

MISSION: "SKAGNIFICENT SKAGBAIT"

This mission is acquired from Sir Hammerlock at Sanctuary.

Mission text reads:

"A blasted skagling absconded with my recordings whilst I was observing his magnificent beast of a mother. Retrieve the missing recordings, won't you?"

When a player accepts the mission, Hammerlock proceeds to brief you about the mission. This will continue over ECHOnet if the players leave the area:

HAMMERLOCK

Ah, good! Whilst out in the field I'd been observing a particularly large and magnificent skag, whom I had taken to calling "Skagnificent" as a testament to her grandeur. One of her young skaglings caught me off guard however and snatched away the device upon which I was recording my notes.

I wish for you to retrieve the device, but there is a catch. The little devil stashed it inside its den and the entrance is... rather small. You'd never fit.

Perhaps you could conscript the services of that blasted Claptrap unit? His smaller stature may be able to squeeze right up in there.

A new objective appears: "Speak to Claptrap"
His location is marked on the map.

When the players encounter Claptrap at his usual hideout, the previous objective is marked as complete. He greets the players with his usual cheery enthusiasm:

CLAPTRAP

Oh, hi minion!

He looks thoughtful as he considers the proposition:

CLAPTRAP

Sir Hammerlock has a job for me? A quest riddled with danger that you will bear *all* the brunt of while I simply perform a menial task from relative safety?

He finally responds in an animated excitement:

CLAPTRAP

Wow, that sounds right up my alley!
Let's do this! Onward, minion!

A new objective appears:

"Follow Claptrap to Skagnificent's lair"

A corresponding map marker is created to lead the way.

As the players approach the lair they can see Skagnificent from the distance. She is a truly gargantuan skag, flanked by a group of her smaller skag young.

Hammerlock chimes in on the ECHOnet:

HAMMERLOCK

Ah, there she is in all her glory.
Now I know how much you enjoy
shooting creatures in the face, but
perhaps in the name of science we
let the big one live, hmm? So that
one day the children of Pandora may
look upon its beautiful visage and
ask with wonder: "Oh god! What is
that thing? Oh god! Oh god!"
Ahh, the very thought of it brings
a tear to my eye.

A new bonus objective appears: "Leave Skagnificent alive"

When the players reach the lair, Hammerlock once again chimes in on the ECHOnet:

HAMMERLOCK

You'll need to attract the
attention of the skags so Claptrap
can search the den undetected.
Shoot some guns! Some skags, even!
Make one hell of a hullabaloo and
stall for time!

A new objective appears: "Distract the skags"

As soon as the players draw the aggression of the skags in the area, a countdown timer appears, counting down the time until the objective is complete.

During this time, Claptrap will creep over to the entrance of one of the dens and disappear inside. The skags will not target him. Once inside, Claptrap will speak over ECHOnet, rambling continuously throughout the entire timer:

CLAPTRAP

OK, I've entered the skag den.
 Boy, it sure is dark in here! It's
 a good thing you've got all the
 skags out there trying to rip you
 to pieces, because I'd hate to find
 out there's another one still in
 here! Wouldn't that be just awful?
 It would be! Those things are
 vicious! I guess you know that
 already though, what with them
 trying to claw your face off right
 now- Aah! What did I just touch?
 Eeew, it's slimy! Are these skag
 droppings? Hey, I think they are!
 Man, this stuff is *everywhere*! This
 is a lot of feces! It's a good
 thing I'm not capable of smelling
 anything! Or wait, am I? Hold on a
 second... Hmm... Oh! According to
 my diagnostics, I apparently *am*
 equipped with an olfactory sensor!
 Ha! To think I've had another
 sensor all this time... Hilarious!
 See, it's ironic because a human
 might say something like "It was
 right under my nose!" but in this
 case it was my nose! Ha, classic!
 Well let's turn that bad boy on:
 Activating olfactory sensor!

A slight pause as the sensor activates with sfx.

CLAPTRAP

There we go-OH GOD! GROSS! WHY DID
 I TURN THIS ON?! IT'S HORRIBLE!
 TURN IT OFF! TURN IT OFF!

Some SFX as the sensor deactivates.

CLAPTRAP

Phew! that smelled *so bad*!
 How do you humans even *live* without
 being able to turn smells off?
 Oh, right, I forgot!
 There you are running around out
 there, being absolutely savaged by
 skags and here I am rambling away.
 Silly me! My apologies, minion!
 I'll get right back to business.
 Let me just rummage around in all
 this skag dung and see what I can
 find! Hmm, let's see... Ammo...

(MORE)

CLAPTRAP (cont'd)

Ammo... More Ammo... I think this is a pistol?... Ammo... Hey, a whole grenade! Skags sure will eat anything, huh? I wonder if it still works...

After a small pause: a muffled explosion and smoke vfx from the mouth of the den.

CLAPTRAP

Hey it *did* work! A live grenade! Ha! Stupid skag. Also, remember how I said there was skag feces everywhere? Well, now that I've exploded a grenade in here it *really* got everywhere! Anywho, that cleared away a lot of the dung so it should be easier to poke around now. Did I mention it's pitch black in here? I'm literally just blindly feeling around through skag feces. Fun, right? ...I had meant that last bit sarcastically, but I guess you can't tell because my voice is programmed to always sound so enthusiastic! *It's so great!*

...That was also sarcasm! I really shouldn't complain, though: even though I'm the one in here wading through skag crap it's probably still not as bad as what you're doing out there, what with the fighting a gigantic angry skag defending it's babies and all. That's gotta suck, right? Oh hey, I think I found it! ...Oh, nope! Sorry! False alarm! That was just another gun. How many guns do these things eat?! That *cannot* be good for them. But I guess we've got so many guns lying around all over the place skags are bound to eat a few, right? Oh! Hey, I found it! For realsies this time!

If the player is still fighting the skags:

CLAPTRAP

OK, keep the skags distracted for just a liiiiittle bit longer so I can make my escape. Come find me

(MORE)

CLAPTRAP (cont'd)
 when the coast is clear! Good luck,
 minion!

Claptrap will make his escape. When the timer expires, the previous objective is marked as complete and a new objective appears: "Meet Claptrap in Sanctuary." His hideout there is marked on the map.

If the players killed all the skags before Claptrap finds the device, the timer ends early as he emerges from the den.

CLAPTRAP
 Wow, you're still alive? Neat!
 Here's that thing for Hammerlock.

He hands over the device and the skag-distracting objective is marked as complete. The objective to meet Claptrap is skipped entirely. A "Turn in to Hammerlock" objective appears instead, with his map location marked.

If the players killed Skagnificent, the bonus objective is marked failed. Hammerlock will then add over the ECHONet as the player journeys back to Sanctuary:

HAMMERLOCK
 Oh dear, Skagnificent is dead?
 A shame, that. At least her memory
 will live on in my almanac.

After a pause he speaks up again less wistfully:

HAMMERLOCK
 ...Is it weird that I had such an
 attachment to this skag?
 It's weird, right?

If the "Meet Claptrap at Sanctuary" objective is active, meeting Claptrap there results in the same interaction with him as if they had killed all the skags before he finds the device.

Turning in to Hammerlock completes the quest with the following completion text:
 "Ah, my missing notes! You have my gratitude once again. Good lord this smells rank! Is this slathered in skag dung? You were wearing gloves when you handled this, yes?"