the game. It can be grown after the search is delivered. Opportunity You're the center of the universe. When nearby enemies are exhausted, they are dragged towards you and release the shock nova explosion. Impaler The Warrior's VaultVlad would be proudLaunching corrosive homing peaks when damaged by bullets. Deals corrosive peak damage to melee attackers. Neogenerator Spycho, during part 3 of the Monster Mash side mission given by Dr. Zed at Sanctuary near the end of the story It can be grown after the search is delivered. Frostburn CanyonFor an impenetrable shield standing inside yourself. Matches the elemental resistance of the last damage taken. Regenerates health when active. Shield damage increases the health regeneration rate. Increases maximum health. Terramorfo Terramorfosu Pico Terramorfo Hideout... Your skin the most powerful meek... When exhausted, melee attacks deal additional roid damage. Releases a fire nova explosion when it runs out. It must be fully recharged between explosions. Increases damage to melee attackers. The CradleCaptain Blade Man Shield From the FirehawkHenryCaptain Flyntmission Reward Reward Mission: Next Sect: The Enkindling The HighlandsSouthernCaptain Scarlett DLCFrostburn Canyon Shelf... to the grave. When the shield runs out, it is pulled like an explosive then reloaded like a tediore pistol, which a fabulous elemental window treatment gets additional explosive damage to all melee attacks from the ashes it will raise Continuously releases explosions of nova fire when exhausted. It must be fully recharged between the novas. List of Legendary Loot Delivery Locations (Orange). For another legendary information page, click here, Borderlands 2 Orange Loot Farming Locations by area. How to get legendary loot[edit] The best way to get orange (legendary) items is to grow bosses at the locations listed below. Drop rates on orange rarity items are low, but after killing bosses enough times they will eventually drop legendary loot. The average drop rate of the Legendary is approximately 5% maximum. (About a 1/20 drop probability), but many have lower drop rates. For example, Sledge's shotgun has a drop rate of 3.5%. Any Legendary can be obtained as a world drop from any entity or boss that is a 1 in 10000 chance. All DLC raid bosses in the game have the opportunity to drop ANY legendary item. They can also be won from slot machines (very rare), vending machines (also very rare) and treasure chests (also very rare - a player made 3 complete moves, including both DLC and only found 1 legendary in a chest.) If you have Mister Torque's Campaign of Carnage DLC, you can purchase Legendary Weapons torque from Torque Vending Machines using torque tokens. This is the easiest way to get weapons like the Unkempt Harold. Since loot dwarves are now considered legendary, in Ultimate Vault Hunter mode, there is a chance to find ANY legendary item from them, and you also have the same chance to get a pearl (if you have the Ultimate Vault Hunter Pack) from them as well. Assault rifles[edit] Hammer Buster[edit] Garl Gorarr! My father's a scientist! GWARRRRR!!!! Location: McNally Drops (The Dust), The Warrior and The Loot Dwarves Available after completing The Bane of a dead guy outside Moxxi's Can also drop the Bunker Notes: High damage Jakobs assault rifle Rare chance of dropping from The Warrior See: Horse Hammer Buster KerBlaster[edit] Torque got more BOOM! Location: Midgemong Drops (Southern Shelf Bay) Available after completing Hammerlock Drops symbiosis from The Handsome Sorcerer (Dragon Keep) Notes: Fire a typical Torque gyrojet (bullet-sized rocket) that creates grenades by hitting High Damage, Slow Projectile Speed, Low Low Fire High ammo consumption can also be obtained from Torque Sells View: Nasty KerBlaster Madhouse! See also[edit] It's an asylum, a madhouse!!!! Location: Crazy Dog Drops (Lynchwood) and Dwarf Falls Available After Breaking Lynchwood Bounty Board's Bench Notes: Bullets fired split in two when impacting and bouncing off walls, Bullets travel faster after each bounce Very High Magazine Size, Slow Reload Speed Can fall from loot dwarves, and warrior chance from the elemental version Can Shredfier[edit] Invincible DLC Boss Drops (Pyro the Invincible, Master Gee the Invincible, Hyperius the Invincible) and legendary loot dwarves. It doesn't fall from Bonehead 2.0, as many people thought. Bonehead 2.0 drops the similar name of Bone Shredder SMG. Notes: Speed Kills. Extended barrel rotation