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Borderlands 3 cloudkill

View source Share For the skill in Borderlands 2, see Cloud Kill. Now, you will rise. Cloud Kill is a legendary submachine gun in Borderlands 3 manufactured by Malwan. It is obtained from the mission Beneath the Meridian located in Sanctuary III, if the optional objective is accomplished. Special Weapon Effects Now, you will rise. - Always corrosive with no Alternative Fire mode. Creates a cloud that deals constant corrosive damage upon hitting an enemy. Reduced charge time and increased fire rate. Usage & Description The Cloud Kill's special effect makes it a powerful weapon even against non-armored enemies, as the gun and cloud puts out significant damage output against single targets. Users can also deal chip damage against multiple targets to let the corrosive cloud do most of the work, which saves ammo and allows them to focus on other targets. Overall, it is an effective gun that can support the user through many levels after it is obtained. The corrosive clouds can easily obstruct vision however, due to the clouds being opaque. Trivia The weapon's flavor text is a reference to Maya's "And now, you will fall!" quote when getting a Second Wind. The weapon's name and special effect refer to the skill of the same name. The weapon's name also refers to the eponymous spellin Dungeons and Dragons. Like the weapon, the spell floods an area with toxic gas. Community content is available under CC-BY-SA unless otherwise noted. Borderlands 3 Loot and Weapons Has anyone received it with an anointment? From the actual source, not a loot drop or anything. I'm at that part of the story on Amara and would like to get it if possible. I don't know if the Cloud Kill specifically can be anointed, but I got various anointed legendaries so far. I've gotten several quest items as anointed. I assume that it's possible. I've found whites with anointments. It seems just random if you get it or not. Sadly it could take you a year to get it. Yes it is definitely possible. Got mine yesterday in TVHM. Sadly I don't need it at all at the moment... 4 Likes Ooooh very nice, thanks for the screenshot. Gonna have to try and get a decent one. 1 Like Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. There are loads of the best Borderlands 3 Legendaries to hunt down with loads of interesting effects and abilities to help out your treasure hunting. There's a massive choice too with a collection of amazing guns, grenades, shields, class mods, and trinkets to boost your abilities. Many of these will likely become instant favorites once when you use them but you'll have to find them first. Some are just lying around, they can be mission rewards, and a lot drop after killing certain bosses. Not all of them are instant classics but the good ones stand out a mile and we can help you find them. So get ready as we run through the best Borderlands 3 Legendaries. Borderlands 3 tips | Borderlands 3 Shift Codes | Borderlands 3 patch notes | Best Borderlands 3 guns | Best Borderlands 3 character | Borderlands 3 bosses | Borderlands 3 Typhon Logs | Borderlands 3 Eridian writing | Borderlands 3 how to emote | Borderlands 3 ending The Transformer (Image credit: Gearbox) This shield only has two perks, but both of them are incredible for absorbing very particular forms of damage. For starters, any electrical damage you receive when equipped with The Transformer will instantly be converted into your shield's life bar, while there's a 40% chance that any enemy bullets will also be absorbed into the magazine of your own active weapon. Those are some seriously impressive buffs, but catered to very specific situations. If there's a boss with electricity-based attacks, for instance, The Transformer is a life saver, but more well-rounded shields might be better to have equipped for the rest of the time during your adventures. (Image credit: Gearbox) Can we just take a moment to appreciate how badass this Legendary shotgun look. Designed by Malwan (a.k.a. the only weapons manufacturer with a fashion sense), the Mind-Killer is a seriously sleek killing machine, but we know that looks only account for so much in Borderlands 3. The Mind-Killer is a 20% buff to weapon charge speed, which means you won't be having to wait so long to fire up each powerful energy shot before pumping it into a bad guy for a (hopefully) one-hitter. That extended magazine size, too, is not something to sniff about. Ultraball (Image credit: Gearbox) True to its name, the Ultraball is essentially what happens when a dog's chew toy is crossed with contact explosives. When first chucked, the item is a single throwable, but splinters into dozens of mini yet not less dangerous bouncing balls upon its first contact, all of which can travel several yards before eventually exploding, hopefully next another target. Best deployed as a last minute get out clause when surrounded by enemies, crowd control is the Ultraball's forte, and one of the most powerful grenades we've seen in Borderlands 3 thus far. Cloud Kill (Image credit: Gearbox) Cloud Kill is a legendary submachine with serious