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Adapt remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution You must give appropriate credit , provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions You may not apply legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation . No warranties are given. The license may not give you all of the permissions necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. When Moze needs backup she Digistructs her mech Iron Bear for a sucker punch of additional firepower. A confident, capable brawler with the ability to summon ethereal fists, Amara uses her Siren powers to smash her enemies. FL4K lives for the hunt. So do the loyal beasts that follow their masters every command. Their preferred prey? Unsuspecting bandits, those poor suckers. Specializing in battlefield gadgetry, Zane is extremely proficient at slipping into combat, creating chaos, and sneaking back out as if he were never there. THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content The developers describe the content like this: This Game may contain content not appropriate for all ages, or may not be appropriate for viewing at work. This may include: Frequent Violence or Gore General Mature Content Sexual Themes You're browsing the GameFAQs Message Boards as a guest. Sign Up for free (or Log In if you already have an account) to be able to post messages, change how messages are displayed, and view media in posts.So I just complete the game yesterday and had done basically every side quest I found during the entire campaign. Few questions.#1 - Do most people stay on that save file and just turn on Mayhem mode?#2 - Can someone give me a little more info about TVHM - does your character carry over from previous playthrough or do you pick a new character?#3 - When on a TVHM playthrough, at what point do you unlock Mayhem mode, and is this something you'd switch to right away or not until you completed a second playthrough in TVHM mode?Basically in all 3 borderlands games I've done lots of the side content and the storylines, but then they get shelved because I really don't know the proper way to go about continuing to upgrade my character to maximize the fun,"Those who do not appreciate life.... do not deserve life." ----- John Kramer, JigsawMost people farm for everything they want for their character buildYes your character carries over.You unlock mayhem once you beat tvhmReligion is the worst creation in human history posted...Most people farm for everything they want for their character buildYes your character carries over.You unlock mayhem once you beat tvhmMayhem unlocks after your first playthrough, not after TVHM.AKITAS_BRAVE posted... Mayhem unlocks after your first playthrough, not after TVHM.Mayhem mode on normal mode unlocks once you beat the main story. Mayhem mode for TVHM wont be unlocked till you beat the main story mode on TVHM. AKITAS_BRAVE posted... Mayhem unlocks after your first playthrough, not after TVHM.You have to beat tvhm if you want to use mayhem mode in tvhm.Religion is the worst creation in human history you want to go mayhem mode(normal mode) to get yourself up to level 50 and get some good gear, then go to tvhm so you can get lv50 side quest and story mission items"A jump to the sky turns to a rider kick"Would any of the areas/challenges stuff carry over? I'm at like 89% Galaxy completion and want those achievements. When you start on TYHM I'm guessing those all reset?If so guessing my best bet for now is to turn on Mayhem mode, finish those up to get the achievements, then start up TVHM."Those who do not appreciate life.... do not deserve life." ----- John Kramer, JigsawInfernalRage posted...Would any of the areas/challenges stuff carry over? I'm at like 89% Galaxy completion and want those achievements. When you start on TYHM I'm guessing those all reset?If so guessing my best bet for now is to turn on Mayhem mode, finish those up to get the achievements, then start up TVHM.No. All the green items you've already done carry over. Map exploration does carry over as well. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Borderlands 3 is a meaty game, with tons of content (and guns) to sink your teeth into. Like past Borderlands games, it isnt over after you beat the game on your first playthrough. Theres quite a bit to do in the new sequelthat it can get overwhelming on what to do first. With multiple planets that each have vast areas of exploration, youll need something to help narrow down the choices. Luckily, the campaign is quite long, therefore, youll have plenty of combat experience and high-quality gear to use in the later hours of the game. One amazing aspect of Borderlands 3 is how great the combat has been improved, which makes the gameplay addicting. Because of this, everything aboutits endgame wont feel like a chore. Here are ten things you can do after you beat Borderlands 3. The majority of players are only going to do a handful of side missions in their first playthrough, which is okay. For the completionists, there is a trophy/achievement to complete all side missions. Anyone who is taking on this massive task will have hours of content ahead of them since there are dozens of them. Yes, some side quests are straight-up fetch quests that the Borderlands series is notoriously known for. Still, the number of colorful characters make these missions feel less tedious. Also, many of them have minibosses that could have some nice loot. True Vault Hunter Mode (TVHM) makes a return in Borderlands 3. TVHM is essentially Borderlandss version of New Game Plus. You will start the game over, but you can keep all the skills, weapons, and gear youve acquired throughout your first playthrough. TVHM will have the same enemies, but just more powerful versions of them. The more powerful, though, the better the loot they drop. In past games, TVHM was required to get from level 30 to 50. This time around, you can easily get to level 50 in your Normal mode. Fan-favorite character, Mr. Torque, is still in Borderlands 3 luckily. Torque is in charge of the Circle of Slaughter mode, in which there are a few throughout the galaxy. This will be a wave-based mode where tons of enemies will be thrown at you. Be warned, however. The Circle of Slaughter is extremely tough, even in Normal mode. Youll want to get a group of friends if you can. Luckily, Borderlands 3s matchmaking is actually quite good and youll be able to hop into a group of four with ease. If Borderlands 3 was too easy for you, you should definitely activate Mayhem Mode. Right after you beat the main story, Tannis will direct you to the Mayhem Mode option on your ship. There are three levels of Mayhem Mode, with Level 3 being the toughest. Mayhem Mode is pretty much a new difficulty for the game that you can turn on and off whenever you want. The higher the level, the more challenge you get. Despite the harder difficulty, enemies drop rates will be higher as well. If youre on the hunt for some great loot, Mayhem Mode is the best course of action. Borderlands 3 was a mixed bag when it came to boss fights. Some were absolutely exhilarating, while others were outright annoying (were looking at you Killavolt). Still, bosses are the best sources of legendary loot. The nice thing about bosses is that while some have a random source of loot drops, others have specific legendaries that only they can drop. Therefore, if youre looking for a certain legendary, you may be able to find it from a boss, instead of hoping it comes from a world drop. Throughout your first playthrough, you may have noticed some weird Eridian symbols throughout the map. It isnt until youve opened so many vaults that youll get the opportunity to decode them. After decoding them, youve unlocked a Proving Ground area, which will be seen as a side mission on certain maps. These Proving Grounds are basically just gauntlet arenas where you defeat a bunch of enemies, ending with a boss fight. The faster you finish, the better loot you get. As of right now, there are six areas, with more to come in the future according to Gearbox. What