duration; after the shot has stopped, it will still have a high rate of fire longer than usual. Veruc[edit] Drops from Mobley (The Dust) Notes: I want that rifle Daddy Typical Dahl Assault Rifle: Burst fire, high accuracy, relatively high damage, slow fire speed, reasonable magazine size, surprisingly fast ammo consumption due to burst fire. Effect: Horizontal spread of 3 projectiles. The propagation size is reduced while zooming in. Fire 2 ammunition per shot, but fire 3 shots. See: Feral Veruc Ogre[edit] Slog Warlord Drops in the 6th (repeatable) round of slaughter's Magic Circle Tiny Tina's Assault On Dragons Keep, also drops of Duke of Ork (a leveled Warlord Turge) (Not for me he doesn't have 12/19) in Minas de Avarice. After completing all 5 rounds of slaughter, you'll have a disgusting round. Notes: Ogres chew their food. Effect: Increased rate of fire, increased damage, larger charger. It does not consume multiple rounds per shot, similar to most torque weapons. It is an attractive weapon that deals a lot of damage with a decent rate of fire with only 5.2 Access to this weapon requires the Small Tina Assault to Dragon Keep DLC. See: Nasty Ogre Pistols[edit] Gub[edit] Drops from Laney White (The Fridge) and loot dwarves and The Bunker (confirmed). Notes: Abt Natural. Huge clip size. Always corrosive. DROP RATE : 5.00% chance View: Baynaneted Gub Gunerang[edit] Rakkman Drops (The Refrigerator) and Loot Midgets Notes: Give it a bur! When fling-reloadved, acts as a boomerang homing on the nearest enemy. If there are no enemies nearby, it will fly behind you and explode. Try not to walk backwards while reloading. It can also fall with elemental damage. See: Jam Packed Gunerang, Peppi Gunerang Hornet[edit] Drops from Knuckle Dragger (Windshear Waste), Hyperius the Invincible, and loot dwarves. The bunker Note: Fear of swarm Burst fire is 5-6 rounds instead of normal 2 for pistols. Very shortly after the first corrosive effect happens a second appears. Drop Rate 9.6% See: Hornet Infinity Neutralizer[edit] Doc Mercy (Three Horns Valley) Drops, Gold Golem Golem Small Tina's assault on the Dragon Tower), and loot dwarves. Notes: It's closer than you think! (not) It does not consume ammunition. Recoil causes bullets to always fire in an infinite pattern. There is no slowing down while aiming down in the scopes. Mediocre damage and inaccurate downwards (fires in an infinite pattern). If you play as a Mechromancer, certain abilities can cause the weapon to not work because it is always empty. It can also appear with elemental damage. Drop rate 1 in 4 probability (25%) chance (NOT FOR DOC MERCY ON PS3) See: Rapid Infinity Logan's Gun[edit] Drops from Wilhelm (End of the Line), Pyro and Loot Midgets. Notes: Gun, Gunner! Always Fire Element. When fired at an enemy, the bullet passes and creates a small weak explosion. This rocket launcher may be elementary, but it's very rare that way. This launcher is a good rocket launcher for a bug called Rocket Jumping. See: Big Badaboom Bunny[edit] Chubby Enemy Drops, Loot Midgets. Notes: Hoppity Hoppity! Deal additional explosive damage. Explodes like a grenade when reloaded. After reloading, it bounces like a rabbit, throwing grenades as it goes (falls) 101010101010101 5%chance Mongolian drop[edit] Drops from Dukino's mom (Lynchwood) and looting dwarves. Notes: The Horde will always return! It costs 2 ammunition per shot. Fire a single rocket that fires mini-rockets in a spiral formation while traveling. The Mongol also has a unique white text, the only weapon that has this: Consume reduced ammo per shot like each Vladof launcher, but below it reads Only joking, does not see: Mongolian partitán Norfleet[edit] Drops of Vermivore the Invincible and Hyperius the Invincible. Notes: Blows Up! Its red text is orange Shoots 3 rockets per shot, which have a blue aura when flying. Extremely large blast radius, easily encompassing half of Pyro's actual bar. You can spawn with anything, including the explosive. 