



Welcome to a compilation of Moze builds designed by members of the BL3 Discord community. All listed builds have been optimised to complete all content with minimal struggle.

Builds are still updated as discoveries are made.

Please direct all questions and clarifications to the [discord](#). We are happy to help.

Thank you to all the following contributors who made this doc possible:

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Notes on Skills

Fire in the Skag Den and Big Surplus

Skag Den (Demolition Woman) and Big Surplus (Bear Mother) currently receives Mayhem Scaling (x31) and are increased by Stainless Steel Bear, Scorching RPM's, and Action Skill Damage.

Big Surplus can be considered better than skag den because you are not locked into using splash weapons and this skill will apply to all of your damage types (It does not work for Autobear). This skill will also scale with crit as well, so crit bonuses you may have will increase the damage output of this skill.

Specialist Bear

The bonus from Specialist Bear applies as long as Iron Bear is using the same two base arms (Hexagons), meaning you can use various augments (Arrows) and retain the bonus. For example, an Iron Bear using two Rail Guns, one with Capacitive Armature and one with Corrosive Sabot, will still get the bonus. However, if the primary gun is mismatched, e.g. one Railgun and one Bear Fist, then the bonus is lost.

Iron Bear Damage and Short Fuse

Iron Bear Damage used to affect Short Fuse but this is no longer true.

Biofuel and Harmonious Havoc

Biofuel is a very powerful health regeneration skill for both Iron Bear, Iron Cub and Moze. It is very worth it to grab 2 points into biofuel just for the extra health regen, also biofuel will proc when Moze is on fire and when Bear is on fire as well. So the more things that have a fire dot will give Moze and Bear health regen. Just note that Harmonious Havoc only works with elemental guns so non elemental guns will not get the damage bonus.

Superior Firepower

Superior Firepower boosts cryo damage and not cryo efficiency, meaning you can get up to 100% bonus cryo damage, allowing cryo to be better than corrosive vs armour. Paired with the recent research Stone_swam did on Radsplotions. Superior firepower has become a key part of Moze's kit for utilising radsplotions effectively.

Torque Cross Promotion

TCP's splash damage radius increase lasts for 0.2s each time it triggers. During this 0.2s TCP can retrigger over and over again making it quite easier to maintain than previously thought. TCP triggers on everything that deals splash (both Moze and IB/IC), no need to hit anything/anyone.

Health Regen Types with Bloodletter

Here is a list of health regen types that are impacted by Bloodletter, meaning some types of healing will go into the shield only, or both.

- Only Shield
 - Hot Spring
 - Kyb's Worth healing circle
 - Otto Idol: only shield (still calculates based off of health)
 - Knife Drain
 - Chupa's Organ
 - Rushin' Offensive
 - Moxxi weapons
 - The Cure
 - Terror % health regen on ASE
 - Loaded Dice's built-in otto-idol-effect
 - Frozen Heart and Frozen Snowshoe
 - Kings/Queens call
 - Vampyr regens
 - ASE lifesteal anoint regens

- Health and Shield
 - Class mod and artifact health regen passives regen
 - Biofuel
 - Terror % health regen while terrified
 - Redistribution
 - Transfusion grenade
 - ASE health regen on shield
 - Ward shield

4th Skill Tree Builds

4-Tree Moze

By: RamenDeliveryTruck and MadGlenny

Overview: This build can support nearly any Class Mod and Playstyle but is focused around a Hybrid setup, switching between Moze and her action skills as the situation calls for.

[Skill Tree \(click here\)](#)



Action Skills: Iron Bear or Iron Cub

Augments: Capacitive Armatures

Double Capacitive Armature is the best mob clearing option. If you use Iron Cub, it will have Biofuel and the augment Fuel for the Fire which will heal the Cub from status effects.

Alternate Skill Tree Options/Flexibility:

- If you want to run a Mind Sweeper, moving points from Stainless Steel Bear into Pull the Holy Pin will give your micro-grenades a better chance to crit and spawn more micro-grenades, which will help healing through Vampyr and build damage every chain.

Weapons:

While all guns listed can be good with Consecutive Hits, 150% Gun Damage while Iron Cub is active, Kill Stack, or while under 50% health, gain 100% rad damage (URAD) if the gun has extra anoint flexibility it is listed, also if the gun can come in cryo it will work 100% better with superior firepower. So many options to choose from!

If you reroll a weapon while your hotfixes are not applied, you can get removed anointments. From this, Airborne Damage anoint and Sliding Damage anoints are very strong and a very powerful passive damage anoint.

- Free Radical with 150/90 or 160% Splash
- Plasma Coil with 160% Splash or 150/90
- Flipper with 160% Splash or 125% Splash
- Beacon with 150/90, kills stack reload, or 160% Splash
- Hornet with kills stack reload.
- Plaguebearer with 150/90, 160% Splash, or kills stack reload
- Ion Cannon with 150/90% or 160% Splash
- Sandhawk with kills stack reload
- Kaoson with kills stack Reload
- Backburner with 160% Splash or kills stack reload
- Boom Sickle
- Kyb's Worth with 160% Splash
- Blood-Starved Beast
- Insider with 160% Splash
- Prompt Critical with 160% Splash
- Boogieman
- Creamer with 160% Splash or 150/90
- And so much more! If you like a gun, it probably works on this build.

Class Mods:

- Flare
 - +2 Means of Destruction, +3 Stainless Steel Bear
 - Weapon Type Damage (e.g. SMG Damage) and Splash Damage are the 2 best rolls you can have.
 - As a third roll you can use any of: Manufacturer Crit (e.g. Dahl Crit), Weapon Crit, Charge Speed, Fire rate or Action Skill damage.
- Mind Sweeper ([Skill Tree](#))
 - 1 Redistribution and 4 Fire In The Skag Den or 5 TCP
 - Weapon Type Damage (e.g. SMG Damage) and Splash Damage are the 2 best rolls you can have.
 - As a third roll you can use any of: Manufacturer Crit (e.g. Dahl Crit), Weapon Crit, Charge Speed, Fire rate or Action Skill damage.
 - Move 1 point from Vampyr, and 1 point from Scrappy into Pull the Holy Pin for a better chance for the micro-grenades to crit.
- Blast Master

- 1 Redistribution and the extra 4 points are your preference (2 PTHP or 2 Vampyr for example is something you can do)
 - Weapon Type Damage (e.g. SMG Damage) and Splash Damage are the 2 best rolls you can have.
 - As a third roll you can use any of: Manufacturer Crit (e.g. Dahl Crit), Weapon Crit, Charge Speed, Fire rate or Action Skill damage.
- Flame (Flame Class mod will provide the most IB/IC uptime so this COM will be very useful if you plan on having Cub or Bear active all the time)
 - 5 Nitrotrinadium Engines
 - Weapon Type Damage (e.g. SMG Damage) and Splash Damage are the 2 best rolls you can have.
 - As a third roll you can use any of: Manufacturer Crit (e.g. Dahl Crit), Weapon Crit, Charge Speed, Fire rate or Action Skill damage.

