

LOST!

"Lost!" short cutscene introduces the "Dem Bones!" mission.

FADE IN

Tiny Tina, Lilith, and Salvador hang out in Crimson Raiders HQ.

SALVADOR

Brick told me this game is AWESOOOME! And Tina said all the dwarves look like ME! SO, LET'S PLAY!

TINA

Sho thang! Whiles Brickie's out gettin' the munchie-munches, just needs ya a character, shawty.

LILITH

Tina!

SALVADOR

(looks at Lilith)

Huh?

TINA

It IS a term of ENDEARMENT, girl!
You should totally be a dwarf, Salvo!

SALVADOR

YEEEAH! I wanna be a dwarfzerker. They KICK ASS!

LILITH

Tina! Let him choose

TINA

Gettin' my book and dicey-dice. Not lissteniiiiiiiiing!
LALALA-LA-LA-LA-LALA!

(continues to hum the tune of "In the Hall
of the Mountain King")

SALVADOR

I'll name him RODAVLAS, and he'll KILL PUTAS with a
GUN IN EACH HAND!

LILITH

Salvador, you can play anything. Don't let Tina force
you to be a dwarf.

SALVADOR

Something wrong with being a dwarf?

CONTINUED:

LILITH
No, but you could be a half-ogre or . . .

TINA
(gasps)
Where are they!? WHERE ARE THEY!?

Tina ransacks the room, searching and gesticulating. Salvador and Lilith back away, gaping, then look at each other in confusion. Salvador puts his hands on his pistols.

TINA
NO! NOOOOOOOOOO! LOST!? LOOOOOST!
MY DICE, THEY'RE LOOOOOST!

LILITH
But we played here two weeks ago.

SALVADOR
Can't you get new ones? TIME FOR AN UPGRADE!

TINA
NO! Them bones belonged to my MOMS. They're precious.
They're mine, and he stole them. THIEF!

LILITH and SALVADOR
Who?

Camera zooms to Tina's wild eyes as she speaks.

TINA
MUNCH-KIN! THIEF! I hate him. I HATE HIM FOREVER!
SONOVABISCUIT MUST DIE!

FADE OUT

DEM BONES!

"Dem Bones!" is an optional Borderlands 2 mission acquired from the Sanctuary bounty board.

BRIEF DIALOG BOX

DEM BONES!
Tiny Tina "lost" her Bunkers & Badasses dice.
"Retrieve" them with maximum prejudice.

Level: 35
Reward: [[XP and cash]], legendary grenade mod

CONTINUED:

If the player accepts, Tina and Lilith cut in via ECHO.

TINA

Oh, haiii! Thanks for doin' your bestie another flavah. Yours truly has, uh . . . misplaced . . . her dicey-dice. What's a Bunker Master without those, am I right? RIGHT!

I was, like, playin' with some total noooooobs, and one of 'em did NOT like my, shall we say, adjudication. Pah-leeese! GAME OVER!

Anyway, in all the boom-boom as I po-lite-lee made my exit, I left my dice. Now that THIEF Munch-Kin has 'em, I just KNOW IT! He's also taken the hallowed mantle of Bunker Master for his crew.

This. Must. Not. STAND! I neeeeeeds dem bones. If you splatter Munch-Kin's bitch-ass in the by the by, that'd be great, too. Kay?

LILITH

Munch-Kin and his crew are squatting in my old place, and they aren't paying me rent. Root them out, and you'd be doing me a favor.

TINA

See. Everyone wants this. GETS ROLLIN'!

The mission marker leads to Frostburn Canyon.

"MY MISSIONS" MENU SUMMARY

DEM BONES!

Tiny Tina hired you to recover her Bunkers & Badasses dice. Also, you need to kill the bandits she used to play with and their new Bunker Master, Munch-Kin. Remember that if you play with Tina.

Level: 35

Reward: [[XP and cash]], legendary grenade mod

ACTIVE MISSION HUD OBJECTIVES

Dem Bones!

- Kill everyone in Firehawk Lair
- Recover Tina's dice

FROSTBURN CANYON

As the player character enters Frostburn Canyon, Lilith and Tina continue via ECHO.