100% Fall View: Norfleet Prudence will never fall % chance of Nukem fall[edit] Black Queen Drops. (dust, behind Ellies' garage) Notes: Dropper Name Fires a rocket flying in an arc toward the target. HUGE explosion area and quite possibly the strongest rocket launcher out there. The huge blast area can easily kill you if you shoot it too closely at yourself. See: derp Nukem Pyrophobia[edit] Drops from Incinerator Clayton (Frostburn Canyon) and Clark the Combusted Crypkeeper (TK Baha's bloody harvest DLC). Notes: It's actually a pretty rational fear in this case. Always Fire. Explode several times as you travel before chor with something. One must be careful when shooting, it is not unheard of for players to harm themselves from one of the previous explosions. Acquiring punitive pyrophobia (increased rocket speed) negates the need for this precaution, but explosions are more widespread. See: Plenteous Pyrophobia Shotguns[edit] The Warrior Conference Call Drops (Vault of the Warrior), Dwarf Loot,URANUS (Fight for Sanctuary DLC), Handsome Sorcerer, and Pyro the Invincible. Notes: Let's ping everyone at once. After hitting something or flying far enough, create more bullets that appear perpendicularly from the point of impact. It can fall with all forms of elemental damage, including slag. Drop Rate 0.1% View: Release of social conference calls[edit] Drops of Tumbaa (Wildlife Exploitation Reserve), Golden Golem, The Bunker and Dwarf Loot. Notes: Kiki has a shotgun when cast-reload, he is backed up in an enemy (similar to Gunerang), while Shooting. Comparable to the Mardocheo action ability of the first Borderlands game, in the sense that the weapon targets enemies and shoots them until a set time to be recharged. As Tediore's reloads do not break Zero's Action Ability, this gun can be used for devastating effect by Assassins. It has unlimited ammo when tracking enemies. It can be released with any elementary type View: Original Deliverance Flakker[edit] Drops from The Warrior (Vault of the Warrior), Handsome Sorcerer, Loot Midgets, and from Torque Venders in the Torque DLC. Notes: Flak the World Fires a wall of rockets exploding at short range. Due to the fact that you can only hit your targets at a certain range, it is not a great off-road weapon. If you fire at the Flakker and switch to a Torque rocket launcher before the projectiles explode, the projectiles will do increased damage. See: Bad Touch Flakker Sledge's Shotgun[edit] Drops from Bad-Maw Smash-Head (The Fridge), Hyperius, Loot Mullion, Tourges Rumble Bar, Gold Golem, and slot machine at Moxxi's Bar, Terramorphous and bunker. Notes: Legend lives Burst-fires 4 rounds per shot. Slow firing speed. Drop rate: 3.5% Striker[edit] Drops from Old Slappy (The Highlands - Outwash) and Loot Midgets. Notes: Fandir? Thirteen. High damage and precision. Ol' Slappy's Critical Fall Damage Rate has been greatly increased 3.2% Loot Dwarf Drop Rate 0.09% Sniper Rifles[edit] Saturn's Drops (Arid Nexus - Badlands), Spiderant Stacks (Extremely Rare), and Slot Machine in Moxxi Bar Notes: The Executioner has arrived. Burst fires 5 shots, as do Dahl weapons. Normal Hyperion stabilizer effect. It has an additional effect, as it stays expanded in range, accuracy increases without firing a single bullet. Drop Rate 9.99% View: Venture Invader Longbow[edit] Drops of Badass Creepers (Caustic Caverns). Notes: Ceci n'est pas une sniper rifle! Fire slow-moving projectiles shaped like Minecraft-style arrows. Always incendiary. It always appears without a scope. Drop rate 5.2% Lyuda[edit] Gettle Drops (The Dust), and Dwarf Loot. Notes: Man Killer bullets are divided into 3 after a certain distance. High rate of fire. A very large magazine for a sniper rifle. Full car. On PC and PS3 it is known as Lyuda. However, on Xbox it's also like the Lyuda (post-patch). Pitchfork[edit] Drops from Terramorphous (Terramorphous Peak) Notes: Mainstream'd Burst-Fires shots in a 'V' line of 5. Terramorph drop rate 5.1% Pyro drop rate 3.8% View: Night Pitchfork Skullmasher[edit] Mothrakk Son Drops (Wildlife Exploitation Reserve), Rakkanoth (Scylla Grove), Handsome Sorcerer (Dragons Keep), Slot Machines on Moxxi Bar, and Dwarf Loot. Notes: Makes your brain hurt. Shoot 5 bullets for the cost of one, fired in tight extension, not unlike a shotgun, although the spread does not expand to very long ranges. However, a bullet is always in the middle of this spread, so at least one bullet will always hit a long-range target. Drop rate 5.4% View: Skookum Skookum Volcano[edit] Drops from The Warrior (Vault of the Warrior) and loot dwarves, and The Handsome Sorcerer (Dragons Keep) Notes: humbly asks for a sacrifice, if not too much trouble. This is a variation in the flavor text of the volcano of the first game, which was Pete demands a sacrifice! Creates a point of fire on impact, spreading fire damage to enemies near the point of impact. Increased chance of falling while shooting at the moon. Drop Rate 6.02% View: Dandy