Grenade Mods:

- Cloning Maddening Tracker with 25% damage on grenade throw
- (Spring) Epicenter with 25% damage on grenade throw
- Recurring or MIRV-Tacular Hex with 25% damage on grenade throw
- Lightspeed with 25% damage on grenade throw
- Mesmer with 25% damage on grenade throw
- Its Piss with 25% damage on grenade throw

ASA Grenade damage is recommended for the Mindsweeper variant.

Artifacts:

- Snowdrift/Last Stand/Atom Balm Victory Rush or Deathless
 - Mag Size + AOE Damage, Weapon Type Damage (e.g. SMG Damage) Elemental Damage
- Pearl of Ineffable Knowledge
 - Mag Size + Health Regen, Max Health, Fire Rate
- Company Man (Top passives being damage, crit damage and fire rate or mag size)
 - Mag Size, AOE Damage, Elemental Damage.

Shields:

- Plus Ultra - Gunner Cooldown Anoint
- Big Boom Blaster - Gunner Cooldown Anoint
- Old God - Gunner Cooldown Anoint
- Transformer - Gunner Cooldown Anoint
- All-In Shield - Gunner Cooldown Anoint
- Frozen Snowshoe - Gunner Cooldown Anoint
- Front Loader - Gunner Cooldown Anoint

ASE Cub

By: *Glenny and RamenDeliveryTruck*

Overview: *This build focuses on maximising both some for the road uptime, action skill start and action skill end anoints (which Moze otherwise has awkward or limited access to).*

[Skill Tree \(click here\)](#)



Action Skill: Iron Cub

Augments: *What makes this build (and others like it) work is the Eternal Flame COM from DLC5. This COM allows you to quickly get Iron Cub back after he goes on cooldown. Combining this with having Iron Cub kill itself with its own gun (and thus go on cooldown) lets you chain ASE/ASS anoint activation for maximum uptime on damage anoints that Moze previously had trouble keeping up. Molten Roar or V-35 Grenade Launchers are the go to.*

Alternate Skill Tree Options/Flexibility:

- Since this set up is based around ASE splash or IB 160% splash, ideally you want to not spend points in vampyr or biofuel. However if you cannot obtain an ice breaker otto idol, you can easily put 1 or 2 points into vampyr for added healing for Moze.
- Those 2 skill points are very flexible depending on your gear choices, feel free to experiment with click click, vampyr, biofuel, or harmonious havoc.
- If you want to build around the Lucky 7 for the purposes of time trials or just fun, I recommend using [this](#) spec. Grenade is the same as other ASE cub setups, but with the ASE *Apply Terror* anoint. ASS Revolter is still optimal. On the Lucky 7's themselves, go for *Terror Ammo Regen* to maximize the uptime of good reload rolls. For Artifacts, you can go for a Jakobs Company Man with generally good rolls to optimize Lucky 7. Ideally, AOE, Action Skill cooldown, mag size, pistol damage, etc.

Don't worry about farming too hard for perfect rolls on this, as long as you get good top rolls you will be more than fine. As far as Class Mods, Mind Sweeper is king for killing bosses very quickly and even some mob clearing. For rolls, as many points in Skag Den as possible, and Redistribution if you end up reloading. Good passives are AOE damage, AOE radius (if you dare), grenade damage, etc. Again, not too dependent on rolls.

Weapons:

All guns listed can be good with consecutive hits or 100% action skill end, if the gun has extra anoint flexibility it is listed.

- Radical with 150/90 or 160% Splash
- Plasma Coil with 160% Splash or 150/90
- Flipper with 160% Splash
- Beacon with 150/90 or 160% Splash
- Hornet with kills stack reload
- Plaguebearers with 150/90 or 160% Splash
- Ion Cannon with 150/90 or 160% Splash
- Sandhawk with kills stack reload
- Kaoson with kills stack reload
- Backburner with 160% Splash
- Boom Sickle
- Kyb's Worth
- Blood-Starved Beast
- Insider with 160% Splash
- Prompt Critical with 160% Splash
- Boogeyman
- Creamer with 160% Splash or 150/90
- Unkempt Harold with 160% Splash or 150/90

Class Mods:

- Flame
 - 5 Nitrotrinadium Engines is the ideal and preferred skills on your class mod mainly because of the cooldown rate. Even though the class mod can negate cooldown, it is still RNG to get it to proc. Having cooldown rate passives elsewhere is still helpful, as sometimes you don't get immediate cooldown. The more points into Nitrotrinadium Engines the better.
 - Splash Damage Radius is a must if you use a nova shield because it will allow for bigger shield novas to hit more enemies. The other 2 passives can be suited for your guns so weapon charge speed or weapon damage, weapon critical damage etc.

Grenade Mods:

- Cloning Maddening Tracker with 25% damage on grenade throw
- (Spring) Epicenter with 25% damage on grenade throw
- Recurring or MIRV-Tacular Hex with 25% damage on grenade throw

- Lightspeed with 25% damage on grenade throw

Artifacts:

- Snowdrift/Ice Breaker Victory Rush or Otto Idol
 - Mag Size + AOE Damage, Weapon Type Damage (e.g. SMG Damage) Elemental Damage, and Cryo Efficiency.
- Pearl of Ineffable Knowledge
 - Mag Size, Health Regen, Max Health, Fire Rate
- Company Man (Top passives being damage, crit damage and fire rate or mag size)
 - Mag Size, AOE Damage, Weapon Type Damage (e.g. SMG Damage), Elemental Damage.

Shields:

For the shields, you will be looking at any ASS nova shield that you can get your hands on.

