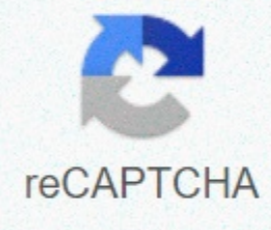




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## Borderlands 2 terramorphous drop rates

English Share Terramorphous the Invincible is a raid boss in Borderlands 2. [1] It was designed as a harder sequel to Crawmerax the invincible found in the secret arsenal of the general Knoxx add-on from Borderlands. Terramorphous is a huge unique thresher that is accessible only after the main story has been completed. Terramorphous can be fought many times for the cost of 8 Eridium to access Terramorphous Peak, and will throw different spoils each time, including legendary objects. Background Revealed in the Borderlands: The Pre-Sequel that Jack's band of Vault Hunters (Wilhelm, Nisha, Claptrap, and Athena) was indirectly responsible for the introduction of the thresher species, which is actually native to Pandora's moon, Elpis, in Pandora itself, by smuggling two young specimens to Sir Hammerlock. Hammerlock proceeded to nickname the male Thresher Terry, who later became the greatest thresher in Pandora. Terramorphous participation appears in a mission called You. Will. Die. (Seriously.) The mission can be accepted by Patricia Tzanis at the Sanctuary at the completion of the main story. Views Strategy Main Article: You. Will. Die. (Seriously.) Trivia Terramorphous's notes were teased in the Borderlands 2 release, which advertised that the game specifically contains a raid boss. Terramorphous is seen from the Terramorphous Shelter can be seen from the waterfall area at The Bunker. When a character gives birth to Terramorphous in his area, what he sees swimming goes under the map, which is visible through nocliping. Sometimes, the Terramorphous under the map can be heard and even lay tentacles to attack after the boss himself has been defeated. Terramorphous was designed to be fought by four level 50 characters. Randy Pitchford has stated that a Gearbox employee has occupied a structure in which he was able to solo the fight while publicly displaying the fight on Gearbox Community Day. The texts taste for the unique Terramorphous loot that falls (the teeth of the Terramorphous shotgun, the breath of the Terramorphous mod grenade, the skin of the terramorphous shield and the blood of the terramorphous relic) set to make this poem: his teeth made them escape in shame, his breath was of fire. His skin turned the strongest tamed. His blood could inspire. Terra means they relate to the earth and morph through for change, so Terramorphous' name literally translates to Earth Changer, a suitable name for a thresher of its size. † Why the gearbox created a boss Borderlands 2 so hard that it is almost Invincible Français Исски Community content is available under cc-BY-SA unless otherwise stated. Forum &gt; Borderlands Series &gt; Borderlands 2 News & Discussion &gt; Off-Topic &gt; General Discussion &gt; Forum &gt; Borderlands Series &gt; Borderlands 2 News & Discussion &gt; Off-Topic &gt; General Discussion &gt; Borderlands 2 Loop and Weapons Ok, I really want a hide of Only 1 way to get it: farm that big fat bug. Setup: PS3: split-screen, runs both: Level 61 Zero and Maya Last night, bred him in normal mode. With the level difference, I took it down in 5 minutes a run. (Is there really a difference between the odds of his loot at different levels?) 2 hours = about 15 loop runs: not a d\*mn thing other than his class mods. No oranges. Two semi-decent purples. All I kept was a sticky homing moth transfusion. I'll give him a few more runs in Normal before I go after him on TVHM. More to come ... Im going to move this to the Riot category and weapons if you don't mind. Good luck with that. Terra's a very stingy bastard. I've been cultivating him for the commando's exclusive head for a long time. In 200-plus-i-don't-know-how-many kills, he threw everything in his loot pool except the head I wanted. In all those hours and hours of farming, I only dropped the skin of Terramorphous once, and it took quite a while for it to happen. I also took enough breath from terramorphous grenades, two blood of Terramorphous relics, a terramorphous tooth, a Pitchfork, a Neogenator (I didn't even know I could throw it), the pink Panzer skin on the commando and a head for the wrong character. All these things were useless to me, since I only cultivated him for the head in normal mode. If you're not incredibly lucky, it's

going to take a little patience. Good luck again. I support you. Last night, normal mode: 10 runs I think drops the exact same loot every time. It's always a purple SMG, purple shotgun, crappy uniqueness grenade, 30 white guns, a white slag sniper, and of course, his mod. TVHM: 5 runs Same total: 30 runs Jack sucks Next, I'm biting the ball and going into UVHM. Two routes to Uvhm. With escalation, it's a fair fight. And solo, it's an hour long grind. I can get 20 runs on TVHM for this. I know the drop rate is not a 20/1 increase, so my chances are even better pounding through low level stuff. 2 UVHM: Nothing 7 TVHM: New siren leather and a decent fire proof absorb shield. 37ish total. He's still not hiding. +10 tumtoun mumamauk. Heeeeeey +10 I was never so excited to see a pitchfork! Interesting results so far. +20 Got a Weisenheimer. I heard it's rare so I kept it. Los like a regular purple smg. Second to second drop set is a horse rifle, purple, btw. I've gotten a couple very cool, low level, but 1 second shields delay. Electric electronics-technician. Don't grind tonight, gentlemen. I'll double tomorrow +35 rounds. TVHM I've stopped nothing, including eridium. I chewed that. Terra's getting stingy with his drops. Nothing I haven't seen 50 times. Do you see a lot of purple yako? I'm thinking of a purple single barrel. I've seen some of Jacobs' convenientness. I don't use them, so I just look at everything that's not orange. I'll do it. I. an eye out for one. Any specifics you're looking for? 1 shots or higher ammo? Accuracy? I don't need to keep an eye out on my behalf, I like looking for purple, but thanks. I'll have to go against Terra myself anyway wanting to go crazy with blood-filled guns, my Triquetra eats too much ammo and the striker shoots all over the place. I'm having fun with Gunnark, making two punches with some fire hawks. I'm punishing him for not dropping the shield. I found it, I found it, I found it! WOOOOOOOOOOOOOoOo, I have this boy figured out now. 2 Skins, 1 blood, 1 breath Terramorphous Oh yeaaaaaaaah Congratulations on the Duke drops. No, there's no such thing as worsening drops. From the dawn of time there were legends of fine kits and rituals, helping a player to boost his chances in games like Borderlands. When I was young, I had to convince my friend that closing Diablo 2 and restarting didn't enhance his loot quality in Baal runs. Of course, your theory makes more sense than dependencies like this, but it's still wrong. It's just an unfortunate streak and the way people perceive randomness. Cognition is always working through expectation, and when you come up with a theory, your brain begins to get evidence that it is true and ignoring conflicting facts. The only way to check it for sure is to keep a list of every drop, color and price, and look at it when it gets long enough – say, a hundred runs, but a thousand is better. Any sample of less than a hundred would be random and would show no trends or probabilities. Note: This is only to be used to report spam, advertising, and problematic (harassment, combat, or rude) posts. Terramorphous the Invincible can meet after completing the main story. Quest Required: You. Will. Die. (Seriously.) (found in the Sanctuary) Warning!!! Be careful when you encounter the raid bosses. So I've been trying to farm on a terramorphous skin for about 2 hours with 35+ kills and I've taken 3 terramorphous breaths and a zero head. I also left area and put eridium again to increase the chances. Can someone explain the rate of fall on the skin of terramorphous? Earthly?

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