sets Borderlands apart from other looter-shooters is how diverse the playable characters are. It truly is a different experience depending on which Vault Hunter you choose to play as. Because of this, there are so many ways to spec your character. Each of the four Vault Hunters each have three different skill trees. Therefore, you have, at minimum, twelve different playstyles to choose from. Even still, there are tons of other ways to build your Vault Hunter. Go ahead and experiment with each skill tree to make the best build and be as powerful as ever! As stated before, the character you play as drastically changes how you play the game. With Zane, for example, you have a more tactical approach to combat. Then you have Amara, who is the complete opposite and is best when you go in guns (and fists) blazing. The Borderlands series has always prided itself on its replayability. Even if you reached level 50 with one character, you can get a whole different experience by replaying it with someone else. When raid bosses do eventually come, it will be nice to have a few different Vault Hunter saves to choose from. For longtime fans of the Borderlands series, they may have been wondering where many of the past characters are during Borderlands 3. Unfortunately, not every fan-favorite character was able to make their way into the sequel, which many fans were disappointed about. Luckily, there are multiple audio logs throughout the game that you can listen to. These logs give insight and context as to what certain characters have been up since Borderlands 2. Theres even one that plays a heartbreaking final conversation between Krieg and Maya where he begs her not to leave. Doing many of the things on this list up until now will assist you in your path towards 100%. Theres so much content in Borderlands 3 that doing this will keep you busy. There are trophies such as completing all side missions as well as finishing all Circle of Slaughter locations. For completionists, finishing 100% of Borderlands 3 is actually doable. The nice part is, as you do all of this past the level cap, you can still earn Guardian Rank XP as well as some sweet sweet loot. NEXT:The Best Builds For Co-Op In Borderlands 3 2019 video game2019 video gameBorderlands 3Cover art, with a "Psycho" enemy in a pose traditionally used for Jesus in art, with a grenade as the Sacred Heart[2]Developer(s)Gearbox SoftwarePublisher(s)2KDirector(s)Paul SageDesigner(s)Keith SchulerArtist(s)Scott KesterWriter(s)Danny HomanSam WinklerConnor Thomas ClearyComposer(s)Jesper KydMichael McCannFinishing Move Inc.Raison VarnerSeriesBorderlandsEngineUnreal Engine 4[3]Platform(s)PlayStation 4WindowsXbox OnemacOSStadiaXbox Series X/SPlayStation 5Nintendo SwitchReleasePlayStation 4, Windows, Xbox One13 September 2019macOS30 October 2019Stadia17 December 2019Xbox Series X/S10 November 2020PlayStation 512 November 2020Nintendo Switch6 October 2023[1]Genre(s)Action role-playing, first-person shooterMode(s)Single-player, multiplayerBorderlands 3 is a 2019 action role-playing first-person shooter video game developed by Gearbox Software and published by 2K. It is a sequel to 2012's Borderlands 2, and the fourth entry in the main Borderlands series. Borderlands 3 was released on 13 September 2019 for PlayStation 4, Windows, and Xbox One, and released for macOS on 30 October 2019. A Stadia port was released on 17 December 2019. Versions for the Xbox Series X and Series S and PlayStation 5 including free upgrades for users on the prior console versions were released on 10 and 12 November 2020, respectively. A Nintendo Switch version was released on 6 October 2023.[1]Players complete quests and side missions, in single-player or multiplayer, as one of four classes. When killed, enemies may drop weapons and gear which can be equipped. New abilities are unlocked as the player gains experience. The plot is centered on four new Vault Hunters recruited by the Crimson Raiders of Pandora to stop twins Troy and Tyreen Calypso and their insane cult followers from harnessing the power of the alien Vaults spread across the galaxy.Upon release, Borderlands 3 received generally favorable reviews with praise directed to its gameplay, though some criticized the lack of innovation, technical issues, and writing. The initial sales of the game were the highest of the Borderlands series: more than five million copies were sold in five days. A sequel, Borderlands 4, is in development for a September 12, 2025 release.Main article: Gameplay of the Borderlands seriesBorderlands 3 is a first-person loot shooter. Players, either playing alone or in parties of up to four people, make a character from one of the four classes available, and take on various missions given out by non-playable characters (NPCs) and at bounty boards to gain experience, in-game monetary rewards, and reward items. Players can also gain these items by defeating enemies throughout the game. As the player gains level, they gain skill points to allocate across a skill tree. The game introduces four new playable characters: Amara, a "Siren" who summons ethereal fists; Moze, a young "Gunner" who rides the mecha Iron Bear; Zane, an "Operative" with a variety of gadgets; and FL4K, a robot "Beastmaster" who summons creatures to aid in fights.[4] Unlike previous Borderlands games, where each character had only one unique skill that operates on a cooldown, each character in the new game can unlock three unique skills, though only one (or in Zane's case, two) can be equipped at a time, greatly expanding the number of potential character builds a player can make.Borderlands 3 shares the same core loop with previous games around taking on missions, defeating enemies, and obtaining loot from fallen foes or special chests, most often in the form of procedurally generated weapons to vary in damage, range, ammo capacity, and other special perks, giving the game "over one billion guns".[5] Perks can include elemental effects, such as damaging the foes with fire, ice, or electricity, or may possess alternative firing behavior, among other visual differences.[6] In Borderlands 2, some weapons had "slag" elemental, which debuffed the enemy for a short period and made them extremely vulnerable to a subsequent elemental attack from a different element. Slag weapons have been replaced with radiation; there is a debuff, but unlike slag which gives a damage increase to the player, radiation will damage enemies over time on its own and can potentially spread to other enemies through explosions on enemy death.[7] The in-game manufacturer of the guns also plays a larger role in the type of perks a weapon can have. Tediore guns can be thrown when empty and create additional effects, Atlas have tracking bullets to hunt down enemies in cover, and Hyperion can have shields that absorb damage and use that for other purposes such as healing as well as having a reverse recoil mechanic.[6] Other randomly-generated items include class modifiers, grenade modifiers, shield kits and relics. When playing with others, Borderlands 3's loot can be generated on a per-server basis, meaning that players must split the loot, but new to the series, players can also have loot generated on a per-player basis so that each player gains the same loot, scaled for their character level. This option also exists for the enemies seen in-game; by default enemies only scale with the player-character's level that is operating the server, but when enabled, each player sees enemies that match their individual levels.[8]In this gameplay screenshot, the player is fighting against a bandit. Weapons in Borderlands 3 are procedurally-generated, similar to other games in the series.Besides character skills and weapons, player-characters have new combat maneuvers and abilities, such as crouch-sliding influenced by the mechanic in Titanfall and Apex Legends, and wall-mounting to climb up over short heights.[6][9] Players and their enemies can take cover behind short barriers which can be destroyed after continued weapon onslaught.