- Revolver with Action Skill Start
- Frozen Heart with Action Skill Start
- Void Rift with Action Skill Start
- Frozen Snowshoe with Action Skill Start
- Nova Berner with Action Skill Start
- Stinger with Action Skill Start (Cryo if you plan to use the ice breaker with this set up)
- 0.m Shield with Action Skill Start (Cryo for the ice breaker version)

Rocketeer Moze

By: LazyData

Overview: This build is focused around using the rocketeer class mod and having Moze be a powerful force by herself with Auto Bear.

[Skill Tree Link \(Click Here\)](#)



Action Skill: Iron Bear

Augments: Double Capacitive Armature or Hammerdown

You have the added flexibility of using capacitive armatures or hammerdown, it depends on your playstyle.

Alternate Skill Tree Options/Flexibility:

- Can spend Dakka bear point on click click if you want an insignificant amount of gun damage.

Weapons:

- Free Radical with 150/90 or 160% Splash
- Plasma Coil with 160% Splash or 150/90
- Flipper with 160% Splash or 125% Splash
- Beacon with 150/90, kills stack reload, or 160% Splash
- Hornet with kills stack reload.
- Plaguebearer with 150/90, 160% Splash, or kills stack reload
- Redline with 160% Splash
- Plumage with 150/90%, 160% Splash or kill stack reload.
- Ion Cannon with 150/90% or 160% Splash

- Sandhawk with kills stack reload
- Kaoson with kills stack Reload
- Backburner with 160% Splash or kills stack reload
- Boom Sickle
- Kyb's Worth with 160% Splash
- Blood-Starved Beast
- Insider with 160% Splash
- Prompt Critical with 160% Splash
- Tizzy (x2 ideally)
- Boogieman
- Creamer with 160% Splash or 150/90
- And so much more! If you like a gun, it probably works on this build.

Class Mods:

- Rocketeer with +5 Skag Den Ideally but are not mandatory
 - Weapon Type Damage (e.g. SMG Damage) and Splash Damage are the 2 best rolls you can have.
 - As a third roll you can use any of: Manufacturer Crit (e.g. Dahl Crit), Weapon Crit, Charge Speed, Fire rate or Action Skill damage.
- Mind Sweeper + 5 Skag Den Ideally but are not mandatory
 - Mind Sweeper is mainly for bossing with the redline
 - Weapon Type Damage (e.g. SMG Damage) and Splash Damage are the 2 best rolls you can have.
 - As a third roll you can use any of: Manufacturer Crit (e.g. Dahl Crit), Weapon Crit, Charge Speed, Fire rate or Action Skill damage.

Grenade Mods:

- Cloning Maddening Tracker with 25% damage on grenade throw
- (Spring) Epicenter with 25% damage on grenade throw
- Recurring or MIRV-Tacular Hex with 25% damage on grenade throw
- Lightspeed with 25% damage on grenade throw
- Mesmer with 25% damage on grenade throw
- Its Piss with 25% damage on grenade throw

Artifacts:

- Snowdrift/Last Stand Victory Rush
 - Mag Size + AOE Damage, Weapon Type Damage (e.g. SMG Damage) Elemental Damage
- Pearl of Ineffable Knowledge
 - Mag Size + Health Regen, Max Health, Fire Rate
- Company Man (Top passives being damage, crit damage and fire rate or mag size)
 - Mag Size, AOE Damage, Weapon Type Damage (e.g. SMG Damage), Elemental Damage.

Shields:

For shields, anoints really do not matter since this is a rocketeer spec, so you can choose to run ASE elements or gunner cooldown.

- Revolter - Gunner Cooldown Anoint, ASE element, Action Skill Start
- Boom Blaster - Gunner Cooldown Anoint or ASE element
- Old God - Gunner Cooldown Anoint or ASE element
- Plus Ultra - Gunner Cooldown Anoint or ASE element
- Transformer - Gunner Cooldown or ASE Element

Playstyle:

Place Auto bear in a high up position with good line of sight. then go to town with your desired gun. Don't hug enemies. Use nades / bursts of sprint for heals. Rushin + hex is very good. Alternatively use dakka bear and make a sandwich.

For Redline boss melts. Use Target softening. Iron Bear -> leave IB -> Shoot redline on sticky mode. After about 10 seconds or until it empties, detonate the stickies.

Rinse repeat.

For Arenas turn topped off to maximise Big surplus uptime.

For Takedowns and other content where you are moving through a map, turn topped off on.

Banjo Bear

By: LazyData

Overview: Banjo Bear is the utilisation of the Eternal Flame class mod in conjunction with the Electric Banjo to maintain 100% uptime on Iron Bear. Iron Bear does not receive bonuses from artifacts outside of a select few, which opens up the slot to use the Electric Banjo. Our attacks outside of IB can proc Banjo chains between enemies, which get Big Surplus, which can trigger fire dots. This allows us to much more consistently get Iron Bear's Cooldown back with the Flame, allowing us to immediately jump back in for about 98-99% total uptime, more than any other class mod. It also allows you to swap IB weapons easily, thanks to the instant cooldown time.

Hard Points: Dual **Capacitive Armature Railguns**. These have the fastest mobbing clear in the game, even in harder content, like True Guardian Takedown. Shock immune enemies can be killed by hitting crits, triggering either Experimental Munitions or hollow points off of a nearby enemy. For shock skags and rakks you can hop out, swap a Hardpoint to **Hell on Rails**, and hop back in.

[Skill Tree \(Click here\)](#)



[This alternate skill tree](#) offers the ability to use **Hammerdown**.

[This alternate skill tree](#) offers the ability to use **Miniguns**, use the **Heat exchanger class mod**.

Artifact:

- **Electric Banjo** for chains outside of Iron Bear to proc the effect of the **Eternal Flame**
- Alternatively, a **Deathrattle** (Or any artifact, including purples) will work effectively
- Max HP, AoE damage, and Cooldown Rate

Weapons:

- Any weapon with **IB Hardpoint anoint**. **Dark Army** or **Boogieman** for overkill as their effects persist into Iron Bear. A Urad **Plasma Coil** is handy in the rare chance you go into FFYL.