Volcano Sub Machine Guns[edit] Baby Maker[edit] Drops by Madame Von Bartlesby (Tundra Express), Dwarf Loot Notes: Who Is a Gunny Wunny and Decoy!!! When launching-reloading, it acts similarly to a MIRV grenade - the launched cannon creates another explosion. Drop Rate 4.2% View: Hefty Baby Maker Bitch[edit] Drops from BNK-3R, the Ancient Dragons of Tiny Tina's DLC, Warrior and loot Midgets Notes: yup. Again. Critical damage increased. It achieves maximum accuracy much faster than normal Hyperion pistols, and accuracy does not erode as much when the player stops firing. It has an abnormally large magazine, allowing the gun to remain at maximum accuracy for much longer. See: HellFire's rightful bitch fart HellFire[edit] Scorch Frostburn canyon Slagga[edit] Tector & Jimbo Hodunk's Drops (The Dust), Handsome Dragon (Odio's Shadow inside little Tina's Assault dlc in Dragon Keep), and Loot Notes: Blagaga Huge magazine. Fires 3 rounds per shot for 1 ammo cost, making it even more deadly. Elemental slag effect always. If you side with the Hodunks, you can't try to grow to win the Scum. It may fall from Loot Midgets See: Akurate Slagga Shields[edit] The Transformer[edit] See: The Transformer Drops from Pimon (Wildlife Exploitation Preserve). Notes: There's more than meets the eye. It always has an electrical immunity modifier. It acts as a normal absorption shield. Flame of the Fire Hawk[edit] Reward for completing Lilith's slug tracking quest chain. Notes: From the ashes she will rise. Fire Nova shield, but releases explosions once every two seconds while

shields are down. The only legendary you can get from a quest. Drop Rate 100% The Bee[edit] Drops by DJ Hunter Hellquist (Arid Nexus - Boneyard), Treants (Tiny Tina DLC) and Pyro. Notes: Float like a butterfly... Very high amplifier firing damage without draining your shields. The Bee + Conference Call combo was patched for breaking the game, and now all shotguns and weapons with bullets/projectiles/rockets that split against each other were also nerfed, dividing amplifier damage by pellet/bullet/rocket. The Careless Harold and the Sandhawk, despite this, are not affected. Very easy cultivate from the Treants. Drop Rate 3.5% See: The Bee The Sham[edit] Drops of the BNK-3R (The Bunker), Pyro. Notes: Wow. I can do this all day. Ridiculously high absorption probability for an absorption shield. (94% max.) It also has a very low recharge delay. The main problem with this shield is it has a very low capacity, often being half or even less than a standard shield of its level. Drop rate 5.13% P.S 94% Sham is highly sought after and very rare. Happy hunting! The Cradle[edit] Drops from Henry (The Highlands-Overlook), and Pyro. Notes:... to the grave When the shield runs out, it launches like a Tediore weapon and causes a nova explosion. Fabled Tortoise[edit] Drops from Blue (Caustic Caverns), Pyro. Notes: Win for a hare. Movement speed is reduced when active, but increases once the shield is exhausted. Huge shield capacity (the largest in the game, around 170,000 at player level 50), in exchange for the decrease in health of about 20,000. Drop Rate 5.76% View: Fabled Tortoise Whiskey Tango Foxtrot[edit] Drops from Hyperius, Pyro, Chubby Enemies and Loot Dwarves, Bad Maw. Notes: Normal situation... When damaged, it generates reinforcements as normal reinforcement shields: ... All foxtrotted up causes shock explosions when generated. Small chance of being a white rarity with no special effects, (Beware of elemental effects, as they are usually dangerous) Black Hole[edit] Drops from Foreman Jasper (Opportunity), Hyperius, Pyro, warrior and loot dwarves. Notes: You are the center of the universe. Nova Shield acting as a singularity grenade, pulling enemies at you when it runs out. Neogenerator[edit] Spycho Drops, and Pyro. Notes: For an impenetrable shield, stand inside yourself. Gives health regeneration - the more the shield runs out, the larger the regeneration. There is no regeneration when the shield is completely depleted, making it difficult to use. Drop rate 2.1% View: Impaler ne neogenerator[edit] Drops of The Warrior, Crooked Stallion, Handsome Sorcerer, Pyro Pete and Chubby Enemies. Notes: Vlad would be proud. It acts as a spike shield, but also fires spikes at enemies attacking you from a distance (spike shields do extra damage to melee attackers) See: Spit from Terramorph[edit] Fallen by Terramorph (Terramorph Peak). Notes:... Her skin became the most powerful meek... Combination