[6]While the game starts on the planet Pandora, the player early on gains access to a spacecraft, Sanctuary III, which serves as a central hub between missions, and is used to set destinations for new planets where possible Vaults have been identified. While aboard Sanctuary III, players can manage their inventory, recover guns they had left on the field, redo their skill tree, purchase new guns and upgrades, and take on optional missions.[6] Borderlands 3 has integration with Twitch streams; viewers can explore the streamer's inventory and skill tree, and special chests in game will offer the opportunity for viewers to receive the same gun/item that the stream finds via way of a Shift Code they can enter into their own game, scaled appropriately for their character's level.[10]Gearbox creative director Paul Sage estimated that players will spend about 35 hours through the main quest line along with some side missions.[11] True Vault Hunter Mode, a type of New Game Plus, allows players to replay the campaign after finishing it with their leveled-up character, fighting more difficult enemies for a chance of better loot. The Badass Rank system from Borderlands 2 is replaced with a Guardian Rank system, which, by finishing smaller challenges throughout the game, allows players to gain buffs that persist across all their characters.[12] Borderlands 3 will include new post-game challenges. "Circles of Slaughter" found on various planets have players attempt to fight through difficult waves of enemies for higher quality of loot. While downed players can be revived by teammates, if all player-characters die, the match is over and any potential rewards are lost. "Proving Grounds" are a type of raid that must be first discovered by finding hidden markings across the game's worlds. Once discovered, players attempt to defeat all enemies across three areas within 30 minutes to complete the challenge and earn their rewards.[13] A further "Mayhem Mode" provides several bonuses to the player (including increased experience, damage, and rare item drops), while also increasing enemy health and randomizing several of the game's campaign elements to further increase the challenge to the player.[12][14]As part of the Borderlands series, Borderlands 3 is centered on the planet Pandora, which has been long-rumored to contain Vaults holding vast amounts of treasure and technology, left behind by a mysterious alien civilization known as the Eridians. In decades prior, several corporations have laid siege to Pandora to try to find the Vaults, but the constant conflict and bloodshed has left the planet and its population ravaged and crazed. However, there are still those independently searching for the Vaults, known as Vault Hunters (the player characters).Borderlands 3 takes place seven years after the events of Borderlands 2 and Tales from the Borderlands. In Borderlands 2, it was discovered that numerous other Vaults exist on other planets in the galaxy. In the power vacuum left by the defeat of Handsome Jack, twin siblings Troy and Tyreen Calypso form the Children of the Vault (COV), a violent cult of personality formed from the remnants of the planet's many bandit factions, to gain possession of the other Vaults, specifically one called the "Great Vault". Lilith, a member of a race of women with alien powers called "Sirens" and current leader of the Crimson Raiders, a resistance force created to protect Pandora, recruits new Vault Hunters to help stop the Calypsos.[15][16]Several characters from past Borderlands games make a return. Previously playable Vault Hunters Lilith, Claptrap, Zer0, Maya, Brick, and Mordecai appear as NPCs. Aurelia, Sir Hammerlock's sister and one of the playable Vault Hunters in Borderlands: The Pre-Sequel, also appears as a boss. Returning NPCs include gun salesman Marcus Kincaid, explosives expert Tiny Tina (now going by just Tina), entrepreneur Miss Mad Moxxi and her mechanic daughter Ellie, cyborg hunter Sir Alistair Hammerlock, archaeologist Patricia Tannis, weapons manufacturer Mr. Torgue, and isolating Eridium trader Crazy Earl. Rhys Strongfork, one of the two playable protagonists in Tales from the Borderlands, and his best friend Vaughn also appear. Playable Vault Hunters from previous titles, including Timothy Lawrence from The Pre-Sequel and Gaige, Krieg, Axton, and Salvador from Borderlands 2, are featured as NPCs in the game's DLC.Answering a recruiting call from the Crimson Raiders, a team of Vault Hunters (Amara, Moze, Zane, and FL4K) arrive on Pandora and meet the Crimson Raiders leader Lilith, who orders them to recover a lost Vault map, which the Children of the Vault (COV) have recently obtained. The Vault Hunters find the map, which directs them to the city-planet of Promethea, the location of the first discovered Vault and the Atlas corporation's headquarters. However, before they can depart, they are ambushed by the Calypso Twins, Tyreen and Troy, who reveal they are both Sirens from being conjoined at birth and that Troy needs Tyreen's powers to survive. Tyreen steals Lilith's powers with her life-draining abilities, then takes the map and leaves for Promethea with Troy.The Vault Hunters and Crimson Raiders take the Sanctuary III ship to Promethea. On arrival, they find the planet under attack by the Maliwan corporation and COV forces, as Maliwan's CEO, Katagawa Jr., has joined forces with the Calypso Twins on a hostile takeover attempt on Atlas, now owned by Rhys. The Vault Hunters help Rhys stall the attack, after which he directs them to the planet Athenas where the Promethean Vault Key is kept. On Athenas, the Vault Hunters help Maya and her apprentice Ava recover the Key, learning it is only one-third of the artifact. Maya and Ava join the Crimson Raiders. The Vault Hunters return to Promethea, disable Maliwan's orbital laser cannon powered by the second part of the Key, and kill Katawaga Jr. Rhys gives them the last part of the Key and the Vault's location. Inside it, the Vault Hunters defeat the Rampager, an alien beast held within it. The Calypso Twins arrive, and Tyreen absorbs the Rampager's power, revealing their plan to absorb the power of the Vault monsters on their way to the Great Vault. Ava attempts to fight them but is overpowered. Maya intervenes to save her, but Troy kills her by draining her life force and powers.The Vault Hunters and Crimson Raiders head to the next Vault on the swamp planet of Eden-6, owned by the Jakobs family, where the COV are also invading. Wainwright Jakobs, heir to the Jakobs corporation, agrees to help the Vault Hunters obtain the Eden Vault Key if they rescue his lover Alastair Hammerlock. The Vault Hunters find Hammerlock, who reveals he was betrayed by his sister Aurelia, who has sided with the Calypso Twins and seized the Jakobs corporation in exchange for handing them the Vault Key. The Vault Hunters gather the three pieces of the Eden-6 Vault Key and kill Aurelia. They open the Vault and defeat its monster, the Graveward. Patricia Tannis then drains the Graveward's energy before Tyreen can absorb it. Enraged, the Calypsos kidnap Tannis and take her back to Pandora to publicly execute her.The Vault Hunters and Crimson Raiders return to Pandora to rescue Tannis. During the rescue, Tannis reveals that she also has Siren powers inherited from Angel after her death, a fact both she and Lilith kept a secret. Tannis warns that the Calypso Twins are preparing to open the Great Vault and drain the energy of the monster within it. The Vault Hunters assault the COV's main headquarters, but are too late to prevent Troy from activating the Vault's Key, which is the entire moon of Elpis. The Vault Hunters fight and kill Troy, resulting in Ava inheriting the Siren powers he had stolen from Maya. However, the Great Vault starts opening and Tyreen absorbs Troy's energy before escaping. The Vault Hunters are contacted by Typhon DeLeon, the first Vault Hunter, who warns them that the Great Vault contains an interdimensional monster called the Destroyer, which can consume the entire universe. He summons the Vault Hunters to the lost Eridian homeworld, Nekrotafeyo.At Nekrotafeyo, Typhon explains that the Great Vault isn't simply