Shield:

- HP rolled **Plus Ultra** > Normal Plus Ultra > **Mendel's Multivitamin**

Grenade:

- Purple grenade that hits many times. **Lobbed, Divider, Artillery grenade** is perfect. The **Artillery** modifier is great for Flame procs with the Banjo.
- **Hex** works great
- **Mogwai Grenade** - Purple grenade that drops from Jabbermogwai with fixed parts, which is very easy to get and fantastic at proccing the Flame effect. Just go to Jabbermogwai, hit him with cryo until he duplicates several times, then kill all of the clones with a fire weapon. There should be loads of the purple grenades on the ground, and keep doing this until you get one with the 20% chance to spawn on Iron Bear damage anoint.

Anoint: ASE 50% Incendiary on shield, Chance to spawn on IB damage on grenade.

Class Mod: Eternal Flame for general use, Flare if needed for boss damage.

- Splash damage, AS damage, Max HP

[Showcase for Banjo Bear](#)

Punchbear

By: LazyData

Overview: This build focuses on maximising the power of the facepuncher, big surplus, urad anoint, bloodletter and amp shields. Very cursed setup, use at your own risk.

[Skill Tree \(click here\)](#)



Action Skill: Iron Cub

Augments: Punchbear uses Iron Cub and the V-35 grenade launcher augment to allow it to kill itself to activate big surplus for you. Another thing to note, you will want to turn off topped off to maximize your big surplus time due to the fact Iron Cub has a 140 second cooldown.

Alternate Skill Tree Options/Flexibility:

- There is not much skill tree flexibility for this setup.
- There are several points in red tree spent to get to Phalanx Doctrine that are floating, and you can put them wherever you like.

Weapons:

- Blade Fury
 - Urad(50/100 rad anoint) or Terror Cryo. Urad preferred.
 - Gatlin is the best prefix. Otherwise semi auto. Try to avoid Masher.
- 3 Jakobs guns of any variety (This is for the matched set bonus)

If you don't have DLC6 then you can use the Facepuncher set listed below:

- FacePuncher x7 variant with the URAD anoint (50/100 radiation anoint)

- 3 hyperion guns of any variety (This is for the matched set bonus)

Class Mods:

- Bloodletter
 - 5 in Phalanx Doctrine, or as many points as you can get
 - Melee damage is key - Weapon damage, crit, manufacturer crit, mag size all acceptable rolls as well.

Grenade Mods:

- Its Piss or Mesmer with Terror Damage and Fire Rate.
- Rad Hex with Terror Damage and Fire Rate if you use Terror cryo on your gun.

Artifacts:

- Knife drain static charge
 - (Melee, Double melee if possible, mag size, radiation damage)

Shields:

- Mana Well
 - Apply terror on melee anoint
- Or any shield with as many amp parts as you can find, such as One-Shotter Shield
 - Apply terror on melee anoint

[Showcase for PunchBear](#)

Bloody OmNom

By: Prismatic and Nootmad

Overview: This is an Old Bloodletter Set up that's been touched up for 4th Tree shenanigans. The added firepower of Cub is a nice addition to a build that already cleared content at blinding speeds. Unfortunately Gear variety, as with many Bloodletter builds, is still low.

[Skill Tree\(click here\)](#)



Action Skill: Iron Cub

Augments: Hammerdown Protocol or Capacitive Armatures

Iron Cub is quick to deploy and adds free damage to your setup while not interrupting your mobbing. Its ability to draw aggro is an added bonus.

Weapons:

- Plaguebearer with 150/90, Consecutive hits, 100% Rad Damage While Under 50% Health, Kills Stack Reload.
- Backburner with 150/90, Consecutive hits, 100% Rad Damage While Under 50% Health, Kills Stack Reload
- Scourge with 150/90, Consecutive hits, 100% Rad Damage While Under 50% Health, Kills Stack Reload

- Kickcharger with 150/90, Consecutive hits, 100% Rad Damage while Under 50% Health, Kills Stack Reload.
- Rynah with 150/90, Consecutive hits, 100% Rad Damage While Under 50% Health, Kills Stack Reload
- Plumage with 150/90, Consecutive hits, 100% Rad Damage While Under 50% Health, Kills Stack Reload
- Mongol with 150/90, Consecutive hits, 100% Rad Damage While Under 50% Health, Kills Stack Reload
- Globetrotr with 150/90, Consecutive hits, 100% Rad Damage While Under 50% Health, Kills Stack Reload
- Major Kong with 150/90, Consecutive hits, 100% Rad Damage White Under 50% Health, Kills Stack Reload.
- Crit/Hail with Consecutive hits or 100% Rad Damage While Under 50% Health
- Hive with Consecutive hits, 100% Rad Damage White Under 50% Health, Kills Stack Reload.

Class Mod:

- Bloodletter
 - +3 Thin Red line and +2 Desperate Measures or +2 Phalanx Doctrine
 - +5 Phalanx Doctrine
 - Weapon Charge Speed, Splash Damage, Heavy Damage, or Weapon Magazine Size

Grenades:

- Cloning Maddening Tracker with 25% damage on grenade throw
- (Spring) Epicenter with 25% damage on grenade throw
- (Vindicator) Ghast Call
- Recurring/Mirv-Tac

Artifacts:

- Hulking Toboggan
 - Heavy Weapon Damage or Mag Size + AOE Damage
 - Note Heavy weapon damage and mag size can not spawn together. If you spam enough grenades you can get away with heavy damage. Otherwise mag size is preferable for the more comfy upkeep.
- Snowdrift/Atom Balm/Last Stand Victory Rush
 - Mag Size + Weapon Type Damage, AOE Damage, Elemental Damage
- Pearl of Ineffable Knowledge
 - Mag Size + Health Regen, Max Health, Fire Rate

Shield:

- Version 0.m is the recommended shield for this build.

The Rerouter and One Shotter are both good amp shields but lack the damage bonus provided by the 0.m. If you don't have a 0.m then these are good substitutes.

The Big Boom Blaster with amp is another great shield option to have.

Playstyle:

The version 0.m is an amp shield that will provide a significant damage boost for the first shot of a weapon provided you are at full shield. The Bloodletter Class Mod, combined with Vampyr and Rushin Offensive, restores any shields lost, more or less guaranteeing an amp bonus on nearly every shot.

