

LOST!

"Lost!" is a short cutscene introducing the "Dem Bones!" mission.

BLACK

FADE IN

Tiny Tina, Lilith, and Salvador are hanging out upstairs in the 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, shorty.

LILITH

Tina!

SALVADOR

(looks at Lilith)

Huh?

TINA

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

SALVADOR

YEEEEAAH! I want to be one of those dwarfzerkers. 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

(pretends to gunzerk)

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

CONTINUED:

LILITH

Salvador, you can be all sorts of characters in the game. Don't let Tina force you to be a dwarf.

SALVADOR

Is something wrong with being a dwarf?

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

(crazed)

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

(calms, but looks wild eyed)

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 TO BLACK

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. She wants you to "retrieve" them . . . with maximum prejudice.

Level: 35

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

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

TINA

Oh, haiiii! 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-leeease! GAME OVER!

Anyway, in all the boom-boom as I po-lite-ly made my exit, I left my dice. Now that THIEF Munch-Kin has 'em, I just KNOW IT! He's 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 decided to squat in my old place. I can't blame them, but they aren't paying me rent. Root them out, and you'd be doing me a favor.

TINA

See. Everyone wants this. GET 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 some 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.

CONTINUED:

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

Mission markers point the player 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

CONTINUED:

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 uses 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.

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 maybe talking to the guy was worth a shot. Guess not.

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

LILITH
(sighs)
Yeeeah.

CONTINUED:

TINA
(whispers)
Psyyyyyyycchhhhho!

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.

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. Pass. NEXT! Lil-lil, ya got any mouthwash?

LILITH
Uh . . . yes.

ASHMOUTH CAMP

As the player character passes through ASHMOUTH CAMP near 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 an interrupting 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.

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!

CONTINUED:

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

The player character finds bandit-faction enemies, including at least one burning psycho, in the central lair. An animation focuses on Munch-Kin in front of a table bedecked with tabletop RPG paraphernalia, including a B&B BM's screen. Munch-Kin is a badass midget, wearing a horned helmet and a huge backpack (like those of loot midgets), and wielding a shotgun with a chainsaw bayonet.

MUNCH-KIN

Roll initiative, LOSERS!

The animation ends in a character splash screen.

SPLASH TEXT

MUNCH-KIN

Power gamer

Cannibal

Dick Bunker-Master

CONTINUED:

BATTLE

Munch-Kin uses psycho midget barks and unique barks as follow.

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

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 (Tina's fave).

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.

TINA

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

ACTIVE MISSION HUD OBJECTIVES

Dem Bones!
• Turn in!

CONCLUSION

The player character completes the mission by talking to 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 during our next B&B session. The cash is from me, and the explosives are from Tina.

Tina cuts in on ECHO.

TINA

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

The player character 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

ALTERNATIVE ENDING: TINA SOWED CHAOS
Munch-Kin drops a small chain mail sack.

OBJECT DIALOG BOX

MUNCH-KIN'S MAIL BAG
Mission Item

It has dice inside. Just don't tell anyone Munch-Kin had this bag stashed next to his other sack.

Tina cuts in over ECHO again.

TINA

He . . . he didn't have my dice!? NO! NOOOO!

Tina then breaks in intermittently, ugly crying.

LILITH

I'm so sorry, Tina. We can get you new

BRICK

Pizza time, erbody! Hey, what the hell's wrong?

LILITH

Tina lost her dice. We can't find them anywhere.

BRICK

God damn! Someone stole 'em from the safe?

LILITH

The safe!? They're in the safe?

TINA

(sniffs)

Huh!?

BRICK

Yeah, Tina left 'em after the game two weeks ago, so I put 'em in there. Guess I shoulda said somethin'.

LILITH

Well . . . shit.

TINA

(laughs, snorts)

Come on back, thrillah-killah!

CONTINUED:

ACTIVE MISSION HUD OBJECTIVES

Dem Bones!
• Turn in!

CONCLUSION

The player character completes the mission by talking to Lilith at Crimson Raiders HQ.

TURN-IN DIALOG BOX

DEM BONES!
Recover Tiny Tina's dice.

Tina's dice have been found. 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
Sorry about the . . . confusion.

Tina cuts in on ECHO.

TINA
But they were bad men. Very bad men. HUGS!

The player character receives the same legendary grenade mod.

OBJECT DIALOG BOX

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