located on Pandora, but is actually the entire planet itself. The Eridians created it to act as a prison and sacrificed their entire civilization to capture the Destroyer, but left behind the machine they used in case the Destroyer escaped. As they gather the four Vault Keys needed to power the device, Tyreen reveals that Typhon is her and Troy's father. Typhon admits that he had tried to keep the twins with him on Nekrotafeyo to protect them, but they saw it as a prison, becoming bitter and power-hungry. Tyreen disables the machine before it can be used and mortally wounds Typhon before fleeing to Pandora.The Vault Hunters reach Tyreen just as she merges with the Destroyer. They defeat her, and Lilith regains her Siren powers. However, Elpis still threatens to destroy Pandora as it continues to open the Great Vault. Lilith sacrifices herself to shut down Elpis, leaving a flaming Firehawk sign branded on the moon. During the credits, scenes depict the Vault Hunters, the Crimson Raiders, and their allies honoring and memorializing Lilith and everyone looking at the Firehawk sigil on Elpis.Borderlands 3 was developed jointly by Gearbox's Texas and Quebec studios. Gearbox had finished Borderlands and its sequel consecutively, leaving the studio somewhat burned out on the franchise. To try to do something different, Gearbox shifted work into Battleborn with the blessing of 2K Games, as a means of refreshing themselves. Battleborn was not a major success, but Gearbox was not disheartened on this. According to art director Scott Kester, while developing Battleborn, they gained several ideas for how to take the next Borderlands game, and many of the team, as soon as Battleborn was complete, started building out these ideas for Borderlands 3.[17]Gearbox Quebec undertook developing Borderlands 3 as their first assignment, and said that they were doing so without compulsory overtime ("crunch").[18][19] The game was announced with a trailer at PAX East on 28 March 2019.[20] The trailer received mixed reviews by video game websites, some of which characterized it as too similar in appearance and content to previous entries in the series such as Borderlands 2.[21][22]To help bridge the gap between Borderlands 2 and Tales from the Borderlands to Borderlands 3, Gearbox released new DLC for Borderlands 2, "Commander Lilith & the Fight for Sanctuary", in June 2019, making it free for a limited time to current owners of Borderlands 2.[23]Several voice actors reprised their roles, including Ashly Burch as Tiny Tina,[24] and Chris Hardwick as Vaughn from Tales from the Borderlands.[25] The recasting of other voice actors caused some controversy. Gearbox CEO Randy Pitchford quarreled on Twitter with the voice actors Troy Baker (Rhys) and David Eddings (Claptrap) about the reasons for which both were not retained to voice their former character again.[26] Eddings said that he had been bullied and physically assaulted by his former boss Pitchford.[27] According to Baker, Gearbox had refused to want to deal with members from the voice actor's union, SAG-AFTRA.[28] Baker and Eddings were replaced by Ray Chase as Rhys and Jim Foronda as Claptrap.[29] Ice-T voices a character called Balex, an artificial intelligence trapped in the body of a teddy bear.[30] Penn & Teller provide their likeness for the characters Pain & Terror, with Penn Jillette also providing his voice work for the Pain character. The Heavy recorded an original song for the game titled "Put It On The Line".In June 2019, Gearbox invited Trevor Eastman, a series fan with terminal cancer, to play a preview build of the game. They let him name a weapon, the "Trevonator", that appears in the game.[31] In August 2019, 2K Games and its parent company Take-Two Interactive sent private investigators to the home of a YouTuber, SupMatto. Take-Two said that he had let users access, for a fee, non-public gameplay videos of Borderlands 3, which he denied. 2K called its actions necessary to protect its trade secrets.[32] In response, calls for a boycott of the game began trending on Twitter.[33]Powered by Unreal Engine 4,[3] the game was released on PlayStation 4, Xbox One, and Microsoft Windows on 13 September 2019. While the game did not feature cross-platform play at launch, Gearbox is looking to add this feature in after launch.[34][35] Four different versions of the game were released, with various add-ons, at different price points, including physical bonuses.[36]The game's release was preceded by a limited-time crossover event in the tenth season of Epic Games' Fortnite Battle Royale and Fortnite Creative. Players can explore a part of the planet Pandora on a small part of the Battle Royale mode's main map, as well as purchase the character Psycho with Claptrap as a backwear.[37]The Windows release of Borderlands 3 was exclusive to the Epic Games Store for six months, with the Steam release in March 2020.[38][39] Documents unveiled during the Epic Games v. Apple trial revealed that Epic had paid $146 million to 2K for this exclusivity.[40] Fan dissatisfaction with this exclusivity arrangement led to a review bombing of the Borderlands games on Steam.[41] Valve, the operators of Steam, used their new processes to combat review bombing for the first time to suppress the negative reviews on the Borderlands games as a result.[42]Gearbox announced plans to bring the game to the PlayStation 5 and Xbox Series X and Series S consoles. The game will have free updates with all DLC already purchased for users on the prior respect console to be available on the launch day for both consoles (12 November 2020 for the PlayStation 5 and 10 November 2020 for the Xbox Series X/S). In addition to updates with these versions, the game will be updated to support two or four-player local split-screen multiplayer, and will add in additional skill trees for the four main characters. There are also plans to add cross-platform play between the different platforms in the future.[43][44]Borderlands 3 was released in multiple editions:[45]The standard edition includes the game disc and instruction manual.A "Next-Level Edition"[46] containing the base game and all four Multiverse Final Form Cosmetic Packs.A "Deluxe Edition" containing the base game along with the Retro Cosmetic Pack, Neon Cosmetic Pack, Gearbox Cosmetic Pack, Toy Box Weapons Pack as well as equippable XP and Loot Drop Boost Mods.A "Super Deluxe Edition" containing all contents of the "Deluxe Edition" along with the first season pass and all four Multiverse Final Form Cosmetic Packs.An "Ultimate Edition" containing all contents of the "Super Deluxe Edition" along with the second season pass and the Butt Stallion Pack.A "Diamond Loot Chest Collector's Edition" containing all contents of the "Super Deluxe Edition" along with physical extras that include a Diamond Loot Chest replica, ten character figurines, a Sanctuary III snap model, four Vault Key keychains, a cloth galaxy map and five character art lithographs.[47]Gearbox planned to release additional content through paid downloadable content for Borderlands 3, though does not plan to add any additional playable characters.The first content pack, Moxxi's Heist of the Handsome Jackpot, was released on 19 December 2019 for all platforms. The content features the players helping Moxxi take back a casino that Handsome Jack stole from her prior to his death.[48] The second content pack, Guns, Love and Tentacles: The Marriage of Wainwright & Hammerlock was released on 26 March 2020, which is a Lovecraftian-themed DLC and focuses on the characters Wainwright Jakobs and Sir Hammerlock, who are planning their wedding in the cult-controlled planet Xylourgos. The third content pack, Bounty of Blood was released on 25 June 2020 and is a Western-inspired DLC that also incorporates Japanese aesthetics. The fourth content pack, Psycho Krieg and the Fantastic Fustercluck, featuring the return of the character Krieg from Borderlands 2, was released on 10 September 2020.