Grenade Moze

By: *Glenny and RamenDeliveryTruck*

Overview: *This is a full on grenade Moze build that takes full advantage of various class mods, using the action skill active 150% grenade damage bonus anoint as well as the Guardian Angel Shotgun. Keynote: Guardian Angel shotgun is from the Vault Card Rewards so you will need to unlock it through your vault cards.*

[Skill Tree\(click here\)](#)



Action Skill: Iron Cub

Augments: V35 Grenade Launchers, Salamanders, Mini guns.

The goal of this build is to have Cub draw aggro but consume little to no fuel, The variations in augments allow for you to switch being your desired class mod. Another playstyle with this build is similar to ASE Cub which is allowing Cub to die to proc terror on yourself, because of all the cooldown we are able to get, you are able to have great terror uptime.

Alternate Skill Tree Options/Flexibility:

- Depending on your playstyle and the grenades you plan to use, you can opt to move points into red tree if you plan to use the URAD anoint (100% rad damage while under 50%) [URAD Spec](#) this link will direct you to a spec focused more around URAD, this spec does not have to take TCP so depending on your play style you can move points from TCP to Grizzled or vice versa.

Weapons:

- Guardian Angel with 100% Rad Damage While Under 50% Health, Terror Cryo
- Facepuncher with 100% Rad Damage While Under 50% Health, Terror Cryo

Class Mod:

- Green Monster
 - +5 Scorching RPMS
- Flare
 - +5 Means of Destruction ideally or +3 Means of Destruction and 2 Cloud of Lead (You want to have no points into Stainless Steel Bear because it takes fuel away from Cub, thus in turn lowering your max damage potential)
- Blast Master
 - +3 Pull the Holy Pin Ideally and the other 2 skills are flexible, so +1 Redistribution and +1 Vampyr or +2 Vampyr.
- Mind Sweeper
 - +5 Skag Den Ideally or +4 Skag den and +1 Redistribution or +1 Torgue Cross Promotion.

Ideal stats:

- Grenade damage
- Splash damage
- Splash radius
- Grenade radius
- Action Skill damage
- Grenade Capacity

Grenades:

- Recurring/MIRV-Tacular Hex with ASA 150%, Terror Damage/Fire Rate
- (Spring) Epicenter with ASA 150%, Terror Damage/Fire Rate
- Lightspeed with ASA 150%, Terror Damage/Fire Rate
- (Vindicator) Ghast Call
- Fixative (Triple Sticky Parts) Grenade (Any manufacturer will work, hyperion is ideal for bossing) with ASA 150%, Terror Damage/Fire Rate
- Cloning Maddening Tracker with ASA 150%, Terror Damage/Fire Rate
- Widowmaker with ASA 150%, Terror Damage/ Fire Rate
- Fastball with ASA 150%, Terror Damage/ Fire Rate
- Pipe Bomb with ASA 150%, Terror Damage/ Fire Rate
- Core Buster with ASA 150% , Terror Damage/Fire Rate
- Whispering Ice with ASA 150%, Terror Damage/ Fire Rate
- Hunter Seeker with Terror Damage/Firerate
 - This is another playstyle, with the same spec. Use a Green Monster with this.

Artifacts:

- Snowdrift/Atom Balm/Last Stand Victory Rush
 - AOE Damage, Grenade Damage and Radiation Damage.

Shield:

- Old God with IB cooldown anoint or Apply terror on action skill end
 - Old God of any element to match your grenade is ideal for this set up, the parts on your shield are pretty flexible. One recommendation would be triple absorb or triple vagabond.
- Big Boom Blaster with IB cooldown anoint or apply terror on action skill end
 - Parts on the big boom blaster are very flexible, one recommendation would be double absorb.

Playstyle:

Grenades everywhere, the further away you are from the enemy the more damage you get from the Guardian Angel.

- EMP5 with Terror Cryo

Class Mod:

- Bloodletter
 - +3 Thin Red Line and +2 Phalanx Doctrine
- Marksman Class mod (This is a purple class mod)
 - +4 Scorching RPMS and +1 Experimental Munitions.
- Rocketeer (Auto Bear)
 - +5 Torgue Cross Promotion
- Flame
 - +5 Really Big Guns
- Heat Exchanger
 - +4 Feature Creep and +1 Scorching RPMS

For your class mods, you ideally want the same passives for each: Splash Damage, Splash Damage Radius and Hyperion Crit or Weapon Reload Speed.

Grenades:

- Corrosive Hunter Seeker with on reload causes a cryo nova (Gunner Exclusive Terror anoint)

Artifacts:

- Spark Plug Victory Rush
 - AOE Damage, Shock Damage, Movement Speed

Shield:

- Black Hole with melee attacks have a 25% chance to apply terror
- Shock or Radiation Recharger Berner with melee attacks have a 25% chance to apply terror
- Shock or Radiation Stinger with melee attacks have a 25% chance to apply terror
- Revolter with melee attacks have a 25% chance to apply terror
 - Triple Vagabond for movement speed

Playstyle:

COME ON AND SLAM, yes you slam a lot with this build to stack your terror, let the spark plug do its thing to build up the terror for you, once you have terror, use your guardian angel. Shoot once and reload, you will release a powerful cryo nova. Rinse and Repeat, Shield choice comes down to how you wish to play, each shield has a different reason, the nova shields to go with the theme and revolter to apply a powerful bonus element when in FFYL. Hunter Seekers are there as a great ranged tool to help you close the distance between some enemies who can't be reached with your spark plug.

Cubchoo Moze (Snot Bear)

By: Glenny and Quag

Overview: This build is focused around not using Short Fuse or Weapons that have a small splash radius for Example the boogeyman. The boogeyman is the star of the show for this build but there are a few weapons that can work with this set up. Moze has an excellent formula and she is not limited to just short fuse and other skills, this build showcases that.

[Skill Tree \(Click Here\)](#)



Action Skill: Iron Cub

Augments: Bear Fist Wild Swing.

This build focuses on Cub being up to have maximum uptime for Flare, so we have cub use bear fist with wild swing. Cub will not waste any fuel, it will be a little unkillable machine and provide Moze a massive power boost thanks to the Flare Class Mod.