LILITH

Tina, are you sure Munch-Kin has your dice? Weren't you playing with some other bandits? Which is a really bad idea, by the way.

TINA

Don't judge me, lady friend. The game must be plaaayed. But, yeah, yeah, when ya right, you. ARE! RIGHT!

LILITH

I'm starting to think you need a new hobby.

TINA

You wanna be Bunker Master? Ooo. Then I could play. Ooo! Or I could make more booms. Or . . . or . . . both! Hmmm. The poss-i-bil-i-ties. YUMMY!

LILITH

Okay, okay! Forget I said anything. But we need to know who else might have them.

TINA

This big-handed Blisterpus psycho named Big-B was playin'. And one of the Blacktoes guys called Khelben . . . er . . . but . . . uh . . . I heard spiderants ate him a couple days ago. Can you say KARMAAA!?

LILITH

(sighs)
Anyone else?

TINA

Nah. The rest hang with Munch-Kin. Tina out.

ACTIVE MISSION HUD OBJECTIVES

Dem Bones!

- Find Big-B
- Look for dice among spiderants
- Kill everyone in Firehawk Lair
- Recover Tina's dice

The mission markers then point to Blisterpus Camp, Frozen Ant Lake, and Firehawk Lair.

BLISTERPUS CAMP

Big-B, a Badass Psycho with huge hands, wanders around the camp alone. He's non-aggressive. As the player character enters the camp and spots Big-B, Lilith and Tina continue via ECHO.

TINA

There he is, that big-handed CROTCHSLAPPAH. Shoot first, ask questions latahs!

LILITH

No! No! If he has them, he might just give them up.

TINA

(laughs hysterically)

ACTIVE MISSION HUD OBJECTIVES

Dem Bones!

- Kill Big-B

OR

Talk to Big-B

- Look for dice among spiderants
- Kill everyone in Firehawk Lair
- Recover Tina's dice

If the player damages Big-B, FIGHT! Bandits spawn in the camp.

OR

If the player talks to Big-B, the psycho speaks.

BIG-B

Tina's DICE!? Sure, sure. HERE, TAKE 'EM!
TAKE 'EM!

Big-B drops a grenade at the player character's feet, then proceeds to slap the fool. Bandits spawn in the camp. FIGHT!

TINA (ECHO)

(laughs hysterically)

BATTLE

During the battle, Big-B says the "O, that this too too solid flesh would melt" psycho/Hamlet quote. At low health, he says, "Gotta get my hands . . . around . . . your throat."

VICTORY

When Big-B dies, he drops a purple bag and trimmed in gold.

CONTINUED:

OBJECT DIALOG BOX

CROWIN' ROYALE DICE BAG
Mission Item

These huge dice might be real bone.

On pickup, Tina and Lilith cut in via ECHO.

TINA
Wrong bones, suckah!

LILITH
Sorry, I thought talking to the guy was worth a shot.

TINA
What part of "PSYCHO" did you not understand, Lils?
PSYYYYCHOOOOO!

LILITH
(sighs)
Yeeaah. Okay.

TINA
(whispers)
Psyyyyyyycchhhho!

LILITH
Tina!

FROZEN ANT LAKE

A slain spiderant drops a pile of bones.

OBJECT DIALOG BOX

PILE OF BONES
Mission Item

This jumble of slimy bones might contain dice. Maybe
start with the red bits.

On pickup, Tina and Lilith cut in via ECHO.

TINA
Ew. Urk. I think I just threw up in my mouth a little.

CONTINUED:

LILITH

Uh, yeah, if your dice are in there, Tina, forget it.
We can go to the Game Digistructor this afternoon.

TINA

Why oh why would you even pick that up, huggabutt?
Somethin' might jus' be wrong wit' yas.

LILITH

Just so we're clear, Vault Hunter, DO NOT bring those
bones back here.

TINA

Yep. Hard pass. NEXT! Lil-lil, ya got any mouthwash?

LILITH

Uh . . . yes.