[49] These four content packs were available as part of the game's first season pass available from the game's release.A second season pass was announced for the game's second year to be available 10 November 2020. The new pass includes two new content packs, titled Designer's Cut and Director's Cut. Designer's Cut includes a new skill tree for each of the game's characters, and features a new game mode titled "Arms Race", which is Borderlands' own take on the battle royale genre.[50] Director's Cut introduces small story missions and features a raid boss encounter, in addition to a new menu section that lets players view concept art and behind-the-scenes videos.Additionally, Gearbox has the ability to hot-fix in patches and other updates to the game, allowing them to offer limited-time events. One of the first such events was a ten-year anniversary event for the Borderlands series, which had launched in October 2009. Within Borderlands 3, several week-long events offering better loot drops and unique challenges were made available during October 2019.[51] On 24 October 2019, Borderlands 3 enabled its first Halloween-themed seasonal event, "Bloody Harvest", which ran until 5 December 2019. "Maliwan Takedown", a free content update, was added to the game permanently on 22 November 2019, adding a new end-game challenge for players featuring new enemies and raid bosses. On 23 April 2020, the second seasonal event, "Revenge of the Cartels", was added to the game, which lasted until 4 June 2020.[52]In April 2020, Gearbox added "Borderlands Science", a tile-matching mini-game that was developed in conjunction with McGill University, Massively Multiplayer Online Science, and The Microsetta Initiative. The game is designed to present puzzles formulated from DNA sequences from the medical studies from research into the human gut microbiome. If a player is able to achieve a minimum score for a given level, then this indicates they have found a possible match that can be flagged to researchers for further study, since not all sequences will necessarily have such a possible match. Players are rewarded with special in-game skins and limited-time loot boosters for completing these puzzles.[53][54] The results of the Borderland Science initiative from April 2020 to October 2023 were published in April 2024, demonstrating that the crowd-sourced approach was able to outperform state-of-the-art computational methods.[55]In October 2020, Gearbox announced next generation console support for the Xbox Series X/S and PlayStation 5 platforms to come via a free update. This was planned to commence day-and-date on release of the new consoles respectively on 10 November for Xbox and 12 November for PlayStation. This support promises to fully optimize and take advantage of their processing power. Alongside vertical two-player split screen, "Xbox Series X and PS5 will display Borderlands 3 at up to 60 FPS in 4K resolution during single-player and online co-op, and the next-gen consoles will support three-and-four-player splitscreen for local multiplayer".[56]During November 2020 post-patch, it was discovered that Borderlands 3 can run at up to 60 FPS in native 4K on the PlayStation 5 or Xbox Series X if the resolution mode is enabled, but can also get up to 120 FPS if run in performance mode.[57]A June 2021 update introduced cross-platform play across all supported platforms excluding the PlayStation systems, despite plans to support this. Gearbox said this was at the request of their publisher 2K.[58] However, by April 2022, Gearbox affirmed that they will reintroduce crossplay with PlayStation support within a few months.[59]ReceptionAggregate scoreAggregatorScoreMetacritic(PS5) 91/100[60](PC) 81/100[61](PS4) 78/100[62](XONE) 82/100[63]Review scoresPublicationScoreDestructoid9/10[64]Game Informer8/10[65]GameSpot8/10[66]IGN9/10[67]PC Gamer (US)63%[68]USgamer4/5[69]The PlayStation 4, Xbox One and Windows versions of Borderlands 3 received "generally favorable reviews", while the PlayStation 5 version received universal acclaim, according to review aggregator website Metacritic.[61][62][63]GameSpot gave Borderlands 3 a positive review, noting its preservation of the franchise's hallmarks (including weapon variety, a "personable" cast, and "juvenile humor and ludicrous jokes"), refinements to the skill system and player movement, and that its storyline "satisfyingly wraps up the arcs of characters that fans have been following for 10 years". However, it was felt that the flow of Borderlands 3 was still disrupted by the franchise's reliance on boss fights with little strategy and "bullet sponge" enemies. In conclusion, it was argued that "if you've never been a fan of the franchise, it's unlikely Borderlands 3 does enough things differently to change your mind, as the game best excels at continuing what the series has always done: deliver a humorous tall tale of misfits looting and shooting their way to heroism".[66]PC Gamer felt that Borderlands 3 was "the best and worst of the series all at once", acknowledging refinements to gameplay and its signature visual style, but that enemies were still "too dumb and erratic and spongy to force tactical play", and that while the different planets provided variety over the "muted deserts" of Pandora, they were often "an excuse to roll out an old character only for them to disappear or fade into the background as soon as they say hello, shoot some folks, and crack a few one-liners in sidequests that do little to reveal anything about them or test them in any way." It was also felt that the game's endgame options were "shallow" at-launch, and that its overall writing was not as good as the "pitch perfect" Tales from the Borderlands, and "[read] like teenage lunch table improv circa The Spy Who Shagged Me."[68]During launch, a number of Windows players experienced technical performance issues with the game, while console players found lower-than-expected frame rates, both of which Gearbox mentioned they were investigating.[70]According to publisher 2K, Borderlands 3 shipped more than five million copies in five days from release. In addition, the sales for the MS Windows version in this time were the highest for any 2K title to date, and more than 70% of all purchases were made through digital distribution. With these sales, the total Borderlands franchise has made more than US$1 billion in revenue.[71] The game had sold more than 8 million copies by the end of 2019, according to Take-Two.[72] In May 2022, Take-Two revealed sales number over 15 million copies.[73] By 2023, the game has sold over 18 million copies.[74]YearAwardCategoryResultRef.2019Game Critics AwardsBest of ShowNominated[75]Best PC GameNominatedBest Action GameNominatedGamescomNominated[76][77]Best Multiplayer GameWonBest Microsoft Xbox One GameNominated2019 Golden Joystick AwardsBest Multiplayer GameNominated[78]Titanium AwardsBest Action GameNominated[79]The Game Awards 2019Best Action/Adventure GameNominated[80]Best Multiplayer GameNominated2020New York Game AwardsTin Pan Alley Award for Best Music in a GameNominated[81]NAVGTR AwardsArt Direction, FantasyNominated[82]Game, Franchise ActionNominatedUse of Sound, FranchiseNominatedSXSW Gaming AwardsTrending Game of the YearNominated[83]16th British Academy Games AwardsMultiplayerNominated[84]18th Annual G.A.N.G. AwardsAudio of the YearNominated[citation needed]Music of the YearNominatedSound Design of the YearNominatedBest Interactive ScoreNominatedBest Audio MixNominatedBest Game Music Cover/RemixNominated2020 Webby AwardsBest Art Direction (People's Voice)Won[85]Best Game Design (People's Voice)WonBest User Experience (People's Voice)WonGLAAD Media AwardsOutstanding Video GameNominated[86]2021GLAAD Media AwardsOutstanding Video GameNominated[87]^ a b "Borderlands 3 Ultimate Edition coming to Switch on October 6". 31 August 2023.^ Yin-Poole, Wesley (3 April 2019). "Jesus Christ, look at the Borderlands 3 box art". Eurogamer. Archived from the original on 13 August 2019. Retrieved 3 April 2019.^ a b "Borderlands 3 will be powered by Unreal Engine 4". www.tweaktown.com. 2 March 2017. Archived from the original on 13 August 2019. Retrieved 10 April 2019.^ Gurwin, Gabe (9 April 2019). "From story to characters, here's everything we know about Borderlands 3". www.digitaltrends.com. 