Weapons:

- Cryo Boogeyman with URAD Anoint (In 3 weapon slots for Matched Set bonus)
- Cryo Backburner with URAD Anoint

Class Mod:

- Flare
 - +3 Stainless Steel Bear and +2 Cloud of Lead

For your class mods, you ideally want the same passives for each: Splash Damage, Weapon Damage and Sniper Damage

Grenades:

- Cryo Hex with On Grenade Throw

Artifacts:

- Vladof Company Man Top (Fire Rate, Damage and Crit Damage)
 - AOE Damage, Mag Size, Radiation Damage, Cryo Damage, Corrosive Damage, Movespeed.

Shield:

- Super Soldier Ideally anything but Amp.

Playstyle:

GOOO BRRR, no really, you shoot boogeyman, it has incredible ammo regen that plus the regen from Super Soldier, you just shoot gun and things go brr. Plus thanks to the URAD anoint, you have massive rad splotions thanks to TCP and Superior Firepower thus making Mobbing feel very very satisfying.

Superior Cryopower

By: Quag and Glenny

Overview: This build is focused around using the rocketeer class mod, Moze's full purple to get maximum benefit from Superior Firepower with Cryo weapons and URAD anoint.

[Skill Tree \(Click Here\)](#)



Action Skill: Iron Bear

Augments: Hammerdown

Alternate Skill Tree Options/Flexibility:

- Can spend Dakka bear point on cloud of lead, if you feel that you have Iron Bear be smaller to fit through various places.

Weapons:

- Any Cryo Splash Weapon, with URAD anoint.
- Splash Cryo Maliwan guns have the primary element being Cryo: Kyb's Worth, Beacon, Trevonator.

Class Mod:

- Rocketeer
 - +5 Torgue Cross-Promotion

For your class mod passives: Splash Damage, Splash Damage Radius are two must have, followed by Weapon Damage, Weapon type Damage, Weapon Charge Speed.

Grenades:

- Cryo Hex with On Grenade Throw

Artifacts:

- Atom Balm Deathless
 - AOE Damage, Mag Size, Radiation Damage, Cryo Damage, Radiation Damage, Movespeed.

Shield:

- Any Cryo Shield to help maintain max stacks of Harmonious Havoc: Void Rift, Frozen Heart, Frozen Snowshoe, and with the shield anoint be Iron Bear Cooldown anoint.
- Super Soldier

Playstyle:

FREEEEZE and EXPLOSIONS!!!! Basically, you will have a lot of damage thanks to your cryo weapons plus with atom balm, our rad explosions will be massive to help with mobbing.

Cub Stab

By: *Glenny and AncientRune*

Overview: *This build is focused on stinger and Fishslap spam while murdering iron cub over and over. The flame class mod allows for Moze to spam an action skill start Stinger over and over from cub killing itself from its own splash damage.*

[Skill Tree\(Click Here\)](#)



[Alternative Skill Tree for non urad](#)

Action Skill: Iron Cub

Augments: Molten Roar, Lock and Speedloaded, Musical Chairs

The augments we use for Iron Cub are purely for the fact that they deal splash damage that hurts cub. Cub needs to die as fast as possible.

Weapons:

Psycho stabber w/ 150/90, ASE 100% Melee, URAD, Terror Cryo

Guardian Angel w/ 150/90, ASE 100% Melee, URAD, Terror Cryo

- Melee Attachment will boost all your melee but any Guardian Angel works

Face puncher X14 w/ Melee Apply Terror

- Used if you want to use terror

Backburner w/ Iron Cub Active 150% Gun Damage

- Used to manually kill cub if no enemies are nearby

Shields:

Stinger w/ Action Skill Start

- Try to match elements. Cryo will beat corrosive (besides vs Wotan) because of superior firepower boosting cryo damage.

Frozen Heart w/ Action Skill Start

- Instant freezes enemies to get high melee mult vs frozen enemies
- Can do decent damage when going URAD and Guardian Angel

Grenades:

Fish Slap w/ ASE 50% Elemental or Terror Damage Fire rate

- Try to match elements. Cryo will beat corrosive like stinger because of superior firepower
- Triple Link parts are ideal.
- Try to get an ASE 50% of an element that you don't have for harmageddon.
- Terror Damage fire rate is used with Terror Face puncher.

Class Mod:

Eternal Flame

- Skill points don't really matter but Really Big Guns means when cub is killing itself it can deal more damage to enemies.
- Ideal Passives: Melee Damage, Splash Damage, Splash Radius, Grenade Radius (applies to fishslap)

-

Artifacts:

Spark Plug/Hot Drop Static Charge

- Ideal Passives: Melee Damage (single or double rolled), Area Of Effect Damage (on 2nd or 3rd passive for radius), Elemental Damage (Single or double rolled)
- Slam artifacts are used to reset flame by constantly damaging enemies with having either fire damage or Big Surplus activated. Not used for damage but can do some damage when using Guardian Angel

Static Charge is best for melee in general and amazing for mobbing.

Original Skill Tree Builds

3-Tree Moze

By: Prismatic and Rampant

Overview: This build can support nearly any Class Mod and Playstyle but is focused around a Hybrid setup, switching between Moze and Iron Bear as the situation calls for.

[Skill Tree \(click here\)](#)



Augments: Double Capacitive Armature or 1 Capacitive Armature and 1 Sabot Round.

Double Capacitive Armature is the best mob clearing option but leaves Bear with no healing. This is not a problem for Bear anywhere but the current True Maliwan Takedown Bridge. One arm capacitive Armature and the other Sabot is a good Alternate if you find Bear dying on you.

Alternate Skill Tree Options/Flexibility:

- If you want to run Mind Sweeper moving 2 points from Stainless Steel Bear into Pull the Holy Pin will give your micro-grenades a better chance to spawn more micro-grenades.