bite, and a returning weapon from Borderlands 2, complete with its high fire-rate but now upgraded with Malwan's new bespoke charging tech. This bad boy fires off caustic energy rounds so powerful that it can sometimes be hard to handle, making the Cloud Kill best for use up close against damage eating enemies like the Malwan heavies. Still, Cloud Kill has a decently sized reticule that gives it some element of range, but - more than anything - it just looks and feels amazing to use. Annexed Ferocious Lyuda (Image credit: Gearbox) We're pretty sure that some of the stats on this Legendary Vladof sniper rifle are randomised, as the "Annexed Ferocious" descriptors in the name, but the Lyuda itself is definitely out there and up for grabs in Borderlands 3, if you're lucky enough to stumble across it as a random loot drop. The gun fires off two sniper bullets per shot, making a well timed headshot on a standard foe almost guaranteeing an instant kill. Don't be fooled by its decreased accuracy, either; you can easily hip fire the Lyuda's bullets into enemies from a distance, making it great to whip out for a chance at Second Wind when downed. Diamond Butt Bomb (Image credit: Gearbox) This particularly flamboyant throwable is inspired by Handsome Jack's faithful Butt Stallion herself (whereabouts still unknown), and homes in on the closest target when chucked with deadly efficiency. Not only that, but the resulting explosions casts out a tide of mini butt stallions in the process, creating a wide radius of damage that'll hit anyone else caught in the shockwave. There's a lot of neighing, silly music, and rainbows, too, so what's not to like? Deluxe Badass Combustor (Image credit: Gearbox) One for the loot hoarders, the Deluxe Badass Combustor increases both the rarity of your drops alongside a 10% experience boost when equipped, though this applies only to the level above its own requirements (i.e. if you have to be level 9 to equip it, then it loses its XP and loot buffs once you hit Level 11). The shield also lets out a area-of-effect blast when broken, dealing serious damage to anyone caught in your vicinity at the time. That plus its elemental resistance and low-end recharge delay, turns the Deluxe Badass Combustor into a prime pick-up, especially during the later stages of the game when intervals between levelling can last for several hours at a time. Stuffed Quadomizer (Image credit: Gearbox) This RPG has a chance to be dropped by a certain boss around mid-way through the campaign, but to say any more would be to spoil the events of the narrative itself. In any case, the Quadomizer fires out multiple waves of radioactive energy balls with each shot, with a splash damage radius that likely can't be equalled by any other weapon in the game. While it does eat up 2 rounds of RPG ammo per shot, making it a costly weapon to use, those damage stats are worth the expense. It's even got a weapon zoom buff, if you're wanting to go long range on a kill, too. Smart-Gun XXL (Image credit: Gearbox) Guns with legs aren't a rare sight in Borderlands 3, but guns with four legs and a brain? Now we're talking. When thrown to reload, the discarded Smart-Gun XXL transforms into a mobile spider turret that fires off rounds until its out of ammo... at which point you'll probably want to throw the next one into the action. It has a tasty chance at dealing Corrosive damage with every shot too, and also happens to look like a handheld Cthulhu with blood pouring from its eyeballs... so that's neat. Eridian Fabricator (Image credit: Gearbox) The already infamous "gun that shoots guns", the Eridian Fabricator fires out 10 guns on a full magazine, all of which will be at least Uncommon in rarity. Each shot uses 10 pieces of your hard-earned Eridium as ammunition, however, so the trade-off isn't zero-sum. Best enjoyed with friends (because, let's be honest, who needs that many guns?), the Eridian Fabricator is obviously hopeless at combat, but a great tool to keep in your inventory whenever you stir up a hankering for a new weapon. Hyper-Hydrator (Image credit: Gearbox) A water pistol with an electrified punch, this firearm has two alternative modes, the first being a "Squirt 'Em" spray that covers the enemy in water, and the second being a "Shock 'Em" taser that pumps bittsize bolts of lightning through their veins. Safe to say, you're going to want to use the water pistol first, as this increases the damage of the electrical output when "Shock 'Em" mode is fired towards a drenched foe. Hyper-Hydrator also has a heightened splash damage radius (geedit?) and impressive handling stats that make this a must-have for your inventory. Sanctified Battly Blast Master (Image credit: Gearbox) This is one is, naturally, only of interest to those playing as Moze, The Gunner, but - boy - is it a lucky find if you do happen to pick this Class Mod up during your Vault Hunting travels. Firstly, let's talk about that Splash Damage, which can be buffed by up to 100% the longer you fire without reloading - perfect for anyone dealing primarily in explosive rounds or when using The Bear mech with its grenade launchers