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Archived from the original on 29 January 2020. Retrieved 9 January 2020.^ "The Nominees for the 32nd Annual GLAAD Media Awards". 28 January 2021. Archived from the original on 22 March 2021. Retrieved 29 January 2021.Official websitePortal: Video gamesRetrieved from " THIS GAME CONTAINS CONTENT YOU HAVE ASKED NOT TO SEE: Some Nudity or Sexual Content The developers describe the content like this: This Game may contain content not appropriate for all ages, or may not be appropriate for viewing at work. This may include: Frequent Violence or Gore General Mature Content Sexual Themes HowLongToBeatBorderlands 3 NewsLoad More You finished the main story campaign of Borderlands 3 and are now wondering about whats next but before I tell you about Borderlands 3s End Game, I would like to say; Congrats, and *HIGHT FIVE* for beating the game! Borderlands 3 has a ton of End Game content for you to jump into. Some things might look obvious while other stuff is more obscure for new players of the franchise. Borderlands 3 End Game Content (Base Game) You unlocked Mayhem Mode when you beat Borderlands 3s main story campaign. Enable this feature even if you are not looking to increase the challenge because it actually has a beneficial side effect that can help you enjoy the game. Mayhem Mode is introduced as a way to increase the difficulty and loot drops but enemies only get a tiny bit of extra health on Mayhem Level 1. By enabling Mayhem Mode you will also scale up the enemies to your level on old maps because your Vault Hunter is likely somewhere around LVL32 and visiting old maps will let you fight lower-level enemies. This is bad for your loot and Experience Points (XP) as there is so much more to accomplish in this game. Mayhem level 1 even gives you a positive modifier like Lootsplosion that increases the enemy drops. Borderlands 3 has a ton of side-quests. You likely didnt complete all of them when beating Tyreen the Destroyer. If you enabled Mayhem Mode, as mentioned above, you can scale these old missions to your current character level. This way you get an appropriate challenge and rewards. There are fun side-missions scattered throughout the game which not only make for an enjoyable experience, they also help you gain a bunch of XP to level up your character. The crew aboard Sanctuary III has some Crew Challenges for you. You can find these events on almost every map in the game. Completing these challenges can provide some interesting loot (PS. you want to be max level before collecting Zer0s reward). You gained a device that lets you decrypt Eridian writing when you completed the main story campaign. The Eridian Analyzer also lets you activate 6 hidden beacons which unlock the Proving Grounds. These gauntlets will challenge you as you need to fight your way through 3 stages and fight off against a mini-boss. The Proving Grounds also have a True Trials Switch which will increase the bosss health to raid boss levels. Yes, you get awesome loot but if you dont have a solid build and a ton of Storage Deck Upgrades you wont have a good time. You gained a device that lets you decrypt Eridian writing when you completed the main story campaign. The Eridian Analyzer also lets you access the Eridian slabs that you encountered throughout the Borderlands Universe. These slabs will provide you with the journals from a Siren called Nyriad. They will enhance the backstory but also provide food for thought regarding the future of the Borderlands series. Deciphering the Eridian slabs will provide you with some Eridium that you can use for Cosmetics or other End Game activities. There are a few Circle of Slaughters in Borderlands 3. These slaughter-domes will throw waves of enemies at you. Can you survive all the waves and defeat the mini-boss at the end? Circle of Slaughters are a fun way to test your build and gain Experience Points (XP). They are a good source to get World Drop Legendary Items. Every Boss and Named Enemy in Borderlands 3 has specific Legendary Items assigned to their loot pool. You can farm Bosses for their dedicated drops but RNG is RNG. An enemy can have a 10% chance to drop a specific item but that doesnt guarantee that you will get it within 10 kills. You do have to Save & Quit to farm a specific boss but by doing so you will spawn at the nearest checkpoint. You can go after S-Tier weapons or Legendary Weapons that complete your build. Tip: If you find that godroll legendary but the anointment isnt great then you should check out Crazy Earls Reroll Machine to get the anoint you want. There are two Takedowns in Borderlands 3; The Maliwan Takedown and the Guardian Takedown. These are your true End Game gauntlets to test your build as they contain 2 raid bosses with mechanics. Takedowns are more challenging than the Proving Grounds. Both Takedowns have a True Takedown switch at the beginning of the map that lets you toggle the maps scaling. Normally the map will scale to the number of players but you can flip the switch and set it to 4-player difficulty even while you are playing solo. The Guardian Takedown is more challenging than the Maliwan Takedown but that doesnt mean the latter is easy. If you are comfortable playing through all the content mentioned above and reached the maximum level on your Vault Hunter, then you can increase the Mayhem Level. Mayhem Mode will increase the enemys health and add more modifiers to your game to increase the challenge. If you want stronger enemies but are tired of jumping through hoops then you can activate Mayhem Level 11, this is the same as Level 10 but without the modifiers. You will unlock your Guardian Rank once you reach LVL 40. With this, you can further enhance your characters capabilities by leveling up various masteries. Seasonal Events previously were limited-time events,

however, you can now enable Season Events whenever you feel like it. There are 3 events to choose from Bloody Harvest a Halloween event,Broken Hearts Day a Valentines Day event, and Revenge of the Cartels a Miami Vice-inspired event. Each event has its own challenges, mechanics, and loot! You can set your character to True Vault Hunter Mode (TVHM) in the main menu. TVHM is basically a second playthrough of the game. You will start the story from the beginning but you get to keep all of your character progress and loot. There is a difficulty increase with TVHM and all the enemies will scale to your level but so does Mayhem Mode. You dont need to go through the whole campaign again like in Borderlands 1 and Borderlands 2 to get a Max Level character in BL3 and experience End Game. You can also do the next thing on the list instead of playing through the story with the same character. Instead of playing through the whole campaign again on True Vault Hunter Mode (TVHM) you can also start playing a new character. Borderlands 3 has 4 different Vault Hunters to choose from, each with their own play style offering new gameplay experiences, and their personalities can make it feel fresh. Borderlands 3 also has achievements that you can collect. Can you complete all the challenges that Gearbox Software has set for you? DLC 6 The Directors Cut added 3 Vault Cards to Borderlands 3. Vault Cards add challenges and rewards to the game. They are a nice layer of sprinkles on top of an already awesome game and I would activate them as soon as possible so you can benefit from all the XP you collect throughout the game. Play Story Campaign Add-ons Gearbox Software released 4 story campaign add-ons for Borderlands 3. Each DLC has its own story, crew challenges, collectibles, and loot to enjoy. You can find flyers about Sanctuary 3 to start these journeys. Arms Race is part of DLC5 the Designers Cut. Salvador & Axton from Borderlands 2 challenge you to a game called Arms Race. You go on an extraction scavenger hunt in this new game mode, however, without any gear and on a map that limits your accessibility as time goes on. Collect loot to survive and bring home new and exciting loot. You can start