Weapons:

- Flipper with Consecutive hits, 160% Splash, or 125% Splash
- Beacon with 150/90, Consecutive hits, 160% Splash, or 125% Splash
- Plaguebearers with 160% Splash or 125% Splash
- Ion Cannon with 150% over 90%, 160% Splash, or 125% Splash
- Sandhawk with Consecutive hits
- Kaoson with Consecutive hits
- Backburner with 160% Splash or 125% Splash
- Boom Sickle with Consecutive hits
- Kyb's Worth with Consecutive hits, 160% Splash, or 125% Splash
- Blood-Starved Beast with Consecutive hits
- Insider with 160% Splash, or 125% Splash
- Prompt Critical with Consecutive hits, 160% Splash, or 125% Splash
- Plasma Coil with Consecutive hits, 160% Splash, 125% Splash or 150/90
- Boogeyman with Consecutive hits.
- Creamer with Consecutive hits, 160% Splash, 125% Splash or 150/90

Class Mods:

- Rocketeer
 - 5 Fire In The Skag Den
 - Weapon Type Damage (e.g. SMG Damage) and Splash Damage are the 2 best rolls you can have.
 - As a third roll you can use any of: Actions Skill Damage, Manufacturer Crit (e.g. Dahl Crit), Weapon Crit, Charge Speed or Fire rate.
- Mind Sweeper ([Skill Tree](#))
 - 1 Redistribution and 4 Fire In The Skag Den
 - Weapon Type Damage (e.g. SMG Damage) and Splash Damage are the 2 best rolls you can have.
 - As a third roll you can use any of: Manufacturer Crit (e.g. Dahl Crit), Weapon Crit, Charge Speed, Fire rate or Action Skill damage.
 - If you run Mind Sweeper move 2 points from Vampyr into Pull the Holy Pin.
- Blast Master
 - 1 Redistribution and 4 Vampyr
 - Weapon Type Damage (e.g. SMG Damage) and Splash Damage are the 2 best rolls you can have.
 - As a third roll you can use any of: Manufacturer Crit (e.g. Dahl Crit), Weapon Crit, Charge Speed, Fire rate or Action Skill damage.

Grenade Mods:

- Cloning Maddening Tracker with 25% damage on grenade throw
- (Spring) Epicenter with 25% damage on grenade throw
- Recurring or MIRV-Tacular Hex with 25% damage on grenade throw
- Lightspeed with 25% damage on grenade throw
- (Vindicator) Ghast Call

Artifacts:

- Snowdrift/Last Stand Victory Rush
 - Mag Size + AOE Damage, Weapon Type Damage (e.g. SMG Damage)
Elemental Damage
- Pearl of Ineffable Knowledge
 - Mag Size + Health Regen, Max Health, Fire Rate

Shields:

For shields, taking the Gunner's Increase Cooldown Rate anoint helps make up for the lack of CDR skills.

- Recharger - Gunner Cooldown Anoint
- Boom Blaster - Gunner Cooldown Anoint
- Old God - Gunner Cooldown Anoint
- Transformer - Gunner Cooldown Anoint
- Plus Ultra - Gunner Cooldown Anoint

Build Demonstrations:

[Jaded Echo's version of the build](#)

Level 60 Demonstrations:

The Following Demo's are done with variations of the build that use 1 Skag Den. The versions recommended above offer strictly better damage. Prismatic just prefers playing without high Skag Den.

[Rocketeer vs Valkyries](#)

[Trial of Fervor with Beacon](#)

[TGTD Mobbing with Beacon](#)

3-Tree Iron Bear Moze

Build By: Prismatic and Rampant

Overview: This build is dedicated to piloting a strong iron bear while not sacrificing too much of Moze's infantry power.

[Skill Tree\(click here\)](#)



Augments: Capacitive Armature/Sabot Rounds or Vanquisher Pods or Exploding Bullets

Since splash damage with Vampyr is the only way to heal Iron Bear. Setting one arm as Capacitive Armature and one as Corrosive Sabot is a great general purpose set up. Double Capacitive armature can also be used as a faster mob clearing set up with no sustain.

Vanquisher Pods and Exploding Bullets will not perform as well as Cap/Sabot but both are strong splash alternatives if you prefer them over the rail gun augments, however beware of self damage as that will kill Iron Bear near instantly.

Alternate Skill Tree Options/Flexibility:

- If you are not using the full Iron Bear uptime you can move the points from Deadlines into Scrappy, Means of Destruction, or Vampyr.

- Vampyr points are personal preference and depend on playstyle, if you find survival to be difficult on foot, you can take a point from Torgue Cross Promotion or Fire in the Skag Den.

Weapons:

- Crit with Consecutive hits
- Flipper with Consecutive hits, 160% Splash, or 125% Splash
- Beacon with 150/90, Consecutive hits, 160% Splash, or 125% Splash
- Plaguebearers with 160% Splash or 125% Splash
- Ion Cannon with 150% over 90%, 160% Splash, or 125% Splash
- Sandhawk with Consecutive hits
- Kaoson with Consecutive hits
- Backburner with 160% Splash or 125% Splash
- Boom Sickle with Consecutive hits
- Kyb's Worth with Consecutive hits, 160% Splash, or 125% Splash
- Blood-Starved Beast with Consecutive hits
- Insider with 160% Splash, or 125% Splash
- Prompt Critical with Consecutive hits, 160% Splash, or 125% Splash

Shields:

- Plus Ultra - Gunner Cooldown Anoint
- Old God with Max HP parts and Gunner Cooldown Anoint
- Mendel's Multivitamin with Gunner Cooldown Anoint
- All-In Shield with Gunner Cooldown Anoint

For Iron Bear you want the biggest health boost you can find. Plus Ultra with multiple health rolls is the best. Mendel's Multivitamin and Old God can be good for Iron Bear, but don't match the synergy and max health achieved by Plus Ultra. Failing any of these, any shield with 2 or 3 health rolls is a good substitute. The anoint should be considered a bonus, prioritizing health.

Grenades:

- Cloning Maddening Tracker with 25% damage on grenade throw
- (Spring) Epicenter with 25% damage on grenade throw
- Recurring or MIRV-Tacular Hex with 25% damage on grenade throw
- Lightspeed with 25% damage on grenade throw
- (Vindicator) Ghast Call

Artifact:

- Snowdrift/Last Stand Victory Rush
 - Action Skill Cooldown, Mag Size, Weapon Type Damage, AOE Damage, Elemental Damage

The most important part is the AoE damage. Snowdrift allows you to escape sticky situations outside of Iron Bear but is not crucial.

Class Mods:

- Flare
 - 3 Stainless Steel Bear, 2 Means of Destruction
 - Splash, Action Skill Damage, Cool Down Reduction, Weapon Type Damage

- Raging Bear
 - 3 Deadlines and 2 Stainless Steel Bear
 - Splash, Action Skill Damage, Cool Down Reduction, Weapon Type Damage

- Bear Trooper
 - 5 Stainless Steel Bear
 - Splash, Action Skill Damage, Cool Down Reduction, Weapon Type Damage

Playstyle:

This is an Iron Bear build meaning you should be spending as much time as possible inside Iron Bear. Capacitive Armature works best when dealing with groups of enemies but for single target damage it can chain off Iron Bear and Moze, without damaging them, for better single target damage. Despite being splash the Corrosive Sabot will not damage Iron Bear making it great for dealing with armored enemies at any range.