of a Roid Shield, Fire Spike Shield, and Fire Nova Shield. In UVHM the shield also has an immunity to a state of element only seen fire, electric, and corrosive. Bonus pack[edit] Drops from Boom & Bewm (Southern Shelf), and Torgue Vending Machines in the Torgue dlc. Boss Warrior Fight Notes: 2 times more awesome, extreme bonus! Granada MIRV. Each grenade generated acts as another MIRV grenade and generates 1 grenade when it explodes. View: Lobbed Bonus Package Chain Lightning[edit] Drops from Badass Wizards (Tiny Tina DLC). Notes: Don't pay for it, pay forward. When used it triggers the illumination of your It can bounce from surfaces to the enemy, and can hit more than one at a time. Regenerate ammo over time. Bouncing Bonnie[edit] Drops of loot dwarves, chubby chubby and The Piro the Invincible. Notes: Your sister is a bitch. Bounces the Bettie grenade, but generates another grenade each time it bounces similarly to a MIRV grenade, while still firing bullets. See: Sticky Lobbed Bouncing Bonny Fastball[edit] Drops from Boll (Three Horns - Divide), and loot dwarves. Notes: Forget the Ricky curveball, give him the heater! Small blast radius. Elevated damage. Incredible speed. It can come in any element. It explodes upon contact with enemies, but bounces high when cast to the ground. Quasar[edit] Ultimate Badass Varkids drops, looting dwarves, and even in a chest. Notes: e-mc-(DMG)/wtf Always shock. Always uniqueness. Bee of Fire[edit] Drops from any random lootable source. Notes: Bees are coming! Always incendiary. Spray the fire in a circular motion. It also fires small fire missiles in a circular motion. Rolling Thunder[edit] Wilhelm drops, looting dwarves and Torgue Venders in the Torgue DLC. Notes: Thunder will bring pain! MIRV always rubber. Causes an explosion in each bounce. See: Rolling Thunder Leech[edit] Drops from The Warrior (Vault of the Warrior), Handsome HandsomeChicerer and dwarf loot. Notes: A skilled leech is better off, more than half a hundred men of war Always Elemental. It acts like a transfusion grenade, but all damage done immediately heals you immediately instead of creating health orbs. Model to care for will be a leech finder MIRV scum, due to multiple leeches generated, and a good chance that enemies hit will be killed. Storm Front[edit] Drops of the Rat Brothers/Teenage Mutant Ninja Rats (Blood Shot Fortress). Notes: Sometimes the lightning strikes twice. A combination of a MIRV and Tesla grenade. On impact, it creates a Tesla grenade field and then throws several children's grenades that also create Tesla fields, smaller than the first initial explosion. Nasty Surprise[edit] Drops from Vermivorous the Invincible, and Dragons of Destruction (Tiny Tina's Assault on Dragons Keep DLC). Notes: Supplies! MiRV long arc grenade. It is divided into children's grenades during teleportation. Firestorm[edit] Drops of Badass Fire Wizards (Lair of Infinite Agony and Dragon Keep) Notes: What kind of man are you that you can summon fire without flint or tinder? Causes an instant burst of fire damage when aiming. A short time later, a series of fireballs will also rain on site, causing widespread fire damage. Slowly regenerate grenade ammo. Class Mods[edit] Slayer of Terramorphous[edit] Drops from Terramorphous (Terramorphous Peak). Notes: Legendary Class Mod[edit] Drops from Vermivorous the Invincible by other band bosses Crawmerax), chubby enemies and loot dwarves. Relics[edit] Blood of Terramorph[edit] Terramorph the Invincible (Terramorph Peak) Notes: ... His blood could inspire... This is the only known legendary relic in the game. Provides Provides Regeneration. Heads[edit] 5 of the missions Completing level 5 of ... To pay the bills Killing Challenge to Creepers, Caustic Caverns Henry, The Highlands near Overlook (mission: Best Mother's Day ever) The BNK3R Handsome Jack The Terramorph Warrior, Terramorph Pico Geary, Eridium Blight in Mount Hellsfont Special Edition Save File of the Original Borderlands Vermivorous the Invincible Ancient Dragons of Destruction. 8 are item of the day in stores that are randomly located (one for each manufacturer). 2 are slot machine prizes (2 for each class). 14 drops of enemies and bosses. 8 are mission rewards. They can also be purchased as DLC. See: Borderlands 2: Complete list of all vehicle skins[edit] Loot Stacks killing orange (legendary) enemies. Reward for having at least 15 legendary items. Articles.

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