Arms Race by interacting with the poster across from your personal room aboard Sanctuary 3. DLC 6 The Directors Cut added a Raid Boss called Hemovorous the Invincible. Do you have the perfect build to take down this powerful Varkid? Playing on Mayhem 6 or above does add an additional challenge to this boss fight. DLC 6 The Directors Cut added a series of side-quests to the game called Avas Murder Mysteries. Join Ava on her podcast series as you explore mysterious murders throughout the Borderlands Universe. Do you still want to play more Borderlands? Check out events like The Hunt, Zero 2 Hero, or Race to Wotan and become part of the community!Borderlands 3 has much to offer beyond the main campaign, giving you plenty to do even after you complete the game's main story. Exploring the wastelands to discover missed environments, finding skipped collectibles, and taking on the various DLC are just a few of your options once the credits roll. The expansive world gives you a lot to do, but only if you are willing to search for additional content. The ability to have up to four players take on the challenges of this game in multiplayer makes it easy to accomplish more on your first playthrough. With crossplay available for Borderlands 3, this remains true as you assemble a team of characters with unique skills. Beating the base game may leave less for you to do or more depending on what content you and your friends engaged with. Related In celebration of Borderlands 3's 2nd anniversary, Gearbox is running limited-time mini-events with goodies and is giving away free SHiFT codes. 10 Play As Other Characters See What Abilities You've Missed Every character in Borderlands 3 plays differently, with various skills and abilities being exclusive to certain people you can choose. Every character acts as a class archetype with their skill trees you get to customize throughout your playthrough, but you may only get to experience one or two on your first run. Those participating in multiplayer may find certain players hogging specific characters, preventing them from trying out others. Try loading up a new save file and choosing a different character to experience a playstyle that's a departure from what you're used to. For example, if you normally play a highly aggressive character, pick one whose archetype relies more on a meticulous approach. A substantial part of Borderlands 3 revolves around how the exclusive aspects of characters interact with the world to give you new experiences. True Vault Hunter mode is another name for New Game+, where you get to start a new run with all your weapons and gear from your previous playthrough. All the items that you collected from chests, boss drops, and other sources will carry over into True Vault Hunter, letting you play the game once again with far more power. Being able to take on early-game challenges with ease has a lot of appeal in this mode. A new playthrough could be the perfect opportunity to use a new character or adjust your build with the gear you've acquired but can't use. While no item in the game has a specific stat requirement to wield, many are lackluster unless you are using them in the right build. Experiment with new archetype builds in True Vault Hunter mode to craft an experience different than what you've already seen in Borderlands 3. Another setting you can try after beating the game is Mayhem Mode, an alternate difficulty that cranks the chaos of Borderlands 3 to its maximum. This mode is perhaps the hardest you can challenge, with enemies gaining more health and dealing more damage to you. This turns bosses and other tough enemies into incredibly tough opponents for even the most hardened veteran of the main campaign. There are three levels of Mayhem Mode, with each progressively increasing the difficulty of the enemies you encounter. Level 3 Mayhem Mode is the highest this can go and features some of the strongest enemy encounters in the game. Mayhem Mode may feature some of Borderlands 3's strongest enemies, but this also means that you can find the rarest loot on this high difficulty as a result. Legendary items are amongst the most challenging gear to find in the game, so turning on Mayhem Mode could be your opportunity to farm. You can always turn Mayhem Mode on or off whenever you want if you want to fine-tune when Legendary items will appear the most. Related Gearbox is promoting staying home for the holidays and looting with friends in Borderlands 3 with a new mini-event timed to the holiday season. After you've opened enough Vaults, you have the opportunity to translate Eridian symbols in different locations to unlock Proving Grounds arenas. Those trying to get every achievement in Borderlands 3 will want to open all these spots for the combat challenges they have. Proving Grounds are side missions where you are thrown onto a battlefield with waves of enemies and a boss you need to take down. The mini-raids offered by Proving Grounds are great places to farm extra loot and challenge more enemies in postgame content once the story is over. The faster you complete an arena, the better the loot you receive in Borderlands 3. Learning how to get better at Proving Grounds can be a great activity once you've beaten the game, as you figure out some tricks like those shown in the above video by YouTube creator Ki11er Six. A similar combat challenge to the Proving Grounds is the Circle of Slaughter, a wave-based mode you can participate in by talking to the NPC Mr. Torque. Unlike Proving Grounds, this mode simply throws hordes of enemies at you with almost no rest, making it extremely challenging. Get together with a team of veterans for Borderlands 3 to stand a chance against the Circle of Slaughter even on lower difficulties. This mode is best done with a team that coordinates character builds together, so coordinate with your allies to form a squad ready to face whatever challenges may appear in the Circle of Slaughter. The sheer amount of missions seen in your first playthrough may cause you to miss some optional content as you continue through the main campaign. New Game+ or a new save file gives you a chance to explore and discover optional missions you may have missed on your first run. While not every side quest will be the most interesting, those looking to complete the game 100% will need to do every one. DLC has introduced a new mode called Arms Race in Borderlands 3, which acts as a stand-alone mode for the game where you drop onto a map without any supplies. This battle royale-inspired mode challenges your resourcefulness as you explore the central map for useful loot. As the map gets smaller and smaller over time, you are eventually challenged to fight a deadly boss at the end of a run. Taking on this mode again and again can provide a fresh experience outside the main story, especially if you try an Arms Race run with different characters. The procedural generation of resources every time makes each drop interesting and worth trying more than once. Seeing how long you can survive or if you can succeed will challenge you since you can't rely on powerful gear collected in the main game. Collectibles are nothing new to Borderlands games, but Audio Logs have always been some of the most interesting to find, given how they add context to the world and characters. The insight provided by audio entries you collect and listen to could make certain events in Borderlands 3 make more sense as you play. However, many of these logs are only found when you go out of the way to look for them. As you can see in the above video by YouTube creator EruptionFang, there are over 80 Logs for you to track down. Many Audio Logs, sometimes called Echoes, will often have details on the characters you play as. Past characters from the Borderlands series also have Logs detailing what they've been up to since previous events from other games, making them worthwhile items to find for rare context alone. Finding every collectible, completing every Proving Grounds and Circle of Slaughter challenge, and finishing other tasks will all take you one step closer to finishing 