Flare is a slightly different playstyle to the other coms recommended. It offers no direct duration boost through its red text and thus you have much shorter Iron Bear Rides, in return however you have a significantly higher damage cap. This is better for short engagements and most boss fights, but not recommended for extended mobbing engagements.

When Iron Bear is on Cooldown you will want to play aggressively, going for kills to reduce Iron Bear cooldown through Grizzled.

While this build focuses on making Iron Bear a powerhouse, Moze still remains strong on foot. This build still has access to some of her best DPS boosts in Short Fuse, Scorching RPM's and Drowning in Brass.

Gameplay Demo's

[Flare Com vs True Maliwan Takedown Bosses](#)

Infantry Moze

by: Rampant, Prismatic and Nootmad

Overview: This build is designed to support ammo-hungry weapons, such as the Sandhawk and Kaoson. It gives up the Corrosive Sabot Hardpoint in order to focus more on Moze outside of Iron Bear.

[Skill Tree\(click here\)](#)



Augments: Capacitive Armature or Hammerdown Protocol

Double Capacitive Armature is the best mob clearing option but leaves Bear with no healing. This is not a problem for Bear anywhere. Running double Hammerdown Protocol will give Bear a way to heal while avoiding self damage of the other splash hardpoints.

Weapons:

- Crit with Consecutive hits
- Flipper with Consecutive hits, 160% Splash, or 125% Splash
- Beacon with 150/90, Consecutive hits, 160% Splash
- Plaguebearers with 160% Splash
- Ion Cannon with 150/90, 160% Splash
- Sandhawk with Consecutive hits
- Kaoson with Consecutive hits
- Backburner with 160% Splash
- Boom Sickle with Consecutive hits
- Kyb's Worth with Consecutive hits, 160% Splash

- Blood-Starved Beast with Consecutive hits
- Insider with 160% Splash
- Prompt Critical with Consecutive hits, 160% Splash

Shields:

- Recharger with Gunner Cooldown AnointE
- Big Boom Blaster Gunner Cooldown Anoint
- Old God with Gunner Cooldown Anoint
- Transformer with Gunner Cooldown Anoint
- Plus Ultra - Gunner Cooldown Anoint

Grenades:

- Cloning Maddening Tracker with 25% damage on grenade throw
- (Spring) Epicenter with 25% damage on grenade throw
- (Vindicator) Ghast Call

Artifacts:

- Pearl of Ineffable Knowledge
 - Mag Size + Health Regen, Max Health, Fire Rate
- Snowdrift/Last Stand Victory Rush
 - Mag Size + Weapon Type Damage, AOE Damage, Elemental Damage
- Cutpurse Launch Pad - (If struggling with ammo)
 - Mag Size, AoE Damage, Weapon Type Bonus (Eg Sniper Damage), or Elemental Damage Bonus.

Class Mods:

- Blast Master
 - 1 Redistribution and 4 Vampyr
 - Weapon Type Damage (e.g. SMG Damage), Manufacturer Crit (e.g. Dahl Crit), Charge Speed, Splash Damage.
- Mind Sweeper ([Skill Tree](#))
 - 1 Redistribution and 4 Fire In The Skag Den
 - Splash Damage, Weapon Type Damage (e.g. SMG Damage), Manufacturer Crit (e.g. Dahl Crit), Charge Speed.
- Rocketeer
 - 5 Fire In The Skag Den
 - Splash Damage, Weapon Type Damage (e.g. SMG Damage), Manufacturer Crit (e.g. Dahl Crit), Charge Speed,

Bloody OmNom the Original

By: Prismatic and Nootmad

Overview: The goal of this build is to make effective use of the Bloodletter Class Mod. The Version 0.m amp shield will provide a significant damage boost while your shields are full but will partially drain it. Bloodletter synergizes with Vampyr and Rushin Offensive to restore your shields and maximise the amount of amp shots you get.

[Skill Tree\(click here\)](#)



Augments: Capacitive Armature and Sabot Rounds

Since splash damage with Vampyr is the only way to heal Iron Bear. Setting one arm as Capacitive Armature and one as Corrosive Sabot is a great general purpose set up. Double Capacitive armature can also be used as a faster mob clearing set up with no sustain.

Weapons:

- Plaguebearer with Consecutive hits or 100% Rad Damage While Under 50% Health
- Backburner with Consecutive hits or 100% Rad Damage While Under 50% Health
- Scourge with Consecutive hits or 100% Rad Damage While Under 50% Health
- Crit with Consecutive hits or 100% Rad Damage While Under 50% Health

Class Mod:

- Bloodletter
 - +2 Thin Red line and +3 Desperate Measures
 - Weapon Charge Speed, Splash Damage, Heavy Damage, Weapon Magazine Size

Grenades:

- Cloning Maddening Tracker with 25% damage on grenade throw
- (Spring) Epicenter with 25% damage on grenade throw
- (Vindicator) Ghast Call

Artifacts:

- Pearl of Ineffable Knowledge
 - Mag Size + Health Regen, Max Health, Fire Rate
- Snowdrift/Atom Balm/Last Stand Victory Rush
 - Mag Size + Weapon Type Damage, AOE Damage, Elemental Damage

Shield:

- Version 0.m is the recommended shield for this build.

The Rerouter and One Shotter are both good amp shields but lack the damage bonus provided by the 0.m. If you don't have a 0.m then these are good substitutes. Since Iron Bear use in this build will be minimal aointments are not important but Elemental ASE will give a minor damage increase

Playstyle:

The version 0.m is an amp shield that will provide a significant damage boost for the first shot of a weapon provided you are at full shield. The Bloodletter Class Mod, combined with Vampyr and Rushin Offensive, restores any shields lost, more or less guaranteeing an amp bonus on nearly every shot.

Build Demonstrations:***Level 60 Demonstrations***

[Build vs True Maliwan Takedown on Mayhem 10](#)

[Build vs True Guardian Takedown on Mayhem 10](#)

[Build vs Trial of Fervor on Mayhem 10](#)