ASHMOUTH CAMP

As the player character nears Firehawk Lair, Tina cuts in via ECHO.

TINA

Daayam, shawty! They playin' right now, usin' MY DICE!
Imma patch you in.

LILITH

Tina. Do. Not. Warn. Them.

TINA

Kay.

Static precedes a new ECHO message.

MUNCH-KIN

(midget voice, lisps)

The Vault Hunter misses. It's your turn, Flenser.
Whaddya do?

FLENSER

Strip the flesh! Salt the wound!
(maniacal laughter)

MUNCH-KIN

Creative. Make an attack roll.

Flenser laughs maniacally, a die rolls, and something explodes.

CONTINUED:

FLENSER
Oooowooyoooo!

MIXED BANDIT VOICES
Critical!

MUNCH-KIN
Blood flies from the Vault Hunter's . . .

TINA
GIMME THOSE DICE, BEE-OTCH!

LILITH
Damn it, Tina!

MUNCH-KIN
(laughs)
Teensy Tina? Your dice? Come get 'em, little girl.
Bring that has-been siren, too.

TINA
Alrighty then. See yas.

LILITH
Has been? Listen, you little son of a

Static.

MUNCH-KIN
Session's over, boys! Get ready for our guests.

FIREHAWK LAIR

A new sign on the Firehawk Lair entrance reads, "Bunker of Evil Chaos! No Girls Allowed! That means you, Tina!"

CENTRAL FIREHAWK LAIR

Bandits, including at least one burning psycho, occupy the central lair. Animation focuses on Munch-Kin in front of a table bedecked with tabletop RPG equipment, including a B&B BM's screen, figures, a map, and dice. Munch-Kin is a badass midget, wearing a horned helmet and a huge backpack (like loot midgets), and wielding a shotgun with a chainsaw bayonet.

MUNCH-KIN
Roll initiative, LOSERS!

The animation ends in MUNCH-KIN's splash screen, as follows:

SPLASH TEXT

MUNCH-KIN
Power gamer
Cannibal
Dick Bunker-Master

BATTLE

Munch-Kin uses psycho midget barks and unique barks as follows:

ATTACKING

Nat' twenty, bitches!
Woot!
Roll for damage!

TAKES ELEMENTAL DAMAGE

It burns us!
Like hygiene!

TAKES CRITICAL DAMAGE

Great Xagyg!
Right in the dice bag!

HEALTH LOW

Need a heal here!

ON DEATH

Shit. Failed . . . that . . . save (gasp).

CONTINUED:

VICTORY

When Munch-Kin dies, Tina breaks in over ECHO.

TINA

Well played, girl. Well. Plaaayed.

Munch-Kin drops an object shaped like the head of the stuffed rabbit Princess Fluffybutt.

OBJECT DIALOG BOX

TINA'S DICE BAG
Mission Item

Don't tell Tina that Munch-Kin had this bag
stashed next to his other sack.

Tina cuts in over ECHO again.

CONTINUED:

TINA

You da bestest. Bring my lil preciousseses to Lilith.
She's got that PHAT LOOT for yas.

ACTIVE MISSION HUD OBJECTIVES

Dem Bones!
• Turn in!

CONCLUSION

The player completes the mission with Lilith at Crimson Raiders HQ.

TURN-IN DIALOG BOX

DEM BONES!
Recover Tiny Tina's dice.

Tina's dice are in hand. Countless foes have been
slain. Lilith's lair is covered in gore. Victory!

Turn In: Lilith

Reward: [[XP and cash]], plus a legendary
grenade mod

When the player collects the reward, Lilith speaks.

LILITH

Thanks. I'll give these to Tina at our next B&B game.
Cash is from me. The, uh, explosives are from Tina.

Tina cuts in on ECHO.

TINA

With love, playah. Fiery looooooove! Hey! You should
join our game!

The player receives a legendary grenade mod, which looks like the
d20s from Assault on Dragon Keep:

OBJECT DIALOG BOX

HIT DIE
Special: Lights up on impact (singularity,
transfusion)
Manufacturer: Anshin