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All boss locations borderlands 3

Borderlands 3 is no stranger to cool-looking, but tough Raid Bosses, and with the coming of its new DLC pack, Hemovorous the Invincible join the already great roster of insane fights. The new Raid Boss is pretty much a gigantic insectoid, which for some reason, has its name mispronounced very often. While the real name of this creature is as we mentioned, 'Hemovorous', the majority of Borderland 3's community call it 'Hemivorous'. While this fact is by itself odd, it doesn't change how relentless this boss can be, and how hard the fight actually is on higher Mayhem levels. Let's take a look to this brand new enemy, in detail. Where to find Hemovorous the Invincible and what its drops are in Borderlands 3 Hemovorous the Invincible can be found on the beloved Pandora, in Ascension Bluff. For those that have been playing the game from the beginning, we are finally glad to announce that the area behind the locked door that was found there, and couldn't be opened since the launch of the game, is now accessible. There were a ton of players that tried a lot of ways of getting past this door, with no success. Now, as it seems, we know why as this door led to something that would be included in the game with this Director's Cut DLC. Before you unlock that pathway though, you need to accept the "You. Will. Die. (Over and Over.)" quest. There will be an exclamation mark in Sanctuary, so just head there and interact with it. Accept the quest and head where the quest marker will show. Spoiler Alert: it's the door. Passing through, will take you to Darkthirst Dominion. You will need to pay 500 Eridium to continue further. The area inside can be explored further, if you want, but if you just follow the arrow, eventually you will fall down a hole and come face to face with the the horror called Hemovorous the Invincible. Hemovorous the Invincible exclusive loot As with any other Raid Boss, Hemovorous has a lot of items that can be dropped from him, of varied quality each. But, we all know that you are aiming for his exclusive, Legendary drops, so let's take a look at them: Atlas Replay – Legendary Pistol Ionic Disruptor – Legendary Sniper Ringer – Legendary Grenade Vladof Company Man – Legendary Artifact The drop rates for each of those items is somewhere around 25-35%, based on players' finds up until now. The only one from these Legendaries the seems like a certain drop, again based on players' data, is the Vladof Company Man. With a couple of runs though, you should be able to get hold of every exclusive Hemovorous can throw at you, depending on your Mayhem level of course. Get in there and start farming! Borderlands 3 is available on PlayStation, Xbox, PC and Google Stadia. For more information about the game, make sure to check the official website. GAME DEALSGet Twitch Prime For Free Right Now and get in-game items, rewards, and free games RELATED TOPICS : Posted: May 12 2021 See how long you can survive during the ultra-challenging True Trials mini-events in Borderlands 3!You've taken on all kinds of challenges in your time, Vault Hunter, but do you have the skills and end-game gear to beat the Guardians' True Trials? During the True Trials, a six-week series of limited-time mini-events, the final boss in one of the Proving Ground Trials encounter will receive massive buffs to their damage and health. We're talking health totals in the billions, akin to Hemovorous the Invincible, the raid boss introduced in Director's Cut. All these challenges lead up to the return of the fan-favorite Revenge of the Cartels seasonal event, which goes live on June 24!For the next six weeks, one Proving Grounds Trial per week will be selected to become a True Trial, and only the most elite Vault Hunters should even think about taking it on. Without a top-tier build and loot, it's going to get rough in there—so newer players may want to avoid whichever Proving Grounds Trial has been selected for that week's mini-event, as the boss buffs can't be deactivated for that weekly duration.Should you prove victorious in your battle against the amped-up final boss, your reward will be two Legendary items handpicked by the Borderlands 3 development team. There are two possible pieces of loot each week, one from the base game and the other from an add-on. In addition, the chest at the end of each week's True Trial will be full of Legendaries, regardless of how quickly you completed it or how many objectives you scored!The rewards will change each week, but one will always be from the base game's loot pool, while the other will be from one of Borderlands 3's six add-ons. Note that if you don't own a particular item's respective add-on, you'll be able to claim your hard-earned loot but won't be able to equip it until you own the add-on it comes from.A new True Trials mini-event will be activated every Thursday from May 13 to June 24. We'll update the schedule below as each week's True Trial is revealed. It's all leading up to The Revengeence of Revenge of the Cartels, giving you another chance to thwart Joey Ultraviolet and his gangs of loyal goons at the lavish Villa Ultraviolet hideout.The Revengeence of Revenge of the Cartels is just one of many exciting updates coming