

Example Mission: "A Very Human Shopping List"

LOCATION: THE ERIDIUM BLIGHT - A HUMAN DWELLING PLACE

This mission is acquired from Mal at his "human dwelling."

Mission text reads:

"I thought of another human thing to do: making to-do lists!
No! Even better: shopping lists! Consumerism is very human.
Would you help me acquire products I don't need but which I
believe will fill the emptiness inside me?
It's what we humans love to do!"

When a player accepts the mission, Mal speaks:

MAL

Hooray, a shopping spree!
How very human!

Head to Sanctuary, because that is
where humans live and do shopping.
I will give you my shopping list
there.

A new objective appears: "Travel to Sanctuary"
It is marked on the map.

LOCATION: SANCTUARY

When the players arrive in Sanctuary, the first objective is
marked as complete. Mal then chimes in over the ECHOnet:

MAL

OK, what should we buy first?

Ooh, I should *pre-order* something.
How human is that?! Let's declare
my intent to purchase a product
that doesn't even exist yet!

A new objective appears: "Pre-order Hammerlock's almanac"
A marker appears on the map at Sir Hammerlock's location.

LOCATION: SANCTUARY - MOXXI'S UP OVER BAR

When the players reach Sir Hammerlock, he speaks:

HAMMERLOCK

By Jove! Someone actually wishes to
pre-order a copy of *The Beasts of*
(MORE)

HAMMERLOCK (cont'd)
 Pandora? Superb! I shall have a
 copy of it delivered straight away!

...Er, once I'm actually finished
 with it, that is.

The 2nd objective is then marked as completed.
 Once again Mal speaks over ECHOnet:

MAL
 Yes! I can't wait to feel impatient
 about that thing I ordered and now
 already feel entitled to!

Hmm.
 I also want to hear the news and
 become angry about it. Find me some
 misleading information masquerading
 as journalism that I will believe
 in with my gullible human brain!

A 3rd objective appears: "Get a "This Just In" recording."
 A marker appears on the map at the "This Just In" Newsstand.

LOCATION: SANCTUARY - "THIS JUST IN" NEWSSTAND

A player completes the 3rd objective by taking one of the
 copies of "This Just In" from the newsstand.
 Mal appears on ECHOnet again:

MAL
 Perfect!

 Now what *else* can I buy to suppress
 my very human sense of inadequacy?

 Oh, I know! Alcohol!
 I will get drunk and do
 irresponsible things!

A new objective appears: "Acquire booze."
 A marker appears on the map at Moxxi's.

LOCATION: SANCTUARY - MOXXI'S UP OVER BAR

When the players reach Moxxi at the bar, she speaks:

MOXXI
 Hey, sugar. Buying someone a drink?
 Should I be jealous?

She produces a drink for the player to collect. The 4th objective is marked as complete.
Mal once again speaks over ECHOnet:

MAL

I look forward to ingesting that
and making poor choices I'll
regret, but we need to go *bigger*.

What is something even more
impressive that I can get to better
showcase my human wealth and class
status and also attract a mate?

Ah! I've got it! I need a car!
Humans *love* those. I will drive
erratically and complain about
traffic and learn to parallel park!

A new objective appears: "Bring Mal a vehicle".
A marker appears on the map at the nearest Catch-a-Ride to
Mal's dwelling in the Eridium Blight.

LOCATION: THE ERIDIUM BLIGHT - A HUMAN DWELLING PLACE

When a player is driving an Outrunner vehicle in Eridium Blight with this mission active, the map is then marked with a zone at Mal's human dwelling. The final objective is completed when the players leave an Outrunner vehicle parked within the designated zone.

When a player turns in to Mal with the completed mission, the following mission reward text is displayed:
"Thank you, fellow human! It's so nice that we can bond over the act of acquiring possessions. Yay shopping! I will fill my dwelling with material goods to mask my lack of self-esteem and meaningful connections with friends."