or missiles. Then, on top of those adds to damage, health, and resistance, we've got two extra perk points awarded for Fire in the Skag Den (bonus incendiary damage to all splash damage dealt) and Vampyr (restores health for every enemy hit by a grenade). Talk about Legendary. Hazardous Sellout (Image credit: Gearbox) A gift bestowed by the wonderful Ms. Moxxi herself, the Borderlands 3 Hazardous Sellout not only spouts out voice lines from Pandora's most famous bartender whenever you get a kill, but fires off explosive rounds with a seriously large Area of Effect capabilities thanks to its +100 perk on splash damage. You also have the option to switch between Corrosive and Incendiary elemental damage via the pistol's alternative fire modes, while its 20% buff to charge speed also makes it perfect for last minute melee attacks. One Pump Chump (Image credit: Gearbox) Stop everything you're doing and hunt the One Pump Chump down, as it's quite possibly the deadliest and most powerful shotgun in the game, if not the best weapon overall. Better yet, it's easy to find, dropped specifically by One Punch Man in Lectra City as part of an Easter egg to the infamous anime show of the same name. Just look at bonus buff to both its damage and critical hit damage, alongside that increased reload speed and 50% chance to not consume ammo when fired, and try not to faint in awe. For some perspective, I was still using this Level 13 weapon at Level 20. That's how powerful it is. Also, we've got a dedicated Borderlands 3 One Pump Chump guide that tells you how to get it! Primeval Meditative Phasezerker (Image credit: Gearbox) Another Legendary Class mod, this time for Amara, The Siren, the Primeval Meditative Phasezerker is all about upping the amount of damage this Vault Hunter can do with her unique phasing powers. On top of both the additional perk points for Anima (enhanced status effects), Conflux (higher chance to inflict elemental damage), and Clarity (health regeneration), the Mod gives Amara a Max Rush Stack whenever she uses an Action Skill, which increases her weapon damage and cooldown rate. Handsome Jackhammer (Image credit: 2K Games) The Handsome Jackhammer is a rather obvious reference to past Borderlands games, and it's also a very powerful legendary gun. Every time you reload this SMG, it throws the weapon like a grenade. But that's not all; when it explodes, it bounces five times for five consecutive explosions, all while firing bullets haphazardly. For comedic effect, there's also a series of Handsome Jack voice lines you'll hear while using the gun. Sure, it gets tiring after a while, but it's brilliant at first. Infinity Pistol (Image credit: 2K Games/Glitching Queen) A returning legendary from the last game, the Borderlands 3 Infinity Pistol is an incredibly rare drop. It does exactly what it says in that it has infinite ammo and you can fire it endlessly, never having to reload. If you grab it at level 50, it'll also deal a decent amount of damage, making for a truly incredible gun. Check out our Borderlands 3 review, or watch our Borderlands story recap video to catch up on everything that's happened so far. All you need to know about Borderlands 3 Borderlands 3 – Cloud Kill, the Legendary Weapon Published 16 sep 2019 By MGG We continue to build on our momentum, with a new guide for a legendary weapon. This time, it is the Cloud Kill, a powerful weapon useful for all self-respecting ark hunters. This guide should delight you since Cloud Kill is one of the easiest Legendary Weapons to obtain from Borderlands 3. We're still guiding you, but it's just because it's you. How to get it You will get the weapon at the very end of the main quest 'Under Meridian'. Do all the secondary objectives of this quest well, such as talking to Ava before returning her. That's how we did it and we don't know if the weapon is received without doing that, so if in doubt, do as we do. That's it, it's as simple as that. A quest, secondary objectives: a unique legendary weapon. Cloud Kill This Malwan-made SMG (and yes, one more) is rather special. If you shoot with it, at first sight, nothing special. You're about to sell it, but we barely get there to stop you. The effect of this weapon is very practical: it charges slightly before firing corrosive projectiles very quickly. When you hit enemies with its projectiles, it creates a cloud of corrosive poison that persists for a few seconds, causing damage in the area. Choking enemies in clouds of corrosive poison should please players who favour elemental damage! We recovered the weapon at level 23 and it is quite useful. The most deceitful will have a field day. You can admire the catch statistics below: Damage: 31 Accuracy: 84% Handling: 58% Reload Speed: 2.7s Fire Rate: 10.31s Magazine size: 34 Written by Eliot "Pixel-Mania" Denajar. Translated from French by Millennium.us.org An optional Borderlands 3 boss is particularly infamous in solo, here is a guide with tips and solutions to kill him, whether you are in a group or solo. This should help you overcome his shield and electricity.

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