on June 24, so be sure to check back for more info as we get closer to the big day. Until then, good luck in the True Trials and try not to get absolutely flattened by those final bosses!Week 1 - True Trial of SurvivalDates: 9:00 AM PT May 13 to 8:59 AM PT May 20Location: Devil's Razor (Pandora)Base game Legendary: The LobAdd-on Legendary: Lucky 7 (Moxxi's Heist of The Handsome Jackpot)Week 2 - True Trial of CunningDates: 9:00 AM PT May 20 to 8:59 AM PT May 27Location: The Splinterlands (Pandora)Base game Legendary: SickleAdd-on Legendary: Skullmasher (Guns, Love, and Tentacles: The Marriage of Wainwright & Hammerlock)Week 3 - True Trial of DisciplineDates: 9:00 AM PT May 27 to 8:59 AM PT June 3Location: Meridian Outskirts (Promethea)Base game Legendary: KaosonAdd-on Legendary: Flipper (Bounty of Blood)Week 4 - True Trial of FervorDates: 9:00 AM PT June 3 to 8:59 AM PT June 10Location: Jakobs Estate (Eden-6)Base game Legendary: MaggieAdd-on Legendary: Convergence (Psycho Krieg and the Fantastic Fustercluck)Week 5 - True Trial of InstinctDates: 9:00 AM PT June 10 to 8:59 AM PT June 17Location: Floodmoor Basin (Eden-6)Base game Legendary: BackburnerAdd-on Legendary: Tizzy (Designer's Cut)Week 6 - True Trial of SupremacyDates: 9:00 AM PT June 17 to 8:59 AM PT June 24Location: Desolation's Edge (Nekrotafeyo)Base game Legendary: The MonarchAdd-on Legendary: Atlas Replay (Director's Cut) Like its predecessor, Borderlands 3 has a wide variety of boss fights to deal with. From toughened-up mobs to giant cyborg heads, the game offers a stunning array of bosses. Some of these boss fights can be pretty tricky to handle. These bosses have a huge pool of moves to pull from. And their moves can cover the entire screen and obliterate the player's teensy health bar if they're not careful. On the other hand, some bosses are complete pushovers. These guys are an XP pinata and are easy to defeat and grind for that glorious, glorious loot. While the difficulty someone has with a boss can depend greatly on the fight itself, here are the bosses that are usually considered the hardest (and the ones which are complete pushovers). Updated on April 28, 2021 by Emma Majoros: Borderlands 3 is one of the most widely-known FPS role-playing games today. Its unique style in graphics and storytelling is riveting, and fans are eagerly waiting for more from the developers. One of the most compelling parts of the gameplay is the wide variety of boss fights following the storyline. Some villains really challenge the players, and have amazing storylines of their own. Meanwhile, others aren't as fascinating, and are actually pretty forgettable. We've added a couple new additions to this list, in both camps of Borderlands 3 bosses. 12 Best: Agonizer 9000 Everything about this boss screams pain (pun not intended). This giant robot murder machine operated by the Children Of The Vault can be an absolute terror to deal with. It dishes out huge amounts of damage with attacks that seemingly cover the entire arena. It has a huge pool of armor and health. The final phase has the player fighting off many other CoV enemies while attempting to deal damage to its few weak spots and avoiding damage. Fighting him alone is a nightmare, and he can be tough even with friends. This boss is, in every sense of the word, agonizing. 11 Worst: Katagawa Ball The Katagawa ball is a pretty memorable boss fight. It has a huge health pool, most of which is armored. It also moves very quickly and can get out of sight to drop surprise attacks. Without a good corrosive weapon, this fight can be very troubling. Its super quick attacks force the player to keep moving, and all the rocket barrages don't help either. However, with some good loot, and some smart positioning, the fight can become manageable. Disabling its rocket barrages helps a lot too, and once all the armor is eliminated, the fight eases up a little. It is definitely an interesting boss fight and fairly challenging to new players, though not as hard when the player knows what they're doing. 10 Best: The Rampager Rampager can be quite a challenge to overcome, but it is a really, really fun fight, and his legendary drops make it all worth it. 9 Worst: Billy The Anointed Billy isn't a hard boss to understand. He is a Raging Goliath, and his move-set is mostly the same as the other Goliaths encountered throughout the game. His attacks can put out high damage but are fairly easy to dodge. The things that complicate this fight are his ability to teleport, and an arena filled with badasses. He can teleport almost anywhere, and if he catches the player off guard and they need a second wind, better get to work. Billy is a frustrating boss. Not technically very difficult, but oh so frustrating. 8 Best: General Traunt General Traunt might look like he's just an upgraded Maliwan Heavy, but looks are deceiving. Traunt's move-set is full of options to decimate the player, short-range or long-range. Add to that his colossal armor and the result is a boss that is very, very hard to deal with. His slow movement helps somewhat. Getting to his weak point while strafing is a solid strategy against him, but he can punish the player severely for any mistakes. He is a huge challenge while playing solo, though it does get a little easier with friends. 