100% of Borderlands 3. The content in the game will no doubt keep you returning to old save files to ensure you haven't missed anything. Traveling through each environment carefully might reveal content you never realized was there in previous runs. With the additional DLC in Borderlands 3, you may have even more to accomplish than you originally thought. Various events and new details from the Designer's and Director's Cut versions of the game may include extra details such as never-before-seen achievements or trophies to earn. Feel free to check out videos like those provided by YouTube creator Pandallax Achievement Hunting to see what goals you might have missed. Plenty of spin-off games to Borderlands 3 capture the chaotic looter-shooter action of this title, including Tiny Tina's Wonderlands, an RPG first-person shooter based on a game played within the Borderlands universe. This fantasy-esque spin on the classic Borderlands formula has unique twists on skills and abilities for characters, making it a similar yet different game to experience. Those who love loot spilling out of their defeated enemies should look no further than Diablo IV for a game that also rewards players with a wave of items for taking down foes. For fans of tight FPS gameplay, Far Cry 6 or Destiny 2 could also be worthwhile experiences. Thankfully, there is no shortage of action titles that have their take on Borderlands 3's addictive run-and-gun action that you can try once you've beaten the game. Source: Ki11er Six/YouTube, EruptionFang/YouTube, Pandallax Achievement Hunting/YouTube Released September 13, 2019 Check out this guide to learn all the endgame / post game features of Borderlands 3. This includes Mayhem Mode, True Vault Hunter Mode, farming, side quests, play DLC, and more!!!Check Out the All Story Mission List HereWhat Happens After You Finish the Game?Your Save ContinuesYour game will not end upon completing Borderlands 3's main story. Your save will continue, giving you freedom on what to do next. Gather new weapons, complete side quests, or level up! The choice is up to you!Unlock New Endgame FeaturesBeating the main story will give you access to new features. This includes the franchise's version of new game +, or True Vault Hunter Mode & the Guardian Ranks.True Vault Hunter ModeTrue Vault Hunter Mode amps up the difficulty with stronger enemies along the way. You'll keep all your gear, Skill Points, and Guardian Rank when you start TVHM.Check Out True Vault Hunter Mode HereGuardian RanksGuardian Ranks are only unlocked upon beating the Main Story. Once you get it, you can exchange Guardian Ranks for small buffs that can affect either your damage, elemental chance, and more!Check Out the Guardian Ranks HereMayhem Mode 2.0If you're looking for a challenge outside of True Vault Hunter Mode, you can try the Mayhem Modes. These increase enemy toughness and damage along with the rewards you can get from them!Check Out Mayhem Mode 2.0 Here What to Do After Beating the Game?Complete Unfinished Side QuestsIn case you haven't finished all of your Side Quests yet, you can continue to do so after beating the game. Though if you're after quest rewards, it's better to do this in True Vault Hunter Mode.Check Out the All Side Mission List HereDo Challenge ArenasThe Circle of Slaughter and Proving Grounds can be hard to beat when you're in the middle of the story. Try doing them again after completing the Main Story.Check Out the Challenge Arenas Here Level Up Your CharacterThere is a Level Cap of 50 in Borderlands 3. By the time you finish the story, you're likely to be halfway through it. Continue farming enemies and doing quests to get to level 50!Check Out How To Level Up Fast!Try Out New BuildsThe more you level up, the more Skill Points you'll have to use. Try out new builds as you level up and see what works best for you and the weapons in your arsenal.Check Out the Skills & Guide List HereFarm for Weapons & GearThere are a bazillion guns in Borderlands 3 and you can continue to farm for them at endgame. Do note that quest reward weapons that you already got cannot be acquired anymore. Related Weapons & Gear Articles Legendary WeaponsAnointed GearLegendary ShieldsLegenday Class ModsComplete DLCsAlthough there are no DLCs yet, it's a good idea to complete them after the Main Story. According to Gearbox, there will be 4 upcoming story DLCs for Borderlands 3.Play in Mayhem ModesThere are levels of Mayhem Modes you can play. At endgame, you should be geared enough to try Level 1, then work your way to getting geared up for the next levels.Check Out Mayhem Mode Here!Try Out True Vault Hunter ModeLeveling up and getting good loot is easier in True Vault Hunter Mode than in Normal Mode. Story Progression will be reset for TVHM, but it will not affect your progression in Story Mode.Check Out Vault Hunter Mode Here! Other Things You Can Do After Beating the GameStart a New Save with a New CharacterYou can also choose to start a new save and play through the game again with a New Character. Discover their skills, dialogue options, and see which one you want to main!Check Out Recommended Characters to PlayVault Hunters Skill & TraitsAll Character Tree - Build & OverviewChoose Different Reward OptionsThere are Side Quests with reward options or choices that you might be curious about. You can try this out in your new save if you wan to. Borderlands 3 - Related Articles Playable CharacterAll Character Tree - Build & OverviewWeapon & Item DatabaseStory WalkthroughUseful InformationEndgame activities in Borderlands 3 includes all of the stuff that you can do after completing the game, including both things that youve skipped over while doing the main missions, and things that unlock after you beat the game. This can include side missions, crew challenges, Mayhem Mode, True Vault Hunter difficulty, and more. In our Borderlands 3 Endgame What to Do After Completing the Game, were going to give you some ideas, in case youre wondering what to do.Borderlands 3 Endgame What to Do After Completing the GameWhat to do in Endgame after Completing Borderlands 3?Theres plenty to do in the endgame of Borderlands 3, aka after youve completed the main story campaign. Its a looter-shooter, after all, meaning that the pure acquisition of more power for its own sake is the main draw. So, once you complete the game, you can always strive to grind out your character to level 50. Unlock all the achievements, complete Proving Grounds and Circles of Slaughter. Screw it, get all four characters to level 50 while youre at it. And if challenge is what you want on top of that, why not re-complete the game on True Vault Hunter difficulty?But, how does one get up to level 50? Is just blind grinding all there is to it? Not at all. The most obvious options is going back and completing all the side stuff that you might have skipped over throughout your main journey. Theres side missions to complete. Theres crew challenges to do, such as Targets of Opportunity, Crimson Radios, Typhon Logs, and others. Then, of course, you can complete every planet 100% by collecting red chests and whatnot.But, as Ive already said, looter-shooters are mostly about gathering power and gear just to do it. So, why not farm bosses and other activities that drop high-value weapons? The better gear you have, the better chances you have to do the Mayhem activities that unlock after you complete the main story. Their difficulty goes up to level 3, so theres plenty of challenge to go around. Good luck.If you're having trouble with other things in the game, you might want to check out some of the other guides we've written. We've listed the locations of Red Chests, Typhon Logs, Dead Claptrap Parts and Hijack Targets. We've explored the mission choices, like what happens when you side with

Holder or Ramsden in On The Blood Path, or when you tell Rhys to keep or lose mustache in Atlas at Last. We've also covered secrets, like the one where you have to open the Holy Broadcast Center locked door. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy.

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