7 Worst: Gigamind The Gigamind is one of the earlier bosses in the game. But even for how early the player fights him, he is pretty easy. Most of his health bar is his shield, and any half-decent electric weapon should melt right through it. His attacks are all predictable and fairly easy to dodge and don't do a lot of damage. Although as a concept, he is a pretty cool boss. But in the end, he isn't any more trouble to fight than most of the standard mobs. 6 Best: Aurelia Most boss fights take place in huge arenas. Aurelia is instantly different because of the change in scenery, as players have to defeat her in a cramped room. Combining this tiny space with her strength makes her the trickiest boss to battle. Her character also has a connection to most players that no other boss has, as she was a playable character in an earlier game. This link to the player, her strength, the story revolving around her, and the unique setting of the battle make her one of the best villains in the game. It's just a shame fans don't get to see more of her in Borderlands 3. 5 Worst: Mouthpiece Mouthpiece is the first proper boss the player would face in the story, and his difficulty reflects that. He is just a buffed-up, shielded mob with some explosive speakers around him. Lots of low health mobs nearby guarantee an easy second wind in case the player gets downed, and his health pool and damage output are not very high. He has a really cool-looking shield though, which is also the only thing that will give the player a smidge of trouble. 4 Best: Pain And Terror Pain and Terror is everything great about Borderlands 3. Battling this duo and the agonizer 3000 is absolutely satisfying. Players have to get used to the unusual setting, and have amazing reflexes. But when they find their groove, this fight is just a pleasure to take part in. To make it even better, players get to choose the music before the fight! There's a well-rounded story element lingering throughout the battle as well, making it not only a great fight regarding gameplay and strategy but an important scene for the story as well. 3 Worst: Shiv Shiv is the only reason why Mouthpiece didn't rank lower on this list. This tutorial boss is the very definition of a pushover. He is just a buffed-up mob, and even for new players, he goes down very easily and without doing much harm. In TVHM or UVHM, he is putty in the player's hands, and barely a bump in the road to the game proper. 2 Best: Troy Troy is arguably the best boss in the entire game. The story around him was masterfully done, and the mechanics of the scene were fantastic. This boss fight has the greatest weight as well. The entire fate of Pandora depends on the outcome, setting quite the scene. Troy has the best story of all the bosses, and it shines through in this last fight. The fight itself is not only challenging but fun. While he may not be the strongest of all bosses, this perfect balance between masterful gameplay and great storytelling makes him the best of the best. 1 Worst: Warden Warden's main disappointment was that despite him being a boss so late in the game, he didn't have much of an impact. The entire battle was less about how strong a player an individual is, and more about the strength of the weapon of their choice. If someone manages to kill him before his level-up during the fight, the entire scene is very underwhelming and bland. The feel of the fight scene does get some credit, but that late in the gameplay, creators really could've done better. NEXT: Borderlands 3: Director's Cut - All New Legendaries (And Where To Get Them) Next Fallout 4: 10 Common Misconceptions Related Topics About The Author Manan Singh (29 Articles Published) More From Manan Singh Bounty of Blood DLC is live for Borderlands 3 players around the world. The new planet of Gehenna brings a bunch of fresh legendary loot to the table. On Gehenna, there are four major locations, each with their own bosses and loot tables. In this guide, we'll take a look at all the different Borderlands 3 Bounty of Blood Boss Locations.Borderlands 3 Bounty of Blood Boss LocationsHere are the four major locations in Bounty of Blood, plus the additional final boss location:Ashfall PeaksBloodsun CanyonObsidian ForestThe BlastplainsCrater's EdgeBorderlands 3 Bosses and Legendary WeaponsEach area boss has a unique loot table in which they can drop some unique legendary weapons exclusive to Bounty of Blood DLC. Here are the bosses and potential loot from each of them per location:Ashfall PeaksThe Ashfall Peaks bosses and loot are as follows:Boss:Legendary LootGarriden LochRobin's CallHadden MarrNarPani DixonComplex RootAbbadoxisContained BeastKormashStone ThrowerBloodsun CanyonThe Bloodsun Canyon bosses and loot are as follows:Obsidian ForestThe Obsidian Forest bosses and loot are as follows:Boss:Legendary LootWaylon HurdSpadeHydrogoianProprietary LicenseLectrikorFrequencyLasodactylLightshowThe BlastplainsThe Blastplains bosses and loot are as follows:Boss:Legendary LootBronsonsBrightsidelpswitch DunneThe BlancWrendon EskPlumagePteradominiDowsing RodSlithermawMother Too, Mother Too+VarduckenSatisfactionCrater's EdgeThe final boss is Ruiner, located in Crater's Edge.Boss:Legendary LootRuienerBloom

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